Usenet Newsgroup Archive: comp.sys.atari.st.tech

1999 - 2002

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Date span: 1999-01-01 through 2002-12-31

Source text: comp.sys.atari.st.tech.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 7,898

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. JAZ Drive Format

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-01 00:00:00 UTC
From: swampfox@mercury.net
Message-ID: <76hbl5$4mg0$1@spnode06.nerdc.ufl.edu>
Source record: 10902

Hello out there!
I've been running an IOMEGA 1gig JAZ drive with no problems since
3/98. I used ICD's program to format the disks. Now, after fairly
heavy use, I'm getting all sorts of bad data messages. I can't reformat
and IOMEGA won't check it out unless it's running on a PC or MAC.
(even though it's under warantee! BAHHH HUMBUG!!! any input is
welcome. E-mail: swampfox@mercury.net
Thanks,
John

From:John Garone
swampfox@mercury.net
-ATARI C-LAB Falcon MK1/Seagate/Iomega jaz/CD-ROM/Supra56k/CAB/Newsie

2. Re: Elysium updated...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-01 00:00:00 UTC
From: rev.rivet@volcane.is.my.33Mhz.NeXT.com
Message-ID: <76hnn2$f5k$1@eve.enteract.com>
Source record: 10903

i love your new page, and the nephs!

now if i can just get chris bigg to repaint my falcon.

--
"I noticed a clump of wild flowers that we had trampled underfoot upon
departing - yellow camomiles, relics of our yesterday."

3. DOIT-Archives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-01 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JABLAFAFUP@data.rhein-main.de>
Source record: 10904
Cross-posted to: comp.sys.atari.st.tech,de.comp.sys.st,comp.sys.atari.st,comp.sys.m68k

```
DOITF030 Tips+Tricks around the Atari Falcon F030 HTML V 6.3.0
DOIT_ST Tips+Tricks arond the ST Computer Series HTML V 2.4

ftp.rhein-main.de/pub/atari
http://www.rhein-main.de/people/robert/index.htm

--
-= Home of DOIT-Archives =-

_____________________________________________
CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm
```

4. for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-01 00:00:00 UTC
From: bsummer@delphi.com
Message-ID: <RPZUg7h.bsummer@delphi.com>
Source record: 10905

Atari Falcon For Sale:

Atari Falcon with 84 meg internal HD,14 megs of RAM,
math co-processor installed, and RGB,VGA monitor adapters,
with manual and box. HD is loaded with all ORIGINAL
Falcon software, inc. Atariworks, plus much more.
Price in USA $650.00 plus shipping/COD.

I also have the external TOAD Syquest 88/44 hard drive,
which was a perfect complement for backing up internal
HD. The Syquest will write to 88 meg carts, and read 44
also.It comes with cable, and 7 - 88 meg carts.
There's a 14.4 ext. modem if needed.
The price of the Falcon and external HD stuff is
$775.00 plus shipping in USA/COD.

If there is anyone in the NYC area, that would be interested
in picking up the Atari Falcon, instead of mailing it, I will include
an Atari SC1224 monitor in excellent working order, for
free.

If interested, please leave Email for Barry Summer at:
bsummer@delphi.com

Happy holidays, everyone!!
Barry

5. test

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-01 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <915216320-901767AEicMi@xs4all.nl>
Source record: 10906

```
Hi there, I am testing my posting.

I'm a ATARI STe and FALCON user, and a Motorola fan.
Anybody out there, for questions about, par example:
SoundPool's audioprograms, sequencing etc. etc.
Post me!

Guido.
```

6. Re: JAZ Drive Format

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-01 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <76j654uft2@irk.zetnet.co.uk>
Source record: 10907

On 1 Jan 1999 02:24:37 , John Garone wrote:
>Hello out there!
>I've been running an IOMEGA 1gig JAZ drive with no problems since
>3/98. I used ICD's program to format the disks. Now, after fairly
>heavy use, I'm getting all sorts of bad data messages. I can't reformat
>and IOMEGA won't check it out unless it's running on a PC or MAC.
>(even though it's under warantee! BAHHH HUMBUG!!! any input is
>welcome. E-mail: swampfox@mercury.net
> Thanks,

A lot of early Jaz drives had problems, yours might have been old-stock. The problem is IOMEGA have nothing like syquests (RIP) experience with removeable technology and made some bad design decisions. Early drives and more importantly early disks are prone to failure, nothing you can do about it except lie to IOMEGA, not buy their products again and invest in CDR......

chrisc

7. KAOS TOS Img

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-01 00:00:00 UTC
From: Richard Claunch <RClaunch@Dreamsoft.Com>
Message-ID: <368d331a.0@news-out2.newsnerds.com>
Source record: 10908

Hello

If a guy wanted to install the KAOS TOS image into a Atari Mega ST using eproms. What eproms would he use 27128? 27256? 27512? 27C10? and how many eproms would be needed? The KAOS TOS image file is 197K in size.....

Any info would be great

Richard Claunch Riverside, Ca. - Email - RClaunch@Dreamsoft.Com

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8. Re: re: 520 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-01 00:00:00 UTC
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <+L$30EArDTj2EwuJ@thedruid.demon.co.uk>
Source record: 10909

In a message of <26.12.98>, kdermott@zetnet.co.uk (90:107/100.100) writes:
k> i seem to remember a patch for 2.5 meg setup sometime in the past

I don't think this needs a patch on the STE - just use two 1MB SIMMS in slots 1 and 3 and two of the original 256KB SIMMS in slots 2 and 4.

There was a hardware patch (one of the first articles I translated from German) to use 3 MB in a 1040 STFM (or a 520 STFM upgraded *on the board* to 1 MB), though Derryck found some problems with 'holes' when he tried this.

Regards
/Peter/

--
BREAKFAST.COM Halted...Cereal Port Not Responding

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |-+
| I I +---+ | |
| gatekeeper@thedruid.demon.spamless.uk | |
+---+ |
+---+

9. Re: KAOS TOS Img

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-02 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <76khkq$qj8$2@news3.isdnet.net>
Source record: 10910

Richard Claunch a &#65533;crit dans le message
<368d331a.0@news-out2.newsnerds.com>...
>Hello
>
>If a guy wanted to install the KAOS TOS image into a Atari Mega ST using
>eproms. What eproms would he use 27128? 27256? 27512? 27C10? and
>how many eproms would be needed? The KAOS TOS image file is 197K in
>size.....

```
It depends on what kind/number of ROMs are inside the ST already, however
I'd go for TOS 2.06 instead.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org mygale.org
```

10. SH205 Upgradable???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-02 00:00:00 UTC
From: dennis <dennis@dstc.com>
Message-ID: <Pine.OSF.4.05.9901021755250.23341-100000@azure.dstc.edu.au>
Source record: 10911

Hi everyone,

Any advice welcome.

I have been given an SH205 unit but the drive appears shot. Is it possible to put in a new drive, preferably with greater capacity. What sort of device is it? IDE compatible???

Anyone who's done this, please write back to me at dennis@dstc.com

Many thanks

Dennis Remmer

11. Re: SH205 Upgradable???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-02 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <76l17v$vt6$3@irk.zetnet.co.uk>
Source record: 10912

On 2 Jan 1999 17:57:32 , dennis wrote:

>I have been given an SH205 unit but the drive appears shot. Is it possible
>to put in a new drive, preferably with greater capacity. What sort of
>device is it? IDE compatible???
>

IIRC the SH205 is an MFM or RLL device, rather than the SCSI ones that are more common these days.... you might well have the devils own job finding big drives with those interfaces...

chrisc

12. Printer Drivers for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-02 00:00:00 UTC
From: "Mr. P.W. Wreford" <wreford@argonet.co.uk>
Message-ID: <na.e6346c48be.a70320wreford@argonet.co.uk>
Source record: 10913

Hi
My friend, who is not on the internet, has a 4Mb ST520. He wants to upgrade his aging dot matrix printer to a modern ink jet printer, something like a CANNON 250 or 4300 or EPSON similar.

Before buying anything he wants to be sure that a printer driver is available for the ST.

Can anyone help please with:
What is available?
Where can it be obtained?

TIA to anyone who can help.

Peter Wreford

PS. If its a download to my machine - its an Acorn RISC PC.

--
____
PETER WREFORD in the /
Isle of Wight /...Internet access for all Acorn RISC machines
_____________________/ wreford@argonet.co.uk

13. System specs of atari 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-02 00:00:00 UTC
From: Petter Uvesten <f98peuv@dd.chalmers.se>
Message-ID: <Pine.SOL.4.02.9901022035100.6104-100000@finrod>
Source record: 10914

Does anyone know/know a site where i can find technical information on the
Atari 520 STe, with info like how much memory it can handle, what type
of/how many HD:s (if any?) it can handle, etc.?

Thanks
Petter Uvesten

------ -------
Det enda man _egentligen_ vill gï¿½ra, det ï¿½r att iï¿½ka lïï¿½ssnïï¿½.
------ -------
Petter Uvesten f98peuv@dd.chalmers.se
tel #<refuse felia> 070-45 40 567

14. Re: System specs of atari 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-02 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <76m383ek2@irk.zetnet.co.uk>
Source record: 10915

On 2 Jan 1999 20:38:05 , Petter Uvesten wrote:
>Does anyone know/know a site where i can find technical information on the
>Atari 520 STe, with info like how much memory it can handle, what type
>of/how many HD:s (if any?) it can handle, etc.?
>

As standard 4Mb (replace the two 256K SIMM's with 1Mb opnes and fill the two spare slots with 1Mb SIMM's) With a MagnumRAM board you can add upto 12Mb of TT RAM, useful if your programs can use it, with a PAK 68/3 I know you can add TT-RAM for use with the accelerator, and this will be the case with the new high-end ST accelerator due out soon. I think a Veloce kitted STe can handle up to 8MB of TT-RAM though it might be 32Mb....I'm not totally sure...

If you use a IDEal STe or a STartIDE E then you can run a pair of IDE devices (you can even use them to get an internal 2.5" drive if you want) and the ACSI port should handle up to seven SCSI devices if you have a decent host such as a Link2/96/97 and decent software such as CBHD or HD-Driver...

I've used six devices with a Link2 and not had problems with them, that was four hard-disks, a CDROM and a tape-drive....

chrisc

15. Re: re: 520 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-02 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <76m7deubb1@roch.zetnet.co.uk>
Source record: 10916

On 1 Jan 1999 20:32:43 , PWest@thedruid.demon.co.Remove.To.Reply wrote:
>
>In a message of <26.12.98>, kdermott@zetnet.co.uk (90:107/100.100) writes:
> k> i seem to remember a patch for 2.5 meg setup sometime in the past
>
>I don't think this needs a patch on the STE - just use two 1MB SIMMS in slots
>1 and 3 and two of the original 256KB SIMMS in slots 2 and 4.

Sorry Peter, but you're wrong this time. On my original STFM I had
2.5 megs of RAM on a SIMM board (512K on board plus 2 megs of SIMMS,
but the STe doesn't allow this without a patch.

Cheers!

James

+----------------------------------+-----------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+-----------------------------------+

16. Canon C20 Printer driver wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-02 00:00:00 UTC
From: Jan.De.Smedt@village.uunet.be
Message-ID: <76nj9i$5ja$1@xenon.inbe.net>
Source record: 10917

Hi everyone,

I just got a Canon Multipass C20 fax/copier/printer as a Christmas gift.

Where can I find printer drivers for:
- Cubase Audio Falcon
- Calamus
- NVDI

BTW, will this device print with a Falcon?
AFAIK it demands bi-directional communication, and the Falcon does
not provide this, or does it?

Greetings,
Jan

e-mail: Jan.De.Smedt@village.uunet.be

17. Falcon modem2 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-02 00:00:00 UTC
From: Jan.De.Smedt@village.uunet.be
Message-ID: <76nj9l$5ja$2@xenon.inbe.net>
Source record: 10918

Hi,

I`ve got a Falcon 030 with Mighty Sonic accellerator and 16 MB RAM + 4 MB TT RAM.
I`ve also got a 3com PalmIII. Communication between them is handlded through
the PilotLink by Rodolphe Pineau, a freeware MiNT/Linux port.

http://www.chez.com/stratos/pilot.htm

For speed I use N_AES 2.1 #970302 which I bought on the Neuss Atari Messe.

Just a few days ago the PalmIII refuses to link with the Falcon.
It did OK for months both under MiNT + AES 4.1 & MiNT + NAES.

I verified with Profile2 system analyser: de default com is now modem1,
it used to be modem2, as it should be. Even if I use SET_DEV7.PRG, wich is
supplied with Profile2 it still stays at modem1.

However, communication with my modem still is fine, faxing & internetting OK.

MODEM.CPX has the out port on modem1 and greyed out (disabled).

auto folder:
DRVIN .PRG 3.923 bytes 17.05.94 (HSmodem07)
SCC .PRG 8.756 bytes 08.06.96
MINTNP.PRG 191.097 butes 25.11.98 (FreeMiNT 030 1.15.1-0.3)
work fine

N_AES.CFG
.
export PILOTMODEL=PalmIII
export PILOTPORT=/dev/modem2
export PILOTRATE=38400
export PILOTBACKUPPATH=L:\PalmPilot\Backup
.

Could This be a hardware failure?
Can anybody help me please?
If anyone is interested in digging into this, please e-mail me and I will
attach a profile2 report and N_AES.CFG to the reply for analysis.
I haven`t done it now so as not to slow internet down (aprox 85 kB).

Merry Xmas and a happy New Year!

Greetings,
Jan

e-mail: Jan.De.Smedt@village.uunet.be

18. PC kbd driver

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-02 00:00:00 UTC
From: Jan.De.Smedt@village.uunet.be
Message-ID: <76nj9o$5ja$3@xenon.inbe.net>
Source record: 10919

Hello everyone,

I connected a Trust W95 kbd to my Desktopper Falcon.

The connection is made with a print called Adaptakey,
http://wwwusers.imaginet.fr/~oxo/systems

I use the Adaptakey driver in the AUTO folder like they say, but
for the kbd to work I also have to use Pascal Fellerichos CKBD Deluxe
with the French kbd table. That way it works in TOS, Magic and N_AES.

My problem:
The Adaptakey driver dates from 1994 and so does CKBD.
It is a AZERTY kbd so I use F.KBD.
The top row keys (with the numbers) have two symbols in the lowercase
position and the keys next to "P" and "M" do not print the right keys.

- How do I get ASCII 045 "-" and ASCII 095 "_" to work properly?
They are next to the BACKSPACE but all I get is "=+" in TOS.

- What about the following characters?
[] are lowercase right next to the "P"
{} under the "9" and "0"
and \ are unreachable (lowercase right "3" and ">")

Does anyone have a correct CKBD *.KBD file so I can get to the keys?
Especially BACKSLASH is important for pathnames etc.

Greetings,
Jan

e-mail: Jan.De.Smedt@village.uunet.be

19. Re: KAOS TOS Img

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <76mdc4$8p6$5@zingo.tninet.se>
Source record: 10920

Richard Claunch skrev i meddelandet
<368d331a.0@news-out2.newsnerds.com>...
:Hello
:
:If a guy wanted to install the KAOS TOS image into a Atari Mega ST
using
:eproms. What eproms would he use 27128? 27256? 27512? 27C10? and
:how many eproms would be needed? The KAOS TOS image file is 197K in
:size.....

The board is configurable for two types of ROM:s,
the 27C256 EPROM which stores 32Kb and the custom
28pin ROM circuit that can contain 128Kb of data.

Your easiest choice is 6*27C256, but you could also
use two 27C010 chips with a little rewiring.

I'd go for the 2.06 version of the TOS though.
This one requires some decode logic in addition to
new ROM:s. You could also go for the successor of
KAOS TOS, namely MagiC, which can be loaded from
the harddrive.

MG

20. Re: St hard drive fuse ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: lwalkerN0SpaM@interlog.com
Message-ID: <368f1fe2.2708736@news.interlog.com>
Source record: 10921

On Sun, 27 Dec 1998 10:08:15 GMT, Branko Badrljica
<brankob@svet-el.si> wrote:

>If the fuse in PSU is on primary side (which most probably is the case)
>then you are comparing "apples with oranges" and your calculation is
>incorrect.
>Rughly speaking, 0.5A fuse on 220V side enables PSU to draw 220Vx0.5A=110W
>of power. If PSU has 75% conversion eficiency at full power, that would
>mean that you can get some 80-85W from it. But PSUs for that kind of
>things have at least two outputs; 5V and 12V and so two max power outputs
>that add together to those 80-85W.Actual power division varies, but let's
>assume that both outputs at your PSU are of equal power=40Weach.
>For 5V output that means 8Amps and for 12V some 3.3Amps. Ussually one can
>draw even more power from one at the expense of the other output to some
>extent... In practice numbers should be some 30% lower as there is always
>some spare room between fuse capacity and PSU needs...
>I would use 0.5Amp ordinary fuse (not fast) as rated...
>
>Regards,
>
>Branko
>
This is an ICD (US) machine and uses 110V. The .5 amp fuse is
soldered on the PSU board and appears OK. The fuse I'm missing is the
external one between the power cord and the on/off switch . The PSU
has what appears to be 3 parallel circuits with a 2 wire take-off to
power the ICD adapter. One of the 4pin sockets is for the Adaptec 4070
card and the other 2 are for RLL HDDs . I wasn't thinking, but of
course the output of the transformer is DC and the amperage available
would be higher. I'll try a .5a fuse. Thanks.

ciao larry

21. Re: St hard drive fuse ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: lwalkerN0SpaM@interlog.com
Message-ID: <36902505.4023695@news.interlog.com>
Source record: 10922

On Sun, 27 Dec 1998 18:27:34 GMT, robscha@data.rhein-main.de (Robert Schaffner) wrote:

>In <3685e47c.2872632@news.interlog.com> Lawrence Walker wrote:
>
>> I picked up an St hard drive which I believe is an ICD. It is
>>the shoebox style and has an ICD adapter card and an Adaptec 4070
>>It has 1 Miniscribe RLL and I plan to add another. My problem is that
>>the fuse holder cap and fuse is missing. While there is a .5 amp fuse
>
>The best way is to ask any local electronic store for the right cap.
>
>Otherways, remove the hole fuse holder and fit another (complete) one.
>The fuse check with 1 amp, if they blows, insert 1.5 amp but not
>more as 2 amp. I doasn't know anything about the internal psu.
>.5 amps on the psu looks like enough as primary (120V) fuse.
>
>>don't want to fry anything if there was any trouble with it.
>> Also it has a lithium disk battery. What was this for ?
>
>I think this adaptor will have a realtime clock too..
>Buffers the time if the drive is OFF.
>
>
> Regards, Robert
>
>
The cap is a bastard size so I replaced the fuse holder. Just to be on the safe side I'll try a .5amp fuse first. Thanks.

ciao larry

22. Logitech Bus Mouse(s)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: Steve Rollinson <rollinso@infobahn.com.au>
Message-ID: <368F3C16.9D378858@infobahn.com.au>
Source record: 10923

I have a couple of Logitech bus mouses (mice?, pointing thingies) which are suitable for use on Atari by changing the bus connector for a d type. I've been using one of these for years with no problems.

I'll give away two of these to the first two people who want them as long as they pay for postage from Perth WA.

Anybody want one?

Steve Rollinson

23. Re: SH205 Upgradable???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <76nge6$6k9$1@news2.xs4all.nl>
Source record: 10924

On 2 Jan 1999 17:57:32 , dennis wrote:
>
>I have been given an SH205 unit but the drive appears shot. Is it possible
>to put in a new drive, preferably with greater capacity. What sort of
>device is it? IDE compatible???

No, in the SH205 (in a flat box) the controller takes DMA in and
makes from that signals for a RRL-type drive through two cables.
No IDE, no SCSI. Try to find another SH205 with a shot controllercard.

You would have been more lucky with an old shoebox SH 204 because in
there is a DMA-SCSI card and a separate SCSI to RRL card.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

24. Re: Printer Drivers for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <76nq60$g5r$1@news2.xs4all.nl>
Source record: 10925

On 2 Jan 1999 17:38:41 , Mr. P.W. Wreford wrote:
>Hi
> My friend, who is not on the internet, has a 4Mb ST520. He wants to
>upgrade his aging dot matrix printer to a modern ink jet printer,
>something like a CANNON 250 or 4300 or EPSON similar.

>
>Before buying anything he wants to be sure that a printer driver is
>available for the ST.
>
>Can anyone help please with:
> What is available?
> Where can it be obtained?
>
The nasty thing is: there is not a universal printerdriver. Much
software comes with its own drivers.
So what is he using?
There exists something called NVDI that contains printerdrivers for
printing with help of the then extended system: GDOS printing.
But then again: the sofwtare has to know about GDOS printing.
Most modern stuff that uses graphics does.

How does he uses his old printer and for what?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

25. Re: System specs of atari 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <76nq63$g5r$2@news2.xs4all.nl>
Source record: 10926

On 2 Jan 1999 20:38:05 , Petter Uvesten wrote:
>Does anyone know/know a site where i can find technical information on the
>Atari 520 STe, with info like how much memory it can handle, what type
>of/how many HD:s (if any?) it can handle, etc.?
>
>Thanks
>Petter Uvesten
>
>------ -------
>Det enda man _egentligen_ vill g�ra, det �r att �ka l�ssn�.
>------ -------
I do not know the answer but....

Try out the following web sites

www://quickfaq.atari.org/

or

http://www.geocities.com/SiliconValley/bay/8745

or our own links on

http://www.xs4all.nl/~atarist

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

26. WTD: Power Supply for Mega 2 ST (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: dlacg@aol.com
Message-ID: <19990103144426.18274.00006620@ng14.aol.com>
Source record: 10927

Help! I need some parts(!) Is there anyone willing to part with their old ST
power supply.
If not, can someone tell me what are the tolerences of the resistors marked R4
and R8, and where they can be obtained from. Not Maplins, they couldn't help.

Thanks
Chris

27. Serial mouse for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: rriddell@zetnet.co.uk
Message-ID: <76oi01$64n$1@irk.zetnet.co.uk>
Source record: 10928

Could anyone direct me to a ST driver for serial mouse....

Regards

Robert

28. Re: re: 520 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <76oj04$n6e$4@news3.isdnet.net>
Source record: 10929

PWest@thedruid.demon.co.Remove.To.Reply.uk a &#65533;crit dans le message <+L$30EArDTj2EwuJ@thedruid.demon.co.uk>...
>
>In a message of <26.12.98>, kdermott@zetnet.co.uk (90:107/100.100) writes:
> k> i seem to remember a patch for 2.5 meg setup sometime in the past
>
>I don't think this needs a patch on the STE - just use two 1MB SIMMS in slots
>1 and 3 and two of the original 256KB SIMMS in slots 2 and 4.
>

Nope, this doesn't work. The system thinks it has 4Mb and crashes as soon as it starts using the memory that's not there. Use sysinfo.prg to see for yourself.

There are 2 or 3 patch programs available, but I've found them too unreliable to make a useable system. Much better to remove the 256K SIMMs altogether. You have to choose between 0.5, 1, 2 or 4 Mb.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org mygale.org

29. Re: SH205 Upgradable???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <76otmf$6cr$2@irk.zetnet.co.uk>
Source record: 10930

On 3 Jan 1999 10:23:02 , Stichting ST wrote:

>No, in the SH205 (in a flat box) the controller takes DMA in and
>makes from that signals for a RRL-type drive through two cables.
>No IDE, no SCSI. Try to find another SH205 with a shot controllercard.
>
>You would have been more lucky with an old shoebox SH 204 because in
>there is a DMA-SCSI card and a separate SCSI to RRL card.
>

I bow to the superior knowledge....it is a bummer though....remind me never to try to fix a dead SH205 :-))....people are always trying to get me to fix stuff, generally I manage it, or at least find out what's wrong, but I ain't fiddling with something like that.....

chrisc
>Met vriendelijke groet,
>Ronald van der Kamp
>secretaris Stichting ST
>atarist@xs4all.nl
>.

30. Re: Serial mouse for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <76otrb$6cr$3@irk.zetnet.co.uk>
Source record: 10931

On 3 Jan 1999 19:55:45 , Robert A Riddell wrote:
>
>
>Could anyone direct me to a ST driver for serial mouse....
>
>

Abingdon Synthesis Projects (that's me folks :-)) sell an interface to connect a serial mouse (Micros**t or Mouse Systems compatible) to the mouses port of an Atari, no driver software required, the Atari thinks it's running an ATari mouse, no need to tie up your modem port.....Also do compatible mice etc....Interface is 19 UKP including postage..

chrisc

31. Re: test

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <36902060.0@nemo.idirect.com>
Source record: 10932

```
On 1 Jan 1999 19:42:34 G, Guido Goebertus wrote:
:Hi there, I am testing my posting.
:
:I'm a ATARI STe and FALCON user, and a Motorola fan.
:Anybody out there, for questions about, par example:
:SoundPool's audioprograms, sequencing etc. etc.
:Post me!
:
:Guido.
:
hi! welcome to the party! :-)
you'll find lots of info on the STuff you are interested in at
http://www.geocities.com/SiliconValley/Bay/8745/index.html
enjoy
and merry christams, solstice blessings, happy chanukkah,
ken

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< ken.macdonald@taf.ftn.org ---- 45 Grenoble Dr. >>>
<<< Suite 1402, Toronto, Ontario, Canada, M3C 1C4 >>>
```

32. Re: SH205 Upgradable???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <369020e7.0@nemo.idirect.com>
Source record: 10933

```
On 2 Jan 1999 17:57:32 +, dennis wrote:
:Hi everyone,
:Any advice welcome.
:I have been given an SH205 unit but the drive appears shot. Is it possible
:to put in a new drive, preferably with greater capacity. What sort of
:device is it? IDE compatible???
:Anyone who's done this, please write back to me at dennis@dstc.com
:Many thanks
:Dennis Remmer
:
AFAIK it is either a MFM or RLL drive. IDE won't cut it.
the MFM and RLL format is getting harder to find, but you can find them.
good luck.bonne chance
ken

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< ken.macdonald@taf.ftn.org ---- 45 Grenoble Dr. >>>
<<< Suite 1402, Toronto, Ontario, Canada, M3C 1C4 >>>
```

33. Re: Printer Drivers for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <3690217e.0@nemo.idirect.com>
Source record: 10934

```
On 2 Jan 1999 17:38:41 G, Mr. P.W. Wreford wrote:
:Hi
: My friend, who is not on the internet, has a 4Mb ST520. He wants to
:upgrade his aging dot matrix printer to a modern ink jet printer,
:something like a CANNON 250 or 4300 or EPSON similar.
:Before buying anything he wants to be sure that a printer driver is
:available for the ST.
:Can anyone help please with:
: What is available?
: Where can it be obtained?
:TIA to anyone who can help.
: Peter Wreford
:PS. If its a download to my machine - its an Acorn RISC PC.
:
he'll need the latest NVDI, version 5 I believe.
it has TONS of printer drivers! he won't go wrong there.
NVDI is available from any Atari Dealer, i.e. systems for solutions.
do a search on the www for NVDI
good luck bonne chance
ken

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< ken.macdonald@taf.ftn.org ---- 45 Grenoble Dr. >>>
<<< Suite 1402, Toronto, Ontario, Canada, M3C 1C4 >>>
```

34. Re: System specs of atari 520 ste

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <36902295.0@nemo.idirect.com>
Source record: 10935

On 2 Jan 1999 20:38:05 +, Petter Uvesten wrote:
:Does anyone know/know a site where i can find technical information on the
:Atari 520 STe, with info like how much memory it can handle, what type
:of/how many HD:s (if any?) it can handle, etc.?
:Thanks
:Petter Uvesten
:------ -------
:Det enda man _egentligen_ vill g�ra, det �r att �ka l�ssn�.
:------ -------
:Petter Uvesten f98peuv@dd.chalmers.se
:tel #<refuse felia> 070-45 40 567
:
Nicholas Bales has a FAQ, also available from Hallvart at
http://www.geocities.com/SiliconValley/Bay/8745/index.html
Atari 520STe can easily go up to 4 MEGS RAM, 30 pin SIMM chips.
there are also accelerator cards that will bump it up to 14 MB I believe.
once you have an ACSI-SCSI adaptor you can put 7 SCSI device on the STe,
hard drives, cd-roms, cd-writers,... HD Driver is a good choice for
a hard driver. you can also get cards that will allow you to install IDE hard rives in your STe.
good luck.bonne chance
ken

```
<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< ken.macdonald@taf.ftn.org ---- 45 Grenoble Dr. >>>
<<< Suite 1402, Toronto, Ontario, Canada, M3C 1C4 >>>
```

35. Re: Serial mouse for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <369023f0.0@nemo.idirect.com>
Source record: 10936

On 3 Jan 1999 19:55:45 G, Robert A Riddell wrote:
:Could anyone direct me to a ST driver for serial mouse....
:Regards
:Robert

AFAIK there are three drivers.
1)CyRels serial mouse driver commercial(unavailable now I think)
2)FaST clubs MouseTrix, commercial-still available
3)mouse25 shareware, should be downloadable from any atari ftp site.
good luck.bonne chance
ken

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< ken.macdonald@taf.ftn.org ---- 45 Grenoble Dr. >>>
<<< Suite 1402, Toronto, Ontario, Canada, M3C 1C4 >>>

36. Re: Canon C20 Printer driver wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <369024f3.0@nemo.idirect.com>
Source record: 10937

On 2 Jan 1999 22:11:24 G, Jan.De.Smedt@village.uunet.be wrote:
:Hi everyone,
:I just got a Canon Multipass C20 fax/copier/printer as a Christmas gift.

lucky you!! :-)

:Where can I find printer drivers for:
:- Cubase Audio Falcon
:- Calamus
:- NVDI
:BTW, will this device print with a Falcon?
:AFAIK it demands bi-directional communication, and the Falcon does
:not provide this, or does it?

yes, i believe it does. the printer might work, maybe the copier,
the fax will not be available through the printer port though.
hope it is a standalone fax!
you won't find a printer driver for this specific machine, but you should be able
to find a printer driver that will work with it. maybe a previous Canon
printer driver, or does the Canon also emulate an Epson? IBM?
NVDI5 has a ton of printer drivers so that is no problem.
do you have the latest CalamusSL? there are new printer drivers with that also.
Cubase I can't help you with
ken

:Greetings,
:Jan
:
:e-mail: Jan.De.Smedt@village.uunet.be
:
:
:
:
:.

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< ken.macdonald@taf.ftn.org ---- 45 Grenoble Dr. >>>
<<< Suite 1402, Toronto, Ontario, Canada, M3C 1C4 >>>

37. Re: Serial mouse for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <76pn19$rh0$1@news4.isdnet.net>
Source record: 10938

Robert A Riddell a ?crit dans le message <76oi01$64n$1@irk.zetnet.co.uk>...
>
>
>Could anyone direct me to a ST driver for serial mouse....
>

The Quick FAQ has a direct link to one. You need a DB9 to DB25 adapter for
the serial port.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org mygale.org

38. Re: Serial mouse for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-04 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <76pku7$cmp@usenet.pa.dec.com>
Source record: 10939

In article <76oi01$64n$1@irk.zetnet.co.uk>, rriddell@zetnet.co.uk (Robert A Riddell) wrote:

>Could anyone direct me to a ST driver for serial mouse....

You can try downloading serial driver for your mouse from my web pages. It is called mouse25.zip, and is located on my "useful programs" page. It is located about 70% down my main page.
URL is http://probehouse.atari.org

Rgds
William

Your mouse has moved. Windows NT must be restarted for the
change to take effect. Reboot now? [OK]

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/14Mb/1.5GB/CD/MTOS
http://probehouse.home.ml.org / | \486DX100/40M/1GB/W95

39. Re: Serial mouse for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-04 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <76ps56$9sb$2@zingo.tninet.se>
Source record: 10940

Robert A Riddell skrev i meddelandet <76oi01$64n$1@irk.zetnet.co.uk>...
:
:
:Could anyone direct me to a ST driver for serial mouse....

Try here:
ftp.informatik.tu-muenchen.de

/pub/comp/os/atari/drivers/mouse25.lzh

And if you need the LZH extractor as well:

/pub/comp/os/atari/utils/lharc311.tos

MG

40. Adobe's PDF

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-04 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <76ps4v$9sb$1@zingo.tninet.se>
Source record: 10941

How do I read PDF-files on a TOS system?
I heard about Atari Ghostlink, but can't
seem to find any FTP site containing it.

A way of converting PDF files is by sending
an email to a "magical" address at Adobe.
The email should only contain the URL of
the PDF file, something like:

http://www.blabla/gaga/example.pdf

(Don't try that address, it's made up!)

Dutyfully the Adobe computer that receives
the file will convert it to either HTML or
plain ASCII format and send it back to you.

The address for ASCII (plain text) conversion
is:

pdf2txt@adobe.com

And if you prefer the HTML format:

pdf2html@adobe.com

The "Subject" line is to be left empty in
your email letter.

MG

41. Re: Printer Drivers for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-04 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <76ps5f$9sb$3@zingo.tninet.se>
Source record: 10942

:> My friend, who is not on the internet, has a 4Mb ST520. He wants to
:>upgrade his aging dot matrix printer to a modern ink jet printer,
:>something like a CANNON 250 or 4300 or EPSON similar.

There are lots of nice utilities for the HP Deskjet
family of printers. A used Deskjet 500 shouldn't
cost much. And they do sport both serial and parallell
printer ports (Not the newer ones!).

The best advice is to buy something that somebody he
knows posesses too.

MG

42. Re: PC kbd driver

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-04 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <76ps5n$9sb$4@zingo.tninet.se>
Source record: 10943

Jan.De.Smedt@village.uunet.be skrev i meddelandet

> Does anyone have a correct CKBD *.KBD file so
> I can get to the keys?
> Especially BACKSLASH is important for pathnames etc.

Normally it's very easy to hack a keyboard driver.
Make a working copy of your file first.

Use your normal Atari keyboard and print out
on a paper how the keys are placed there.
You should use a driver or country code for
your country, if that isn't done by default.

Print out on another sheet what your present
configuration is on the Trust W95 keyboard.

Use a program like KNIFE and search for the
sequence that appears when you press the first
five or six keys on one of the rows of the
Trust keyboard.

My (swedish) keyboard starts with:

QWERTY...

Have an ASCII table handy because you will have
to enter some characters in HEX mode.

Keyboard drivers are mostly a set of tables for
the different combinations on the keyboard:
Normal, shifted, capslocked, alternated.

There are some keys that don't appear intuitially
in the tables, they seem displaced. The key between
left shift and alternate, the key under delete and
maybe one or two more.

It is easy to make mistakes, so be careful and
patient!

MG

43. Re: Adobe's PDF

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-04 00:00:00 UTC
From: Helmut Obermeier <obermeie@informatik.tu-muenchen.de>
Message-ID: <3690D90E.EDC6541E@informatik.tu-muenchen.de>
Source record: 10944

Martin Graiter wrote:

> How do I read PDF-files on a TOS system?
> I heard about Atari Ghostlink, but can't
> seem to find any FTP site containing it.

Look for gemgs at
http://www.tu-harburg.de/~smcf1605/
english version!

--
MfG., Helmut Obermeier
Mitterweg 5, D-82152 Krailling, Tel. +49/ 89/ 857 26 52
http://www.informatIk.tu-muenchen.de/~obermeie/

44. transfert FALCON - MAC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-04 00:00:00 UTC
From: Bertrand.Merlier@univ-lyon2.fr
Message-ID: <Bertrand.Merlier-0401991914190001@merlier.univ-lyon2.fr>
Source record: 10945

Bonjour a tous

Bonne annee 99 !

Je possede un Falcon O30. Je travaille avec CUBASE Audio et j'ai besoin
d'echanger des (gros) fichiers AIFF entre FALCON et MAC (50 ? 100 Mo).
J'ai essay? 36 trucs et je gal?re sur ce probl?me depuis plusieurs mois.
Est-ce que quelqu'un pourrait me d?coincer ?

Merci

- -
Hi !

Happy new year
I own a FALCON and I am working with CUBASE audio. I need to transfer (huge)
AIFF files between FALCON and MacIntosh (10 to 100 Mb).
I have already tried plenty of tricks, but surely not the good one.

Who could give give me a help.

Thank you

B. MERLIER / FRANCE

Bertrand.Merlier@univ-lyon2.fr

45. Georges Hard Drive Fix

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-04 00:00:00 UTC
From: Richard Claunch <RClaunch@Dreamsoft.Com>
Message-ID: <36910711.0@news-out2.newsnerds.com>
Source record: 10946

Hello

I am looking for a copy of Georges Hard Drive fix. I am installing
a T-36 cpu in the Atari ST4 and it needs the fix. PLEASE email
the info if you have it or let me know where I might D/L it myself.

Thanks

--

Richard Claunch Riverside, Ca. - Email - RClaunch@Dreamsoft.Com
---

46. Re: Georges Hard Drive Fix

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3691CA2A.87DA8658@directprovider.REMOVETHECAPITALS.net>
Source record: 10947

```
Richard Claunch a ï¿½crit :
>
> Hello
>
> I am looking for a copy of Georges Hard Drive fix.

What's that ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

47. Re: Adobe's PDF

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-05 00:00:00 UTC
From: claytone@aa.net
Message-ID: <76skdb$868$1@slave2.aa.net>
Source record: 10948

On 4 Jan 1999 05:31:17 +, "Martin Graiter" wrote:
>How do I read PDF-files on a TOS system?
>I heard about Atari Ghostlink, but can't
>seem to find any FTP site containing it.

Hello Martin,

Try using Ghostscript 5.10. You can print out with it too. I have it running on my Falcon w/ Nemesis, and TOS 4.04.

Here's the address for Ghostscript 5.10:

ftp.rz.tu-harburg.de/pub/software/systems/atari/gnu/ghostscript/gemgs

Also, there's an English resource file with some English Docs at:

http://www.cix.co.uk/~derryck/software.htm

"English Documentation and RSC file for Ghostscript 5.10"

(The Cheshunt Computer Club for Atari owners)

Also, there are TWO versions available. One for the 68000, and one for the 68030, which the Falcon and TT use. If it doesn't work at all, try downloading it again. It wouldn't work at all for me, and finally (after much frustration), at someone else's suggestion I downloaded the entire thing again, and Presto!, it worked. :-) You will need to manually alter the .CFG file to tell the program where the fonts, etc. are.

Hope That Helps,

Clayton Murray
claytone@aa.net
Seattle, WA USA

48. Re: 640x800 Interlaced, wich LineA to tell it 800, and not 400 ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-05 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <76ss7h$87o$1@feresa.bio.vu.nl>
Source record: 10949
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Eddy-Haitch (eddy_hitler@spamkillyahoo.com) wrote:

: Also.. just as 320x200 can be made to display 512 colours in a limited
: fashion, or even 4096 on a STANDARD ST (or 19200+ on STe), any way of
: increasing colours in medium res

That _should_ be possible using the same method as 512 colour display
(ie. palette switching in scanlines). You'd probably get less than
512 colours though, but I guess that something like 8 or 16 colours per
scanline should at least be possible?

: -- or even introducing some greyscale
: to high res mode?

That has been done, usually with a hell of a lot of flickering though...

: Even just four greys. 16 colours in medium res +
: 240-line overscan + your interlace program + a flicker-reducing filter =
: a passable VGA resolution display..!

And no CPU time left. :-) (presuming you'd have enough CPU time to
achieve the above)

By the way, does anyone have some commented Spectrum 512 (and/or 4096)
display code or know where I can find some?

-=Levien

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/
------

49. Use of TeddyTerm with 28,800 and above modem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-05 00:00:00 UTC
From: Anonymous <none@patent.gov.uk>
Message-ID: <369209B1.C31F4CD3@patent.gov.uk>
Source record: 10950

I have Falcon with HSModem/FCC etc and a Hayes Optima 28800. I know that HSModem maps speeds above 19200 to the low (unused) speeds eg 75B, but TeddTerm doesn't allow for these low speeds. Can I do anything or is there a PD comms package that will do?
I intend going onto Internet etc with CAB 2.5 and Zetnet as the ISP, using their pre setup package (at least its a start and they were strongly recommended at the '89 show). Any Comments please.
Thanks in advance for your help.

Bob K.

50. Atari STF disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-05 00:00:00 UTC
From: Andy Blakely <andy.blakely@pnl.gov>
Message-ID: <369248E4.6AC838BB@pnl.gov>
Source record: 10951

Hello fellow ST enthusiasts!

I have an STF with TOS 1.4 (does it really make a difference which TOS I have?). I want to upgrade my 720k disk drives to 1.44m drives. I've read that some drives won't work because a modification has to be made. Can anyone make it easy for me by telling me exactly what disk drive you used and how to modify/install it?

Also, a miscellaneous question: what does TOS error#35 mean? Perhaps there's a list of error definitions somewhere?

Many thanks,
Andy Blakely

51. Re: transfert FALCON - MAC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-05 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <76to6mela1@zingo.tninet.se>
Source record: 10952

MERLIER Bertrand skrev i meddelandet ...

:I own a FALCON and I am working with CUBASE audio. I need to transfer
(huge)
:AIFF files between FALCON and MacIntosh (10 to 100 Mb).
:I have already tried plenty of tricks, but surely not the good one.

In the good old days there was a utility for
the Spectre128 Mac emulator that allowed you
to read and copy data on Mac partitions.

The most sensible thing would be an ethernet
link for the both, shame only that there
doesn't seem to exist any for the Falcon...

I've also heard about SCSI networks, but
can't say anything specific about that.

Sorry, no concrete tips, but maybe matters
you could investigate yourself?

MG

52. Re: Adobe's PDF

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-05 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <76to77ela2@zingo.tninet.se>
Source record: 10953

Thanks Helmut Obermeier and Clayton Murray for the tips
about Ghostscript! I wrote Ghostlink, but that was a
mindslip of course!

MG

53. Re: WTD: Power Supply for Mega 2 ST (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-05 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <76tp22$2f1$1@news2.xs4all.nl>
Source record: 10954

On 3 Jan 1999 19:44:26 , DLACG wrote:
>Help! I need some parts(!) Is there anyone willing to part with their old ST
>power supply.
>If not, can someone tell me what are the tolerences of the resistors marked R4
>and R8, and where they can be obtained from. Not Maplins, they couldn't help.
>
I look into an old one here

R4 next to transformer: colors are old it looks like
orange orange brown gold that makes 330 with 5 percent

R8 brown black yellow gold 100 k 5 perc

but on the scheme of Phihong part
R8 200R 2W
R4 10R 2W

So I doubt the old colors.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

54. Floppy drive ? Who knows what this one is?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-06 00:00:00 UTC
From: Steve Rollinson <rollinso@infobahn.com.au>
Message-ID: <36923DEC.5AF5D575@infobahn.com.au>
Source record: 10955

I've been given an NEC 3.5" floppy drive, model FD1138H, manufactured in 1992. Can anybody tell me anything about this drive?

It has a little interface board that goes with it to connect between a 34 way connector and the drive, because the drive has a 26 way IDC connector on it.

The drive and adapter board are mounted in a 5.25" housing and there is another model number on the housing - FD5138H.

The whole assembly is the same height as any of the modern slim profile drives around.

You can probably guess that I'm wondering if this could make a suitable Atari spare.

regards

Steve Rollinson

55. Re: Atari STF disk drive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3693260A.69AD3818@directprovider.REMOVETHECAPITALS.net>
Source record: 10956

```
Andy Blakely a ï¿½crit :
>
> Hello fellow ST enthusiasts!
>
> I have an STF with TOS 1.4 (does it really make a difference which TOS I
> have?). I want to upgrade my 720k disk drives to 1.44m drives. I've
> read that some drives won't work because a modification has to be made.
> Can anyone make it easy for me by telling me exactly what disk drive you
> used and how to modify/install it?
>

Check out the Quick FAQ. It links to several sources for this sort of
thing, including Hallvard's excellent instructions.

> Also, a miscellaneous question: what does TOS error#35 mean? Perhaps
> there's a list of error definitions somewhere?

TOS error numbers, like bombs, don't mean much to the common of mortals.
Most of the time, it's a software problem, like a corrupted file.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

56. Re: I need a NEW mouse for my Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36932776.D020D369@directprovider.REMOVETHECAPITALS.net>
Source record: 10957

> Ken Johnston a ï¿½crit :

Please don't post HTML in newsgroups, especially Atari ones. It's a PITA
and a waste of bandwidth. HTML is for web pages, not news posts.

>
> I need a new mouse for my Atari ST, and I am willing pay $$ or to
> trade for some stuff on my WebPages. Please visit my Home page at
> http://www.airnet.net/kenj/
>

Your local Atari dealer should have several models available.
Unfortunately, you forgot to say where in the world you live.

> I collect Original Comic Art Pages, Comicbooks, Cards, & Toys.
>
> Please let me Email me directly kenj@airnet.net as I don't check the
> newsgroups that often.
>

Wrong again. When you post to a newsgroup, the least you can do is to
check a few days later to see the replies. People shouldn't have to
switch programs, cut'n'paste or whatever just because you are too lazy
to do that.

I think you should get a quick briefing on netiquette.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

57. re: Use of TeddyTerm with 28,800 ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-06 00:00:00 UTC
From: Anonymous <none@patent.gov.uk>
Message-ID: <36934658.46063094@patent.gov.uk>
Source record: 10958

I am the author of the above request. Before I get 'flamed' or told to get a quick briefing in netiquette, may I apologize for being 'anonymous'. This automatic 'anonymity' seems to be built into my office network. It may be removable - I am inquiring from our IT people. If not, my e-mail address is robert.king@patent.gov.uk.

ps. it should of course have been the 98 show!

Bob K.

58. Re: Georges Hard Drive Fix

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-06 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7701bp$l7g$1@nnrp1.dejanews.com>
Source record: 10959

In article <3691CA2A.87DA8658@directprovider.REMOVETHECAPITALS.net>,
Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:
>
>
> Richard Claunch a crit :
> >
> > Hello
> >
> > I am looking for a copy of Georges Hard Drive fix.
>
> What's that ?
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France

It is a mod for the Mega ST that was included in the SST installation instructions. It takes noise off the reset line that sometimes causes problems with the Mega, especially after installing a speeder. I found my copy and sent it snail mail to Richard.

Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

59. 130XE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-06 00:00:00 UTC
From: Richard Owers <100714.41@CompuServe.COM>
Message-ID: <OTksd2ZO#GA.295@nih2naac.prod2.compuserve.com>
Source record: 10960
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

Can anyone help?....I ahve just retrieved my wonderful 130xe and
a box of disks full of games and I have all the connectors except
the one between the conputer and the TV!!!!
Can anyone advise / help I would be most grateful

Many thanks!

Richard Owers

--

60. Re: 130XE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-06 00:00:00 UTC
From: "David J. Robbins" <David@robbins.freeserve.co.uk>
Message-ID: <770oe1$41j$1@news8.svr.pol.co.uk>
Source record: 10961
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

Hello Richard,

Try Telegames in England. Their website is http://www.telegames.co.uk

David
Richard Owers <100714.41@CompuServe.COM> wrote in message ...
>Can anyone help?....I ahve just retrieved my wonderful 130xe and
>a box of disks full of games and I have all the connectors except
>the one between the conputer and the TV!!!!
>Can anyone advise / help I would be most grateful
>
>Many thanks!
>
>Richard Owers
>
>--
>
>
>
>

61. Re: 130XE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-06 00:00:00 UTC
From: netrunnr <antispam@brigade.com>
Message-ID: <771788$2sf$1@news.us.world.net>
Source record: 10962
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

Radio Shack will have the part you need

62. Re: 130XE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-06 00:00:00 UTC
From: "John K. Picken" <yg473@victoria.tc.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990106185634.3775A-100000@vtn1>
Source record: 10963
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

On Wed, 6 Jan 1999, Richard Owers wrote:

> Can anyone help?....I ahve just retrieved my wonderful 130xe and
> a box of disks full of games and I have all the connectors except
> the one between the conputer and the TV!!!!
> Can anyone advise / help I would be most grateful
>
> Many thanks!
>
> Richard Owers

The RCA jack on the back of the Atari pumps out straight RF and expects a 75-ohm connection. i.e. Take a normal cable TV wire and replace one of the F-connectors with a RCA plug. That's all you need assuming your TV has a normal cable connection.

John

63. Re: Floppy drive ? Who knows what this one is?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-07 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be3a34$377557a0$375e0fcb@default>
Source record: 10964

Steve Rollinson <rollinso@infobahn.com.au> wrote in article
<36923DEC.5AF5D575@infobahn.com.au>...
> I've been given an NEC 3.5" floppy drive, model FD1138H, manufactured in
> 1992. Can anybody tell me anything about this drive?
>
> It has a little interface board that goes with it to connect between a
> 34 way connector and the drive, because the drive has a 26 way IDC
> connector on it.
>
> The drive and adapter board are mounted in a 5.25" housing and there is
> another model number on the housing - FD5138H.
>
> The whole assembly is the same height as any of the modern slim profile
> drives around.
>
> You can probably guess that I'm wondering if this could make a suitable
> Atari spare.
>
Hi Steve,

That floppy drive is a 1.44 Mb drive. I don't know about the interface, but
I suspect it probably works like any normal PC FDD with that adaptor in
place.

This site lists it as a 1.44Mb FDD but doesn't give any further info. You
could try to email them to find out specifics on the drive.

http://smartlink.net/~icsds/icsflop.htm

Hope this helps.

Regards,

Clockmeister.

--
///
/// * I never engage in a battle of wits
\\\ /// with an unarmed person *
\\\//

64. The Quick FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-07 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <772723$t45$2@zingo.tninet.se>
Source record: 10965

Would it not be a good idea to post the quick
FAQ to this newsgroup periodically?
I've seen it in other newsgroups where it's
posted once a week or once a month.

MG

65. Re: The Quick FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3694C917.655E5CBE@directprovider.REMOVETHECAPITALS.net>
Source record: 10966

```
Martin Graiter a ï¿½crit :
>
> Would it not be a good idea to post the quick
> FAQ to this newsgroup periodically?
> I've seen it in other newsgroups where it's
> posted once a week or once a month.
>
> MG
```

I used to want to do that at one point, but the text version is over 50Kb, which might not be appreciated by everyone, and even then I'm not sure newcomers will be reading it since most of the frequent questions come up several times a week anyway. Many people post questions before even reading the newsgroup.

What I used to do was post a message to remind people where to find the FAQ, which I stopped doing for no serious reason other than I got bored. Actually, if the message was to be periodically posted, it would be best done with a Unix crontab or something similar.

Actually, I'm in the process of updating the FAQ. I know I've been saying this for a while, but I've had a disk crash just before christmas, so I had to start again. Anyway, the new HTML version will have a more flashy design and will be distributed to the major FTP sites. There will also be an updated ASCII version available.

If anyone has any ideas about new items that could be included, then it's time to speak up!

Cheers,

```
Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

66. Re: transfert FALCON - MAC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990107162614.32280A-100000@hal.fishpool.com>
Source record: 10967

On Mon, 4 Jan 1999, MERLIER Bertrand wrote:

> I own a FALCON and I am working with CUBASE audio. I need to transfer (huge)
> AIFF files between FALCON and MacIntosh (10 to 100 Mb).
> I have already tried plenty of tricks, but surely not the good one.

If you use StinG, try setting up a TCP/IP link between your falcon
and Mac, using the LAN port at 230400 and a nullmodem cable.

Otherwise, a Z-Modem transfer using terminal software, also using
a nullmodem. The Falcon's LAN is the same as a basic Mac serial
port, so this should work.

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

67. Tweety Board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-07 00:00:00 UTC
From: Andy Blakely <andy.blakely@pnl.gov>
Message-ID: <36952B35.4AC0460C@pnl.gov>
Source record: 10968

What Atari systems will a Tweety Board work with? Will it work with my
STF? Also, what does installation involve?

Thanks,
Andy Blakely

68. Upgrading Ram

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-07 00:00:00 UTC
From: Andy Blakely <andy.blakely@pnl.gov>
Message-ID: <36952BE3.A0704FA6@pnl.gov>
Source record: 10969

Can anybody tell me how to upgrade my STF (with TOS 1.4) from 1 meg of RAM to 4 meg? There seems to be a lot of people out there with 4 meg of RAM. How would I find those chips?

Many thanks,
Andy Blakely

69. Re: 130XE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <rOiTUCAaWQI2EwMK@steverosie.demon.co.uk>
Source record: 10970
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

In article <OTksd2ZO#GA.295@nih2naac.prod2.compuserve.com>, Richard
Owers <100714.41@CompuServe.COM> writes
>Can anyone help?....I ahve just retrieved my wonderful 130xe and
>a box of disks full of games and I have all the connectors except
>the one between the conputer and the TV!!!!
>Can anyone advise / help I would be most grateful
>0 >Many thanks!
>0 >Richard Owers
>

You should be able to use a standard connection as used with the 2600,
SNES, Megadrive, Jaguar, CD32, ST, Ameaba (oops! Amiga) etc...

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

70. Re: Upgrading Ram

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3695C4FD.BE9BC5E5@directprovider.REMOVETHECAPITALS.net>
Source record: 10971

Andy Blakely a ï¿½crit :
>
> Can anybody tell me how to upgrade my STF (with TOS 1.4) from 1 meg of
> RAM to 4 meg? There seems to be a lot of people out there with 4 meg of
> RAM. How would I find those chips?

You need an upgrade board. In most cases, you'll deactivate the onboard
RAM and use one or several SIMMs as new memory on that board.

However, if you have a look at the prices of such upgrade boards
nowadays, it's probably cheaper to find a second hand STE, which already
has SIMM sockets, plus other extras.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

71. Re: Tweety Board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3695C44F.BD94C2A5@directprovider.REMOVETHECAPITALS.net>
Source record: 10972

```
Andy Blakely a ï¿½crit :
>
> What Atari systems will a Tweety Board work with? Will it work with my
> STF? Also, what does installation involve?
>

I think it was designed for the STF, but if you don't have the
installation instructions, I wouldn't even bother. It's supposed to give
you a pseudo stereo output, that's all.

It probably won't work on the STE/Falcon/TT because they already have a
stereo sound system.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

72. Re: Adobe's PDF

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <774np1$bd6$14@news6.svr.pol.co.uk>
Source record: 10973

On 5 Jan 1999 09:01:31 G, Clayton Murray wrote:
>On 4 Jan 1999 05:31:17 +, "Martin Graiter" wrote:
>>How do I read PDF-files on a TOS system?
>>I heard about Atari Ghostlink, but can't
>>seem to find any FTP site containing it.

>Try using Ghostscript 5.10. You can print out with it too. I have it
>running on my Falcon w/ Nemesis, and TOS 4.04.

Hi Clayton,

Christian Felsch has announced a later version of Ghostscript
http://www.tu-harburg.de/~smcf1605 BTW.

>Also, there's an English resource file with some English Docs at:
I haven't organised translations for this new version yet, however I
wouldn't mind betting that the operation is quite similar! :-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

73. Re: Use of TeddyTerm with 28,800 and above

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <774np2$bd6$15@news6.svr.pol.co.uk>
Source record: 10974

On 5 Jan 1999 12:46:41 +, Anonymous wrote:
>I have Falcon with HSModem/FCC etc and a Hayes Optima 28800. I know that
>HSModem maps speeds above 19200 to the low (unused) speeds eg 75B, but
>TeddTerm doesn't allow for these low speeds. Can I do anything or is
>there a PD comms package that will do?

I'd recommend that you try Connect '95 or the '97Beta version. Visit my web site, address below, for the English text and RSC file ('95 version only) and follow the link to download the package(s).

Hint - load the connect.num file into a text editor, delete ALL the text and save it back to the same name. It isn't in the correct format for these two releases.

Both will allow you direct access to your Falcon's higher serial port speeds and are compatible with MagiC and NVDI unlike TeddyTerm.

>I intend going onto Internet etc with CAB 2.5 and Zetnet as the ISP,
>using their pre setup package (at least its a start and they were
>strongly recommended at the '89 show). Any Comments please.

Plenty of Zetnetters hereabouts so yes, go for it.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

74. Re: Use of TeddyTerm with 28,800 and above

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <774np4$bd6$16@news6.svr.pol.co.uk>
Source record: 10975

On 5 Jan 1999 12:46:41 +, Anonymous wrote:
>I have Falcon with HSModem/FCC etc and a Hayes Optima 28800. I know that
>HSModem maps speeds above 19200 to the low (unused) speeds eg 75B, but
>TeddTerm doesn't allow for these low speeds. Can I do anything or is
>there a PD comms package that will do?

I'd recommend that you try Connect '95 or the '97Beta version. Visit my web site, address below, for the English text and RSC file ('95 version only) and follow the link to download the package(s).

Hint - load the connect.num file into a text editor, delete ALL the text and save it back to the same name. It isn't in the correct format for these two releases.

Both will allow you direct access to your Falcon's higher serial port speeds and are compatible with MagiC and NVDI unlike TeddyTerm.

>I intend going onto Internet etc with CAB 2.5 and Zetnet as the ISP,
>using their pre setup package (at least its a start and they were
>strongly recommended at the '89 show). Any Comments please.

Plenty of Zetnetters hereabouts so yes, go for it.

Oh yes, no worries about your "Anonymous" email address (later posting), many people do this deliberately to try and avoid spam. If you want a private reply then make sure that your address is in the message tho'.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

75. Re: WTD: Power Supply for Mega 2 ST (UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <774np6$bd6$17@news6.svr.pol.co.uk>
Source record: 10976

On 5 Jan 1999 19:26:58 G, Stichting ST wrote:
>On 3 Jan 1999 19:44:26 , DLACG wrote:
>>Help! I need some parts(!) Is there anyone willing to part with their old ST
>>power supply.
>>If not, can someone tell me what are the tolerences of the resistors marked R4
>>and R8, and where they can be obtained from. Not Maplins, they couldn't help.
>>
>I look into an old one here
>
>R4 next to transformer: colors are old it looks like
>orange orange brown gold that makes 330 with 5 percent

I'd have thought that 5 percent tolerance would be fine, assuming that the
original resistor colour codes could still be read or the resistance values
determined by an ohmmeter.

I think that the questioner wanted the values rather than the tolerances?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

76. Re: I need a NEW mouse for my Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <774np7$bd6$18@news6.svr.pol.co.uk>
Source record: 10977

On 6 Jan 1999 21:35:14 +, Hallvard Tangeraas wrote:
>Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:

[...]

>> I think you should get a quick briefing on netiquette.
>
>I agree 100%!!!
>Unfortunately there are loads of people on the net who should learn a
>thing or two about netiquette.

Well said Hallvard. I've often felt moved to make the same comment (quoting an entire message with a single line response or, worse still, quoting an entire message with NO reply), but have feared waking the (shhh) sleeping giant T.G.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

77. Re: Tweety Board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3695E363.677E652E@patent.gov.uk>
Source record: 10978

If all you want is pseudo stereo, then I have an article in a very early Atari ST and Amiga Format which shows how to use all three outputs from the sound chip to do just that. I never got round to doing it myself, but it seems very simple. I can send by snail-mail if you like.

Bob King

Andy Blakely wrote:
>
> What Atari systems will a Tweety Board work with? Will it work with my
> STF? Also, what does installation involve?
>
> Thanks,
> Andy Blakely

78. Use of Storm with Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3695E980.75F79E37@patent.gov.uk>
Source record: 10979

Re. my previous helps with high speed modem use on my Falcon, I am now trying STORM. The HSModem FCC driver correctly maps low to high speeds, but I cannot access the port setting on the modem setting. It is grayed out at 'Modem 1', even though I have set the port to Modem 2 using Serial. As a result, I cannot access the modem at all. TeddyTerm works fine and correctly accesses Modem 2.

I have the following add-ons for an STFM I was given. The non-working mess that sprang into view when I removed the shielding was a monumental lesson in the perils of trying for too much. If any one is interested, then all I want is p&p. Sent as seen.

HD driver kit

Marpet Add-on memory kit

Overscan

At Speed + 286 emulator

Thanks in advance.

Bob King

79. Re: Tweety Board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <onxcGOAsjel2EwOV@steverosie.demon.co.uk>
Source record: 10980

In article <36952B35.4AC0460C@pnl.gov>, Andy Blakely
<andy.blakely@pnl.gov> writes
>What Atari systems will a Tweety Board work with? Will it work with my
>STF? Also, what does installation involve?
>
>Thanks,
>Andy Blakely
>

The board works with the STF's & FM's.

I can't remember what the installation requires, I think it's easy to
install.

I have had one up and running several years ago, but it is terrible for
samples; so that's sound trackers out the window. The manual mentions
that samples are terrible with it. I thnk it was aimed at replacing the
lovely sound chip that the ST was issued with!

I wasn't impressed with the board at all. You may be better getting the
Monster Stereo or the other Microdeal cartridge, these will only work
with some software; failing that get an STE

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

80. Re: Use of Storm with Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77573olqb1@news.campus.mci.net>
Source record: 10981

On 8 Jan 1999 11:18:24 +, BobKing wrote:
->Re. my previous helps with high speed modem use on my Falcon, I am now
->trying STORM. The HSModem FCC driver correctly maps low to high speeds,
->but I cannot access the port setting on the modem setting. It is grayed
->out at 'Modem 1', even though I have set the port to Modem 2 using
->Serial. As a result, I cannot access the modem at all. TeddyTerm works
->fine and correctly accesses Modem 2.
->
->Bob King

Hi Bob. I highly recommend that you grab CoNnect '95/97 since it is now
free. Its got features and then some-blows STorm right out of the water.

;-)

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

81. Questions for the Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <77634e$19l$1@pale-rider.INS.CWRU.Edu>
Source record: 10982

Hi!!!

Love this machine!

I would like to know:

1.) What program is available that will have a WAV file
played at powerup?

2.) Screensavers for the Falcon?

3.) Would like to have a picture in the desktop background.
Which program can do this?

I have several CD ROMS, including the "All Things Falcon"
CD.

Regards,

Jim
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

82. MEGA ST2 & STE1040 with SMPTEmate + More

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-08 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <_GAI2.115$sI6.239076@newshog.newsread.com>
Source record: 10983

```
Please visit http://www.vcnet.com/jsfcomsrv for more information.
Atari equipment is in the "Private Sale" area.
Free Music samples are available.

Thank you and happy 1999!

Jerry
```

83. Re: Questions for the Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-09 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <776mup$1lo$1@news.campus.mci.net>
Source record: 10984

```
On 8 Jan 1999 23:07:58 G, Jim Krych wrote:
->
->
->Hi!!!
->
->Love this machine!
->
->I would like to know:
->
->1.) What program is available that will have a WAV file
->played at powerup?

BNG Play will do this, as will SAM (the System Audio Manager) itself.

->2.) Screensavers for the Falcon?

Before Dawn, Shon, and Twilight, but you have to register Twilight
before it works more than 90 secs? (there was an excellant article
about it in ST+ Fanzine lately)

->3.) Would like to have a picture in the desktop background.
->Which program can do this?

Not sure about single programs, but most of the replacement desktops
like Magic, Neodesk/Geneva, and Thing will allow you to do this..

->I have several CD ROMS, including the "All Things Falcon"
->CD.
->
->Regards,
->
->Jim

Have fun! ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

84. Re: Use of TeddyTerm with 28,800 and above

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-09 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9901090802530.15011-100000@moose.erie.net>
Source record: 10985

On 8 Jan 1999, Derryck Croker wrote:

> I'd recommend that you try Connect '95 or the '97Beta version. Visit my web
> site, address below, for the English text and RSC file ('95 version only)
> and follow the link to download the package(s).

I'd like to try Connect. What are the differences between the 95
and 97 versions? Are there any known problems with the 97 beta version
that would make the 95 version preferable for use on a Mega STe or TT?

85. Re: Use of TeddyTerm with 28,800 and above

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-09 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <36978d125e261b0@ping.be>
Source record: 10986

on Sat 09-01-99 08:05 Dennis McGuire wrote:

>
>
>
>
> I'd like to try Connect. What are the differences between the 95
>and 97 versions? Are there any known problems with the 97 beta version
>that would make the 95 version preferable for use on a Mega STe or TT?

Don't use v 97. It's an unfinished beta version.

CU
Martin
--
****
* On the seventh day He created Atari *
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

86. Re: TRANSFER DATA BETWEEN ATARI AND PC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <778nfl$r57$1@news5.svr.pol.co.uk>
Source record: 10987

:>An emulator assumes you're using a PC formatted HD IDE or SCSI.

There's no such thing as PC formatting, a format is a low level operation executed by the drive itself, the host only delivers the swift kick between the eyes.

:>It them emulates an cpu/os (atari) to let the PC hardware be used in that
:>enviroment.

You mean partition dont you

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

87. Re: TRANSFER DATA BETWEEN ATARI AND PC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <778nfn$r57$2@news5.svr.pol.co.uk>
Source record: 10988

On 24 Dec 1998 13:13:25 , paulfinch@my-dejanews.com wrote:
:>I have approx 500MB of Atari data on a SCSI 540MB hard drive (which I took
:>out of my broken Mega STE) which I would like to read/transfer onto my MMX
:>233 PC, via a external SCSI hard drive, SCSI one cable connected to a Future
:>Domain SCSI 950 card (inside my PC) and using a Atari software emulator. I do
:>not have the software drivers for the Future Domain SCSI 950 card but Win 95
:>has recognised the card, but the nearest driver it has, is for the Future
:>Domain SCSI 850 card. Which I have set it upto and guess what, it found the
:>SCSI 500MB hard drive and put a icon up on the desktop.

Have you access to an atari emulator that would enable you to run bigdos, are you near SE london, you could bring it to me and i'l check the drive on my SCSI chain, also this broke mega, what are you doing with it, i'm after collecting a few for spares?.

:>All my Xmas card lists,

oops. poor Aunty flo!, didnt like the cow anyways. 8~))))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

88. Re: 520 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <778nfo$r57$3@news5.svr.pol.co.uk>
Source record: 10989

On 25 Dec 1998 16:59:20 , "Patrik Andersson" wrote:
:>
:>Hi Atarians!
:>
:>
:>I have an 520 STE which i want to upgrade to 2 mb ram.
:>
:>I've tried to put in two 1 Mb simm's in the two available sockets but
:>nothing happened

you need to put them in the ouccupied sockets dude.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

89. Atari 520st power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-09 00:00:00 UTC
From: Vladster <vladster@total.net>
Message-ID: <369812df.0@news.total.net>
Source record: 10990

Hello there,

I recently got 520st, but it's missing a power supply. Is there a way to
build one of those or get it really cheap?

Thanx,

Vlad

90. WANTED - FALCON WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-10 00:00:00 UTC
From: Jon McHugh <Jonny.uk@Usa.net>
Message-ID: <36989E5C.B0726687@Usa.net>
Source record: 10991
Cross-posted to:
abg.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,maus.sys.atari.f030,maus.sys.atari.hardware

```
Does's anybody have an Atari Falcon 030 they would be willing to sell.
Preferably in the UK.
Please Reply via E-mail.
Thanks, Jon.
Jonny.uk@usa.net
```

91. software for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-10 00:00:00 UTC
From: bsummer@delphi.com
Message-ID: <J1W0hXF.bsummer@delphi.com>
Source record: 10992

```
Atari software for sale:

Here is a huge grab bag of ORIGINAL Atari software.
I believe only 2 or 3 are Falcon Specific. All have docs unless
specified otherwise.
Over 15 programs/games for $50.00, incl. shipping in U.S.A.

Diamond Edge
Diamond Back 3
ICD-Pro Utilities
Image Copy 2
Stalker 3
Word Writer ST
Compo C-Font
Cyber texture
Certificate Maker
DEluxe Paint
View II
Awesome Arcade Pack(Xenon,Blastaball,Sidewinder)
ANM LINK-Falcon
Pinball Dreams-Falcon

These 2 have no docs: Degas Elite and Gauntlet 2.

I really don't want to mail things separately, so I've made the price
really low.
If interested leave e-mail for Barry Summer at:
bsummer@delphi.com

THank you!!
```

92. Falcon for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-10 00:00:00 UTC
From: bsummer@delphi.com
Message-ID: <JVe0ZbC.bsummer@delphi.com>
Source record: 10993

Atari Falcon For Sale:

Atari Falcon with 84 meg internal HD,14 megs of RAM,
math co-processor installed, and RGB,VGA monitor adapters,
with manual and box. HD is loaded with all ORIGINAL
Falcon software, inc. Atariworks, plus much more.
Price in USA $650.00 plus shipping/COD.

I also have the external TOAD Syquest 88/44 hard drive,
which was a perfect complement for backing up internal
HD. The Syquest will write to 88 meg carts, and read 44
also.It comes with cable, and 7 - 88 meg carts.
There's a 14.4 ext. modem if needed.
The price of the Falcon and external HD stuff is
$775.00 plus shipping in USA/COD.

If there is anyone in the NYC area, that would be interested
in picking up the Atari Falcon, instead of mailing it, I will include
an Atari SC1224 monitor in excellent working order, for
free.

If interested, please leave Email for Barry Summer at:
bsummer@delphi.com

Happy holidays, everyone!!
Barry

93. Re: Atari 520st power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-10 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <77a9fbjvm2@roch.zetnet.co.uk>
Source record: 10994

On 9 Jan 1999 21:39:08 -, "Vladster" wrote:
> Hello there,
>
>I recently got 520st, but it's missing a power supply. Is there a way to
>build one of those or get it really cheap?

If you don't mind it being separate from the main case the best way is
to beg/borrow/steal and old PC supply. The ST requires around 50 watt.
The PC PSUs are usually rated at >220 watt.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

94. Re: Use of TeddyTerm with 28,800 and ab

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-10 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <77ak9msuh8@news7.svr.pol.co.uk>
Source record: 10995

On 9 Jan 1999 08:05:31 -, Dennis McGuire wrote:
>
>
>On 8 Jan 1999, Derryck Croker wrote:
>
>> I'd recommend that you try Connect '95 or the '97Beta version. Visit my web

> I'd like to try Connect. What are the differences between the 95
>and 97 versions? Are there any known problems with the 97 beta version
>that would make the 95 version preferable for use on a Mega STe or TT?

I hate to be vague, but I simply don't know! :-))

I've had no negative reports from users of either versions, "registering"
the '97 version is somewhat easier tho'.

Just bear in mind the point that I made about the connect.num file tho'.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

95. Re: Rom Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-10 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <77ao2u$1qa$5@news5.svr.pol.co.uk>
Source record: 10996

:>>'Antis' where can i get a rom image so i can play with pacifist?

:>>'Nicholas (I crop up every third message) Bales' ... from an original atari
:>>that you OWN, or sod off because people like you are killing the scene

:>Killing the scene because he wants a rom image? Not likely.

Car thieves are killing the motoring scene due to their stealing cars and the actions of insurance co.'s pricing putting some cars out of the reach of potential owners, burglars are pissing house owners and household insurers off due to house breakings, why shouldnt stealing TOS have an effect.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

96. TTM195 not working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-10 00:00:00 UTC
From: Richard Claunch <RClaunch@Dreamsoft.Com>
Message-ID: <36993c74.0@news-out2.newsnerds.com>
Source record: 10997

```
Hello

I just turned on my Atari TT030 / TTm195 and only got a quick faint
white flash on the monitor? If I hook a VGA monitor the TT030 works
but it looks as if the 19in has gone south. Any ideas on possible fix
for TTM195? I would be grateful or a repair shop local in the Southern
California area......
--------------------------------------------------------------------------
--------------
Richard Claunch Riverside, Ca. - Email - RClaunch@Dreamsoft.Com
--------------------------------------------------------------------------
---------------
```

97. Cubase Score FS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-10 00:00:00 UTC
From: Charles Sahagian <csahagian@integrityonline.com>
Message-ID: <3698DC46.E6C@integrityonline.com>
Source record: 10998

```
Cubase Score 2.0 for Atari ST/TT/Falcon for sale.
Make me an offer.

Chuck
csahagian@integrityonline4.com
```

98. Re: TTM195 not working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-11 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990111124416.24447A-100000@hal.fishpool.com>
Source record: 10850

On Sun, 10 Jan 1999, Richard Claunch wrote:

> I just turned on my Atari TT030 / TTm195 and only got a quick faint
> white flash on the monitor? Any ideas on possible fix for TTM195?

Yeah... There's a couple of power transistors that are prone to failure
after a while. Also, solders around the big choke coil tend to become
brittle, because of the high frequencies running through them.

I have a description of that, on my TT030 FAQ, but the repair itself
is quite tedious and tricky. I've seen Bernie Diotte do it, though.
It's not impossible, but defnitely not meant for the hobbyist.

Bernie's e-mail is on the FAQ.

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

99. TUW DE600-interface PCB

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-11 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <77cu9agso1@nnrp1.dejanews.com>
Source record: 10851

Just a couple of weeks ago I had a 300dpi IMG of the PCB-layout for the TUW DE600 interface. For some reason I'm now unable to find it, it's simply vanished from my harddrive and every ftp-site I've visited...

Does anybody have this layout or know where I can find it?

Thanks in advance,

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

100. Re: TTM195 not working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-11 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <369a5944892d1@ping.be>
Source record: 10852

on Mon 11-01-99 12:50 Martin-Eric Racine wrote:

>On Sun, 10 Jan 1999, Richard Claunch wrote:
>
>> I just turned on my Atari TT030 / TTm195 and only got a quick faint
>> white flash on the monitor? Any ideas on possible fix for TTM195?
>
>Yeah... There's a couple of power transistors that are prone to failure
>after a while. Also, solders around the big choke coil tend to become
>brittle, because of the high frequencies running through them.

Check also the connection between the motherboard and the monitor tube. A
few months ago I found that the connector on the board was almost burned
through leaving me with a melted connector. A kind soul (ex-Atari dealer)
has fixed this for me. He just trew away the connector and soldered the
cable to the motherboard. According to him this is a know problem.

CU
Martin
--
****
* On the seventh day He created Atari *
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

101. Re: TUW DE600-interface PCB

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-11 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <369a5944892d2@ping.be>
Source record: 10853

on Mon 11-01-99 13:28 joska@nuts.edu wrote:

>Just a couple of weeks ago I had a 300dpi IMG of the PCB-layout for the TUW
>DE600 interface. For some reason I'm now unable to find it, it's simply
>vanished from my harddrive and every ftp-site I've visited...
>
>Does anybody have this layout or know where I can find it?
>
Try the Belgian site

193.190.205.13 atari/Network/Ethernet/TUW/

Network/Ethernet/TUW/ --> completed
---
tnftp.acc 05 sep 1997
vesrion 1.32 of Telnet/FTP for tuw-tcp.
TUWTCP10.zip 15 may 1996
TCP/IP software to make an ethernet network connecting with your Atari.
Developped at the T.U.Wien
TUW-TCP135_TAR.gz 13 may 1998
TCP/IP software (v1.35) to make an ethernet network connecting with your Atari.
Developped at the T.U.Wien. With drivers for Riebl Card, D-Link DE600 and
other cards.
Network/Ethernet/TUW/binaries/ 19 aug 1998
Network/Ethernet/TUW/document/ 19 aug 1998
Network/Ethernet/TUW/hardware/ 19 aug 1998
Network/Ethernet/TUW/sources/ 19 aug 1998

CU
Martin
--
****
* On the seventh day He created Atari *
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

102. RF cable dilemma

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-11 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1280.7680T1343T247@canit.se>
Source record: 10854

This Christmas, I acquired an Atari 520 ST at the rather nice price of 175 SEK (~20 Euro), complete with disk drive and some software. The badge on the case simply says "520ST", but the sticker on the back as well as the RF output reveals that it is an STM. However, this STM has got an odd RF jack. It protrudes 2-3 mm from the case, is somewhat rounded, with a plastic core. Neither the ordinary coaxial cable supplied with it nor any of my usual RCA to coax ones will go into its very narrow entrance. Does this sound similar to anyone, and where would I get a fitting cable?
Oh well, if this doesn't work out, I suppose I'll have to get that SM124 as well...

--
__/_____________ __ ______ _____________________________
\/ /_ /__ /_ _// // //\ /\ / _____________________________\
/ / / / __/ / / / / // / / // / / // / __ __
/ /_/ / / __/ / / / // / / // /_/ // / alias | | _' | _' |__|
/_____/ /_/ /_/ /_//_/\/_/ _____\\ \ | |__| |__| .__|
_____________________________________\ \ D r o u g g e
_____________________________________/

"Thi vad der giver et Folk Selvbevidsthed, er den F�lelse, at det har en stor Historie. Og den den F�lelse skal Kunstnerne give Folket."
N.L. H�yen (1798-1870)

103. Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-11 00:00:00 UTC
From: Andy Blakely <andy.blakely@pnl.gov>
Message-ID: <369A7B4B.E58696C6@pnl.gov>
Source record: 10855

My mind has been wandering lately about the Atari computers. Does anybody think that Atari will/could be a major competitor with IBM compatible and Macintosh computers again? What do you think it would take for this to happen? I don't know anything about present-day Atari, but is this something that they are likely to do? I know I'd love to see it happen!

~Andy Blakely

104. Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-11 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <77e88m$7u6$1@zingo.tninet.se>
Source record: 10856

Anyone here tried Minix?
Read the FAQ but didn't get a grip on it.
What's it good for? What programs can be
used? Is it a unix clone or what?

MG

105. Re: Sind die Daten auf meiner ATARI-Festplatte noch zu retten?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-11 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JALPAGBYUP@data.rhein-main.de>
Source record: 10857
Cross-posted to:
comp.sys.atari.st.tech,ger.atari,maus.computer.atari.hardware,maus.computer.atari.talk,z-netz.rechner.atari.hardware

In <77bbnr$k9$1@news07.btx.dtag.de> Ralf Bi¿½deker wrote:

>Ich arbeite dienstlich immer noch gerne :-) mit einem ATARI Mega ST , der
>aber beim Booten zunehmend Hardware-Probleme macht. Ich befi¿½rchte, dai¿½ seine

Dann sollte man diese Probleme mal beheben..?
Ni¿½here beschreibung der Symtome?

>Gibt es eine Mi¿½glichkeit, die am ATARI-Festplatten-Port extern
>angeschlossene Festplatte fi¿½r den Windows-Rechner bzw. MagiC PC auf dem

Da kann ich Dir mangels MagiCPC nicht beantworten..
Am Mac, mit MagiCMac geht das, da werden Atari SCSI Festplatten
direkt an den Mac angeschlossen und ki¿½nnen unter MagiCMac verwendet
werden. (Sofern der alte Atari Festplattenteiber AHDI-Konform ist)

i¿½rigens ist das hier eine englische Gruppe..

>Es wi¿½re schi¿½n, wenn mir jemand helfen ki¿½nnte...

>Newsgroup nicht abonniert habe. Danke!

Kurze Arme, keine Kekse..

Sorry about the german text. It's a problem with MagiCPC
(Using of old Atari harddives with MagiCPC..)

Gru, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

106. Sind die Daten auf meiner ATARI-Festplatte noch zu retten?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-11 00:00:00 UTC
From: B.u.R.Boedeker@t-online.de
Message-ID: <77bbnr$k9$1@news07.btx.dtag.de>
Source record: 10999
Cross-posted to:
comp.sys.atari.st.tech,ger.atari,maus.computer.atari.hardware,maus.computer.atari.talk,z-netz.rechner.atari.hardware

Ich arbeite dienstlich immer noch gerne :-) mit einem ATARI Mega ST , der aber beim Booten zunehmend Hardware-Probleme macht. Ich befï¿½rchte, daï¿½ seine Tage gezï¿½hlt sind. An diesem Mega ST hï¿½ngt aber eine 350 MB-SCSI-Festplatte, auf der fï¿½r mich wichtige Daten gespeichert sind.

Privat arbeite ich mit einem Windows-Rechner, auf dem ASH-MagiC PC (ATARI-Emulator) installiert ist.

Gibt es eine Mï¿½glichkeit, die am ATARI-Festplatten-Port extern angeschlossene Festplatte fï¿½r den Windows-Rechner bzw. MagiC PC auf dem Rechner lesbar zu machen?

Es wï¿½re schï¿½n, wenn mir jemand helfen kï¿½nnte...

Viele Grï¿½ï¿½e
Ralf Bï¿½deker

P.S.: Antworten bitte per eMail (0233281246-0001@t-online.de), da ich die Newsgroup nicht abonniert habe. Danke!

107. Re: TUW DE600-interface PCB

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <77eu1q$8pu$1@nnrp1.dejanews.com>
Source record: 10858

In article <369a5944892d2@ping.be>,
tos4ever@ping.be (Martin "Nightowl" Byttebier) wrote:
> on Mon 11-01-99 13:28 joska@nuts.edu wrote:
>
> >Just a couple of weeks ago I had a 300dpi IMG of the PCB-layout for the TUW
> >DE600 interface. For some reason I'm now unable to find it, it's simply
> >vanished from my harddrive and every ftp-site I've visited...
> >
> >Does anybody have this layout or know where I can find it?
> >
> Try the Belgian site
>
> 193.190.205.13 atari/Network/Ethernet/TUW/

OK, I got a bit further, but the IMGs wasn't particularly useful because of
their low resolution. But the PCB was also available in another format, *.hp,
which seems to be just ASCII-files with a long stream of hex-numbers. Does
anybody know which application generates these files?

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

108. Re: TTM195 not working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: berny.diotte@sympatico.ca
Message-ID: <MzCm2.1822$Aj4.1597@news20.bellglobal.com>
Source record: 10859

```
On 10 Jan 1999 15:49:26 , "Richard Claunch" wrote:
<>Hello
<>
<>I just turned on my Atari TT030 / TTm195 and only got a quick faint
<>white flash on the monitor? If I hook a VGA monitor the TT030 works
<>but it looks as if the 19in has gone south. Any ideas on possible fix
<>for TTM195? I would be grateful or a repair shop local in the Southern
<>California area......
<>--------------------------------------------------------------------------
<>--------------
<>Richard Claunch Riverside, Ca. - Email - RClaunch@Dreamsoft.Com
<>--------------------------------------------------------------------------
<>---------------
<>

Hi! Richard.....to my knowledge.. .all TT195 will come to an end,
soldering probleme (;-(
but it can be repaired, I can do it for you if you want, but I live
in CANADA Quebec. But if you are a bit techno I can tell you how to
do it...

Bernard Diotte

\ /
.\~~~~/.
| |
Bernard Diotte | .= =. |
|| (o)(o) ||
( .. )
\ \__/ /
\____/
```

109. Re: I am Looking for the Schematics of A

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: berny.diotte@sympatico.ca
Message-ID: <jECm2.1825$Aj4.1597@news20.bellglobal.com>
Source record: 10860

```
On 29 Dec 1998 21:02:27 , Christopher Warney wrote:
<>I am a student of engineering and i am doing research on atari 16 and 32
<>bit comps
<>and apple comps. If you could please help, I would greatly apreciate
<>it. Also if you could provide detailed info, or direct me to info on
<>the sound capabilitiues of Atari STs & Megas I would be forever in debt
<>to you
<>
<>
<>.
Hi! Chrystopher, I have those schematics...(;-D

Bernard Diotte

\ /
.\~~~~/.
| |
Bernard Diotte | .= =. |
|| (o)(o) ||
( .. )
\ \__/ /
\____/
```

110. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <369B0AD9.34C53C84@directprovider.REMOVETHECAPITALS.net>
Source record: 10861

Andy Blakely a ï¿½crit :
>
> My mind has been wandering lately about the Atari computers. Does
> anybody think that Atari will/could be a major competitor with IBM
> compatible and Macintosh computers again?

Not likely. Let me remind that Atari Corp disappeared years ago in the
merger with JTS. The only thing left is the heritage, the copyrights
that belong to Hasbro, and us

> What do you think it would
> take for this to happen? I don't know anything about present-day Atari,
> but is this something that they are likely to do? I know I'd love to
> see it happen!

What could happen would be to see a cheap alternative to modern day PCs.
Power without the price. A simple machine priced at 400 dollars or
Euros, with creativity in mind, not just something to run MS Orifice.
The problem is that noone is strong enough to compete against PCs. Next
or Be could have been alternatives, but have failed. The Amiga come-back
seems also to be failing. Apple is Microsoft, and too expensive. Linux
is too "computer-nerdish".

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

111. Re: RF cable dilemma

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <369B0BE6.6BE4A4DD@directprovider.REMOVETHECAPITALS.net>
Source record: 10862

Iggy Drougge a ï¿½crit :
<snip>

> Neither the ordinary coaxial cable supplied with it nor any of my usual RCA to
> coax ones will go into its very narrow entrance. Does this sound similar to
> anyone, and where would I get a fitting cable?

Doesn't an RCA jack fit ? I always thought they did.

> Oh well, if this doesn't work out, I suppose I'll have to get that SM124 as
> well...

Depends what you want to do with it. Don't forget that high-res and
colour are mutually exclusive and have different purposes

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

112. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <369b30fe1dd4401@club-internet.fr>
Source record: 10863

Hello,

in article <369B0AD9.34C53C84@directprovider.REMOVETHECAPITALS.net>
Nicholas Bales wrote on Tue 12-01-99 09:42 (+0100):

> What could happen would be to see a cheap alternative to modern day PCs.
> Power without the price. A simple machine priced at 400 dollars or
> Euros, with creativity in mind, not just something to run MS Orifice.

Maybe a solution will be the Blackbird project, seen in the new French
ACC Magazine :-)

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
The christmas spirit is not something to drink

113. Re: transfert FALCON - MAC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <77fcqcpbf1@feresa.bio.vu.nl>
Source record: 10864

Martin Graiter (graiter@SPAMLESSstarmail.com) wrote:

: The most sensible thing would be an ethernet
: link for the both, shame only that there
: doesn't seem to exist any for the Falcon...

Not _yet_... Heheh.
(well, actually there do, but most options are pretty expensive (SCSI
ethernet adapters or a lot of work and slow (DE600 romport adapter))

: I've also heard about SCSI networks, but
: can't say anything specific about that.

No drivers for that yet for Atari AFAIK.

: Sorry, no concrete tips, but maybe matters
: you could investigate yourself?

What about a good old null-modem cable.
Even a mac can support these with a special cable (Mac serial <-> RS232)
and proper software (something with ZMODEM)

-=El Vienno

114. help - FaST board for Mega

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <369B5286.DFF6B608@cfc.dnd.ca>
Source record: 10865

hi all.
TAF has been using a 1991 FaST Technologies board with its Mega4 to give it more memory and faster speed in producing its club newsletter.
But the FaST board seems to have gone belly up, it only works if you depress it about a 1/4" midway up the side. i.e. some traces are gone. seems this is a multilayer board. Does anyone have a contact for FaST Technologies? Know anyone who can repair the board? Have a newer board for sale/trade/exchange? Know where you can buy such a board? Does anyone have any info on this board? thanks for any and all help!
ken

115. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77fn7qdri1@news.campus.mci.net>
Source record: 10866

On 12 Jan 1999 09:42:01 , Nicholas Bales wrote:

->What could happen would be to see a cheap alternative to modern day PCs.
->Power without the price. A simple machine priced at 400 dollars or
->Euros, with creativity in mind, not just something to run MS Orifice.
->The problem is that noone is strong enough to compete against PCs. Next
->or Be could have been alternatives, but have failed. The Amiga come-back
->seems also to be failing. Apple is Microsoft, and too expensive. Linux
->is too "computer-nerdish".
->
->Nick

Hi Nick! Well, I agree with most of what you say... However, I think Linux is -the- future for those who wish to tear down Bill Gates dreamhouse. You can run it (in some form or the other) on almost every computer platform in existence. Hard to top that, and its FREE.

Its not that bad, I'm telling you. If I can set it up, than anyone can. (I did have help, but still, it wasn't -that- bad).

So as Linux/Unix grows, (over 7 million users worldwide now), Atari users can benefit from it as well. We just really need faster hardware to run on, in general.

Just my 2¢ worth... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

116. Re: Minix

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: optimus@canit.se
Message-ID: <77fs9r$nk2$1@dos.canit.se>
Source record: 10867

Martin Graiter (graiter@SPAMLESSstarmail.com) skrev:
: Anyone here tried Minix?
: Read the FAQ but didn't get a grip on it.
: What's it good for? What programs can be
: used? Is it a unix clone or what?

It is a UNIX clone of sorts, often used in courses in operating systems theory at universities. Could be fun for experimenting, but is rather limited, at least if you're going to use it as a "normal" OS.

117. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: optimus@canit.se
Message-ID: <77fsjk$nk2$3@dos.canit.se>
Source record: 10868

Andy Blakely (andy.blakely@pnl.gov) skrev:
: My mind has been wandering lately about the Atari computers. Does
: anybody think that Atari will/could be a major competitor with IBM
: compatible and Macintosh computers again? What do you think it would
: take for this to happen? I don't know anything about present-day Atari,
: but is this something that they are likely to do? I know I'd love to
: see it happen!

Whereas I'd love to see that happen, I can't see that happening in the
foreseeable future.
What I'd like to see, though, is the Atari regaining its position as a
hobbyist/hacker's machine, at a rather cheap price but with power. Perhaps
if we'd send all our old STs to Poland? =)

118. Re: RF cable dilemma

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: optimus@canit.se
Message-ID: <77fsg8$nk2$2@dos.canit.se>
Source record: 10869

Nicholas Bales (bales@directprovider.REMOVETHECAPITALS.net) skrev:
:
:
: Iggy Drougge a crit :
: <snip>
:
: > Neither the ordinary coaxial cable supplied with it nor any of my usual RCA to
: > coax ones will go into its very narrow entrance. Does this sound similar to
: > anyone, and where would I get a fitting cable?
:
: Doesn't an RCA jack fit ? I always thought they did.

No, that's what's do odd about it. My other, defunct STM had a normal RCA
jack, but this one is something different. The only thing I've been able
to fit into it is a male coaxial connector, but that end is supposed to go
into the TV.

: > Oh well, if this doesn't work out, I suppose I'll have to get that SM124 as
: > well...
:
: Depends what you want to do with it. Don't forget that high-res and
: colour are mutually exclusive and have different purposes

I'd rather have high-res, although I'd like to try out some games, too.
Of course, the SM124 is connected to a 1040STFM, so I suppose that one
should have a proper modulator jack, but I'd nevertheless like to have
another functioning ST, than one just collecting dust (I've already got
one of that kind =).

119. FS: MEGA ST2 & STE1040 with many extras +

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <1_Lm2.2846$sl6.3103534@newshog.newsread.com>
Source record: 10870

```
To see the list of items for sale, please visit my web site
http://www.vcnet.com/jsfcomsrv
```

120. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-12 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <369BD581.FE514554@worldnet.att.net>
Source record: 10871

Atari's only future is in its root as a video game company. Classic software, a perhaps a line of PC/Playstation/Sega/Nintendo peripherals such as classic Atari cx-40 joysticks and a trakball are really Atari's true hope of a comeback. People know and relate to Atari is a game company, only us diehards truly wanted Atari's as computers and the fact that its a PC world. Atari's only chance in the PC world is selling gamming peripherals like joysticks, trakballs, sound cards for gamming and the like, selling PC versions of games, screen savers, classic gamming desktop themes. The revival of the Lynx handheld would be very nice too, its still the best handheld game to date and has a better chance at a second life then the Jaguar.

Curt

Andy Blakely wrote:

> My mind has been wandering lately about the Atari computers. Does
> anybody think that Atari will/could be a major competitor with IBM
> compatible and Macintosh computers again? What do you think it would
> take for this to happen? I don't know anything about present-day Atari,
> but is this something that they are likely to do? I know I'd love to
> see it happen!
>
> ~Andy Blakely

121. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <77h87s$c10$1@pale-rider.INS.CWRU.Edu>
Source record: 10872

It would seem that if we are to learn, from 20 years plus of hindsight, that the best route for Atari would be limited hardware releases, as the other gentleman suggested.

Video Games IS/WAS/ AND EVERMORE the bread and butter of Atari. Classic plus neo-modern with some retro-taste. That is where Atari can make a comeback.

Jim W. Krych
--
" A friend loves at all times, and a brother is born for adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a TV so clear!" - VideoTurtle

122. Re: 520 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: optimus@canit.se
Message-ID: <77hsqq$7ou$1@dos.canit.se>
Source record: 10873

PWest@thedruid.demon.co.Remove.To.Reply.uk skrev:
:
: In a message of <26.12.98>, kdermott@zetnet.co.uk (90:107/100.100) writes:
: k> i seem to remember a patch for 2.5 meg setup sometime in the past
:
: I don't think this needs a patch on the STE - just use two 1MB SIMMS in slots
: 1 and 3 and two of the original 256KB SIMMS in slots 2 and 4.
:
: There was a hardware patch (one of the first articles I translated from
: German) to use 3 MB in a 1040 STFM (or a 520 STFM upgraded *on the board* to
: 1 MB), though Derryck found some problems with 'holes' when he tried this.

Is this the one published in ST-Computer two year ago or so, where you
solder a 4 MB PS/2 SIMM into your ST, or another hack?

123. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <369CD602.98C5D63F@hisoft.co.uk>
Source record: 10874

Curt Vendel wrote:
>
> Atari's only future is in its root as a video game company.

IIRC - Hasbro - http://www.hasbro-interactive.com/ - owns this part of Atari.

BTW, Atari r still used in the music industry. Next time u c a studio on TV look in the corner I bet u will see an Atari ;-)

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall 0500 233 660
http://www.hisoft.co.uk/ http://www.cinema4d.com/

124. Re: TTM195 not working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <77iqov$r3e$1@news2.xs4all.nl>
Source record: 10875

On 11 Jan 1999 20:20:48, Martin "Nightowl" Byttebier wrote:
>
>Check also the connection between the motherboard and the monitor tube. A
>few months ago I found that the connector on the board was almost burned
>through leaving me with a melted connector.

You are not the only one. The first time I thought: 'what a funny
smell'. Next day opened up and the connector for the coils on the
motherboard was burned in part.
Someone took the trouble to find a new connector, repaired the print
(also carbonated) and it worked again.
A few months later: other monitor making funny screen-jumps.
Same problem, but in time to have no damage on the print.
Now I did it myself: removed the connector and soldered the wires
directly to the board.
I am looking at this monitor now and no problem already for 4
month. Am I lucky!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

125. GEsoft TT RAM Board Jumper Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: Ted <no@more.spam>
Message-ID: <77j18m$41l@chronicle.concentric.net>
Source record: 10876

Does anyone have the documentation for the GEsoft TT RAM expansion board? I seem to have misplaced mine.

I need to know:

- the jumper settings for the various memory configurations (actually just for the maximum configuration)
- and the type of SIMMs supported

Thanks,
Ted

126. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: gaz+liz@zetnet.co.uk
Message-ID: <77j9h8ebd1@irk.zetnet.co.uk>
Source record: 10877

On 12 Jan 1999 12:04:06, Pascal Ricard wrote:
>> What could happen would be to see a cheap alternative to modern day PCs.
>> Power without the price. A simple machine priced at 400 dollars or
>> Euros, with creativity in mind, not just something to run MS Orifice.
>
>Maybe a solution will be the Blackbird project, seen in the new French
>ACC Magazine :-)

What about the German "Milan", which is available now according to Atari Computing magazine, running TOS on a 68040. 20 times faster than an ST, 8 x Falcon, 5 x TT they claim. Sounds like it might be a contender?

```
* @ !T! * all things Atari, electric guitarry & American car-ry! *
* .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
* //R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
```

127. data transfer tt030-pc via net

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: Jeremy Goodwin <jeremygoodwin@hypercon.com>
Message-ID: <369D866F.2A6315FB@hypercon.com>
Source record: 10878

Would it be possible to mail sound files from atari to pc and avoid the floppy problem?

128. tt030 sound files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: Jeremy Goodwin <jeremygoodwin@hypercon.com>
Message-ID: <369D8462.EEC983FD@hypercon.com>
Source record: 10879

I would appreciate info. on the easiest method for dumping midi files
from the atari to PC format.
TIA

129. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199901130000.a54806@lu.maus.de>
Source record: 10880

Hello Stephen,

s> BTW, Atari r still used in the music industry. Next time u c a studio
s> on TV look in the corner I bet u will see an Atari ;-)
But there got fewer and fewer.

At least, even after Atari stopped production, C-Lab produced a better
version of the Falcon called "Falcon MKII" (maybe it's been sold even
today).

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

130. Re: transfert FALCON - MAC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990113133930.1932B-100000@hal.fishpool.com>
Source record: 10881

> What about a good old null-modem cable?
> _Even_ a mac can support these with a special cable (Mac serial
> <-> RS232) and proper software (something with ZMODEM)

The Falcon already has the proper RS422 port, so one only needs a
"Mac nullmodem" cable.

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

131. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-13 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990113133051.1932A-100000@hal.fishpool.com>
Source record: 10882

On 12 Jan 1999, Iggy Drougge wrote:

> What I'd like to see, though, is the Atari regaining its position as a
> hobbyist/hacker's machine, at a rather cheap price but with power. Perhaps
> if we'd send all our old STs to Poland? =)

Funny you mention this. I've been thinking about recycling old STs
by creating a Russian version of TOS 2.06 with 16 MHz acceleration,
RS-Speed (ie: 34800/57600 modem) and built-in IDE interface.

Then, we could flood the ex-USSR territory with fully upgraded, cheap
machines that can function as Unix-friendly machines (with MiNT) and
capable VT100 terminals also.

It might be monochrome, but even that can be upgraded fairly easily,
if one knows how to program GAL chips.

Either ways, the ST _could_ become the most cost-effective terminal
with built-in mouse support on the planet, if we code the right set
of applications for it. ;-))

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

132. W: floppy drive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-14 00:00:00 UTC
From: "K. Hampf" <kare.hampf@pp.inet.fi>
Message-ID: <d0cn2.299$oW.1048@read1.inet.fi>
Source record: 10883

I need a double sided (Mega ST 2) floppy drive! The old one reads disks ok
but destroys all disks when writing. Is this a normally occuring problem?

I live in Finland. Please email the adress below.

Regards, K.Hampf
kare.hampf@pp.inet.fi

133. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-14 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77jqgj$3ps$2@news.campus.mci.net>
Source record: 10884

```
On 13 Jan 1999 23:16:56 , Gary + Liz Smith wrote:
->On 12 Jan 1999 12:04:06, Pascal Ricard wrote:
->>> What could happen would be to see a cheap alternative to modern day PCs.
->>> Power without the price. A simple machine priced at 400 dollars or
->>> Euros, with creativity in mind, not just something to run MS Orifice.
->>
->>Maybe a solution will be the Blackbird project, seen in the new French
->>ACC Magazine :-)
->
->What about the German "Milan", which is available now according to Atari
->Computing magazine, running TOS on a 68040. 20 times faster than an ST,
->8 x Falcon, 5 x TT they claim. Sounds like it might be a contender?
->
->* @ !T! * all things Atari, electric guitarry & American car-ry! *
->* .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
->* //R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
->* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
->.

AND you can now get it with the 68060 CPU! ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

134. Re: data transfer tt030-pc via net

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <369DB09A.5FFE82D4@directprovider.REMOVETHECAPITALS.net>
Source record: 10885

```
Jeremy Goodwin a ï¿½crit :
>
> Would it be possible to mail sound files from atari to pc and avoid the
> floppy problem?

Yes.

You could also setup ghostlink or parcp, or use PC formatted 720K disks
if your TT has only a DD drive.

Check out the Quick FAQ

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

135. Re: tt030 sound files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <369DB055.49A1108@directprovider.REMOVETHECAPITALS.net>
Source record: 10886

```
Jeremy Goodwin a ï¿½crit :
>
> I would appreciate info. on the easiest method for dumping midi files
> from the atari to PC format.
> TIA

MIDI files are not sound files.

Just use a floppy disk.

There is no "atari format" for midi files, midi is midi.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

136. Re: 520 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <77kn2v$ll2$3@news6.svr.pol.co.uk>
Source record: 10887

On 13 Jan 1999 10:34:02 , Iggy Drougge wrote:
>PWest@thedruid.demon.co.Remove.To.Reply.uk skrev:
>:
>: In a message of <26.12.98>, kdermott@zetnet.co.uk (90:107/100.100) writes:
>: k> i seem to remember a patch for 2.5 meg setup sometime in the past
>:
>: I don't think this needs a patch on the STE - just use two 1MB SIMMS in slots
>: 1 and 3 and two of the original 256KB SIMMS in slots 2 and 4.
>:
>: There was a hardware patch (one of the first articles I translated from
>: German) to use 3 MB in a 1040 STFM (or a 520 STFM upgraded *on the board* to
>: 1 MB), though Derryck found some problems with 'holes' when he tried this.
>
>Is this the one published in ST-Computer two year ago or so, where you
>solder a 4 MB PS/2 SIMM into your ST, or another hack?

Another hack, although it was published in the same magazine IIRC (after
all, it was several years ago!)

The hack was called "From 2.5 make 3" and was an attempt to bring into use
one of the 512Kb memory banks that had previously been disabled to install a
2Mb upgrade. My ST showed "holes" in the desktop display which were I think
due to inadequate speed ratings somewhere along the line, although I'm very
hazy on the exact details now.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

137. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-14 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <77l66n$6st$2@news.campus.mci.net>
Source record: 10888

On 13 Jan 1999 13:37:31 , Martin-Eric Racine wrote:

->Funny you mention this. I've been thinking about recycling old STs
->by creating a Russian version of TOS 2.06 with 16 MHz acceleration,
->RS-Speed (ie: 34800/57600 modem) and built-in IDE interface.
->
->Then, we could flood the ex-USSR territory with fully upgraded, cheap
->machines that can function as Unix-friendly machines (with MiNT) and
->capable VT100 terminals also.
->
->It might be monochrome, but even that can be upgraded fairly easily,
->if one knows how to program GAL chips.
->
->Either ways, the ST _could_ become the most cost-effective terminal
->with built-in mouse support on the planet, if we code the right set
->of applications for it. ;-))
->
->---
-> Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
-> The Atari TT030 Homepage * http://members.tripod.com/~TT030/
->---

Martin, this sounds viable to me... The concept seems solid.

Good idea, and good luck with it! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

138. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-14 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <F5KJ0G.7s6.0.queen@torfree.net>
Source record: 10889

Andy Blakely (andy.blakely@pnl.gov) wrote:
: My mind has been wandering lately about the Atari computers. Does
: anybody think that Atari will/could be a major competitor with IBM
: compatible and Macintosh computers again? What do you think it would
: take for this to happen? I don't know anything about present-day Atari,
: but is this something that they are likely to do? I know I'd love to
: see it happen!

Atari bit the big one, and then it's remains got bought and sold several
times over.

The future is in Atari clone systems like the Milan. But competing with
the PC/MAC market is a tough task due to software, money, and marketing
issues.

Later...

139. It's dead, Jim (Was: Atari in the Future?)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-14 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <77lvmbagc1@zingo.tninet.se>
Source record: 10890

Hate to spoil the pleasure for you all,
but Atari is as dead as that Norwegian Blue
parrot in the Monty Python sketch.

The most significant feature of the Atari
computers was the gui from Digital Research,
which was exellent.

As for fighting Windows, it is a good cause,
but Linux has a long way to go. A more
automated installation would probably do
wonders... What normal person knows the
scanrates of his monitor? What normal person
cares?

This reminds me of a "wordprocessor" for the
VIC20 that asked: "How many characters will
you write?" Must have been a commie programmer
from East Germany?

Unt -vich- karakters vill you vrite?
Ve hav vayz of findzing dat out!
Vell?
Talk! Talk!

Just as I don't expect the VIC in a new
reincarnation I can't imagine in what niche
of the computer industry Atari would resurface?

Had the company survived at least then there
would have been a chance, but as it is now?

The computer aficionado would today probably
play with network computing and Linux?

MG

140. Re: It's dead, Jim (Was: Atari in the Future?)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-15 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <77mci0$q4o$1@pale-rider.INS.CWRU.Edu>
Source record: 10891

Actually,.....

Now I have given this some thought for awhile. And, it may seem
funny, but I am dead serious.

You see, here in the US, some company by the name of V-Tech
makes a whole line of beginner computers. They even have one
with a real simple GUI.

With the new embedded processors, 68306. A "beginner's"
computer line could be designed around the ST. LCD panels being much cheaper than
they used to be. A whole bunch of products for "beginners" or
kids, could be done.

This is food for thought.

Jim W. Krych
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

141. Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-15 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <77md18$7ne$1@alexander.INS.CWRU.Edu>
Source record: 10892

For you techs:

The Falcon has a DB19 Male video port. Question:

The Red, Green, and Blue GND can be connected together as a
common GND? I see no problems.

The composite sync/video pin-can this be used as a source of just
composite sync then?

Does the system know if it is connected to a 15.75KH RGB source?

The monitor I would like to try to hook up has a composite sync
input, plus R,G,B, and GND.

Also, the +12V out, it seems that the GND pins listed, not the RGB
return GND Pins, are for this-correct?

Final question, is the Falcon 030 a noisy machine that
really needs shielded cable-or just smart to use shielded
cable?

Regards,

Jim
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

142. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-15 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199901150000.a56304@lu.maus.de>
Source record: 10893

Hello Jeffery,

c> The future is in Atari clone systems like the Milan. But competing
with
c> the PC/MAC market is a tough task due to software, money, and marketing
c> issues.
Especially if MagiC Mac and MagiC PC runs Atari software on actual Macs
and
PCs faster than a Milan does (not to mention the good software which even

exists for Mac and/or PC ;->). :-o

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

143. Re: It's dead, Jim (Was: Atari in the Future?)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <369F01DE.7F70CECC@directprovider.REMOVETHECAPITALS.net>
Source record: 10894

```
Jim Krych a ï¿½crit :
>
> Actually,......
>
> Now I have given this some thought for awhile. And, it may seem
> funny, but I am dead serious.
>
> You see, here in the US, some company by the name of V-Tech
> makes a whole line of beginner computers. They even have one
> with a real simple GUI.
>

I've seen them here. These are toy laptop computers, but the high-end
model includes a GUI, a modem and an email program!

They also have one that connects to a TV set, just like the ST, with a
GUI and some integrated programs.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

144. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-15 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <77n34t$9hs$2@feresa.bio.vu.nl>
Source record: 10895

Jim Krych (ab453@cleveland.Freenet.Edu) wrote:

: The Red, Green, and Blue GND can be connected together as a
: common GND? I see no problems.

Knowing Atari I woudn't be surprised if R, G and B GND _are_ the same.

: The composite sync/video pin-can this be used as a source of just
: composite sync then?
: Does the system know if it is connected to a 15.75KH RGB source?

Try fetching the DOITF030 archive, it probably has detailed info on the
video system.

: Also, the +12V out, it seems that the GND pins listed, not the RGB
: return GND Pins, are for this-correct?

Probably.

: Final question, is the Falcon 030 a noisy machine that
: really needs shielded cable-or just smart to use shielded
: cable?

I have used a composite signal over a crap audio cable for about a year
without much problems (with interlace you won't notice anyway :),
although for best quality I would advise a proper cable.
The Falcon is not too noisy as long as you keep the shielding in place.
I had to remove part of it in order to fit a memory extention, so now
whenever I turn on my Falcon weirdness starts happening to my
radio & TV reception, as my cable runs just behind my Falcon :-)

-=LvZ

145. *** Long post warning *** Should I list Mega St and 'accessories' on ebay?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-15 00:00:00 UTC
From: dcard1@stny.lrun.nospam.com
Message-ID: <RZLn2.2026$gR4.1753@newsr2.twcny.rr.com>
Source record: 10896

*** Long post warning *** Mega St and 'accessories' on ebay?

I have TONS of Atari ST stuff that I just don't use, and I guess its time
to see if I can find it a good home. I'm thinking about listing the
following
items on the ebay (www.ebay.com) auctions individually and/or in groups
of items. As I haven't run any of this software/hardware in years it will
have to be sold as-is. All software comes with boxes and doc's unless
otherwise listed. I got a lot of this stuff when I bought the system, so I've
never even run it myself.

Please Email >>>dcard1@stny.lrun.com<<< with any items you'd like
to see listed first. As I add items to ebay, I'll post a message to this
group to let possible bidders know. Final shipping will of course be the
responsibility of the buyer.

Here we go....

Hardware

MEGA ST 2
Mono Monitor
Color Monitor
Monitor Master
85 Meg ICD hard drive (needs new power supply)
360k 5-1/4" external floppy drive
Okimate 20 Color Printer (three black and one color cartridge)
Avatex 1200 Baud Modem
2 Quickshot Joysticks

Software

Simulation

Falcon
Falcon Mission Disk 1
Their Finest Hour
Red Storm Rising
Gunship
Midwinter
Fighter Bomber
Carrier Command
Starflight
Tracker

Sports

Wayne Gretzky Hockey
MicroLeague Baseball

Sierra Adventure Games

Colonel's Bequest
King's Quest II, III, IV
Hero's Quest - So you want to be a Hero
Space Quest I , III
ManHunter / New York
Police Quest I

Other Adventures

Dungeon Master
Dungeon Master - Chaos Strikes back
Ultima IV - Quest of the Avatar
Zak McKraken and the Alien Mindbenders
Star Trek - The Rebel Universe
Space Ace
Drakkhen
Paladin
The Pawn
Bard's Tale (I think a disk was bad)
Infocom - Hollywood Hijinx

Arcade/General Games

Barbarian
Obliterator
Oids
Xenon 2
Sim City
Populous
Populous - the promised lands
Risk
speedBall
SpeedBall 2
BlockBuster
Vampire's Empire
Monster Grand Slam
Prince
North and South
Armada

System

NeoDesk 3.0
NeoDesk Developers Kit
NeoDesk CLI

PC Ditto
Minix
Revolver
Turbo ST v 1.6
A&D Universal Item Selector II v2.0
ICD utilities

Word Processors

Word Perfect
Neocept Wordup
Neocept Fontz
Thunder Spellchecker
Mavis Beacon Teaches typing (bad disk I think)

Graphic Editors

Spectrum 512
Unispec
Touch Up
Cyber Paint
CAD 3D 2.0
Degas
Neochrome
Flair Paint
GFA Artist
Aegis Animator
C.O.L.R. Object Editor
ST Sprite Factory
Advanced Art Studio

Compilers/Interpreters/etc

Laser C w/ Debugger
Mark Williams C (no docs, just disks)
Personal Pascal
Assemble Pro
GFA Basic 3.0
GFA - Ray Trace
STOS - Compiler
STOS - The Game Creator
STOS - Maestro
STOS - Games Galore

Misc. S/W

The Astronomy Lab
The Astronomy Lab Plus
Atari Planetarium
Phasar 4.0 (Home Accounting)
PC Intercomm (communications)

Interlink ST (communications)
...Tons of disks with no docs...

Books

Atari ST Machine Language - Abacus
Atari ST Gem Programmers Ref - Ahacus
Atari ST 3D Graphics Programming - Abacus
GFA Basic Book 3.0
Programming with GFA Basic 3.0
Various Atari manuals
D Basic for ST
From Basic to C
Learning C Programming Graphics on Atari ST
Computes ST Programming Guide
40 More Great Simulation Adventures
Runaway USA

OK. Whew. There you have it. A complete (of what I could find) list of the goodies I have. I also have all the STart Magazine disks, Computes Atari ST disks, and various other disks from Mags gone by. May even have the magazines too...

I'll be watching the Email, so all those interested....

Dave (dcard1@stny.lrun.com)

146. Re: GEsoft TT RAM Board Jumper Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-15 00:00:00 UTC
From: Carsten Krumnow <krumnow@uni-koblenz.de>
Message-ID: <Pine.GSO.4.00.9901152222440.23646-100000@marvin>
Source record: 10897

Newsgroups: comp.sys.atari.st.tech
Subject: GEsoft TT RAM Board Jumper Settings?

Hi Ted!

> Does anyone have the documentation for the GEsoft TT RAM expansion board? I
> seem to have misplaced mine.
>
> I need to know:
>
> - the jumper settings for the various memory configurations (actually just
> for the maximum configuration)
> - and the type of SIMMs supported

If you are referring to the Mighty-Mic 32 TT RAM board, I can give you
an answer:

jumpers:

j0 j1 bank 0 bank 1 total

2-3 2-3 4 MB 4 MB or empty 4 / 8 MB
1-2 2-3 16 MB empty 16 MB
2-3 1-2 16 MB 4 MB 20 MB
1-2 1-2 16 MB 16 MB 32 MB

whereas the banks are organized like this (looking onto the board from
above, from the front when looking into the TT case:

```
************
************
************ ************ bank 1
-----------------------------------
************ ************ bank 0
************
************
```

Hope to have helped,

Carsten

147. Epson Film Scanner FS200

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-15 00:00:00 UTC
From: torfi@veda.is
Message-ID: <Nu0o2.661$IJ3.6854366@WReNphoon2>
Source record: 10898

Hi!

Does anyone know if Epson FS200 film scanner can be used with TT? It's got
SCSI I, but i'm wondering about the software/driver part...

Any ideas?

Torfi Hjaltason

-**** Posted from remarQ, Discussions Start Here(tm) ****-
http://www.remarq.com/ - Host to the the World's Discussions & Usenet

148. Atari ST STOS Creator, Compiler, Maestro and Games Galore on ebay

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-16 00:00:00 UTC
From: dcard1@stny.lrun.nospam.com
Message-ID: <HYTn2.2391$gR4.1754@newsr2.twcny.rr.com>
Source record: 10800

Hi Guys,

I'm selling Atari ST STOS Creator, Compiler, Maestro and Games Galore and they

have been listed on ebay at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=57218673

There is a full description and pictures of all included items.
Auction ends 1/22/99.

149. Re: tt030 sound files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-16 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <77pb48$i14$1@news.ncal.verio.com>
Source record: 10801

On 13 Jan 1999 23:45:10 , Jeremy Goodwin wrote:
>I would appreciate info. on the easiest method for dumping midi files
>from the atari to PC format.
>TIA
>
>.
Tia:

Just trasfer the midi files from the TT to standard PC 1.44 discs
amd load them into the PC from that. Simple Enough! The TT reads PC
formatted discs and if you have neodesk, it also PC formats it
too!(to 1.6M)

TIM
TT030/Mega Ste

****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

150. falcon for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-16 00:00:00 UTC
From: bsummer@delphi.com
Message-ID: <JRQVK4F.bsummer@delphi.com>
Source record: 10802

Atari Falcon For Sale:

Atari Falcon with 84 meg internal HD,14 megs of RAM,
math co-processor installed, and RGB,VGA monitor adapters,
with manual and box. HD is loaded with all ORIGINAL
Falcon software, inc. Atariworks, plus much more.
Price in USA $650.00 plus shipping/COD.

I also have the external TOAD Syquest 88/44 hard drive,
which was a perfect complement for backing up internal
HD. The Syquest will write to 88 meg carts, and read 44
also.It comes with cable, and 7 - 88 meg carts.
There's a 14.4 ext. modem if needed.
The price of the Falcon and external HD stuff is
$775.00 plus shipping in USA/COD.

If there is anyone in the NYC area, that would be interested
in picking up the Atari Falcon, instead of mailing it, I will include
an Atari SC1224 monitor in excellent working order, for
free.

If interested, please leave Email for Barry Summer at:
bsummer@delphi.com

Happy holidays, everyone!!
Barry

151. convert Creator files to PC Cakewalk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-16 00:00:00 UTC
From: Harry J <harryjSPAM@fast.net>
Message-ID: <77qjvrbmj1@news1.fast.net>
Source record: 10803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I have been an Atari ST user since they first came out.
I use my 1040 STE 4meg for MIDI exclusively.
My monitor is starting to black out from time to time, so I am thinking of
starting to use my Pentium for midi as well.

Is there a better way to port to the Pentium other than saving creator files
as midi standard to a floppy and importing it to cakewalk?

Is there any utility that might help me with this?

Thx in advance

Harry Jacobson
Yardley, Pa
National Guitar Workshop
http://surf.to/harryj

152. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-16 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <77rqeibiu1@zingo.tninet.se>
Source record: 10804

Jim Krych skrev i meddelandet <77md18$7ne$1@alexander.INS.CWRU.Edu>...

:The composite sync/video pin-can this be used as a source of just
:composite sync then?

I tried that on my TV set with SCART (28" Phillips) but it
was better to connect from H-synk and V-sync, through two
330ohm resistors instead.

The Falcon030 video connector:

```
1 2 3 4 5 9 10
R G B MV GND A GND
+--------------------------------------+
| O O O O O O O O O O |
\ /
\ O O O O O O O O O /
+--------------------------------+
GND Cs Hs Vs +12V M1 M0
11 12 13 14 17 18 19
```

R = Red
G = Green
B = Blue
MV = Monochrome Video
GND = Ground
A = Audio
Cs = Composite Sync/Composite Video
Hs = Horizontal Sync
Vs = Vertical Sync

The state of M0 and M1 is high unless you tie them to GND.

M1 M0
0 0 ST Mono (SM 124, SM125�)
0 1 ST Color (SCC1224)
1 0 VGA (various VGA monitors)
1 1 TV (TV by SCART)

The SCART connector:

```
CV GND VBL GND +12V A GND
20 18 16 14 12 10 8 6 4 2
+----------------------------------------+
| [] [] [] [] [] [] [] [] [] [] |
\ |
\ |
```

```
|[] [] [] [] [] [] [] [] [] [] |
+--------------------------------------+
19 17 15 13 11 9 7 5 3 1
GND R GND G GND B GND
```

CV = Composite Video
VBL = Vertical Blanking

Falcon030 TV SCART

```
PIN SIGNAL PIN

1------------- red -------------15
2------------- green ------------11
3------------- blue -------------7
5------------- GND --------------5
10------------- GND --------------9
9------------- audio -------------6
17------------- +12V -------------8

____
13---|R330|----H-sync ---+ +----16 VBL
____ +----+
14---|R330|----V-sync ---+ +----20 C-sync
```

On most TV:s you can skip the +12V signal and do the
switching by remote control.
If you have a spare lead left over you can connect it:

Falcon030 TV SCART

```
11------------- GND -------------13
```

If you want to record your screen to video tape:

Falcon030 Video SCART

```
PIN SIGNAL PIN

5------------- GND -------------5
9------------- audio -------------6
12--------- composite video --------20
```

Here's another way to go (F030-->TV-SCART, alt. 2)
But the picture is better in the first proposal.

Falcon030 TV SCART

```
PIN SIGNAL PIN

1------------- red -------------15
2------------- green ------------11
3------------- blue -------------7
5------------- GND --------------5
10------------- GND --------------9
9------------- audio -------------6
```

```
17-------------- +12V --------------8
12-------------- C-sync ------------20
14-------------- V-sync ------------16 VBL
```

The standard VGA connector:

```
R G B GND
1 2 3 4 5
+-------------------+
| o o o o o |
6 \ o o o o o / 10GND
\ o o o o o /
+-------------+
11 12 13 14 15
Hs Vs
```

1 Red (Analog) 6 Red Return 11 (ID0) GND (Color)
2 Green (Analog) 7 Green Return 12 (ID1) NC (Color)
3 Blue (Analog) 8 Blue Retuen 13 Horzontal Sync
4 Reserved 9 No Connect 14 Vertical Sync
5 Ground 10 Ground 15 No Connect (or???)

Here's a cable that has been working for me:

Falcon030 VGA

PIN SIGNAL PIN

```
1-------------- red ---------------1
2-------------- green -------------2
3-------------- blue --------------3
4----------- monochrome ----------15
5-------------- GND ---------------5
11-------------- GND -----------6,7,8
13-------------- H-sync ------------13
14-------------- V-sync ------------14
```

```
10--GND---+
|
19---M0---+
```

:Does the system know if it is connected to a 15.75KH RGB source?

It does if you tell it. See the note on M0 and M1 above.

:Also, the +12V out, it seems that the GND pins listed, not the RGB
:return GND Pins, are for this-correct?

Normally you'd connect this signal only to a TV.

MG

153. Re: transfert FALCON - MAC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-16 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <822.7685T262T1036@canit.se>
Source record: 10899

Den 13-Jan-99 12:42:26 nedtecknade Martin-Eric Racine (q-funk@pp.fishpool.com)
f�ljande:
>> What about a good old null-modem cable?
>> _Even_ a mac can support these with a special cable (Mac serial
>> **<->** RS232) and proper software (something with ZMODEM)

```
>The Falcon already has the proper RS422 port, so one only needs a
>"Mac nullmodem" cable.

Would this be the same as an Appletalk cable?

--
Iggy Drougge Y Member of Convergence International
optimus@canit.se | (http://www.convergence.eu.org/)
http://www.canit.se/~optimus/ | -For free choice in computing! __
A1200/28/6/80 | Member of Team Amiga __///
C128D, C64, 1541 | -For the creative mind! \XX/

Definition of Terror: A female Klingon with PMS.
```

154. SLM804 print quality

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <36a18708.0@nemo.idirect.com>
Source record: 10805

hi all
I have an Atari SLM804, and lately the print quality has become very
faint.
some parts of the page will show the text just fine, other parts will be
very faint or non existant!
does this mean I must replace the drum?
I have already tried cleaning the printer, and adjusting the toner
density, with no success.
thanks.merci
ken

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< ken.macdonald@taf.ftn.org ---- 45 Grenoble Dr. >>>
<<< Suite 1402, Toronto, Ontario, Canada, M3C 1C4 >>>

155. What HP Deskjet To Avoid With TT/Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: shuffman@sherrill.kiva.net
Message-ID: <77s1bqvun1@sherrill.kiva.net>
Source record: 10806

Which Hewlett-Packard Deskjet printers are not useable with my Atari TT030 and Falcons? I have read some are Windows only. Is it safe to consider any HP DJ printer to be useable if it also works with MS/DOS?

Is NVDI 5 the final answer? Is there a file location of printer drivers somewhere to used with PageStream and modern color and Hi-density printers?

Best regards and my thanx... stu

Stu Huffman, BL.A.ST BLoomington Atari ST, Nashville, Indiana USA

--
Stu Huffman, Photo:LOG {} Writing & Editorial Services
610 Artists Dr., PO Box 1215, Nashville, Indiana 47448-1215
Voice: 812-988-7558 E-mail: shuffman@kiva.net

156. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <77s50g$881$1@pale-rider.INS.CWRU.Edu>
Source record: 10807

Hello!

I am in the USA so SCART is fairly useless to me. I just wish to know, I have a RGB monitor, with, R,G,B and CSYNC. Will the csync line be enough to drive the 15.75KHz RGB monitor?

Can a HSYNC line, and a VSYNC line be combined just through 300 Ohm R's??????????????????????????

Nothing against you, but this no spam additions to email address is just about pissing me off. Are we all so concerned about 10 meg swap files, that we need to do this? Am I naive in this thinking? Often times I wish to respond right then and there to somone, via private email, and too many times I get a "spam" block.

Regards,

Jim W. Krych
--
" A friend loves at all times, and a brother is born for adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a TV so clear!" - VideoTurtle

157. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <77s562$8kp$1@pale-rider.INS.CWRU.Edu>
Source record: 10808

Can the +12V line handle ~100 mA?

Jim
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

158. Re: What HP Deskjet To Avoid With TT/Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <77spgh$t6d$1@snipp.uninett.no>
Source record: 10809

Stewart Huffman <shuffman@sherrill.kiva.net> wrote:
> Which Hewlett-Packard Deskjet printers are not useable with my Atari TT030
> and Falcons? I have read some are Windows only. Is it safe to consider
> any HP DJ printer to be useable if it also works with MS/DOS?

All DeskJet-printers are AFAIK PCL-printers, and will work fine on
your Ataris.

> Is NVDI 5 the final answer? Is there a file location of printer drivers

NVDI5 has drivers for most current printers (but no postscript :-( ),
so if you're running MagiC it's definitely the answer. It doesn't work
too well with MiNT, TOS and Geneva. I'm using it with MiNT/N.AES now
though, but only because it has a proper 670C-driver.

> somewhere to used with PageStream and modern color and Hi-density
> printers?

Not to my knowledge.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

159. internal scssi leads

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: binson@pikes77.freeserve.co.uk
Message-ID: <77sqt0$de5$1@news4.svr.pol.co.uk>
Source record: 10810

Has anyone any idea as to where these leads fit.
I have just fitted a scussi drive into an external case
that previously housed a smaller scussi drive.
The main leads are easy enough to fit and the new 4.5
gig drive has formatted and works fine on a Falcon.
There are smaller leads that connect to the id switch and
the activity led on the case. These fit to the new drive but the
problem is where. The removed smaller drive used different
connectors although there are some leads that look to fit the
new 4.5 drive which has a marked strip connecting block.
Anyone familiar with this.
Regards Bill

160. Re: SLM804 print quality

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <77sunfhvi1@news2.xs4all.nl>
Source record: 10811

On 17 Jan 1999 01:45:28, Ken Macdonald wrote:
>hi all
>I have an Atari SLM804, and lately the print quality has become very
>faint.

Looks like the drum is gone.

>some parts of the page will show the text just fine, other parts will be
>very faint or non existant!

When no banding or stripes occur: ii is the drum.

>does this mean I must replace the drum?

Yes, or find a secondhand SLM printer. But then again: they arenot
new and how log the drum is used.....

>I have already tried cleaning the printer, and adjusting the toner
>density, with no success.

One thing you could try: put it for a few days in a really dry
atmosfere and see if anything changes for the better. If not: it is
the drum again.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

161. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <77sunihvi2@news2.xs4all.nl>
Source record: 10812

On 17 Jan 1999 07:54:56, Jim Krych wrote:
>
>csync line be enough to drive the 15.75KHz RGB monitor?
>

Yes as far as i know. They are low-impedance.
>
>Can a HSYNC line, and a VSYNC line be combined just through
>300 Ohm R's??????????????????????????

Yes they can but electro(ni)cally you should not.
The next best way is: add someone-way diodes. Then the out-signal of
one cannot creep unwantedly back into the signal transistor of the
other.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

162. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <77sunlhvi3@news2.xs4all.nl>
Source record: 10813

On 17 Jan 1999 07:57:54, Jim Krych wrote:
>
>Can the +12V line handle ~100 mA?
>
I quote the Atari P{alcon030 Hardware Rference Manual of 2/1/93 page
14:"
Pin 17. + 12V
Tjis voltage level is necessary for Peritel interfaces.
Pheripherals can draw up to 100mA on this pin. It is
internally fused
"
end of quotes.

So no problem but when the fuse goes... what then?
Where is he? Micro-miniature surface mounted? Someone any idea?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

163. Re: convert Creator files to PC Cakewalk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <77t6ig$h5b$1@cubacola.tninet.se>
Source record: 10814
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Harry J skrev i meddelandet <77qjvrbmj1@news1.fast.net>...

:My monitor is starting to black out from time to time, so I am thinking
of
:starting to use my Pentium for midi as well.

Why not finding a newer monitor?
You can use a PC monitor as well,
all you need is an adapter cable.

MG

164. SUN monitor / TT030?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: Richard Claunch <RClaunch@Dreamsoft.Com>
Message-ID: <36a26310.0@news-out2.newsnerds.com>
Source record: 10815

Can anyone tell me if a SUN 19inch monochrome monitor part number 365-1154-01 be used on the Atari TT030? The monitor has a 13W3 connector....

Thank you

Richard

--

Richard Claunch Riverside, Ca. - Email - RClaunch@Dreamsoft.Com
---

165. Re: Use of TeddyTerm with 28,800 and above

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: SSweet@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <VXE9DCAqpfo2Ewz$@thedruid.demon.co.uk>
Source record: 10816

t> Don't use v 97. It's an unfinished beta version.

And what software isnt???????.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz PAK 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
-= Your tagline account appears to be overdrawn,
please do not attempt to use any further tagline facilities
until your account has been settled.
--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+---+

166. Re: TUW DE600-interface PCB

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <Tni8vPAxsfo2EwRi@thedruid.demon.co.uk>
Source record: 10817

In a message of <12.01.99>, joska@nuts.edu (90:107/100.100) writes:
j> OK, I got a bit further, but the IMGs wasn't particularly useful
j> because of their low resolution. But the PCB was also available in
j> another format, *.hp,
j> which seems to be just ASCII-files with a long stream of hex-
j> numbers. Does anybody know which application generates these
j> files?

Not really, but they *could* be files for straight printing out from the desktop on printers understanding the HPGL language, like DeskJets and LaserJets. Try it and see. Or look at the start of the file with a hex editor; if there is something like *t300R or *t150R there in ASCII (or 1B 2A 74 31 35 30 52 or 1B 2A 74 33 30 30 52 in hex) then it is almost certainly this type of file. I came across similar files with the ET-4000 project by Torsten Lang, though these had a LJ3 extension.

Regards
/Peter/

--
You want it all but you can't have it

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+---+

167. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-17 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JARNAEBHUP@data.rhein-main.de>
Source record: 10818

In <77s562$8kp$1@pale-rider.INS.CWRU.Edu> Jim Krych wrote:

>Can the +12V line handle ~100 mA?

It is designed for automatically SCART switches, 10mA
Internal Falcon PSU deliver a max. of 300mA / +12V
It's used by Fan, serial, and Videoport.

+12 comes thrue R34 (10K) to Pin 17 of the Videoport.

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

168. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-18 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <77uitf$7n8$1@cubacola.tninet.se>
Source record: 10819

Jim Krych skrev i meddelandet <77s562$8kp$1@pale-rider.INS.CWRU.Edu>...
:
:Can the +12V line handle ~100 mA?

No. You shouldn't try using this switching
voltage for anything but for letting a TV or monitor
"feel" it. If the device has such an in-signal at all.

MG

169. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-18 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <77uiu5$7n8$2@cubacola.tninet.se>
Source record: 10820

Jim Krych skrev i meddelandet <77s50g$881$1@pale-rider.INS.CWRU.Edu>...

:I am in the USA so SCART is fairly useless to me. I just wish to
:know, I have a RGB monitor, with, R,G,B and CSYNC. Will the
:csync line be enough to drive the 15.75KHz RGB monitor?

Yes, provided you code the M0 and M1 ID pins correctly.
You should obviously decode for ST Color or TV. Easiest would
be to try the TV setting first. Since both M0 and M1 should
be high (ones) you needn't do anything, just let them be.

M1 M0
0 1 ST Color (SCC1224)
1 1 TV (TV by RGB)

:Can a HSYNC line, and a VSYNC line be combined just through
:300 Ohm R's??????????????????????????

330 ohms is the best value I found. Yes it's as simple as that.

:Nothing against you, but this no spam additions to
:email address is just about pissing me off.

Sorry about that.

:Are we all so concerned about 10 meg swap files, that we need
:to do this?

Don't think I follow here?

:Am I naive in this thinking? Often times I wish to
:respond right then and there to somone, via private email,
:and too many times I get a "spam" block.

My reason for scrambling my return address is that I used to
receive copious amounts of spam mail, all with two themes:
Get-rich-quick! and Free-sex-fest-for-you! After the first 50
letters it started to be annoying...

Obviously there are bots, programs that cruise the Usenet in
one way or another, these reap all poster's return addresses
and send this crap mail to them (us).

By scrambling the address in some obvious way, all humans with
an IQ of 26 or above deduct that the address should be edited,
whilst the bots can't make this deduction. Therefore I receive
no more Get-rich schemes and no more Slutty-wants-you-baby,
which makes me happy, saves on my telephone bill and keeps my

Inbox clean.

Everyone who really wants to send me an email will just
have to go thru the trouble of descrambling my return
address. It's easy:

graiter@SPAMLESSstarmail.com ==> graiter@starmail.com

You'll be doing it as well, mind my words...

;^)

Regards, MG

170. Re: *** Long post warning *** Should I list Mega St and 'accessories' on ebay?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-18 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36A2F909.1743D833@directprovider.REMOVETHECAPITALS.net>
Source record: 10821

```
Dave Card a ï¿½crit :
>
> *** Long post warning *** Mega St and 'accessories' on ebay?
>
> I have TONS of Atari ST stuff that I just don't use, and I guess its time
> to see if I can find it a good home. I'm thinking about listing the
> following
> items on the ebay (www.ebay.com) auctions individually and/or in groups
> of items. As I haven't run any of this software/hardware in years it will
> have to be sold as-is. All software comes with boxes and doc's unless
> otherwise listed. I got a lot of this stuff when I bought the system, so I've
> never even run it myself.
>

You only forgot one thing : Where the heck do you live ???
```

171. Re: convert Creator files to PC Cakewalk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-18 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36A2FB9A.E1BBA9C@directprovider.REMOVETHECAPITALS.net>
Source record: 10822
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Harry J a ï¿½crit :
>
> Hi,
> I have been an Atari ST user since they first came out.
> I use my 1040 STE 4meg for MIDI exclusively.
> My monitor is starting to black out from time to time, so I am thinking of
> starting to use my Pentium for midi as well.
>

You'll regret it ! sooner or later !

Why not replace/fix the monitor ?

> Is there a better way to port to the Pentium other than saving creator files
> as midi standard to a floppy and importing it to cakewalk?

Not really. You can also try transmitting them thru MIDI, but the result
will be the same. You will lose all the creator-specific data.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

172. Re: What HP Deskjet To Avoid With TT/Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-18 00:00:00 UTC
From: curis@capitole.lure.u-psud.fr
Message-ID: <slrn7a616n.oed.curis@capitole.lure.u-psud.fr>
Source record: 10823

Bonjour,

Dans son message ï¿½ï¿½Re: What HP Deskjet To Avoid With TT/Falcon?ï¿½ï¿½, Jo Even Skarstein a ï¿½critï¿½:

ï¿½ï¿½Stewart Huffman <shuffman@sherrill.kiva.net> wrote:
ï¿½ï¿½> Which Hewlett-Packard Deskjet printers are not useable with my Atari TT030
ï¿½ï¿½> and Falcons? I have read some are Windows only. Is it safe to consider
ï¿½ï¿½> any HP DJ printer to be useable if it also works with MS/DOS?
ï¿½ï¿½
ï¿½ï¿½All DeskJet-printers are AFAIK PCL-printers, and will work fine on
ï¿½ï¿½your Ataris.

No (I bought one once :-(), some HP-Deskjet called "Windows-optimized"
or something like that are NOT PCL, only Windows can print with it :-(, not
even Mac or unix (or even DOS without windows !) :-(

--
Emmanuel CURIS
curis@lure.u-psud.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

173. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-18 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <77v6nn$ep2$1@nnrp1.dejanews.com>
Source record: 10824

In article <77uiu5$7n8$2@cubacola.tninet.se>,
"Martin Graiter" <graiter@SPAMLESSstarmail.com> wrote:

> Everyone who really wants to send me an email will just
> have to go thru the trouble of descrambling my return
> address. It's easy:
>
> graiter@SPAMLESSstarmail.com ==> graiter@starmail.com

Oops, except a bunch of porn-ads in the near future ;-)

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

174. FS: 2-Atari systems + more!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-18 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <6sOo2.2173$TU6.4397766@newshog.newsread.com>
Source record: 10825

```
Please visit http://www.vcnet.com/jsfcom
for all the latest information.

Thank you.
```

175. Re: GEsoft TT RAM Board Jumper Settings?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: berny.diotte@sympatico.ca
Message-ID: <J3Uo2.2442$r%4.3540@news21.bellglobal.com>
Source record: 10826

```
On 13 Jan 1999 12:55:50 , "Ted" wrote:
>Does anyone have the documentation for the GEsoft TT RAM expansion board? I
>seem to have misplaced mine.
>
>I need to know:
>
>- the jumper settings for the various memory configurations (actually just
>for the maximum configuration)
>- and the type of SIMMs supported
>
>Thanks,
>Ted
>
>
>.

Here are the jumper setting

first you have to figure out the socket bank

look at it with the 6 sockets on right hand

-bank 1-------SIMM------------
-bank 1-------SIMM------------
-bank 1-------SIMM------ -bank 1-------SIMM------------
-bank 0-------SIMM------ -bank 0-------SIMM------------
-bank 0-------SIMM------------
-bank 0-------SIMM------------

jumper setting

--------------------------------
J0 J1 Bank 0 Bank 1
--------------------------------
2-3 2-3 4 Mg 4 Mg or empty
1-2 2-3 16 Mg empty
2-3 1-2 16 Mg 4 Mg
1-2 1-2 16 Mg 16 Mg

SIMM are 30 pin 60 to 80 ns with or without parity 1Mg or 4Mg

Hope it will help

Bernard Diotte
```

176. Re: SLM804 print quality

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: berny.diotte@sympatico.ca
Message-ID: <F7Uo2.2444$r%4.3540@news21.bellglobal.com>
Source record: 10827

On 17 Jan 1999 01:45:28 , Ken Macdonald wrote:
>hi all
>I have an Atari SLM804, and lately the print quality has become very
>faint.
>some parts of the page will show the text just fine, other parts will be
>very faint or non existant!
>does this mean I must replace the drum?
>I have already tried cleaning the printer, and adjusting the toner
>density, with no success.
>thanks.merci
>ken
>
><<< Kenneth Macdonald --- Toronto Atari Federation >>>
><<< ken.macdonald@taf.ftn.org ---- 45 Grenoble Dr. >>>
><<< Suite 1402, Toronto, Ontario, Canada, M3C 1C4 >>>
>.

Well I think so, and the inside machine is TEC-1301 engine,

Bernard Diotte

177. Re: internal scssi leads

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <OfcVYFAqHGp2Ewoq@steverosie.demon.co.uk>
Source record: 10828

In article <77sqt0$de5$1@news4.svr.pol.co.uk>, William Robinson
<binson@pikes77.freeserve.co.uk> writes
>
> Has anyone any idea as to where these leads fit.
> I have just fitted a scussi drive into an external case
> that previously housed a smaller scussi drive.
> The main leads are easy enough to fit and the new 4.5
> gig drive has formatted and works fine on a Falcon.
> There are smaller leads that connect to the id switch and
> the activity led on the case. These fit to the new drive but the
> problem is where. The removed smaller drive used different
> connectors although there are some leads that look to fit the
> new 4.5 drive which has a marked strip connecting block.
> Anyone familiar with this.
> Regards Bill
>

Hi Bill

The units ID connections should be the standard one:

1 2 4
. . .
. . .
|
gnd

or it could be the other way around! Sometimes the ID connector on cases
are in the usual 6 ... or ...
... .
With a little logic you can usually work out which is which is which!

If you get device id 2, no matter what the id selector says, you have
probaly got it the wrong way around.

The led busy light connection can be near the from on the PCB side of
the drive and should be the standard .. type of connection.

I hope this helps.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708

ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

178. Re: SUN monitor / TT030?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <7820eq$96k$6@zingo.tninet.se>
Source record: 10829

Richard Claunch skrev i meddelandet
<36a26310.0@news-out2.newsnerds.com>...

:Can anyone tell me if a SUN 19inch monochrome monitor part number
:365-1154-01 be used on the Atari TT030? The monitor has a 13W3
:connector....

365-1154 19" grayscale monitor 76Hz vert

Possibly with a graphic card, but not by just adapting the
connector. You'd need an ECL monitor with exactly the same
values as expected by the TT.

MG

179. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <782jrh$o5l$2@news5.svr.pol.co.uk>
Source record: 10830

On 13 Jan 1999 17:21:06 , Stephen Marriott wrote:

:>> Atari's only future is in its root as a video game company.
:>
:>IIRC - Hasbro - http://www.hasbro-interactive.com/ - owns this part of
:>Atari.

:>BTW, Atari r still used in the music industry. Next time u c a studio
:>on TV look in the corner I bet u will see an Atari ;-)

I quite often see ST's from Abbey Road studios in System Solutions when i
visit.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

180. Re: data transfer tt030-pc via net

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <782jri$o5l$3@news5.svr.pol.co.uk>
Source record: 10831

On 13 Jan 1999 23:53:53 , Jeremy Goodwin wrote:

:>Would it be possible to mail sound files from atari to pc and avoid the
:>floppy problem?

Yes it would.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

181. FS: 2-Atari Systems, Free Music Samples & More

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <BG4p2.2599$TU6.5070119@newshog.newsread.com>
Source record: 10832

http://www.vcnet.com/jsfcomsrv For the latest list!

A place of Original & Eclectic music on 3-CDs with free samples plus,

Articles on folk music plus

Used PC cards, monitors, printers, software, 2-Atari Systems, Music Eq.,
4-strg P-Bass for sale plus

Favorite Links plus

Guitar Lessons + More.

Thank you

182. Re: SUN monitor / TT030?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <782lrcdhn1@news2.xs4all.nl>
Source record: 10833

On 17 Jan 1999 14:24:26, "Richard Claunch" wrote:
>Can anyone tell me if a SUN 19inch monochrome monitor part number
>365-1154-01 be used on the Atari TT030? The monitor has a 13W3
>connector....
>
Have you tried:

http://www.geocities.com/SiliconValley/Way/8016/atari/sth_vid.htm

A lot about monitors and video.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

183. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: dh1me@t-online.de
Message-ID: <782vnv$2p7$1@news04.btx.dtag.de>
Source record: 10834

Hi Garry and Liz,

>What about the German "Milan", which is available now according to Atari
sorry for stupid asking, can you help me to get more information about the
milan? perhabs a faxnumber, email oder website? Thanks in advanve.

184. Re: GEsoft TT RAM Board Jumper Settings

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: dh1me@t-online.de
Message-ID: <782vo0$2p7$2@news04.btx.dtag.de>
Source record: 10835

>> Does anyone have the documentation for the GEsoft TT RAM expansion board? I
>If you are referring to the Mighty-Mic 32 TT RAM board, I can give you
and do know the settings for a 64' Mighty Mic?

185. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <78337gpip1@snipp.uninett.no>
Source record: 10836

Manfred <dh1me@t-online.de> wrote:

> >What about the German "Milan", which is available now according to Atari
> sorry for stupid asking, can you help me to get more information about the
> milan? perhabs a faxnumber, email oder website? Thanks in advanve.

www.milan-computer.de

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

186. Moscow calling

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: tsarclub <tsarclub@dialup.ptt.ru>
Message-ID: <36a4ecb4.0@news.ptt.ru>
Source record: 10837

Hi Ataristos! :o)

I have troubles with my beloved Atari 1040 ST. It doesn't see my floppies anymore :O(I mean inserted. What could be possible the problem with it?

I wonder if there is a high tech =:o[expert over there helping me to bring back fun to these cold Russian nights?

Yours,

Tsar

187. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-19 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <780ph7nqk1@pale-rider.INS.CWRU.Edu>
Source record: 10846

Hi!

I have been spammed very rarely. I do know that sometimes my VideoTurtle ads can be annoying.

BTW: can the +12V power a device that needs 50mA at best then? The VideoTurtle uses the Amiga's +12V line to eliminate the wall supply through a special cable. That's all I was asking about in regards to the +12V line.

Thanks for the info!

Regards,

Jim
--
" A friend loves at all times, and a brother is born for adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a TV so clear!" - VideoTurtle

188. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36A5D76B.B6532A0F@directprovider.REMOVETHECAPITALS.net>
Source record: 10838

```
Manfred a ï¿½crit :
>
> Hi Garry and Liz,
>
> >What about the German "Milan", which is available now according to Atari
> sorry for stupid asking, can you help me to get more information about the
> milan? perhabs a faxnumber, email oder website? Thanks in advanve.

http://www.milan-computer.de

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

189. Overclocking MC68000....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-20 00:00:00 UTC
From: Matt Spooner <matt@spooner19.freeserve.co.uk>
Message-ID: <784rju$4c0$1@news6.svr.pol.co.uk>
Source record: 10839

Anyone know how far it is possible to overclock the MC68000?

System 1:-
MEGA ST, 4Mb RAM, 2x2.1Gb SCSI HD, Overscan, Rainbow TOS (1.04), Geneva.

System 2:-
1040STFM, 2Mb RAM, 540Mb SCSI HD, TOS v1.02

System 3:-
1040STE, 4Mb RAM, 340Mb SCSI HD, TOS v1.62

190. Service Info for Atari STe (advice would be nice)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-20 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <36a4e0b6.15445239@news.easynet.co.uk>
Source record: 10840

My Atari STe isn't quite as stable as it used to be.

This isn't a software problem its definitely hardware.

Occasionally on booting all I get is a rolling screen but
after its warmed up left on in this state (lets say a
minute) its ok. Other times, in fact most times its fine.

Occasinally in use it will freeze. This is very occasinal
and because I've used the software for years I know it isn't
the software.

Its not a virus problem either.

So I thought I'd give my STe a good clean up inside and
service.

It does have a ICD 16MHZ accerlertor fitted.

Also theres a failed high density drive conversion board
inside which I'm going to remove totally. I left it in there
as I'd planned to come back to it and have another go but
now that I have a floptical drive I don't need a high
density drive fitted anyway.

Any advice on what can cause occasional crashes on an STe?

Is 4MEG and an accelerator to much for the PSU especially
when a scsi interface is connected?

Is it simple grime that is reducing PSU performance?

Should I fit a fan and what power point should I use?

Any advice appreciatted.

191. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-20 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <785am7jpc1@cubacola.tninet.se>
Source record: 10841

Jim Krych skrev i meddelandet <780ph7nqk1@pale-rider.INS.CWRU.Edu>...

:BTW: can the +12V power a device that needs 50mA at best
:then? The VideoTurtle uses the Amiga's +12V line to
:eliminate the wall supply through a special cable. That's all I
:was asking about in regards to the +12V line.

Don't even know what this VideoTurtle is?
The +12V in the F030 video connector is
NOT a good source for powering anything
that requires more than a reference voltage.

If you must use the F030 for powering your
VideoTurtle, I'd suggest you open the casing
and tap +12V from one of the blue cables going
from the PSU to the motherboard.

However, why not simply buying a battery
eliminator, or simply a pack of batteries
for this thing? It will be cheaper to do that
that to destroy the PSU and possibly the
motherboard of the F030 as well?

Regards, MG

192. LAN-cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-20 00:00:00 UTC
From: Torbj|rn Gild} <d98gilda@dtek.chalmers.se>
Message-ID: <Pine.SOL.3.96.990120234633.19288B-100000@kleise.dtek.chalmers.se>
Source record: 10842

Hi!

I have my two falcons connected together in a small STinG-network using a nullmodem cable attached to Modem2. I would like to be able to have a modem connected to one of the computers instead, while being able to use the modem from the other computer using the Masquerade function of STinG.

I have to choose between using Midi and LAN. Since LAN is the faster one, I`m now looking for some info on how to build such a cable that would work in the same way as the nullmodem cable.

Anyone know anything about this?

Regards
/Torbjorn

193. Re: Overclocking MC68000....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-20 00:00:00 UTC
From: Torbj|rn Gild} <d98gilda@dtek.chalmers.se>
Message-ID: <Pine.SOL.3.96.990120233655.19288A-100000@kleise.dtek.chalmers.se>
Source record: 10843

On Wed, 20 Jan 1999, Matt Spooner wrote:

> Anyone know how far it is possible to overclock the MC68000?
>
>
> System 1:-
> MEGA ST, 4Mb RAM, 2x2.1Gb SCSI HD, Overscan, Rainbow TOS (1.04), Geneva.
>
> System 2:-
> 1040STFM, 2Mb RAM, 540Mb SCSI HD, TOS v1.02
>
> System 3:-
> 1040STE, 4Mb RAM, 340Mb SCSI HD, TOS v1.62

According to Motorola`s User`s Manual about the MC68000, the 8MHz model may be clocked between 4MHz and 12MHz. Outside these values the processor will probably become unstable or not work at all.

I don`t know wether or not overclocking the CPU will negatively affect anything else in the system. Common sense tells me that your three systems will behave the same. The CPU`s of the 1040STfm and STe are not exactly the same though. The STe`s is square shaped, while the STfm`s is rectangular (and an earlier model).

/Torbjorn

194. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-20 00:00:00 UTC
From: gaz+liz@zetnet.co.uk
Message-ID: <785mo6pbo1@irk.zetnet.co.uk>
Source record: 10844

On 19 Jan 1999 23:07:59, Manfred wrote:
>sorry for stupid asking, can you help me to get more information about the
>milan? perhabs a faxnumber, email oder website? Thanks in advanve.

Looks like you've already got two replies with the German www site :-)
The article also mentioned you could e-mail Thomas.Raukamp@t-online.de
and it's on sale in the UK through Titan Designs, www.titan-bss.co.uk
or email sales@titan-bss.co.uk, and System Solutions,
www.system-solutions.co.uk or email sales@system-solutions.co.uk

Sounds good - I think I'll go have a look myself!
Cheers,
Gary.

195. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-20 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <785o42$16d$1@pale-rider.INS.CWRU.Edu>
Source record: 10845

Hi!

Then I will just use the wall supply unit with the VideoTurtle.

The Amiga allows us to use it's video port as a voltage supply
to eliminate the wall supply. That is why I asked about the
+12V of the Falcon Video Port.

Regards,

Jim W. Krych

p.s. The VideoTurtle converts the TV RGB into S-Video.
I know a "y" cable can be made so my 1CM135 AND the VideoTurtle
can be used at the same time.
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

196. TT keyboard pinout!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-21 00:00:00 UTC
From: Mike Hoehn <mh@omnilink.net>
Message-ID: <36A74711.D34B24A9@omnilink.net>
Source record: 10750

Hi!

I need the pinout of the atari TT !

who can help me?

Thanks
mike

197. Re: Overclocking MC68000....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-21 00:00:00 UTC
From: michaels@nemesis.stochastik.rwth-aachen.de
Message-ID: <787mk2$me5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 10751

In article <784rju$4c0$1@news6.svr.pol.co.uk>,
Matt Spooner <matt@spooner19.freeserve.co.uk> wrote:
>Anyone know how far it is possible to overclock the MC68000?

The normal versions: not much. The CMOS versions (68HC000-16) from Motorola and Toshiba seem to run fine at 32MHz - I had one running at 36MHz on a modified MagnumST ram card without problems (and without getting hot). Together with 0-waitstate fast ram, this beats a 68030@33MHz PAK-3 (which did have cache, but no fastram) easily.

If you think about just increasing the CPU speed, without cache or full-speed fastram: forget it - it gives you only a few percents of speedup.

cu
Michael
--
In the beginning there was nothing, which exploded.

198. pro 24

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-21 00:00:00 UTC
From: Pascal <granjon@easynet.fr>
Message-ID: <36A7A099.9E1B2436@easynet.fr>
Source record: 10752

Hi !
I have a 1040 ST and would like to have PRO 24 version 3 on a floppy
disk.
How is this possible to downlaod this from the net and have it on an
atari-formatted floppy disk ?

thanx

pascal granjon

199. ftp with Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-21 00:00:00 UTC
From: gaz+liz@zetnet.co.uk
Message-ID: <7888sj$u8k$1@irk.zetnet.co.uk>
Source record: 10753

I'm having difficulty with Newsie trying to read anything from
a certain ftp site mentioned in an earlier posting about TOS errors
(ftp://ftp.sol.no/users/h/hallvart/atari/info/tos_err.txt)
and keep getting "SERVER DENIED ACCESS" and "EOF FROM REMOTE".

Anybody managed to get this to work? (and if so, how?) I'm new
to ftp so it might be something I've set up incorrectly. Hallvard
has checked the site itself and can read it with his setup, but I
only have my STe with STiK/CAB/Newsie at the moment, so I'd prefer
to use this if possible.

Cheers,
Gary.

```
* @ !T! * all things Atari, electric guitarry & American car-ry! *
* .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
* //R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
```

200. Re: transfert FALCON - MAC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-21 00:00:00 UTC
From: "B.d'Espalungue" <Bertrand.Despalunguedarros@wanadoo.fr>
Message-ID: <36A761B0.C6F4B479@wanadoo.fr>
Source record: 10754

```
Iggy Drougge wrote:
>
> Den 13-Jan-99 12:42:26 nedtecknade Martin-Eric Racine (q-funk@pp.fishpool.com)
> fï¿½ljande:
> >> What about a good old null-modem cable?
> >> _Even_ a mac can support these with a special cable (Mac serial
> >> <-> RS232) and proper software (something with ZMODEM)
>
> >The Falcon already has the proper RS422 port, so one only needs a
> >"Mac nullmodem" cable.
>
> Would this be the same as an Appletalk cable?
>
It could be very interesting!
No answer?

Bertrand
```

201. Re: Service Info for Atari STe (advice would be nice)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-21 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <7894vf$e3m$1@cubacola.tninet.se>
Source record: 10755

Martin Wilson skrev i meddelandet
<36a4e0b6.15445239@news.easynet.co.uk>...

:Occasionally on booting all I get is a rolling screen but
:after its warmed up left on in this state (lets say a
:minute) its ok.

Sounds like a bad solder joint. Try some cooler-spray
and isolate the area.

Alternatively you could ply out the socketed chips
and reseat them in case the connectors are oxidated.

:Should I fit a fan and what power point should I use?

A fan for the PSU is always a good idea. You could tap
from on of the cables going to the motherboard.
Assuming your fan uses +12V you could tap from the blue
cable for plus and from a ground point (black cable) for
ground.

MG

202. Re: LAN-cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-21 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990121093727.12376B-100000@hal.fishpool.com>
Source record: 10756

On Wed, 20 Jan 1999, Torbj|rn Gild} wrote:

> Since LAN is the faster one, I`m now looking for some info on
> how to build such a cable that would work in the same way as
> the nullmodem cable.

I guess the Hardware Book should have this. Type "hwb" in Yahoo!
There are about a dozen mirrors of this excellent site. You can
even download a ZIP archive of the whole site, for home usage.

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

203. Re: Overclocking MC68000....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36A6E825.79061641@directprovider.REMOVETHECAPITALS.net>
Source record: 10847

```
Torbj|rn Gild} a ï¿½crit :
>
> On Wed, 20 Jan 1999, Matt Spooner wrote:
>
> > Anyone know how far it is possible to overclock the MC68000?
> >
> >
> > System 1:-
> > MEGA ST, 4Mb RAM, 2x2.1Gb SCSI HD, Overscan, Rainbow TOS (1.04), Geneva.
> >
> > System 2:-
> > 1040STFM, 2Mb RAM, 540Mb SCSI HD, TOS v1.02
> >
> > System 3:-
> > 1040STE, 4Mb RAM, 340Mb SCSI HD, TOS v1.62
>
> According to Motorola`s User`s Manual about the MC68000, the 8MHz model
> may be clocked between 4MHz and 12MHz. Outside these values the processor
> will probably become unstable or not work at all.
>
> I don`t know wether or not overclocking the CPU will negatively affect
> anything else in the system. Common sense tells me that your three systems
> will behave the same. The CPU`s of the 1040STfm and STe are not exactly
> the same though. The STe`s is square shaped, while the STfm`s is
> rectangular (and an earlier model).

I seem to remember reading that some 68000 chips wer actually 68000-16,
the 16MHz rated ones, but still clocked at 8MHz.

Anyway, I doubt that it would speed up the computer more than a few
percent anyway, because the rest of the board will still be clocked at
the good old speed.

There a text file describing a 16MHz accelerator at the following
location. Not sure if it's any good, as I've never heard of anyone
trying it:

> /Torbjorn

--

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
```

-' ' `- http://quickfaq.atari.org directprovider.net

204. Re: Service Info for Atari STe (advice would be nice)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36A6E963.DA16D79@directprovider.REMOVETHECAPITALS.net>
Source record: 10848

```
Martin Wilson a ï¿½crit :
>
> My Atari STe isn't quite as stable as it used to be.
>
> This isn't a software problem its definitely hardware.
>
> Occasionally on booting all I get is a rolling screen but
> after its warmed up left on in this state (lets say a
> minute) its ok. Other times, in fact most times its fine.
>

Mine does exactly the same with my SM124. I always thought this was due
the monitor, but I recently connected it to my Falcon, and it behaved
normally, so it's probably the STE video. I just wait a minute or two
for the image to get stable again.

> Occasinally in use it will freeze. This is very occasinal
> and because I've used the software for years I know it isn't
> the software.

Mine does too, something to do with the keyboard. Sometimes, I boot it
up, and it just stays there clicking away like a key was pressed. I just
reboot to get it going.

>
> Its not a virus problem either.
>
> So I thought I'd give my STe a good clean up inside and
> service.
>
> It does have a ICD 16MHZ accerlertor fitted.

Mine doesn't, but it does have an internal 2.5" IDE drive.

> Is it simple grime that is reducing PSU performance?
>
> Should I fit a fan and what power point should I use?

Hmmm, could be a PSU problem. I'll try swapping over my spare STF PSU.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

205. Re: Overclocking MC68000....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-21 00:00:00 UTC
From: mgrove@iwvispp.com
Message-ID: <786t0vmlp2@remarQ.com>
Source record: 10849

On 20 Jan 1999 15:08:32 , "Matt Spooner" wrote:
>Anyone know how far it is possible to overclock the MC68000?
>
>
>System 1:-
>MEGA ST, 4Mb RAM, 2x2.1Gb SCSI HD, Overscan, Rainbow TOS (1.04), Geneva.
>
>System 2:-
>1040STFM, 2Mb RAM, 540Mb SCSI HD, TOS v1.02
>
>System 3:-
>1040STE, 4Mb RAM, 340Mb SCSI HD, TOS v1.62
>
>
>.

The HBS T-36 clocks a 16Mhz PLCC 68000 at 36 Mhz. I was told that they hand picked the CPU's however for each unit. There is also a 28Mhz version. Both have a CPU cache and dramaticaly improves the performance of the STs. The version that fits in an STE is had to get as there is a special adapter for the PLCC socket. For the ST's, you have to desolder the 68K DILL, install a socket, and the HBS fits right in. It is very small and compact.

Where to get one? Mine just sold, but many dealers in Germany carry them. System Solutions might have a few.

Mike

206. Re: Falcon video port questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-22 00:00:00 UTC
From: ginestet <ginestet@nosp*m.club-internet.fr>
Message-ID: <788c7l$6ac$1@front3.grolier.fr>
Source record: 10757

```
>:BTW: can the +12V power a device that needs 50mA at best

The +12V source on pin 17 of the video port can provide up to 100mA
```

J�r�me

207. Re: ftp with Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-22 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <36a7ebfa5c9230@telsa1.freeserve.co.uk>
Source record: 10758

```
-----BEGIN PGP SIGNED MESSAGE-----

on Thu 21-01-99 22:14 Gary + Liz Smith wrote:

>I'm having difficulty with Newsie trying to read anything from
>a certain ftp site mentioned in an earlier posting about TOS errors
>(ftp://ftp.sol.no/users/h/hallvart/atari/info/tos_err.txt)
>and keep getting "SERVER DENIED ACCESS" and "EOF FROM REMOTE".

I take it that you have login set to anonymous and the password set
to your e-mail address in the ftp edit server box.It you have not you
will need to set these.

I also found that some ftp sites need all the options,apart from save
last directory,turned off in the preference,ftp dialog.Some ftp
sites don't understand all the commands.

Gordy

E:mail:tesla1@telsa1.freeserve.co.uk IRC Nick:tesla1 channel: #atari
E:mail:tesla1@bigfoot.com
http://www.telsa1.freeserve.co.uk/
http://www.bigfoot.com/~tesla1/

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3ia
Charset: noconv

iQB1AgUBNqf4ZnQyXksJIr5tAQGRGQL/V03lYpELiwSGFlepM5h+0zSSX+iN7nC/
P0bDYIvm8S46WYlA8+MwzV2ksljnu83ddu4P2w2m9oEThDxCteO7ylIC5OCsE8ld
uRRK0OwZSl8lTgikCFLdBfM7068LqDZB
=0DNL
-----END PGP SIGNATURE-----
```

208. Re: TT keyboard pinout!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-22 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <789ce1$8oc$1@roch.zetnet.co.uk>
Source record: 10759

On 21 Jan 1999 16:26:10 , Mike Hoehn wrote:
>Hi!
>
>I need the pinout of the atari TT !
>
>who can help me?

Uhhh??? What pins - out where?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

209. Link 2 / SCSI Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-22 00:00:00 UTC
From: kvcllhn@my-dejanews.com
Message-ID: <789jb7fhi1@nnrp1.dejanews.com>
Source record: 10760

Hi,

I seem to be having major problems with my hard drive setup..
Wondered if anyone had any ideas. It did work; I moved house
had the stuff in the garage for a month and now it doesn't work..

Here's the setup -
4Mb STe connected to an 80Mb IBM hard disk using the Link2 convertor.
[I've tried the (SCSI) drive on my PC and it sees the ID string but
cannot mount the drive (fair enough I expect the FAT's different).]

The red light is ON on the Link2 so that's getting power from the
SCSI bus..
I can't boot from the hard drive - so I tried booting from the ICD
disk A (plus tried running coldboot) and it says:
"ID 0 ..." I forget the exact message but essentially is says no device
found or something..

If I boot without the hard drive on - it says:
"No ICD host adapter detected" - so I guess the Link2 is sort of working..
Any ideas from this??

I'm quite desperate as lots of development code is on the drive and my
backups aren't too up-to-date :-(

Hope someone has an idea of how I can sort it out - otherwise it looks
like I'll give up with it.

Kev

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

210. Re: Link 2 / SCSI Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-22 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <789tsq$no7$1@nnrp1.dejanews.com>
Source record: 10761

In article <789jb7fhi1@nnrp1.dejanews.com>,
kvcllhn@my-dejanews.com wrote:

> Wondered if anyone had any ideas. It did work; I moved house
> had the stuff in the garage for a month and now it doesn't work..

Have you tried cleaning the contacts? It's amazing what a garage can do to
electronics...

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

211. Re: LAN-cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-22 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <78ae8v$2le$1@zingo.tninet.se>
Source record: 10762

Torbj|rn Gild} skrev i meddelandet ...

:I have to choose between using Midi and LAN. Since LAN is the faster
one,
:I`m now looking for some info on how to build such a cable that would
work
:in the same way as the nullmodem cable.
:
:Anyone know anything about this?

This sounds as you'd need an ordinary Mac nullmodem
cable? Same as a cable between two Macs. There is
probably some standard cable available at the Mac
reseller's shops. That tiny connector isn't fun to
solder...

MG

212. Re: LAN-cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-22 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <78ae1v$2gr$1@zingo.tninet.se>
Source record: 10763

Torbj|rn Gild} skrev i meddelandet ...

:I have to choose between using Midi and LAN. Since LAN is the faster
one,
:I`m now looking for some info on how to build such a cable that would
work
:in the same way as the nullmodem cable.
:
:Anyone know anything about this?

This sounds as you'd need an ordinary Mac nullmodem
cable? Same as a cable between two Macs. There is
probably some standard cable available at the Mac
reseller's shops. That tiny connector isn't fun to
solder...

MG

213. Atari OS Software for falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-22 00:00:00 UTC
From: maurice0515@my-dejanews.com
Message-ID: <78aj37boq1@nnrp1.dejanews.com>
Source record: 10764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for tos or Os software that came with the falcon 030. If anyone has the software pleae let me know. Also i am want to upgrade 60Meg hd to 540HD is this possible and can anyone help me?

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

214. Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-22 00:00:00 UTC
From: "Wile E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <36A8CFFD.8F147743@zititup.demon.nl>
Source record: 10765

Hi,

Does anybody know a way to connect a Atari TT to an Ethernet network.

If it is possible,how ?
--
Greetz,Rick.

215. Re: ftp with Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: bataille@xs4all.nl
Message-ID: <36a916b4df8b90@xs4all.nl>
Source record: 10766

```
Hello Gary,
about 'ftp with Newsie' you wrote:

>I'm having difficulty with Newsie trying to read anything from
>a certain ftp site
I've always had trouble FTP-ing with Newsie. Try to go to the Belgian
FTP-site 193.190.205.13 directyory pub/atari/incoming/amail/ and get
aFTP15B.zip. If you want to FTP just use aFTP, not Newsie, and life
will be easier. (I've always had trouble trying to typ blind after
visiting the Spanish restaurant 'Centra' in the Lange Niezel in the
red light district in Amsterdam. Wonder why....).
Regards, Joost.
--
------------------------------------------------------------
Joost Bataille email: bataille@xs4all.nl
------------------------------------------------------------
```

216. TT for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <36A95DB9.4A33@worldnet.att.net>
Source record: 10767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I've finally decided to give up the TT system. I also have a few items I'm selling separately (prices don't include shipping, if you don't like a price, feel free to make an offer):

Floptical and 5 21 meg discs (internal) $ 75

105 meg Quantum LP105S SCSI HD (internal) $ 35

Maxtor 40 meg SCSI HD (internal) $ 15

NEC 3Xe external CD-Rom drive $ 50

TT system: $500

TT030 10/16
48 MHz CaTTamaran
Nova ET4000 1 meg card w/ v2.08 drivers (fitted inside TT, up to 800X600X32K) 40 MHz FPU (Motorola never supported over 32 MHz officially in PLCC, but my distributor got one from Motorola that was tested to 40, which I needed to get the CaTT stable)
TOS 3.06
HD floppy
External Quantum 340 LPS drive

You can't put a hard drive in the TT case because the stock power supply can't
handle the accelerator, RAM, Nova, and a hard drive. The back of the case isn't perfect (the fan slots have been opened to a hole to increase air flow and the video card mount is functional, but not perfectly clean).

Calamus SL98, ExtenDOS, NVDI 4.11, and much more software would go with the system.

217. Re: Serial mouse for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: Kerry <fleagal@uq.net.au>
Message-ID: <36A8C5A2.7A6990C7@uq.net.au>
Source record: 10768

There is a guy in New Zealand that make an interface, in a very neat
little package, that allows a serial mouse to be used on an Atari

Robert A Riddell wrote:

> Could anyone direct me to a ST driver for serial mouse....
>
> Regards
>
> Robert

218. Re: ftp with Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <36a9892458b5c2@ping.be>
Source record: 10769

on Sat 23-01-99 01:19 Joost Bataille wrote:

>Hello Gary,
>about 'ftp with Newsie' you wrote:
>
>>I'm having difficulty with Newsie trying to read anything from
>>a certain ftp site
>I've always had trouble FTP-ing with Newsie. Try to go to the Belgian
>FTP-site 193.190.205.13 directyory pub/atari/incoming/amail/ and get
>aFTP15B.zip.

The right dir is just atari/incoming/internet/

I never succeeded to use Newsie myself. aFTP or MFTP are much better
programs for this purpose. Even the good old Oasis 1.35 did a better job
then Newsie.

CU
Martin

--
****
* On the seventh day He created Atari *
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

219. Re: ftp with Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: bataille@xs4all.nl
Message-ID: <36a9a3b072e6c0@xs4all.nl>
Source record: 10770

Hello Martin,
about 'Re: ftp with Newsie' you wrote:

>The right dir is just atari/incoming/internet/
Okay, okay ;-). Martin, I'm very happy with the work you do in this
FTP-site. I've become a regular visitor, there's good stuff there and
access is easy. Keep it up!
By the way, Gary Smith, if your still listening in, it was a bit of a
silly suggestion to FTP a file needed for the solution of your FTP-
problems. You can visit the webpage of the makers at
www.pwp.cz/atack/ or if you want I can mail the aFTP program to you.
(It is 182kB though). Regards, Joost.
--

Joost Bataille email: bataille@xs4all.nl
---

220. Fw: Overclocking MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: Matt Spooner <matt@spooner19.freeserve.co.uk>
Message-ID: <78c97k$8jr$1@news5.svr.pol.co.uk>
Source record: 10771

Got sent this message from Mario, told me to post on newsgroup...
-----Original Message-----
From: Mario Becroft <mb@tos.pl.net>
Newsgroups: comp.sys.atari.st.tech
To: Matt Spooner <matt@spooner19.freeserve.co.uk>
Date: 21 January 1999 11:08
Subject: Re: Overclocking MC68000....

>In article <784rju$4c0$1@news6.svr.pol.co.uk> you wrote:
>: Anyone know how far it is possible to overclock the MC68000?
>
>This would depend on the particular 68000, but in my experience they can
>work quite well at higher speeds.
>
>I have not had any problems running a 8 MHz 68000 (in an Atari ST) at 16
>MHz. Some of the timing parameters become marginal at 16 MHz, but it's
>still ok in the ST. However in terms of the ST, you can't just speed the
>machine up by overclocking the CPU. Firstly a some hardware accesses fail
>at this speed (notably the MMU and all the RAM doesn't work any more). It
>does work if you slow the CPU down to 8 MHz for external bus cycles, and
>you can even get a significant speed increase for certain operations by
>slowing down for everything but ROM access, since the ROM can handle the
>higher speed without any problems. So code running from the ROM, such as
>the VDI, runs much faster.
>
>However to get significant gains in all areas requires caching the memory,
>which I have done with some success. I am getting speeds around 80% faster
>than a standard ST, according to GEMBench, by using a 256K cache. With
>some more optimisation it should be possible to get this up slightly, but
>I think I'm already pretty close to the limit.
>
>What would be really interesting is getting a 20 MHz 68HC000 and running
>it at 32 MHz or so. With cache this would really zoom along, probably at
>least 3x the speed of a standard ST. As soon as I can get hold of a couple
>of such chips I am going to try this.
>
>BTW, I replied by email since my usenet articles lately do not seem to be
>reaching past my ISP's news server. If you think this reply may be of
>interest to readers of the newsgroup please post it there.
>
>--
>+---+
>| Mario Becroft * Tariland, New Zealand Atari User Group |
>| mb@tos.pl.net * Atari Hardware Developments |

```
>| http://www.pl.net/~mario/ * Atari Serial Mouse Interface |
>+--------------------------------------------------------------------------+
>
```

221. Re: st connection to SuperDisk LS-120

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: dcree@my-dejanews.com
Message-ID: <78cl45$154$1@nnrp1.dejanews.com>
Source record: 10772

I am using an Imation SuperDisk LS-120 on a PC, and would like to be able to connect & use on my ST to back up the hard drive. The connection to a PC is via a cable to the parallel printer port.

Any ideas out there?

Thanks David Cree

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

222. st and SuperDisk LS-120

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: dcree@senet.com.au
Message-ID: <78cnrg$2ms$1@nnrp1.dejanews.com>
Source record: 10773

I wish to use an Imation SuperDisk LS-120 for backup to the hard drive on my ST.

the drive connects to a pc via the parallel printer port.

any suggestions???

regards. -

David Cree

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

223. Re: ftp with Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <2bmq2.5866$ci7.8205@198.235.216.4>
Source record: 10774

On 21 Jan 1999 22:14:43, Gary + Liz Smith wrote:
>I'm having difficulty with Newsie trying to read anything from
>a certain ftp site mentioned in an earlier posting about TOS errors
>(ftp://ftp.sol.no/users/h/hallvart/atari/info/tos_err.txt)
>and keep getting "SERVER DENIED ACCESS" and "EOF FROM REMOTE".

Yes I did this with Hallvart One year ago.
You want
ftp.sn.no
follow the rest of the way by command or click. Your choice.
HTH.

I got the same message. Others FTPs get redirected properly.

>
>Cheers,
>Gary.
>
>* @ !T! * all things Atari, electric guitarry & American car-ry! *
>* .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
>* //R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
>* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
>.

224. Monitor Fixing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <rhmq2.5867$ci7.8205@198.235.216.4>
Source record: 10775

I have 2 SC1224 with 3 knob/dials located at the right side.
How do I identify which manufacture it is.
I also have 2 with the sloped back buttons front and right.
I have one with push button front contrast/sound on left.

Of course the First two mentioned don't work and I would like to fix them.
Powerlight, black screen.

Don't mention buying another monitor. I have plenty.

I also have an SM 125 which has also popped.
I have a schmatic for the 124 which is not the same.

Any help would be greatful.

Thanks.

225. Re: Atari OS Software for falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JAXHFHCYUP@data.rhein-main.de>
Source record: 10776
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <78aj37boq1@nnrp1.dejanews.com> maurice0515@my-dejanews.com wrote:

>I am looking for tos or Os software that came with the falcon 030. If anyone
>has the software pleae let me know. Also i am want to upgrade 60Meg hd to
>540HD is this possible and can anyone help me?

Falcon OS is a ROM Chip. Releases from 4.01 -> 4.04 (latest)
Why do you need the OS?

Falcon contain a IDE Harddrive
You can replace the old smal device with other IDE devices
from xx up to xx *GB*

Same interface, same device driver.
TOS handle partitions with the bigest size of 1Gb.
(That's - N O T - the device size!!!)

If you take a 8Gb device you got 8 partitions, 1GB each.., as example

Enough space for ye a r s ....
(Same with 2.1Gb devices, 540MB device..)

Selling my 2.5" 540Meg device for 140 DM (without p&p)
(I replace it with new toshiba 2.1 Gb MAT for ~300 DM)

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

226. Re: Moscow calling

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <78d7i2qun2@roch.zetnet.co.uk>
Source record: 10777

On 19 Jan 1999 23:32:28 , "tsarclub" wrote:

>I have troubles with my beloved Atari 1040 ST. It doesn't see my floppies
>anymore :O(I mean inserted. What could be possible the problem with it?

Does it try to read the floppy? Does the drive light come on? If not
then it is probably just a loose power plug. You will need to get
inside, clean things up and connect it properly.

If the floppy tries to read the disc but fails it may be because the
data connection is loose - clean this up and re-connect. You should
also check that any socketed chips on the ST motherboard are firmly in
place.

It is unusual for a floppy drive to fail completely - they are very
simple devices.

If all the above suggestions do not make it work you may have to get a
replacement FDD drive. See Hallvard's page for suggestions on drive
models and how to do it.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

227. Re: Moscow calling

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-23 00:00:00 UTC
From: Robert_Schaffner@OF2.maus.de
Message-ID: <199901231959.a14897@of2.maus.de>
Source record: 10778

t> I have troubles with my beloved Atari 1040 ST. It doesn't see my floppies
t> anymore :O(I mean inserted. What could be possible the problem with it?

Do you here any noise while select the drive icon on desktop?
(Double click on it)
You doasn't see and drive icon on desktop? (Good chance for a new DMA ;/)

- drive death, power less
- dma chip fault
- wd1772 fault
- ttl driver fault
- motor on, drive select comes from psg chip, chip fault

If you hear nothing, check +5V/+12V on drive.
Smal connector left back side of drive, black wires are GND
Check floppy wire. (Broken tracks)

Your problem is one (or more) of the listed points upper.
(If power and floppy wire are ok)

Hardware people locate the problem with a simple logic pen.
(All data come thrue DMA/WD1772, Motor on and Floppy select from PSG)

I hope i'm not wrong, if you need more help, i pick up the relevant
points out of the 1040 schematics. Also you can take the 1040 schematics
from several points of the www

Good look

Regard, Robert

-= Home of DOIT-Archives =-

F030 CENTurbo2 F030 520ST Mac Lynx Jaguar

Email: robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

228. CENTurbo II B on WEB site

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-24 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <78e04uspi1@news.imaginet.fr>
Source record: 10779

Dear Madam, Dear sir,

We are proud to announce you the CENTurbo II B will
be ready to be sold the sixth week (February, 8-12).

All the informations are NOW AVAILABLE on our
WEB site: www.centek.fr.

Have a look on our compatibility (not limited) list
and our incredible performances tests with:

PAPYRUS 7
PHOTOLINE 2.24
POV 3 (vase script)
SANDRINE 4.0

GCC 2.7.2
PURE C
DEVPAC 3.10

CUBASE 2.06
V-TRAX 1.0
FIVE TO FIVE 2.13

CAB 2.7
ST ZIP 2.6

PRICES:
- Final customers: 289 euros (Inc. French VAT at 20.6 %)
- Distributors (no taxes):
x 1 180 euros/unit
x 5 175 euros/unit
x10 170 euros/unit
- Transport: contact us by e-mail or fax.

NEXT EMAIL: End of this month for the PHENIX Rev 1 !!

Yours Sincerely.

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr

vxp@imaginet.fr

229. TT Festplatte

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-24 00:00:00 UTC
From: Mike Hoehn <Mike.Hoehn@gssr.org>
Message-ID: <36AB12BA.C02758F2@gssr.org>
Source record: 10780
Cross-posted to: maus.computer.atari.hardware,maus.computer.atari.software,comp.sys.atari.st.tech,maus.sys.atari.hardware

Hallo!

Ich habe hier einen TT der leider nicht mehr von der Platte aus booten will.
Leider habe ich auch keine original System-Disketten mit den entsprechenden Einrichtungsprogrammen :-(
Von einem FTP-Server habe ich mir das Paket HDX gezogen und versucht die Platte zu installieren.
Die Platte und Controler sind OK, AHDI findet die Platte und mit HDX koennen auch die Partitionen erstellt werden. Wenn ich dann HDINSTALL aufrufe, schreibt er auch kurz was auf die Platte. Dann kommen kurz zwei Bomben und er springt zu GEM zurueck.

Ich vermute das was an meiner selbst erstellten Diskette was nicht OK ist.
Wer kann mir weiterhelfen?

Die HDX Diskette habe ich auf einen PC erstellt ...koennte das ein Problem sein?

Verwendet der TT vielleicht ein anderes Tool um eine Festplatte zu installieren, wenn ja kann mir einer vielleicht sagen wo ich dann dieses Programm bekomme?

Vielen Dank fuer Eure Hilfe!

Mike

230. CENTurbo II correction

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-24 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <78fb9t$dp0$2@news.imaginet.fr>
Source record: 10781

The english text follows this one.

Notre dernier message concernant la CT2B contient une information
incomplete:
Il n'y a pas de soudures entre la CT2B et le cable nappe et non
pas entre la CT2B et la carte mere.
Une nappe de 16 fils est fournie.
Un cote doit etre soude sur la carte mere et l'autre cote est un
connecteur
a plugger sur le bord droit de la CT2B. Ainsi on peut retirer et changer
la
CT2B sans aucune soudure.

Sincerement

ENGLISH

Our last message about the CT2B contains an incomplete
information:
There are no solders between the CT2B and the ribbon cable, not
between the CT2B and the motherboard.
A 16 wires ribbon cable is furnished.
One side has to be soldered on the motherboard and the other
side is a connector to be plugge'd on the right side of the
CT2 B.
So, you can remove and change the CT2B without any solders.

Regards

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

231. Re: Monitor Fixing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-24 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <78frgqhhb1@cubacola.tninet.se>
Source record: 10782

Brian Van Tilborg skrev i meddelandet ...

:Of course the First two mentioned don't work and I would like to fix
them.
:Powerlight, black screen.

:Any help would be greatful.

What help do you need? What have you done thisfar?
Do you have the different voltages present?
Explain more in detail, please.

MG

232. FS: Atari 1040 STe with other goodies

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-24 00:00:00 UTC
From: Steven_Clements@bc.sympatico.ca
Message-ID: <36ab9bdc.6448967@news.bc.sympatico.ca>
Source record: 10783

Rock Solid Midi Timing!

*Atari 1040 STe with 4 megs of RAM (lots for this machine)
*SM125 - Monochrome Monitor
*SC-1224 - Color Monitor
*SMPTE Track Gold with external SMPTE Box
*External Maxtor scsi 245 meg HDin FaST metal case
(this cost me $700 new - oh how times change)
the HD is full of stuff too... find what ya like delete what ya don't need. I've not used this computer for a while but I just loaded it up and it werking PERFECT.

you can have a bunch of games too I won't need em... (lemmings 2, bloodwynch, dungeon master etc)
I'll even toss in a Star NX 1240 24 pin Printer with extra ribbon.

All the hardware is in VERY Excellent condition....

$400 get the lot
you pay shipping

may consider a trade for some external signal processing... I could really use a good compressor

steven_clements@bc.sympatico.ca
I'm in BC - Canada

233. Megafile-60 & Mega/STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-24 00:00:00 UTC
From: Ferdinand Goldmann <ferdl@wildsau.idv.uni-linz.ac.at>
Message-ID: <36ab9f72.0@alijku02.edvz.uni-linz.ac.at>
Source record: 10784

Hello.

I have just got an old Atari Mega STE, and two Megafile 60. However, since I do not know much about the Atari, I have some troubles getting the drives to work with the MegaSTE. The drives seem to be physically ok (at least they come up) but when I connect a drive to the computer, the OS does not see any disks, neither the internal HDD nor the Megafile.

What needs to be done to connect such a Megafile to my STE?

TIA,
/ferdl
--
<< In Real Life: Goldmann Ferdinand -= MUM =- >>
<< eMail : ferdl@oeh.uni-linz.ac.at Muehlviertler UNIX Militia >>
<<--->>
<< Fear is the path to the dark side. >>
<< Fear leads to anger >>
<< Anger leads to hate STAR WARS Episode I >>
<< Hate ... leads to suffering! The Phantom Menace >>

234. Re: ftp with Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-24 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <78g92v$l4e$1@nnrp03.primenet.com>
Source record: 10785

```
On 21 Jan 1999 22:14:43 , Gary + Liz Smith wrote:
>I'm having difficulty with Newsie trying to read anything from
>a certain ftp site mentioned in an earlier posting about TOS errors
>(ftp://ftp.sol.no/users/h/hallvart/atari/info/tos_err.txt)
>and keep getting "SERVER DENIED ACCESS" and "EOF FROM REMOTE".
>
>Anybody managed to get this to work? (and if so, how?) I'm new
>to ftp so it might be something I've set up incorrectly. Hallvard
>has checked the site itself and can read it with his setup, but I
>only have my STe with STiK/CAB/Newsie at the moment, so I'd prefer
>to use this if possible.
>
I received the exact same response. If you look in the LOG file
(Special Menu, Open Log File) you can probably see the following:

FTP Servers expanded to 60 entries
220-Welcome to Scandinavia Online's ftp service, [unknown] at ip-20-161.phx.primenet.com.
220-Local time is now Mon Jan 25 00:00:37 1999.
220-
220-To access our public archive, please log in as "anonymous" with your
220-email address as password.
220-
220-Note: All anonymous access to this server is logged with your host name
220- and whatever you entered for the password. Disconnect now if you
220- don't like this policy!
220-
220-Scandinavia Online AS Email: firmapost@sol.no
220-PoBox 1178 Sentrum Phone: +47 22 58 38 00
220-N-0468 Oslo Fax: +47 22 02 09 77
220-Norway www: http://www.sol.no/
220-
220 ftp1.sol.no FTP server (Version wu-2.4.2-academ[BETA-16](2) Tue Jan 13 16:11:26 MET
1998) ready.
-> USER anonymous
530-Sorry, there are too many users in your class (the maximum is 20).
530-Please try again later.
530 User anonymous access denied.
-> QUIT
CNbyte_count(4) returns (-3) EOF from remote

So the 530: Too many users is a valid response, and NEWSie correctly
states that the Server Denied Access!

Working correctly. Check the LOG files if you need more information
than NEWSie can supply in a 3 word general response.
```

John

```
*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

235. Re: TT keyboard pinout!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990124125446.32705E-100000@hal.fishpool.com>
Source record: 10786

Do you mean the pinout of the keyboard connector?

> I need the pinout of the atari TT !
>
> who can help me?
>
> Thanks
> mike

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

236. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990124125701.32705F-100000@hal.fishpool.com>
Source record: 10787

Yes, it's possible.

You need a Riebel Ethernet card that fits into the VME slot and
drivers for STinG or MiNTnet exist.

Otherwise, there _are_ some SCSI-Ethernet adapters (fairly common
on older Mac) but you would need to write your own drivers, cause
no one has dared trying yet.

> Does anybody know a way to connect a Atari TT to an Ethernet network.
>
> If it is possible,how ?
> --
> Greetz,Rick.
>
>
>

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

237. Re: TOS 2.06 in a STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: Randy Cornetta <cornetta@snip.net>
Message-ID: <78i743crk1@news1.fast.net>
Source record: 10650

>TOS 2.06 will work in a STE without modifications. If you have a 2.05 in
>28-pin ROMs, you will have to change (solder?) jumpers for 32-pin EPROMs.
>
>cu
>Michael
>--
>In the beginning there was nothing, which exploded.

Thanks for the info Michael. I don't even have TOS 2.05. :) Do you know
were I can get 2.06 roms? I tried looking around but I didn't have
any luck.

Thanks,
Randy

238. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: v952647 <v952647@si.hhs.nl>
Message-ID: <36ACBD7B.34C42B6C@si.hhs.nl>
Source record: 10651

Hello,

I'm also looking for a way to connect an Atari TT to an ethernetwork with
a PC and a Mac.
Maybe there's a possibility in connecting via the serial port with a
direct cable connection,
but where to find the drivers.

Another problem related to this one is the following:
How to print from a PowerMac 8600 (200 Mhz 128 Mb RAM) using MagiCMac (TT
emulator) to an Apple stylewriter 2400. Should I have Atari drivers for
this printer. The printer is the same as the Canon BJ-4200 I thought.
Maybe there is a possibility.

Is there anyone who knows how to solve these problems.

Thank You,
Fokko Veegens.

Wile E. Coyote wrote:

> Hi,
>
> Does anybody know a way to connect a Atari TT to an Ethernet network.
>
> If it is possible,how ?
> --
> Greetz,Rick.

239. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JAZTFEBCUP@data.rhein-main.de>
Source record: 10652

In <78i6lcgjj1@pheidippides.axion.bt.co.uk> "Michael Clemmetsen" wrote:

>If you have the hardware clock-patch installed do you need to "undo" it?

CT2 board contains his own "clock patch" you have to remove the old one.

>Will the standard 4MB Atari RAM board work OK?

Yes, also the 14MB board works.

>If you have the standard 4MB Atari RAM board, will this be used solely as
>video RAM and the RAM on the Centurbo used as application RAM (i.e. TT RAM)?

CT2 use the 4(14) MB board mainly as video ram (Chip Ram) (same as amiga does)

>Is the use of TT RAM automatic or do flags need to be set or programs
>re-compiled?

Some progams need to set the flags correctly.
Most of software works well.
NeoN, Apex, Overlay, CAB, aFTP and a lot more.
(Also some games: StoneAge, Defender and more..)

>What is the english documentation like?

Smal.. :->
It's a manual for people they know what the faclon contains..

>What level of soldering ability do you need? I've successfully installed

profi level! Use the fitting service.

>Overscan into a Mega, is it harder than this?

No (For people with the "licenze to solder" :)

>Does it work with Magic 5?
>Does it work with MiNT and Geneva?

MagiC 5 and up to 6 works perfekt (use the MagiC patch out of centeks patch folder!!)
MiNT and Genever i don't know, i doan't have both..

>Thanks for any info.

Take DOITF030, contains all what i know about the CT2 board.

Also i create a HTML manual for CENTEK, contain all what they
wrot down on paper, disk as multilingual HTML.

Sleps still on harddrive, nobody interesst..
I can't put that to my webside, centek must allowed that.. ;/

Looks like a senseless work.. Time to delete it.

Well, hope that helps for the moment..

F a s t ... regards :)
Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

240. Re: Atari OS Software for falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: draco <draco@atari.org.pl>
Message-ID: <36ACE12B.2EDBA75D@atari.org.pl>
Source record: 10653
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Nicholas Bales wrote:
>
> maurice0515@my-dejanews.com a ï¿½crit :
> >
> > I am looking for tos or Os software that came with the falcon 030. If anyone
> > has the software pleae let me know. Also i am want to upgrade 60Meg hd to
> > 540HD is this possible and can anyone help me?
> >
>
> Erm... The OS is in ROM. When you boot the machine, it should come up
> after a few minutes. If not, then you have a hardware problem or some
> software conflict. There is no system disk or alike.
>

Sorry for that, but as I've read the question above, it seemed _obvious_
to me that he just asked not for the OS itself, but for the "system
software that came with Falcon030". My Falcon came with three floppies
named "Language Disk", "Extras Disk" and "MultiTOS Floppy Boot".

If that's what was requested, please email me (draco@mi.com.pl), I still
have these floppies...

241. ATARI MEGA STE problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: Steve Hewitt <stevehewitt@earthling.net>
Message-ID: <78irjkjkp1@news4.svr.pol.co.uk>
Source record: 10654
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Have a 4Mb MEGA STE with 200Mb Harddisk TOS 2.06 Multisync (mono)

Boots up OK but after 30-40 mins the cursor freezes and a reboot is needed

Any ideas ?

Steve Hewitt

stevehewitt@earthling.net

242. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <78iuvu$kj1$1@snipp.uninett.no>
Source record: 10655

Wile E. Coyote <beazty@zititup.demon.nl> wrote:

> Does anybody know a way to connect a Atari TT to an Ethernet network.

> If it is possible,how ?

Yes, this is possible, but rather expensive ATM. A few different
VME-cards was made, but these are hard to find and expensive today.
You can also connect a D-Link DE600 pocket adapter to the ROM-port
with the aid of a simple adapter (those of you who're waiting for me
to ship your adapters, please be patient. I have serious problems with
printing the PCB-layouts, but as soon as this is solved I can make a
batch.), but again, DE600's are hard to find.

Michael Scwingen has made a simple VME<->ISA adapter that's so small
you can fit the adapter and a cheap, standard NE2000-card inside the
VME-slot. The adapter itself is finished, and will AFAIK be shipped as
soon as the drivers are ready (TUW-drivers exists, but no MiNTnet- or
STiNG-drivers so far.).

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

243. Re: ftp with Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ylUq2.6362$ci7.8851@198.235.216.4>
Source record: 10788

On 25 Jan 1999 06:55:02, Hallvard Tangeraas wrote:
>Brian Van Tilborg <madmax@bfree.on.ca> wrote:
>
>> On 21 Jan 1999 22:14:43, Gary + Liz Smith wrote:
>> >I'm having difficulty with Newsie trying to read anything from
>> >a certain ftp site mentioned in an earlier posting about TOS errors
>> >(ftp://ftp.sol.no/users/h/hallvart/atari/info/tos_err.txt)
>> >and keep getting "SERVER DENIED ACCESS" and "EOF FROM REMOTE".
>>
>> Yes I did this with Hallvart One year ago.
>> You want
>> ftp.sn.no
>> follow the rest of the way by command or click. Your choice.
>> HTH.
>>
>> I got the same message. Others FTPs get redirected properly.
>
>But that's the *old* address!
>My provider has changed their name since then, so the first one is
>correct, though the "ftp.sn.no" might redirect, but I'm not sure.
>
>I think the problem as it's been pointed out is with Newsie as I messed
>around with this myself a year ago.
>I suggest you contact the author of Newsie about it and let him look
>into it. In the meantime, try out some of the dedicated FTP programs
>around instead.

Now that's Funny. I had a hd crash. Loaded in an old .82 NEWsie with the
ftp.sol.no thinking it was the problem one. So I tried ftp.sn.no (because I
remember some things) and it worked for me. I had just tried it before I
posted to make certain.

Well, I guess both addresses work for me:-).

>
>
>Hallvard
>--
>Hyperlink Launchpad: <http://www.post1.com/~hall/>
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://members.forfree.at/~notator/>
>.

244. Re: ftp with Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <78h741$d0a$3@news5.svr.pol.co.uk>
Source record: 10789

On 23 Jan 1999 09:25:02 , Martin "Nightowl" Byttebier wrote:

[...]

>I never succeeded to use Newsie myself. aFTP or MFTP are much better

NEWSie sometimes seems to need a good kick with a press of the [ESC] key to
get it going IME.

aFTP /is/ better tho', assuming that I sort out the uploading problem that
I'd been experiencing.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

245. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: jfietz@uz.tengelmann.de
Message-ID: <36ac5960.15121934@News.CIS.DFN.DE>
Source record: 10790

On Fri, 22 Jan 1999 20:22:37 +0100, "Wile E. Coyote"
<beazty@zititup.demon.nl> wrote:

>Hi,
>
>
>Does anybody know a way to connect a Atari TT to an Ethernet network.
>
>If it is possible,how ?
>--
>Greetz,Rick.
>

I've connected my TT to a Novell NetWare3.12 LAN with a PAM-VME
Network Card (Frame 802.3, 10MBit/s). No Probs. PAM Cards are very
rare (and therefore expensive). I've seen some at AG Computertechnik
in Germany.

Jochen Fietz

246. Re: Atari OS Software for falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36AC6026.D8C699F4@directprovider.REMOVETHECAPITALS.net>
Source record: 10791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

maurice0515@my-dejanews.com a ï¿½crit :
>
> I am looking for tos or Os software that came with the falcon 030. If anyone
> has the software pleae let me know. Also i am want to upgrade 60Meg hd to
> 540HD is this possible and can anyone help me?
>

Erm... The OS is in ROM. When you boot the machine, it should come up
after a few minutes. If not, then you have a hardware problem or some
software conflict. There is no system disk or alike.

The HD upgrade is easy. The drive is a 2.5" unit like those used in
laptops, you can put in a 3.5" IDE drive if you have a 2.5" to 3.5"
adapter. You'll probably have to cut away some of the shielding too.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

247. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36AC60C8.CBF99FD7@directprovider.REMOVETHECAPITALS.net>
Source record: 10792

"Wile E. Coyote" a ï¿½crit :
>
> Hi,
>
> Does anybody know a way to connect a Atari TT to an Ethernet network.
>
> If it is possible,how ?

It's possible, but you'll have to get your hands on one of those
VME/Ethernet cards, which are VERY hard to find. They are not sold
anymore, and there seems to have been only a very small quantity ever
made.

Once you've got that, it shouldn't be a problem connecting with MiNT or
STinG.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

248. Re: Megafile-60 & Mega/STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36AC6227.5ADF6A8A@directprovider.REMOVETHECAPITALS.net>
Source record: 10793

Ferdinand Goldmann a ï¿½crit :
>
> Hello.
>
> I have just got an old Atari Mega STE, and two Megafile 60. However, since I
> do not know much about the Atari, I have some troubles getting the drives
> to work with the MegaSTE. The drives seem to be physically ok (at least they
> come up) but when I connect a drive to the computer, the OS does not see
> any disks, neither the internal HDD nor the Megafile.
>
> What needs to be done to connect such a Megafile to my STE?
>

When the machine boots up, what do you see scrolling by ? Do you see the
AHDI detecting each drive? If not, then there is probably some hardware
issue. Does it boot with just the internal HD ?

Otherwise, all you need might be to make the icons on the desktop and
save the desktop.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

249. Re: Serial mouse for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <78i1mi$md2$1@nnrp1.dejanews.com>
Source record: 10794

(Robert A Riddell wrote about using a serial mouse on an ST)

The guy who makes that serial to mouse adapter for the ST is Mario Becroft. Go to my web page (link below) and check the Atari News section. I have a photo of the converter cable, a brief description of it, and a link to Mario's homepage.

Mario is located in New Zealand. I exchanged some E-Mail with him a few weeks ago, and he sounds like a nice guy. He does have a North American distributor, located in Canada. I just ordered one last week, and after doing a little exchange rate calculation, it worked out to be about $31 US including shipping.

Mario is also working on some other projects, including a PC mouse/keyboard to ST converter.

Robert, you are better off going with this converter instead of using a mouse driver & the ST serial port. The serial port option works fine for basic GEM apps, but if you need mouse support in a game, or certain GEM applications, good luck making it work.

Mike Stulir
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

In article <36A8C5A2.7A6990C7@uq.net.au>,
fleagaL@uq.net.au wrote:
> There is a guy in New Zealand that make an interface, in a very neat
> little package, that allows a serial mouse to be used on an Atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

250. Atari Mega STe Hard Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: mstulir@geocities.com
Message-ID: <78i5fkpia1@nnrp1.dejanews.com>
Source record: 10795

I recently picked up a Mega STe. This system is the 2mb model, with a 40mb hard drive (Seagate ST157N-1) and TOS 2.05.

I was informed before I bought it that the hard drive did not work properly. I took the system apart over the weekend, and verified all cable connections, etc. Everything looks fine on the inside. The drive is getting power, and it does spin up when the computer is turned on.

I am using AHDI v. 6.06. When I run AHDI, it states that there is a device on ID #0, but it cannot identify it. I get that same message on my Megafile 30 attached to my Mega ST 4, and that drive works fine, so I didn't think too much about that.

Next, when I run HDX, I get a "Critical Error" message. When I hit OK, the HDX menu comes up. I am unable to zero/partition/format the drive from within HDX. In fact, HDX doesn't even see that a drive is installed.

I had a spare IBM 200mb SCSI drive sitting in my pile of spare parts, so I decided to plug it in and try it out. Guess what? Same problem. (I'm not sure if this drive would be supported anyway. I have been unable to determine of this drive requires parity.)

I am hoping that the SCSI controller isn't shot, but I suspect that it is. Are there any other internal SCSI adapters that are compatible with the Mega STe? I suppose I could replace it with another Atari SCSI controller, but then that whole parity problem comes up again, and that limits my choices for hard drives.

Any suggestions for additional things to try would be appreciated.

Mike Stulir
Back In Time -- Updated news and complete coverage of ALL things Atari.
http://www.emuclassics.com/backintime
http://www.emulnews.com/backintime (mirror)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

251. Falcon 030 Manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: maurice0515@my-dejanews.com
Message-ID: <78ich6via1@nnrp1.dejanews.com>
Source record: 10796
Cross-posted to: comp.sys.atari.st,Comp.sys.atari.st.tech

Does anyone know where i can get a copy of the manuals that come with the falcon 030. I am willing to pay for these.
Thanks in advance
Maurice

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

252. Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: Michael Clemmetsen <mc@sin.beetee.co.uk>
Message-ID: <78i6lcgjj1@pheidippides.axion.bt.co.uk>
Source record: 10797

Having read K.Ellis's description of her experience with the Centurbo Falcon accelerator it sounds like a worthwhile upgrade. Has anyone else installed one
and/or does anyone know the answers to these questions:

If you have the hardware clock-patch installed do you need to "undo" it?
Will the standard 4MB Atari RAM board work OK?
If you have the standard 4MB Atari RAM board, will this be used solely as video RAM and the RAM on the Centurbo used as application RAM (i.e. TT RAM)?
Is the use of TT RAM automatic or do flags need to be set or programs re-compiled?
What is the english documentation like?
What level of soldering ability do you need? I've successfully installed Overscan into a Mega, is it harder than this?
Does it work with Magic 5?
Does it work with MiNT and Geneva?

Thanks for any info.

Michael
--
Bogus email address in header. Please use this address:
michael.clemmetsen (at) syntegra.bt.co.uk

253. Re: TOS 2.06 in a STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: michaels@nemesis.stochastik.rwth-aachen.de
Message-ID: <78i6qh$n30$1@nets3.rz.RWTH-Aachen.DE>
Source record: 10798

In article <78i6bh$c9e$1@news1.fast.net>,
Randy Cornetta <cornetta@snip.net> wrote:
>Hello. I would like to know if I could through TOS 2.06 in a STe without
>buying any adapter. If so, does anybody have a 2 chip version for sale?

TOS 2.06 will work in a STE without modifications. If you have a 2.05 in
28-pin ROMs, you will have to change (solder?) jumpers for 32-pin EPROMs.

cu
Michael
--
In the beginning there was nothing, which exploded.

254. TOS 2.06 in a STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-25 00:00:00 UTC
From: Randy Cornetta <cornetta@snip.net>
Message-ID: <78i6bh$c9e$1@news1.fast.net>
Source record: 10799

Hello. I would like to know if I could through TOS 2.06 in a STe without buying any adapter. If so, does anybody have a 2 chip version for sale?

Thanks,
Randy

255. Re: ATARI MEGA STE problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: Bud Connolly <budc@harborcom.net>
Message-ID: <0F9r2.40$B86.533036@iagnews.iagnet.net>
Source record: 10656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve,

Heat. Check your fan in the back of the case, is it spinning. I have also
heard of the power supply failing like this.

Bud

Steve Hewitt wrote in message <78irjkjkp1@news4.svr.pol.co.uk>...
>Have a 4Mb MEGA STE with 200Mb Harddisk TOS 2.06 Multisync (mono)
>
>Boots up OK but after 30-40 mins the cursor freezes and a reboot is needed
>
>
>Any ideas ?
>
>
>Steve Hewitt
>
>stevehewitt@earthling.net
>
>

256. Manual "Frontier Software's Xtra RAm"

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: Henrik Blomquist <blomman@dataphone.se>
Message-ID: <Pine.SOL.4.02.9901260904330.23415-100000@shell01>
Source record: 10657

Hello!
I recently found a memory upgrade for my Atari 1040STFM . It's from
Frontier Software and the product is called "Xtra-RAM". I'm wondering if
anybody has got a manual for how to fit this module in the computer.

Please reply as soon as possible.
Best regards
Henrik

blomman@dataphone.se

257. Re: TOS 2.06 in a STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36AD8245.2021F930@directprovider.REMOVETHECAPITALS.net>
Source record: 10658

```
Randy Cornetta a ï¿½crit :
>
> Hello. I would like to know if I could through TOS 2.06 in a STe without
> buying any adapter. If so, does anybody have a 2 chip version for sale?
>

It's easy. Just replace the 2 original ROMs with the 2 new ones. You
have 2 jumpers (actually 0 ohm resistors) to switch over too.

There are instructions in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

258. Re: LAN-cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: Henrik Gild&#65533; <di98gihe@ios.chalmers.se>
Message-ID: <36ADB172.85615CBC@ios.chalmers.se>
Source record: 10659

Martin Graiter wrote:
> This sounds as you'd need an ordinary Mac nullmodem
> cable? Same as a cable between two Macs. There is
> probably some standard cable available at the Mac
> reseller's shops. That tiny connector isn't fun to
> solder...

I made a cable (LAN to Modem2) according to the instructions in
HSMODEMA07, but it didn't work for some reason. It says in the docs that
I need to remove two 100ohm resistors near the SCC chip to be able to
use that cable with a modem, but since it's supposed to be a null modem
cable, I haven't carried out that thing.

i guess i'll have to test that mac cable...

/Henrik

259. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <36ADC72F.3DF5D808@francenet.fr>
Source record: 10660

Michael Clemmetsen wrote:
>
> Having read K.Ellis's description of her experience with the Centurbo Falcon
> accelerator it sounds like a worthwhile upgrade. Has anyone else installed
> one
> and/or does anyone know the answers to these questions:
>
> If you have the hardware clock-patch installed do you need to "undo" it?

When you intall the ct2, you unplug the 4 gals where the clock
patch is. All the clock are managed by the ct2 much better than
the clock patch.
So you have to remove the clock patch, but it's no problem.

> Will the standard 4MB Atari RAM board work OK?

yes.

> If you have the standard 4MB Atari RAM board, will this be used solely as
> video RAM and the RAM on the Centurbo used as application RAM (i.e. TT RAM)?

most of the time, yes. But you'll need some st ram for dma and
some system stuff.

> Is the use of TT RAM automatic or do flags need to be set or programs
> re-compiled?

You'll need to set the flags of .app/.prg (running in ttram/use
ttram). Almost every app/prg have them set. some programs can
scan all a partition to set these flags for you. You can clear
one or both flags if it doesn't seem to work.

> What is the english documentation like?

dunno. the french one is good.

> What level of soldering ability do you need? I've successfully installed

at least good. you'll have to sold a few wires on very small cms
pads. and you'll need a very thin iron too (25W-30W max).

> Overscan into a Mega, is it harder than this?

seems a little harder than that, but I founded it easier than
the CT1 (getting used to ? ;-)

> Does it work with Magic 5?

yes, great. (need a patch provided on the floppy)

> Does it work with MiNT and Geneva?

Do ypu really think Katherin would have bought one if not working with MiNT ? ;-)) (you'll need HDDriver, 'cause cecile is not xhdi compliant)

Eric

260. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: Eric GAUDET <egaudet@francenet.fr>
Message-ID: <36ADC886.28D54E9@francenet.fr>
Source record: 10661

> seems a little harder than that, but I founded it easier than
> the CT1 (getting used to ? ;-)

BTW, I can help anybody having problems installing his CT2, in english or french. I can take pictures of my own installation on demand.

Eric

261. PC Emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: Mike Stewart <mike-the-man@leyburn37.freeserve.co.uk>
Message-ID: <78ktdr$ij9$1@news8.svr.pol.co.uk>
Source record: 10662

Does anyone know where I could download a PC Emulator for an Atari ST (1040) ??? I have looked and looked, but have had no success.

Thank you.

gareth@leyburn37.freeserve.co.uk

262. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: "Wile E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <36AD05EB.186E3D33@zititup.demon.nl>
Source record: 10663

Martin-Eric Racine schreef:
>
> Yes, it's possible.

Great :-)

>
> You need a Riebel Ethernet card that fits into the VME slot and
> drivers for STinG or MiNTnet exist.

Eh,never heard of Riebel... Expensive for sure :-)

>
> Otherwise, there _are_ some SCSI-Ethernet adapters (fairly common
> on older Mac) but you would need to write your own drivers, cause
> no one has dared trying yet.

Well,I can't make them myself,so I have to look for that
riebelcard.
Is there any other way to connect my pc and my TT ? Lan maybe ?

--
Greetz,Rick.

263. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: "Wile E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <36AD068C.AFFE9022@zititup.demon.nl>
Source record: 10664

Jochen Fietz schreef:
>
>
> I've connected my TT to a Novell NetWare3.12 LAN with a PAM-VME
> Network Card (Frame 802.3, 10MBit/s). No Probs. PAM Cards are very
> rare (and therefore expensive). I've seen some at AG Computertechnik
> in Germany.
>

I'm beginning to think that connecting those two computers will
cost me some bucks :-)

--
Greetz,Rick.

264. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: "Wile E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <36AD075D.43AC0906@zititup.demon.nl>
Source record: 10665

Nicholas Bales schreef:

> It's possible, but you'll have to get your hands on one of those
> VME/Ethernet cards, which are VERY hard to find. They are not sold
> anymore, and there seems to have been only a very small quantity ever
> made.

If I understand it right,they are not made anymore ? Thus I should
look around..
Any Idea where to look ? :)

>
> Once you've got that, it shouldn't be a problem connecting with MiNT or
> STinG.

I was planning to install Mint instead of Magic.
Anyway,thanx for the info.

--
Greetz,Rick.

265. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: Kerstin Hoef-Emden <aeb25@uni-koeln.de>
Message-ID: <78l1vi$olf@news.rrz.Uni-Koeln.DE>
Source record: 10666

Hi,

Wile E. Coyote <beazty@zititup.demon.nl> wrote:

>> You need a Riebel Ethernet card that fits into the VME slot and
>> drivers for STinG or MiNTnet exist.

> Eh,never heard of Riebel... Expensive for sure :-)

I ordered the Riebl card at Best Electronics in California. I think, it was about 150 US Dollar. At that time I was told, that only one other Riebl was left on stock.

>> Otherwise, there _are_ some SCSI-Ethernet adapters (fairly common
>> on older Mac) but you would need to write your own drivers, cause
>> no one has dared trying yet.

> Well,I can't make them myself,so I have to look for that
> riebelcard.
> Is there any other way to connect my pc and my TT ? Lan maybe ?

You can do it with a very slow null modem connection from one serial port to another. Another possibility is taking another ethernet card: PAMs VME. It is as well made for the VME bus of the TT. But you have to run Mint then. Last year STinG still didn't offer a driver for it. It has some other kind of addressing and cannot be run with the Riebl driver.

But if you can get hold of a Riebl card - it's a nice thing. My TT is connected to the institutes network and the card works fine under both operating systems: MagiC 5.4 with STinG and Linux m68k (BTW: I was told, that Linux m68k doesn't have trouble with PAMs VME either).

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de
kerstinh@bot.ku.dk

266. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <78l3gp$hi8$1@news2.xs4all.nl>
Source record: 10667

>On Fri, 22 Jan 1999 20:22:37 +0100, "Wile E. Coyote"
><beazty@zititup.demon.nl> wrote:
--------->
>>Does anybody know a way to connect a Atari TT to an Ethernet network.
---------->>
Other people have mentioned VME.
Atari one made a card, now know as the Riebl Card for the VME.
Also there is PAM and further more there schould be some Bionet VME-
cards made.
Normally Bionet has a separate box connected to the DMA!!

For all these solutions there is software on the ready-to-install
MiNT98 CD-ROM.
So there are MiNTNet drivers for connectng to TCP_IP network

Further: BEST Electronics in the USA has some Riebl cards.

I always see them advertised in his stand when he pops up in Neuss
for the German Atari Fair.

I even bought some cards. For DM 99.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

267. Re: PC Emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: kevin dermott <kevin@kdermott.freeserve.co.uk>
Message-ID: <78l5basjv1@news4.svr.pol.co.uk>
Source record: 10668

Mike Stewart wrote in message <78ktdr$ij9$1@news8.svr.pol.co.uk>...
>Does anyone know where I could download a PC Emulator for an Atari ST
>(1040) ??? I have looked and looked, but have had no success.
>
>Thank you.
>
>gareth@leyburn37.freeserve.co.uk
>
>
no modern pc prgs will run on on an atari pc emulator thats why the sell
pc's
Kevin

268. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <36ae2a9c37cb11@ping.be>
Source record: 10669

on Tue 26-01-99 18:36 Kerstin Hoef-Emden wrote:

>
>Hi,
>
>Wile E. Coyote <beazty@zititup.demon.nl> wrote:
>
>
>>> You need a Riebel Ethernet card that fits into the VME slot and
>>> drivers for STinG or MiNTnet exist.
>
>> Eh,never heard of Riebel... Expensive for sure :-)
>
>I ordered the Riebl card at Best Electronics in California. I think, it was
>about 150 US Dollar. At that time I was told, that only one other Riebl was
>left on stock.

Sorry to say but I'm the one who bought the last one from Best
Electronics. It was 150 US Dollar indeed.
>
TTFN
Martin

--
****
* On the seventh day He created Atari *
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

269. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <36ae2a9c37cb12@ping.be>
Source record: 10670

on Tue 26-01-99 19:02 Stichting ST wrote:

>>On Fri, 22 Jan 1999 20:22:37 +0100, "Wile E. Coyote"
>><beazty@zititup.demon.nl> wrote:
>--------->
>>>Does anybody know a way to connect a Atari TT to an Ethernet network.
>---------->>

>Further: BEST Electronics in the USA has some Riebl cards.

Had some. AFAIK sold out now.

AG Computertechnik, Memmingen, Germany make advertissement for

BioNet Cards: 100,_DM (~59 US$, 36 UKï¿½)
Riebl/PAM's VME carts 300,_DM (~177 US$, 107 UKï¿½)
MiNT'98 CD: 150,_DM (~88.5 US$, 53.5 UKï¿½)

E-mail: AG_Comtech@t-online.de

TTFN
Martin

--
****
* On the seventh day He created Atari *
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

270. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <78lder$7qm$1@news3.Belgium.EU.net>
Source record: 10671

Rick Asked:

>If I understand it right,they are not made anymore ? Thus I should
>look around..
>Any Idea where to look ? :)

AG Computertechnik in Germany sells them:

Riebl/PAMMs VME Card ==> 300 DM

email: AG_Comtech@t-online.de
Fax : 08331/ 86346

Veel geluk...!

Dennis,

271. Re: PC Emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <78ldet$7qm$2@news3.Belgium.EU.net>
Source record: 10672

Mike asked :
>Does anyone know where I could download a PC Emulator for an Atari ST
>(1040) ??? I have looked and looked, but have had no success.

The emulator you are looking for is called PC Ditto, it is commercial and
was sold in the period 1987 - 1990. It emulates a PC XT at 4.4 Mhz !!!.
Works with DOS up to version 4.0.
It is slooowww but it emulates perfectly. every DOS program You throw at it
will run.

Cheers from Belgium

Dennis

272. Re: PC Emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <36ae0ea61450b50@club-internet.fr>
Source record: 10673

Hello,

in article <78ktdr$ij9$1@news8.svr.pol.co.uk>
Mike Stewart wrote on Tue 26-01-99 17:26 (GMT):

> Does anyone know where I could download a PC Emulator for an Atari ST
> (1040) ??? I have looked and looked, but have had no success.

I aware of old stuff, only available second hand:

PC Ditto (software, commercial)
AT Speed (hardware + software, commercial)

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
l'Ecole des Bas Artes. You want fries with that?

273. Re: ftp with Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: gaz+liz@zetnet.co.uk
Message-ID: <78lj04lov1@irk.zetnet.co.uk>
Source record: 10674

Thanks for all the suggestions and help with this one - much
appreciated. The posting from the Newsie author prompted me to
go check the log file, which I hadn't realised even existed!
Too many users logged on at the time - it only allows 20
anonymous callers at once on ftp.sol.no - must be a popular
ftp site!

Cheers,
Gary.
* @ !T! * all things Atari, electric guitarry & American car-ry! *
* .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
* //R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *

274. Re: TOS 2.06 in a STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <78lje0lof2@irk.zetnet.co.uk>
Source record: 10675

On 26 Jan 1999 09:52:21, Nicholas Bales wrote:
>
>
>Randy Cornetta a crit :
>>
>> Hello. I would like to know if I could through TOS 2.06 in a STe without
>> buying any adapter. If so, does anybody have a 2 chip version for sale?
>>
>
I Have a pair of TOS2.06 chips in an ST that has a video problem, I can test them in my STe if you want, I guess I'd be looking for 20 UKP for them....

chrisc

275. Re: Manual "Frontier Software's Xtra RAm"

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <78ljghlof3@irk.zetnet.co.uk>
Source record: 10676

On 26 Jan 1999 09:09:49, Henrik Blomquist wrote:

Wanted: manual for XTRA-RAM

I might have one (there's a manual in the studio for the RAM U/G in one of the STFM's...it came with it, I remember seeing it, I can' remeber which one it was...

chrisc

276. Re: 520 STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: PWest@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <n7nx4GArajr2EwOA@thedruid.demon.co.uk>
Source record: 10677

In a message of <13.01.99>, optimus@canit.se (90:107/100.100) writes:
o> : There was a hardware patch (one of the first articles I
o> translated from German) to use 3 MB in a 1040 STFM (or a 520 STFM
o> upgraded *on the board* to 1 MB), though Derryck found some
o> problems with 'holes' when he tried this.
o> Is this the one published in ST-Computer two year ago or so, where
o> you solder a 4 MB PS/2 SIMM into your ST, or another hack?

It /was/ published in /ST-Computer/ but in the 3/1990 issue! The title translates as 'From 2 1/2 make 3.' No, you don't use a 4 MB SIMM, but just a small logic chip to generate the required RAS and CAS signals for the new bank. The point is that you /had/ to use the 2MB as the first bank, then the existing 1MB (in a 1040) could be used as the second bank; in that way you had contiguous memory that was found during the check at boot-up -- if you put the 1 MB first there would be a gap and the remaining 2 MB would not be recognised.

Regards
/Peter/

--
Borger King. Have it our way. Your way is irrelevant.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+---+

277. test

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: SSweet@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <Ube9ggANgjr2EwLD@thedruid.demon.co.uk>
Source record: 10678

```
s> just a test.

Didnt work!!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz PAK 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
-= Mental Floss prevents Moral Decay.
--

--
+-------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+-------------------------------------------------------------+
```

278. SLM804 print quality

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-26 00:00:00 UTC
From: SSweet@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <VbC9gnA9gjr2EwLv@thedruid.demon.co.uk>
Source record: 10679

```
a> I have an Atari SLM804, and lately the print quality has become very
a> faint.
a> some parts of the page will show the text just fine, other parts will
a> be very faint or non existant!
a> does this mean I must replace the drum?

Possibly, first try cleaning the contacts on the fuser assy, check youve got
some toner, then replace the drum.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz PAK 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
-= I am Hillary of Borg. Choice is irrelevant.
--

--
+-------------------------------------------------------------+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@spamless.thedruid.demon.uk |
+-------------------------------------------------------------+
```

279. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <78lhjs$d5j$1@news3.Belgium.EU.net>
Source record: 10680

Rick asked:
>Is there any other way to connect my PC and my TT ? LAN maybe ?

Take a look at the SMARTNET 98, works with ALL Atari's, I think this
looks very promising....

http://rcswww.urz.tu-dresden.de/~sb227788

Dennis

dennis.vermeire@ping.be
atasoft@atari-coputer.com

280. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: "Wile E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <36AE586C.AC3DC37B@zititup.demon.nl>
Source record: 10681

Kerstin Hoef-Emden schreef:
>

> I ordered the Riebl card at Best Electronics in California. I think, it was
> about 150 US Dollar. At that time I was told, that only one other Riebl was
> left on stock.

Hard to find them these days,I guess

>
> >> Otherwise, there _are_ some SCSI-Ethernet adapters (fairly common
> >> on older Mac) but you would need to write your own drivers, cause
> >> no one has dared trying yet.
> >
> > Well,I can't make them myself,so I have to look for that
> > riebelcard.
> > Is there any other way to connect my pc and my TT ? Lan maybe ?
> >
> You can do it with a very slow null modem connection from one serial port to
> another. Another possibility is taking another ethernet card: PAMs VME. It
> is as well made for the VME bus of the TT. But you have to run Mint then. Last
> year STinG still didn't offer a driver for it. It has some other kind of
> addressing and cannot be run with the Riebl driver.

I was planning on installing Mint anyway. I have to find a card
first :-)

>
> But if you can get hold of a Riebl card - it's a nice thing. My TT is
> connected to the institutes network and the card works fine under both
> operating systems: MagiC 5.4 with STinG and Linux m68k (BTW: I was told,
> that Linux m68k doesn't have trouble with PAMs VME either).

My bbs software won't run under linux. I have to setup everything
from scratch under linux. I Linux worht that ?

>
> Regards,
>
> Kerstin
>
> --
>
> kerstin.hoef-emden@uni-koeln.de
> kerstinh@bot.ku.dk

--
Greetz,Rick.

281. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: "Wile E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <36AE59B9.ABAAFEAC@zititup.demon.nl>
Source record: 10682

dennis.vermeire@ping.be schreef:
>
> Rick Asked:
>
> >If I understand it right,they are not made anymore ? Thus I should
> >look around..
> >Any Idea where to look ? :)
>
> AG Computertechnik in Germany sells them:
>
> Riebl/PAMMs VME Card ==> 300 DM
>
> email: AG_Comtech@t-online.de
> Fax : 08331/ 86346
>

Ah,many thanx !

> Veel geluk...!

Dank je,zal ik wel nodig hebben. Hier gaat nooit iets in een keer
goed...

--
Greetz,Rick.

282. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: "Wile E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <36AE58A6.F7AA196E@zititup.demon.nl>
Source record: 10683

Martin Nightowl Byttebier schreef:
>

> >left on stock.
>
> Sorry to say but I'm the one who bought the last one from Best
> Electronics. It was 150 US Dollar indeed.

Hey,that card was mine !:-)

--
Greetz,Rick.

283. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: "Wile E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <36AE5AD5.4A1A92B0@zititup.demon.nl>
Source record: 10684

Jo Even Skarstein schreef:
>
> Wile E. Coyote <beazty@zititup.demon.nl> wrote:
>
> > Does anybody know a way to connect a Atari TT to an Ethernet network.
>
> > If it is possible,how ?
>

>

> Michael Scwingen has made a simple VME<->ISA adapter that's so small
> you can fit the adapter and a cheap, standard NE2000-card inside the
> VME-slot. The adapter itself is finished, and will AFAIK be shipped as
> soon as the drivers are ready (TUW-drivers exists, but no MiNTnet- or
> STiNG-drivers so far.).

I have a ne2000 compatible card in my pc now. I can't imagine a
card like that in my tt. Not much room for it...
But if this works,I'm verry interested...

>
> --
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> **
> ** beer - maria mckee - atari falcon - babylon 5
> */

--
Greetz,Rick.

284. Atari ST Items for auction on Ebay for 5 days only!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: dcard1@stny.lrun.nospam.com
Message-ID: <iFwr2.141$EE2.198@newsr1.twcny.rr.com>
Source record: 10685

The following Atari ST items are for sale on Ebay:

Item #60221687: 6 Atari ST games: Space & Police Quest, MORE!

Item #60853092: Atari ST 3D Graphics Programming book w/ Disk

Item #60854876: Atari ST GEM Programmer's Reference Book

Item #60856348: Atari ST Machine Language Book

Item #60858025: Atari ST Learn C & From BASIC to C books

Item #60859590: 2 Atari ST Flight Simulator Books

Item #60860627: Atari ST COMPUTE's ST Programmer's Guide

Item #60862686: Atari ST Assempro: Assembly Lang Dev SW

Item #60863818: Atari ST GFA Basic Book & Disk

Item #60867583: Atari ST GFA Basic 3.0 Books & Disk

Item #60869382: Atari ST Laser C & Laser DB Dev. Software

Item #60870283: Atari ST Personal Pascal Dev. Software

Please check out all the details (descriptions/pictures) at

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=tagrel

Thanks,

Dave

285. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <78n4ksspi1@nnrp1.dejanews.com>
Source record: 10686

In article <36AE5AD5.4A1A92B0@zititup.demon.nl>,
"Wile E. Coyote" <beazty@zititup.demon.nl> wrote:

> > Michael Scwingen has made a simple VME<->ISA adapter that's so small
> > you can fit the adapter and a cheap, standard NE2000-card inside the
> > VME-slot. The adapter itself is finished, and will AFAIK be shipped as
> > soon as the drivers are ready (TUW-drivers exists, but no MiNTnet- or
> > STiNG-drivers so far.).
>
> I have a ne2000 compatible card in my pc now. I can't imagine a
> card like that in my tt. Not much room for it...

I have a el-cheapo NE200-compatible in my PC as well, and it's less than 2
inches high. I can't see any problems in fitting this inside my TT's
VME-slot.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

286. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36AECAAB.AEEE2ACD@directprovider.REMOVETHECAPITALS.net>
Source record: 10687

```
"Wile E. Coyote" a ï¿½crit :
>
> Martin-Eric Racine schreef:
> >
> > Yes, it's possible.
>
> Great :-)
>
> >
> > You need a Riebel Ethernet card that fits into the VME slot and
> > drivers for STinG or MiNTnet exist.
>
> Eh,never heard of Riebel... Expensive for sure :-)
>

You'd be lucky to find one.

Basically, Ethernet is not a viable option on the Atari platform at the
moment.

> >
> > Otherwise, there _are_ some SCSI-Ethernet adapters (fairly common
> > on older Mac) but you would need to write your own drivers, cause
> > no one has dared trying yet.
>
> Well,I can't make them myself,so I have to look for that
> riebelcard.
> Is there any other way to connect my pc and my TT ? Lan maybe ?

Serial, parallel. Check out the Quick FAQ

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

287. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: Kerstin Hoef-Emden <aeb25@uni-koeln.de>
Message-ID: <78ms9n$162@news.rrz.Uni-Koeln.DE>
Source record: 10688

Hi,

Wile E. Coyote <beazty@zititup.demon.nl> wrote:

> I was planning on installing Mint anyway. I have to find a card
> first :-)

You should try AG Computertechnik then. When Brad Coda told me that only one Riebl was left, I could imagine it wouldn't stay there for long ...

> My bbs software won't run under linux. I have to setup everything
> from scratch under linux. I Linux worht that ?

It depends in what you want to do. I just wanted to learn a little bit more about Unix-relatives and use it as experimental platform. It is difficult to find applications for Linux m68k and some of them, especially the X11 dependent, like e.g. xfig are dead slow! But it is nice if you start learning C or just want to do some internet stuff. At the moment I use it for reading e-mails and usenet. My computer and me are at Copenhagen University and my e-mail account is at Cologne University. So I log in with ssh from here to there.
:-)

(Don't hope, that I will give my Riebl away when I return back home. I already figured out how to keep it employed!)

For surfing the Web, I use CAB with STinG under MagiC, because the graphical linux browsers proved to be quite unstable (I tried three of them: Chimera 1 and 2, Arena and Mosaic.)

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de
kerstinh@bot.ku.dk

288. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: "Wile E. Coyote" <beazty@zititup.demon.nl>
Message-ID: <36AF5839.A7ADD55D@zititup.demon.nl>
Source record: 10689

dennis.vermeire@ping.be schreef:
>
> Rick asked:
> >Is there any other way to connect my PC and my TT ? LAN maybe ?
>
> Take a look at the SMARTNET 98, works with ALL Atari's, I think this
> looks very promising....
>
> http://rcswww.urz.tu-dresden.de/~sb227788

Thanx,I will..

--
Greetz,Rick.

289. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: michaels@nemesis.stochastik.rwth-aachen.de
Message-ID: <78nvhk$ej6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 10690

In article <78iuvu$kj1$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nuts.edu> wrote:
>
>Michael Scwingen has made a simple VME<->ISA adapter that's so small
>you can fit the adapter and a cheap, standard NE2000-card inside the
>VME-slot. The adapter itself is finished, and will AFAIK be shipped as
>soon as the drivers are ready (TUW-drivers exists, but no MiNTnet- or
>STiNG-drivers so far.).

Um - not quite. The adapter uses a SMC Ultra card (BNC-only cards are
available quite cheap now) - these are a lot faster than NE2000, and produce
a lower CPU load.

The adapter is compatible with Ulrich Roehrl(?)s DIY project, which should
be on some FTP servers - IIRC, it was calles smc_tt.*, and the TUWTCP
drivers come from that package - however, TUWTCP is a sack of bugs ...

cu
Michael
--
In the beginning there was nothing, which exploded.

290. F030 RAM boards sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <78o73iavp3@as102.tel.hr>
Source record: 10691

Hi!

I'm selling:

- 4 Mb orig. RAM board...40 DM
- 14 Mb Falcon Wings with 16 Mb of RAM...110 DM.

contact me at: sandrija@pravo.hr

sasha

291. WTB Atari Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: Ron Palangio <ronpala@interlynx.net>
Message-ID: <78of1l$b2c$1@wolf.interlynx.net>
Source record: 10692

I know these things are rare and people that have them are reluctant to part
with them, but does anyone have an Atari Stacy in good working order that
they would
like to sell, preferably one with a HD. If so please send an email to me,
Ron P. at ronpala@interlynx.net.

292. Re: TOS 2.06 in a STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-27 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <36afd131.0@nemo.idirect.com>
Source record: 10693

On 25 Jan 1999 11:32:28 , "Randy Cornetta" wrote:
:Hello. I would like to know if I could through TOS 2.06 in a STe without
:buying any adapter. If so, does anybody have a 2 chip version for sale?
:Thanks,
:Randy
:
not afaik. you can buy MagiC, software to replace your TOS. or install
MiNT. also, Mario becroft is coming out with a IDE card that will give
you 2IDE drives on your ST/e, PLUS TOS 2.06 included.
ken

<<< Kenneth Macdonald --- Toronto Atari Federation >>>
<<< ken.macdonald@taf.ftn.org ---- 45 Grenoble Dr. >>>
<<< Suite 1402, Toronto, Ontario, Canada, M3C 1C4 >>>

293. Looking for Schematics , please help

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: Christopher Warney <audiointelek@earthlink.net>
Message-ID: <36B108B7.19BA7DED@earthlink.net>
Source record: 10694

Hello,
I am trying to obtain the schematics for the St 1040, Ste and the line
of the Atari Megas. I do not know where to get them along with the
detailed specs of each
of each one. I f you would be willing to help, that would appreciate
that.

294. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: derryck@TAKETHISOUTcix.co.uk
Message-ID: <78p4f2vtj3@news6.svr.pol.co.uk>
Source record: 10695

On 25 Jan 1999 20:12:10 , Robert Schaffner wrote:
>In <78i6lcgjj1@pheidippides.axion.bt.co.uk> "Michael Clemmetsen" wrote:

[...]

>>What is the english documentation like?
>
>Smal.. :->
>It's a manual for people they know what the faclon contains..

I notice that there is a download button for the docs at the bottom of the "Presentation" page on Centek's web site IIRC, that might be worth a look! :-)

>>What level of soldering ability do you need? I've successfully installed
>
>profi level! Use the fitting service.

Karl at Systems Solutions here in the UK said that he thought that it was very easy to install, aided by a very clear manual. Since he is the UK importer and would prefer it if his company did the installation it can't be that bad.

Me, I'm most concerned about the possible need to replace some parts removed during the installation of Nemesis - only time (and a look at some docs) will tell! :-))

>>Overscan into a Mega, is it harder than this?
>
>No (For people with the "licenze to solder" :)

SMD components and those inside the Mega are a little like David and Goliath in terms of size! :-)

Isn't there some problem with HDDRiver and IDE drives tho', or am I mistaken?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

295. Re: Looking for Schematics , please help

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <78pet4$27t$1@news3.Belgium.EU.net>
Source record: 10696

Christopher asked;

>I am trying to obtain the schematics for the St 1040, Ste and the line
>of the Atari Megas.

Have a look at Vezz's Pages....

http://www.geocities.com/SiliconValley/Way/8016/atari/sthard.htm

Everything is there except the TT schematics.

Cheers from Belgium

Dennis,

dennis.vermeire@ping.be
atasoft@atari-computer.com

296. Upgraded WORD-UP FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: bng@bng.ab.ca
Message-ID: <78phkb$32u2@ds2.acs.ucalgary.ca>
Source record: 10697

Dear Atari ST users,

How are you? I have the newest version of the Word-Up software for all ST computers. It comes with the upgraded software, along with a huge Word-Up instructional manual with examples. The word processor is one of the easiest I have ever seen, including WYSIWYG and desktop publishing capabilities.

Are there any offers for this?

Please email me at
bng@bng.ab.ca
Thanks!

297. Re: LAN-cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <78pk7i$fk5$1@cubacola.tninet.se>
Source record: 10698

Henrik Gildc skrev i meddelandet <36ADB172.85615CBC@ios.chalmers.se>...

:I made a cable (LAN to Modem2) according to the instructions in
:HSMODEMA07, but it didn't work for some reason. It says in the docs
that
:I need to remove two 100ohm resistors near the SCC chip to be able to
:use that cable with a modem, but since it's supposed to be a null modem
:cable, I haven't carried out that thing.

I've used the LAN port with a modem and haven't been
aware of it being impossible...

MG

298. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <78pp05$98g$4@news5.svr.pol.co.uk>
Source record: 10699

On 26 Jan 1999 22:52:06 , Eric GAUDET wrote:

>BTW, I can help anybody having problems installing his CT2, in
>english or french. I can take pictures of my own installation on
>demand.

I can't see that I'll have a great deal of trouble installing mine (the installation docs are now available for download from Centek's web site).

But it looks like I will have to replace R126 (removed during a Nemesis installation), so if anyone knows the value of this I would be pleased to know - also the value of L102 (I could probably reuse the old one but it would be a good idea to have a spare).

I've looked in the circuit diagrams that are available on the net but they're not sufficiently well reproduced to be able for me to make the components out.

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

299. Re: pro 24

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: Steve Rollinson <rollinso@infobahn.com.au>
Message-ID: <36B06969.ADC3EEEA@infobahn.com.au>
Source record: 10700

Pro 24 needs a dongle. I know, because I have it :)

Pascal wrote:

> Hi !
> I have a 1040 ST and would like to have PRO 24 version 3 on a floppy
> disk.
> How is this possible to downlaod this from the net and have it on an
> atari-formatted floppy disk ?
>
> thanx
>
> pascal granjon

300. Re: Upgraded WORD-UP FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <78pq8rcbt1@news3.Belgium.EU.net>
Source record: 10701

BNG wrote ;

>The word processor
>is one of the easiest I have ever seen,

Are you blind ??

Dennis

Cheers from Belgium,

dennis.vermeire@ping be
atasoft@atari-computer.com

301. HD installation prob

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <36b0639cf5a5e3@ping.be>
Source record: 10702

Hello techno's

Last weekend a friend of mine tried to install a SCSI Quantum ProDrive LPS 270 into my Hades tower which already host 1 IDE HD and two SCSI-devices (Zipdrive ID=0, CD-ROM ID=1)
This harddisk has always served as bootdisk on my TT030 and had thus ID=0 Jo changed this to ID=2. Because this device isn't the last one in the SCSI-chain -an external SCSI 2 port is the last one and is terminated by means of an active terminator- Jo didn't put the termination on. So far so good I guess.
However from the moment Jo hooked this drive to the chain all my SCSI-devices weren't recognised by the system anymore. ID-check didn't see any device.
Jo tried every possibility he knows but alas nothing helped. As long as this drive is hooked on the chain, no SCSI-devices at all.
As harddisk driver I use HDdriver v7.6.

What is the problem here?

TIA
Martin
--
****
* On the seventh day He created Atari *
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

302. Re: PC Emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be4ae8$97a20b40$8d5e0fcb@default>
Source record: 10703

dennis.vermeire@ping.be wrote in article
<78ldet$7qm$2@news3.Belgium.EU.net>...
> Mike asked :
> >Does anyone know where I could download a PC Emulator for an Atari ST
> >(1040) ??? I have looked and looked, but have had no success.
>
> The emulator you are looking for is called PC Ditto, it is commercial and
> was sold in the period 1987 - 1990. It emulates a PC XT at 4.4 Mhz !!!.
> Works with DOS up to version 4.0.
> It is sloooowww but it emulates perfectly. every DOS program You throw at
it
> will run.
>

That reminds me of the time I needed to run Borland Turbo Pascal on my old
Amiga 500 using a PC/AT emulator. Compiling took a little while but it got
me out of trouble.

Regards,

Clockmeister.

303. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JA3PDACVUP@data.rhein-main.de>
Source record: 10704

In <78pp05$98g$4@news5.svr.pol.co.uk> Derryck Croker wrote:

>But it looks like I will have to replace R126 (removed during a Nemesis
>installation), so if anyone knows the value of this I would be pleased to
>know - also the value of L102 (I could probably reuse the old one but it
>would be a good idea to have a spare).

33 Ohm (SMD)

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

304. ATARI GAMES FOR SALE!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: "R.Smith" <RichardSmith@Drake-UK.Freeserve.co.uk>
Message-ID: <78qbgtmbl2@news8.svr.pol.co.uk>
Source record: 10705
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari ST games for sale. E-mail me for a list.
RichardSmith@Drake-UK.Freeserve.co.uk

305. Re: Looking for Schematics , please help

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <78qc76odd1@news3.isdnet.net>
Source record: 10706

Christopher Warney a crit dans le message
<36B108B7.19BA7DED@earthlink.net>...
>Hello,
> I am trying to obtain the schematics for the St 1040, Ste and the line
>of the Atari Megas. I do not know where to get them along with the
>detailed specs of each
>of each one. I f you would be willing to help, that would appreciate
>that.
>

```
Chek out the Quick FAQ...

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

306. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JA3PDACYUP@data.rhein-main.de>
Source record: 10707

In <78p4f2vtj3@news6.svr.pol.co.uk> Derryck Croker wrote:

>I notice that there is a download button for the docs at the bottom of the
>"Presentation" page on Centek's web site IIRC, that might be worth a look!
>:-)

Yes, good to read them before.

>>profi level! Use the fitting service.
>
>Karl at Systems Solutions here in the UK said that he thought that it was
>very easy to install, aided by a very clear manual. Since he is the UK
>importer and would prefer it if his company did the installation it can't be
>that bad.

Sure he say that, he's a profi :)
Well the manual is clear, for profis. Other people have questions left.
My manual have wrong page numbers, i have to sort this paper before starting..

>Me, I'm most concerned about the possible need to replace some parts removed
>during the installation of Nemesis - only time (and a look at some docs)
>will tell! :-))

Right, the only part you have to replace is R216, 33R (Ohm).
CT2 doasn't work without them.

>SMD components and those inside the Mega are a little like David and Goliath
>in terms of size! :-)

Right :)

>Isn't there some problem with HDDRiver and IDE drives tho', or am I
>mistaken?

If you have an old 64/80Mb Conner IDE, forget it.
Works fine in normal mode, works also in turbo mode, but only with
Cecile. You can't boot MagiC 5/6 from that device!

I take a new toshiba 2.1Gig MAT, works fine in all conditions.
Also it's a fast device. IDE device must follow ATA4 standard !

Some older devices doasn't do that. Result: trouble with MagiC /HDDriver

Same with an external IBM DPES 31080 1 Gig SCSI, as example, works fine in normal mode.
Works fine with Flash 1.75 / 1.78 in both modes, but not with newer CT2 flashes..
(1.80 and higher)
If you take CT2, you doasn't got older flashes, only new ones .. (1.89 as example)

If you have older devices, sell them.. :/
Have a look to the manual, tell me if you found one word ..

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

307. Re: Atari Mega STe Hard Disk Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <78qcdr$55v$1@news2.xs4all.nl>
Source record: 10708

On 25 Jan 1999 16:18:06, mstulir@geocities.com wrote:
>
>I had a spare IBM 200mb SCSI drive sitting in my pile of spare parts, so I
>decided to plug it in and try it out. Guess what? Same problem. (I'm not
>sure if this drive would be supported anyway. I have been unable to determine
>of this drive requires parity.)
And if not parity then initiator-identification?

A point of information:
what show perform the leds of the drive?
If the harddisk driver does not see the drive, does the drive detects
anything? If you let the driver search all ID's on the SCSI, does the
drive light up?

308. Re: ATARI MEGA STE problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <78qcdu$55v$2@news2.xs4all.nl>
Source record: 10709

On 25 Jan 1999 22:33:47, "Steve Hewitt" wrote:
>Have a 4Mb MEGA STE with 200Mb Harddisk TOS 2.06 Multisync (mono)
>
>Boots up OK but after 30-40 mins the cursor freezes and a reboot is needed
>
Yep!
Go checking the voltages. Take a good look at all the big
condensators in the power unit.
Any difference in the crash-behaviour when the machine is and stays
very cold?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

309. Re: Manual "Frontier Software's Xtra RAm"

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <78qce1$55v$3@news2.xs4all.nl>
Source record: 10710

On 26 Jan 1999 09:09:49, Henrik Blomquist wrote:
>Frontier Software and the product is called "Xtra-RAM". I'm wondering if
>anybody has got a manual for how to fit this module in the computer.
>
I look in the big dark cupboard and what do I find????

A small long booklet called Xtra-RAM Deluxe
Installation manual.
From Marpet Developments

I can make a foto-copy and send you but where?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
http://www.xs4all.nl/~atarist

310. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <78qce3$55v$4@news2.xs4all.nl>
Source record: 10711

On 26 Jan 1999 01:01:47, "Wile E. Coyote" wrote:
>
>Eh,never heard of Riebel... Expensive for sure :-)
>
#No, Riebl.

Not very expensive.
I have here 2 for experimental purposes.

I got then from best electronics on th ness Messe in germany lately.
Only DM 99 each.
Ii agree, 2 ISA-bus Ne2000 netwerkcards cost Fl 85,-.

Are you really serieus?

Contact me by e-mail then.
Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

311. Re: Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <78qkd9$in7$1@news2.xs4all.nl>
Source record: 10712

On 27 Jan 1999 21:13:24, Michael Schwingen wrote:

>drivers come from that package - however, TUWTCP is a sack of bugs
..
If I had read this 2 month earlier I had spared me a whole day full
of frustations.
Did not do a total bomb-count that day, but the Gulf-War approximates
it!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

312. Re: Looking for Schematics , please hel

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <78qkdc$in7$2@news2.xs4all.nl>
Source record: 10713

On 28 Jan 1999 04:00:50, <dennis.vermeire@ping.be> wrote:
>
>Have a look at Vezz's Pages....
>
>http://www.geocities.com/SiliconValley/Way/8016/atari/sthard.htm
>
>Everything is there except the TT schematics.
>
>
Why not those? I have them here on paper.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST

313. Re: TOS 2.06 in a STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <78qpfccgl1@news.campus.mci.net>
Source record: 10714

On 27 Jan 1999 21:53:37 , Ken Macdonald wrote:

->not afaik. you can buy MagiC, software to replace your TOS. or install
->MiNT. also, Mario becroft is coming out with a IDE card that will give
->you 2IDE drives on your ST/e, PLUS TOS 2.06 included.
->ken

Hi Ken. Yep, you can put TOS 2.06 in the STe without an adaptor card.
I did it, only had to change one jumper thats right near the TOS chip
sockets. I'd recommend getting an adaptor card that lets you switch
back to older TOS (1.60/1.62) versions anyways, for the odd game or 2
that won't work then... (F1 springs immediately to mind, and there
are a few others).

See ya! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

314. Re: Looking for Schematics , please help

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990128114640.19671A-100000@hal.fishpool.com>
Source record: 10715

```
It's all in the FAQ: http://quickfaq.atari.org/

On Thu, 28 Jan 1999, Christopher Warney wrote:

> Hello,
> I am trying to obtain the schematics for the St 1040, Ste and the line
> of the Atari Megas. I do not know where to get them along with the
> detailed specs of each
> of each one. I f you would be willing to help, that would appreciate
> that.
>
>
>
>

-----------------------------------------------------------------
Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
-----------------------------------------------------------------
```

315. Re: pro 24

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <36b0f93e2955c63@smok.krakus.top.pl>
Source record: 10716

On Thu 28-01-99 21:43 (+0800) Steve Rollinson wrote:

>Pro 24 needs a dongle. I know, because I have it :)

Sorry, what is a dongle???

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.krakus.top.pl>

316. Acrobat

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: rriddell@zetnet.co.uk
Message-ID: <78quep$vt5$1@irk.zetnet.co.uk>
Source record: 10717

Is there any way to make An Atari STE read or convert Acrobat
files.?

Thanks to those who have replied to previous enquiries.

Robert

317. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: mgrove@iwvisxp.com
Message-ID: <78ribkmap2@remarQ.com>
Source record: 10718

On 28 Jan 1999 13:33:57 , Derryck Croker wrote:
>On 26 Jan 1999 22:52:06 , Eric GAUDET wrote:
>
>>BTW, I can help anybody having problems installing his CT2, in
>>english or french. I can take pictures of my own installation on
>>demand.
>
>I can't see that I'll have a great deal of trouble installing mine (the
>installation docs are now available for download from Centek's web site).
>
>But it looks like I will have to replace R126 (removed during a Nemesis
>installation), so if anyone knows the value of this I would be pleased to
>know - also the value of L102 (I could probably reuse the old one but it
>would be a good idea to have a spare).
>
>I've looked in the circuit diagrams that are available on the net but
>they're not sufficiently well reproduced to be able for me to make the
>components out.
>
>Rgds, Derryck

Sure you don't mean R234? It's a 220 Ohm resistor. L102 is an inductor.

Mike

318. Re: Acrobat

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: mgrove@ziwvisp.com
Message-ID: <78rih5map3@remarQ.com>
Source record: 10719

On 29 Jan 1999 00:13:13 , Robert A Riddell wrote:
> Is there any way to make An Atari STE read or convert Acrobat
> files.?
>
> Thanks to those who have replied to previous enquiries.
>
> Robert
>.

Not sure what the previous replys were, but AFAIK, there is a 68000
version of GhostScript isn't there?

Mike

319. Help coding ethernet driver

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <78sa1v$942$1@feresa.bio.vu.nl>
Source record: 10720
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st

OK, I know that it's nearly a death sin to ask this, and I normally
wouldn't even think about doing so, but... I need someone to help me
to trace down a nasty bug.
Now before people start flaming me, let me explain myself, as this may
be of some interest to others as well...

A few months ago I started looking for a cheap method to connect my
Falcon to an ethernet. After considering various types of adapter I
concluded that the best thing would be for me to buy a little device
based on the RealTek RTL8012 chipset. Now this little fella' is a
parallel port ethernet adapter, a bit like the good old DE-600, only
with much better specs and easier to get. I picked one up second-hand for
less than 30 euro, downloaded the data sheet and PC-Linux driver code,
hooked the thing up to the parallel and EJP ports and started coding...
A Belgian fellow called Karl Samyn, who was so kind to aid me in the process
of choosing the best ethernet solution, attended me to the fact that two
French guys, Eric Gaudet and Rodolphe Pineau, were also working on a driver
for the RTL8012. I contacted them, and they were so kind to send me the
code they had so far. Unfortunaly it was all in assembly, pretty hard to
read and not very suitable for what I had in mind (MiNTNet).
Plus I didn't have a macro assembler and proper debugger to test it,
and I didn't want to wait months for them to finish it, as I'm in a bit
of a hurry to get this thing up and working...

The next three months or so were spent debugging a few kb of my own code.
I am now able to access the control registers and read out the
packet buffer using various transfer modes. Once. After that the
device locks up and I have to reset all power lines, including my Falcon.
And _that's_ the problem: I'm stuck.
I've been stuck before, of course, but this one bug is starting to drive
me insane, up to the point of thinking about giving up.
I've spent the last month going over and over my code, other people's
code and the data sheets, found and fixed loads of bugs,
took lots of breaks to calm down and think and even managed to get some
work done for university, but it _still_ doesn't work! Aaarrrgghh!

The previous two times I got stuck it turned out to be some
really silly bug which I just didn't notice for a week or so,
and I wouldn't be surprised if it were something like that again.
On the other hand, I could well be doing something basically wrong
on the software or hardware (difficult to trace, I only have an ancient
multimeter which is very unreliable) level, as I'm not an expert on these
things.
It would *really* help if someone with a fresh perspective on things

were to take a look at the code (GCC C and assembly) and the hardware
design. Even a hint at what the problem could be would be superb.
I tried contacting the two French dudes, but they haven't replied.
So that's why I'm trying this slightly more radical approach.
If there's anyone who'd like to help out on this, please reply by
email and I will mail you the details (my notes, the code and the
data sheets) or put them up on my website. And remember, it's for
a good cause: a cheap ethernet solution for Falcons (and in the future,
STE and others as well)!

Thanks,

-=El Vienno

Levien van Zon (lvzon@bio.vu.nl)
http://atari.scum.org/
---

320. Re: Looking for Schematics , please help

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: Laurent Favard <l.favard@france2.fr>
Message-ID: <36B1C958.2E143D46@france2.fr>
Source record: 10721

Christopher Warney a ï¿½crit:

> Hello,
> I am trying to obtain the schematics for the St 1040, Ste and the line
> of the Atari Megas.

Have a look at http://www.geocities.com/SiliconValley/Way/8016/
You should find some interresting things...

321. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <78squ0$32i$5@news8.svr.pol.co.uk>
Source record: 10722

On 28 Jan 1999 18:35:26 , Robert Schaffner wrote:
>In <78p4f2vtj3@news6.svr.pol.co.uk> Derryck Croker wrote:
>
>>I notice that there is a download button for the docs at the bottom of the
>Yes, good to read them before.

Sure!

>>Karl at Systems Solutions here in the UK said that he thought that it was
>>very easy to install, aided by a very clear manual. Since he is the UK

>Sure he say that, he's a profi :)

Encouraging people to fit their own means that he loses the business tho'!

>Well the manual is clear, for profis. Other people have questions left.
>My manual have wrong page numbers, i have to sort this paper before starting..

As long as you spotted that before you started work! :-)

>>Me, I'm most concerned about the possible need to replace some parts removed
>Right, the only part you have to replace is R216, 33R (Ohm).
>CT2 doasn't work without them.

Thanks. (Thinks - could I use a low wattage resistor instead?)

>>Isn't there some problem with HDDRiver and IDE drives tho', or am I
>>mistaken?
>
>If you have an old 64/80Mb Conner IDE, forget it.

It's a Maxtor 25128AT, 1993 according to the label.

>Works fine in normal mode, works also in turbo mode, but only with
>Cecile. You can't boot MagiC 5/6 from that device!

Will I be able to boot MagiC from either SCSI or the IDE drive that I have
with Cecile? IIRC Kath says that Cecile isn't XHDI compliant (perhaps this
is a different issue).

>I take a new toshiba 2.1Gig MAT, works fine in all conditions.
>Also it's a fast device. IDE device must follow ATA4 standard !
>
>Some older devices doasn't do that. Result: trouble with MagiC /HDDriver

Understood, thank you.

>Same with an external IBM DPES 31080 1 Gig SCSI, as example, works fine in normal mode.
>Works fine with Flash 1.75 / 1.78 in both modes, but not with newer CT2 flashes..

>(1.80 and higher)
>If you take CT2, you doasn't got older flashes, only new ones .. (1.89 as example)
>
>If you have older devices, sell them.. :/

Hmm, maybe I'll be lucky - but what of my Microtek scanner (with ScanX), my
CD ROM, Syquest, tape streamer (that's ancient!) ? Time will tell.

>Have a look to the manual, tell me if you found one word ..

No! :-(

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

322. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <78squ2$32i$6@news8.svr.pol.co.uk>
Source record: 10723

On 29 Jan 1999 05:52:52 , Michael Grove wrote:
>On 28 Jan 1999 13:33:57 , Derryck Croker wrote:

[...]

>>But it looks like I will have to replace R126 (removed during a Nemesis

>Sure you don't mean R234? It's a 220 Ohm resistor.
R216! 33R. The docs I downloaded seem to suggest that one is supplied with the kit, but I think that I will buy one (plus 10 spares in case I sneeze!) :-))

> L102 is an inductor.
Yep, one has to lift one end of it for the CT2, but Nemesis needed it cut out completely and redeployed. Figured I might as well get a spare for that just in case, but there's no value listed in the diagram I have. I'm sure that it will be OK tho'.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

323. Re: Acrobat

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <78squ3$32i$7@news8.svr.pol.co.uk>
Source record: 10724

On 29 Jan 1999 00:13:13 , Robert A Riddell wrote:
> Is there any way to make An Atari STE read or convert Acrobat
> files.?

Visit my web site, grab the Ghostscript English files from the software page, and then follow the link to Christian Felsch's site for the binaries. You'll need the ST version, the PS-550.LZH overlay archive, and the first of the two font packages.

HTH.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

324. Help with Upgrading Falcon HD

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: maurice0515@my-dejanews.com
Message-ID: <78t1r3$1qa$1@nnrp1.dejanews.com>
Source record: 10725
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am need help with formatting my 850MB for the falcon. I have been looking on site for a good hard drive formatter for the falcon. I trying to upgrade my falcon to a 850MB from 60MB. But now i am unable to read the 60MB HD? Why is there a program that can help me recover the HD. Some told me that all need to do is just put the drive in and should be seen by tos, But that's wrong. I need to find a program to format and see the IDE drive. I hope some can post or e- mail me a mobie@yhaoo.com and help. I need to try and get an answer this today or this weekend Maurice.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

325. Burning code into GAL ... help ...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: dipching@ping.be
Message-ID: <36b21864219c8a0@ping.be>
Source record: 10726
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Hi !

I need some technical help, is there anybody here able to burn some
code in a GAL chip ?
I have the code to burn but not the GAL itself, it's a "20V8" model.

Please, could you contact me for further help ?

Thanks for any help

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX-E.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *
```

326. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <36b20f8462915e1@lvdi.net>
Source record: 10727

On Sat 30-01-99 00:36, cjohns scribbled:

>I have an ageing 14" colour VGA with 14 meg Falcon. If I change to SVGA 14 15 or
>17 inch, will the picture definition be appreciably better? .25 better than .28
>etc?

Can't really say, but I absolutely love my Sony 100ES 15" monitor
with a .25 dot pitch. Not only does it have a great picture, but it
has very convenient and easy to use digital controls on the front.
My next monitor will probably be the 200ES 17" version.

>I know I can still only get 640x480 or 800x608 with Videlity (new graphics cards
>on or over the horizon as yet...), but does SVGA deliver a finer quality picture
>at those resolutions.

Actually, I can get up to 1024x656x16 with my ScreenBlaster. The
picture quality is great at that res, though obviously everything is
a little smaller.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

327. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-29 00:00:00 UTC
From: Robert_Schaffner@OF2.maus.de
Message-ID: <199901291606.a15104@of2.maus.de>
Source record: 10728

r> In <78pp05$98g$4@news5.svr.pol.co.uk> Derryck Croker wrote:
r>
r> >But it looks like I will have to replace R126 (removed during a Nemesis
r> >installation), so if anyone knows the value of this I would be pleased to
r> >know - also the value of L102 (I could probably reuse the old one but it
r> >would be a good idea to have a spare).
r>
r> 33 Ohm (SMD)

Ahrg, Bullshit. That's Wrong.. S O R R Y

R126= 10R 1/10W 5% (TechManual Page 116)

Regards, Robert

-= Home of DOIT-Archives =-

F030 CENTurbo2 F030 520ST Mac Lynx Jaguar

Email: robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

328. Re: pro 24

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: Steve Rollinson <rollinso@infobahn.com.au>
Message-ID: <36B1DC75.71167FF6@infobahn.com.au>
Source record: 10729

The dongle is the little cartridge that plugs into the cartridge port on the Atari and when the software runs it looks for the dongle and reads info off it to make sure that you have a ligitimate copy of the software and not just downloaded it from the net somewhere.

regards

Steve

Krzysztof Maj wrote:

> On Thu 28-01-99 21:43 (+0800) Steve Rollinson wrote:
>
> >Pro 24 needs a dongle. I know, because I have it :)
>
> Sorry, what is a dongle???
>
> --
> Greetings from Okami Newsreader user.
> -
> Krzysztof Maj
> <kmaj@smok.krakus.top.pl>

329. Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: cjohns@yplace.demon.co.uk
Message-ID: <917656606_OASIS_@yplace.demon.co.uk>
Source record: 10730

I have an ageing 14" colour VGA with 14 meg Falcon. If I change to SVGA 14 15 or 17 inch, will the picture definition be appreciably better? .25 better than .28 etc?

I know I can still only get 640x480 or 800x608 with Videlity (new graphics cards on or over the horizon as yet...), but does SVGA deliver a finer quality picture at those resolutions. Is it worth the expense of 17"? Used mainly with Cubase Score, DTP and Music Notation apps.

Many thanks for facts, opinions etc

CJ

--

---

cjohns@yplace.demon.co.uk

---

330. Re: Looking for Schematics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <78u7gp$6d4$2@news3.Belgium.EU.net>
Source record: 10731

Ronald commented;

>>Everything is there except the TT schematics.
>>
>Why not those? I have them here on paper.

Well Ronald. I gues it's because no one scanned and uploaded them,
so please have a heart and make the schematics archive complete....-))

Cheers from Belgium.

Dennis

dennis.vermeire@ping.be
atasoft@atari-computer.com

331. Re: Burning code into GAL ... help ...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <78uso7$6b6$1@SOLAIR2.EUnet.yu>
Source record: 10732
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Jo Vandeweghe wrote in message <36b21864219c8a0@ping.be>...
>Hi !
>
>I need some technical help, is there anybody here able to burn some
>code in a GAL chip ?
>I have the code to burn but not the GAL itself, it's a "20V8" model.

I could do it. But problem is that I'm too far from you. Anyway, if you
will not find better solution contact me to private mail.
Btw. GAL you could find in any better Electronic store.

Pera

332. C Compiler, GFA BASIC, Pascal, Assembler and Books for sale on ebay. Ends Sunday 1/31

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: dcard1@stny.lrun.nospam.com
Message-ID: <anDs2.2046$EE2.1638@newsr1.twcny.rr.com>
Source record: 10733

The following Atari ST items are for sale on Ebay:

Item #60221687: 6 Atari ST games: Space & Police Quest, MORE!

Item #60853092: Atari ST 3D Graphics Programming book w/ Disk

Item #60854876: Atari ST GEM Programmer's Reference Book

Item #60856348: Atari ST Machine Language Book

Item #60858025: Atari ST Learn C & From BASIC to C books

Item #60859590: 2 Atari ST Flight Simulator Books

Item #60860627: Atari ST COMPUTE's ST Programmer's Guide

Item #60862686: Atari ST Assempro: Assembly Lang Dev SW

Item #60863818: Atari ST GFA Basic Book & Disk

Item #60867583: Atari ST GFA Basic 3.0 Books & Disk

Item #60869382: Atari ST Laser C & Laser DB Dev. Software

Item #60870283: Atari ST Personal Pascal Dev. Software

Please check out all the details (descriptions/pictures) at

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=tagrel

Thanks,

Dave

333. Re: Help with Upgrading Falcon HD

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JA5GFJBNUP@data.rhein-main.de>
Source record: 10734
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <78t1r3$1qa$1@nnrp1.dejanews.com> maurice0515@my-dejanews.com wrote:

>I am need help with formatting my 850MB for the falcon. I have been looking
>on site for a good hard drive formatter for the falcon. I trying to upgrade
>my falcon to a 850MB from 60MB. But now i am unable to read the 60MB HD? Why
>is there a program that can help me recover the HD. Some told me that all
>need to do is just put the drive in and should be seen by tos, But that's
>wrong. I need to find a program to format and see the IDE drive. I hope some
>can post or e- mail me a mobie@yhaoo.com and help. I need to try and get an
>answer this today or this weekend Maurice.

In 95% of all hard drive replacements the hard drive doasn't need to format.
Connect it, create your partitions, that's all. (If the drive is new)

The way to replace the internal falcon IDE you found as complete description
in DOITF030. The free Hardware Manual for the FalconF030.

Best Software to format & part., is HDDriver 7.6
(With support)

I'm sure you can't found any comparement as download on the web.
Try the demo release of HDDriver.

Also you can use latest release oa AHDI for that..
Old, slow and no support.

You doasn't need to format the drive only that the machine "see" the device.
It's enough if the machine found a drive on this drive.

Sure, while installing the driver, media must have atari compatible format.

Hope that helps.
Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

334. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JA5GFJBWUP@data.rhein-main.de>
Source record: 10735

In <78squ0$32i$5@news8.svr.pol.co.uk> Derryck Croker wrote:

>Encouraging people to fit their own means that he loses the business tho'!

Hm..
I don't know.

>Thanks. (Thinks - could I use a low wattage resistor instead?)

Yes, you can take 1/10 W (smal SMD) do the job.

>It's a Maxtor 25128AT, 1993 according to the label.

I don't know if it works with MagiC, test it before kick the drive!

>Will I be able to boot MagiC from either SCSI or the IDE drive that I have
>with Cecile? IIRC Kath says that Cecile isn't XHDI compliant (perhaps this
>is a different issue).

I'm not sure. I doasn't check it that works. IDE looks faster.
It's true what Kathrin says, she have the same trouble.

If your devices come clear with cecile, you doasn't have to chance the
format ect. Cecile handle XHDI partitions well, but not it you have
it on an old IDE/SCSI device. Watch ATA4 !
That works fine in normal mode, also in turbo mode, but you have a
good chance for any trouble. (Like my description with MagiC)

>Hmm, maybe I'll be lucky - but what of my Microtek scanner (with ScanX), my
>CD ROM, Syquest, tape streamer (that's ancient!) ? Time will tell.

Sorry, must pass this question. If the driver works..
No chance to test it out here.

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

335. cyberstrider

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <78v363$e9q$1@roch.zetnet.co.uk>
Source record: 10736

has cyberstrider packed up no links to the site work any more
Kevin

--
--
oh how i like atari better
kevin@kdermott.freeserve.co.uk
http://www.users.zetnet.co.uk/kevin/

336. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36B32BF2.E54CBE8D@cable.A2000.nl>
Source record: 10737

Terry May wrote:

> On Sat 30-01-99 00:36, cjohns scribbled:
>
> >I have an ageing 14" colour VGA with 14 meg Falcon. If I change to SVGA 14 15 or
> >17 inch, will the picture definition be appreciably better? .25 better than .28
> >etc?
>
> Can't really say, but I absolutely love my Sony 100ES 15" monitor
> with a .25 dot pitch. Not only does it have a great picture, but it
> has very convenient and easy to use digital controls on the front.
> My next monitor will probably be the 200ES 17" version.
>
> >I know I can still only get 640x480 or 800x608 with Videlity (new graphics cards
> >on or over the horizon as yet...), but does SVGA deliver a finer quality picture
> >at those resolutions.
>
> Actually, I can get up to 1024x656x16 with my ScreenBlaster. The
> picture quality is great at that res, though obviously everything is
> a little smaller.
> --
> Otagger ï¿½1.23: Terry May - Las Vegas NV
> The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

It really depends on what you do most of the time.
If you mostly read texts from your screen, a larger screen area with
more pixels lets you have more text with the same physical char height.
If you use mostly use imaging apps, the same screen area with smaller
dot pitch gives you sharper pictures (at normal reading distance of course).

Henk.

337. Re: cyberstrider

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: denesh@cyberstrider.org
Message-ID: <36b38654.27259757@news.demon.co.uk>
Source record: 10738

On Sat, 30 Jan 1999 13:58:36 -0000, "kevin dermott"
<kdermott@zetnet.co.uk> wrote:
>has cyberstrider packed up no links to the site work any more

Nope - we are still alive and kicking. :)

If you are looking for www.cyberstrider.ORG, the server is moving this
weekend. The leased line was shut down and a new one is now up and
running. The servers are in the process of being brought back to life
and should be up and running by Monday.

Due to the new leased line, a whole host of routing needs to be set up
etc etc etc.

if you are looking at www.cyberstrider.NET - that is still there, but
the links from there lead to the .org site for the moment.

Apols for the inconvenience, but I was expecting the older leased line
to still be operating for another week.

Regards
Danny
--
Denesh Bhabuta

338. Which DeskJets With Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: shuffman@sherrill.kiva.net
Message-ID: <790790smi1@sherrill.kiva.net>
Source record: 10739

Which DeskJet do you use with Atari? I have TT030 and Falcon. After research indicated the DJ712c would work with MS/DOS (therefore with TOS), I got one .. only to learn in setup manual that 712c requires Windows -- although that was not shown in specification sheets or advertising leaflets. It works with MS/DOS, but ONLY through Windows.

Also required is a bi-directional parallel printer port (that is, it must be IEEE 1284 - compliant,and Atari is not).

What do others use? I don't need Plug-n-Play interface for sure, but I would like to print at 600 dpi and in color. (currently I use the DeskJet PLUS at 300dpi ... and this one has DIP switches).

TIA for comment/advice. Best 73s... Email direct if you should like to:

shuffman@kiva.net

Stu Huffman, MIST/BLAST, Bloomington/Nshville, Indiana

--
Stu Huffman, Photo:LOG {} Writing & Editorial Services
610 Artists Dr., PO Box 1215, Nashville, Indiana 47448-1215
Voice: 812-988-7558 E-mail: shuffman@kiva.net

339. Atari SLM804 printers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <5DVVjcT.tandrews16@delphi.com>
Source record: 10740

A fellow former user group member gave me all his Atari stuff a couple of months ago, as he expects to move soon and hasn't used his Mega ST4 in 2 1/2 years. (Using the Spectre GCR seduced him over to the Mac when new ST software slowed to a trickle) I've been an 8-bit user since 1985, and am rather new to the ST, but I'm learning. I expect to have a few questions from time to time, and tonight is the first one.

The inventory included two Atari SLM804 laser printers. They were supposed to each have drums and toner carts that were about half used up, but when I tried them out the results were so faint as to be barely readable. From my reading I've decided the drums need replacement, since the specs say there is a 2.5 year storage life on the drum. Also included in the inventory was a sealed-in-the-box drum kit, so I'll probably try that first. My questions:

The drum kit is a minimum of three years old, probably more like five. Is it going to be any good any more?

Is there a shelf life for the toner? I don't have any sealed toner carts. What I have has been kept dry, as far as I know.

Is there a (reasonably) cheap supplier for drums and/or toner carts? And, what is the cost these days?

I saw a DeskJet 400 in Walmart the other day for $98. If what I have doesn't work, would I be better off to buy one of them? Are there drivers available that will work with that DeskJet? (SpeedoGDOS, Word Perfect 4.1, Pagestream 2.1, G+Plus, etc.)

That should keep you busy for a while. If I think of something else, I'll get back to you.

TJ

340. Re: Which DeskJets With Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-30 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <36b38d2418cb35a0@lvdi.net>
Source record: 10741

My 672C was plug-n-play. Comes with Windows software, but you don't need it. Has separate b&w and color cartridges. I believe it prints in 600x300 in b&w and 300x300 in color. It's a very nice printer. I believe I got it on sale for something like $130 at Office Max.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

341. How to get PAL signal from NTSC Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-31 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <792mu6qnu2@as102.tel.hr>
Source record: 10600

HI people!!

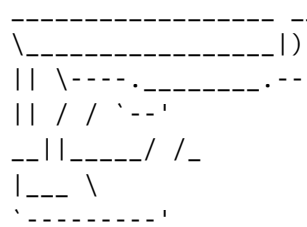
I just got anNTSC (US) Falcon which unfortunately has NTSC RF out
instead of PAl, what makes me very miserable...
Is there any chance to get PAL signal, or:

a) can the NTSC encoder be replaced by the PAL encoder on motherboard?
b) is there a device /external probably/ which can turn the NTSC signal
from RF out back to PAL signal?
c) can I use monitor out to get the signal? Meaning, connect the
Falcon to scart on TV or record to the video?
d) do I have to use genlock then (whatz genlock, anyway??)

please help and answer to the above address...

sasha

Sasa Andrijasevic
E-mail: sandrija@pravo.hr
proud owner of: Atari 1040 STe, STBook & Falcon 030



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342. Re: Epson Film Scanner FS200

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-31 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <790j40lho1@news3.Belgium.EU.net>
Source record: 10742

On fri, 15 Jan Torfi asked;

>Does anyone know if Epson FS200 film scanner can be used with TT? It's got
>SCSI I, but i'm wondering about the software/driver part...

I friend of mine has got one, I persuaded him to bring it along. Although the
scanner is recognised by the TT. None of the existing software supports it.
So until someone writes a driver, the answer is unfortunately NO

Cheers from Belgium

Dennis

dennis.vermeire@ping.be
atasoft@atari-computer.com

343. Mega ST Cable to SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-31 00:00:00 UTC
From: JLM <John@lmasterman.freeserve.co.uk>
Message-ID: <7914vq$mv9$1@news6.svr.pol.co.uk>
Source record: 10743

I've acquired a couple of Mega STs. I Like ST systems but use a PC now. One of them comes with an Atari Hard disk unti but with no cable or system disk. Please could you point me to where I can get a pinout diagram for the cable and a system disk. I think the HD is set up and working but obviously have no means of knowing.

Regards

John.L.Masterman. B.Ed.(Hons), HND, HNC, Dip.Ed

344. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-31 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <791nec$4c8$1@news.campus.mci.net>
Source record: 10744

On 29 Jan 1999 16:06:00 , Robert Schaffner wrote:
x
->
->Ahrg, Bullshit. That's Wrong.. S O R R Y
->
->R126= 10R 1/10W 5% (TechManual Page 116)
->
->
->Regards, Robert

Hi Robert. This is a little off-topic, so forgive me, but since you do have a CT2, I was wondering if you also have an FPU. If so, does the MP3 player work with this setup? Thanks! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

345. Can I use ATARI Joystick with my PC??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-31 00:00:00 UTC
From: INGOW@t-online.de
Message-ID: <791noe$c17$6@news07.btx.dtag.de>
Source record: 10745

I still have two Joystick which fit into the ATARI mouse/joystick plugs. The cable doesn't fit into my PC-Soundcard-joystick port. Is there any adapter on the market to keep the joystick using??
Vielen Dank

I wï¿½re zudem sehr dankbar fï¿½r eine Kopie der geposteten Antwort per email.
--
Ingo Wagner pingo@gmx.de

Telefon 06133-927801
Fax, Anrufbeantworter -61034

Think pink! Hang Loose

346. Electronics and Sound Site

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-31 00:00:00 UTC
From: E1T <earth1t@clara.co.uk>
Message-ID: <97%s2.11$IA5.102@nnrp2.clara.net>
Source record: 10746
Cross-posted to: alt.music.makers.electronic,comp.sys.atari.st.tech,comp.sys.ibm.pc.soundcard.music,sci.electronics.basics

Food for thought: You surely can't go higher than the boundary of sound,
can you...
You can't please all the people all the
time.

We have a new Electronics Enthusiast section covering all the following:

Atari to PC file transfer
DI Box'es
Amps Galore
Amp Protection
Mic things
Phantom powered stuff
Diagrams schematics station
Advice on Sound matters

Its Free and More!

Many thanks,

Caz

E1T http://www.earth1t.clara.net

347. ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-31 00:00:00 UTC
From: Steve Goodfellow <steve@imjin.demon.co.uk>
Message-ID: <ifXjqVAzkMt2EwNw@imjin.demon.co.uk>
Source record: 10747

Hi folks,

I've just gotten my hands on an Atari 520 STFM. Both the mouse and
joystick are suspect - the mouse has the wrong ball fitted.

Does anyone know where I can get a new mouse and joystick ??

--
Steve Goodfellow

348. FS UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-31 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <792ilmmuk1@news6.svr.pol.co.uk>
Source record: 10748

Due to the fact that I have 2 complete Atari set-ups,with hard drives
ETC,....
I dont need both of them,so I am selling one,

I have an Atari STe,upgraded to 4meg for sale.
It is in full working order,and has no faults.

I am open to sensible offers,..plus postage.

Please e.mail your offer to me.

All the best,
Keith & Laura

keith@lever.freeserve.co.uk
k.lever@zetnet.co.uk
ICQ:- 24493663

349. Hardware/Cables for swop or possible sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-01-31 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <36b3d49f.10114835@news.easynet.co.uk>
Source record: 10749
Cross-posted to: comp.sys.atari.st.tech,comp.sys.acorn.hardware.comp.sys.uk.forsale.computer,comp.sys.demon.adverts,comp.sys.easynet.adverts

Here's stuff I've got;

SCSI Terminator 50way
SCSI Terminator 50way with pass through
SCSI 50 way to 25way cable (normal cable as supplied with a lot of hardware)

Various other cables and connectors (lots in fact, some very rare)

Acorn keyboard suitable for early Arcs upto A5000 (not all in one models)

68040LC33 chip (has been tested successfully at 50MHZ)

14" SVGA Monitor with electronic framing controls

Akai AV Amp with internal B/W monitor (good for linking all sorts of Audio and video equipment together. Also has fake suround and shapness control. Originally 240 RRP (paid
�200)

Amiga 500 with monitor and printer and spare 500 without internal disk drive

Acorn Arm250 range Technical Reference Manual with pullout circuit diagrams of the various models and boards

20MHZ and 25MHZ 68881/2 FPUs (pins underneath)

Arm2 chip (12MHZ compatible) Arm3 socket compatible.

Lots of 256k Simms (obviously ain't worth much)

CD containing lots of ROM files for consoles and arcade machines. Also Atari ST and Amiga CDs

boxed Vectrex console with 6 boxed games

Sony 2x (340k per second) SCSI CDROM Drive bare (2 off) perfect and very good at loading difficult CDs

Intel 486sx chips

Various Bond film videos

64MEG IDE 2.5 notepad/Amiga 600/1200/Falcon type hard drive (perfet working order)

210MEG Caviar 3.5 Hard drive (perfect no bad sectors)

Floptical disks (21MEG each)

Stuff wanted

EZ135 carts

AMD/Cyrix 586-133 chip (486 socket type) possibly except
slower version

SCSI 50 way to 50 way cables (2 or 3 would be nice)

SCSI 50way cover

Arm3 30-35MHZ board

BBC hard drive interface or simply a duff BBC hard drive
where the drive itself has gone wrong)

Mac LC630 battery

A3010 internal battery

Playstation

32MHZ 68882 FPU with side pins
50MHZ 68882 FPU with pins underneath

Pentium 2/Celeron with external cache processor

Dimm memory

350. Re: PC Emulation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: dh1me@t-online.de
Message-ID: <792pcc$gf7$1@news07.btx.dtag.de>
Source record: 10601

On 26 Jan 1999 19:39:30 , Pascal Ricard wrote:

=>PC Ditto (software, commercial)
=>AT Speed (hardware + software, commercial)
perhaps he can try a Supercharger at the DMA-Port.

With a friendly smile, Manfred

>> PO-Box 1204 71302 Waiblingen Fax +49 7151 923941 <<

351. previous message ;)))

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <7930s8uoi2@as102.tel.hr>
Source record: 10602

erm, eh, hm...;)))

i figured out that each falcon has both pal and ntsc encoder
onboard....so, forget the previous message...

but, i still have split image of the desktop on my tv after i
confgured the nvram...it's in pal, tv, 80 c mode but it doesn't
work...

any ideas?

anyone?

sasha

Sasa Andrijasevic
Kastelanova 26, Zagreb,
Hrvatska/Croatia
tel/fax: ##385-1-2302-592
E-mail: sandrija@pravo.hr
s_andrija@hotmail.com
---

352. TT for sale (USA)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <36B535D9.484A@worldnet.att.net>
Source record: 10603
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Still trying to sell the TT system. I have an offer, but this system is
easily worth $500.

TT system: $500

TT030 10/16
48 MHz CaTTamaran
Nova ET4000 1 meg card w/ v2.08 drivers (fitted inside TT, up to
800X600X32K) 40 MHz FPU (Motorola never supported over 32 MHz
officially in PLCC, but my distributor got one from Motorola
that was tested to 40, which I needed to get the CaTT stable)
TOS 3.06
HD floppy
External Quantum 340 LPS drive

You can't put a hard drive in the TT case because the stock power
supply can't handle the accelerator, RAM, Nova, and a hard drive. The
back of
the case isn't perfect (the fan slots have been opened to a hole to
increase air flow and the video card mount is functional, but not
perfectly clean).

Calamus SL98, ExtenDOS Pro 2.4b, NVDI 4.11, ScanX, Outline Art,
Stalker 3, and much more software would go with the system.

Dan Phillips
San Diego, CA

353. web site update/phenix

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <793be8$gm5$2@news.imaginet.fr>
Source record: 10604

The last news about the PHENIX 040/060

At the end of December, at the very time when the E15 version of the PHENIX motherboard was ready to be produced for the developers, CENTEK decided to bring some important changes about the hardware architecture of
this motherboard.
Here is the list of the major changes introducing the R1 (Rev.1) version of
the PHENIX 040/060:

- The DSP56301 is now connected on the PCI bus.
- A card with 3 other DSP could be plugged into a PCI slot, not into a dedicated slot.
- The ULTRA-SCSI and USB (2 ports) controllers have been replaced. The new
ones are connected on the PCI bus.
- Two IDE (ATA-4) connectors are now officially provided thanks to a new component on the PCI bus. Four peripherals are so possible.
- The MIDI, SERIAL & // ports are suppressed. They are possible with some USB interfaces, opening the way of the future.
- The QUICC chip is suppressed.
- The EDO RAM is replaced by the SDRAM; it is 2 times cheaper and 2 times
faster (with the 060).

Why these modifications ?

The first objective was to reduce the production cost: the suppression of
the QUICC and the transfert of some functionalities on the PCI bus (to reduce the programmable logic cost) follows this objective.
The reduction of the cost continues actually to equilibrate the cost of the
performances increase.

The second objective was to take in count the remarks of some developers (like Soundpool) in the domain of the DSPs. They was wishing to have faster
transferts between the DSPs. With the DSP on the PCI bus, the hardware architecture is optimum.

At CENTEK, we were wishing to reduce as much as possible the necessity of
the CPU use to transfert the DATA. For that reason, the USCSI and USB are

too on the PCI bus.

The performances ?

Imagine the heavy task that reads a movie from a DVD disk.
The hard disd drive (HDD) (Ultra-SCSI or Ultra-IDE) transferts the AUDIO
and VIDEO DATA (MPEG2) to the controler (USCSI or IDE) that transferts
on
the PCI bus with BURST at 132 MBytes/s to one DSP56301 to uncompress
(real
time) the AUDIO and one (or more) other DSP to uncompress the VIDEO.
Each DSP sends the results to the final destinataries:
- the AUDIO to the 20-Bit CODEC (on motherboard) by the DSP-CODEC serial
link.
- the VIDEO to the GRAPHIC card by the PCI bus at 132 MBytes/s (BURST).

Conclusion: no important CPU intervention which continues to run into
the
system SDRAM on the other side of the PCI-040 BUS bridge !
This is the undebatable superiority of the PCI architectured computers,
not
like the simple 'PCI as peripheral' architecture !
Have a look on our functional block diagram.

The final objective was to draw nearer to this total PCI architecture
faster
than it was previously planned to easely introduce the new future
computers
like the PHENIX 2 (code name). The PHENIX is now comparable with the
architecture of the last generation of PC.

The choice of the new PCI components was the principal reason of a new
delay
to terminate the motherboard. We now terminate the PCB routing...

Softwares update:

Cecile demo 1.91 from 01/27/1999
CENTinel demo from 07/18/1998
Sandrine demo 4.3 from 01/31/1999

CBOOT 1.0.9 from 01/23/1999
CENTbench from 08/24/1998
CENTvidel 3.2.1 from 01/23/1999
CENTview 2.9.0 from 25/11/1998
FLASH.BIN 1.2.4 (cecile 1.91) from 01/27/1999
CENTscreen 3.4.4 from 01/30/1999
NVRAM 1.2.9 from 11/10/1998
PUTFLASH 1.2.1 from 01/23/1999
TixTax from 03/28/1998
VIDEOMOD 1.2.1 from 01/23/1999

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

354. Re: Link 2 / SCSI Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: kevin.callahan@marconicomms.com
Message-ID: <794ablrjs1@nnrp1.dejanews.com>
Source record: 10605

In article <789tsq$no7$1@nnrp1.dejanews.com>,
joska@nuts.edu wrote:
>
> Have you tried cleaning the contacts? It's amazing what a garage can do to
> electronics...
>
Hi,

Well the good news is: I got the thing to boot last night after
a 5 hour investigation. It appears that you may have been right
and it was the STe's ACSI port connector that was the culprit..
I half-suspect a dry joint or something but it seems fine now -
well time will tell anyway.
BTW anyone know why my drive never auto-boots from cold? I can
wait and wait and it still won't boot from a hard-reset - however
it'll boot from a soft-reset all the time.. %-)
I'm using tos 1.6 (or 1.06 as that's what everyone calls it now?).
Just wondered - it's not a real problem ;-)
As long as it boots from now on I'll be happy (I'm still a little
suspicious of what the problem was/is though!). Main thing is I
know the drive and Link2 are fine - maybe the DMA chip in the STe
is on it's way out..
Thanks again, anyway!

Kev

--
Visit http://www.biles21/demon.co.uk for a new multiplayer STe game :-)
--

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

355. Re: Mega ST Cable to SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990201154323.10463B-100000@hal.fishpool.com>
Source record: 10606

The cable is a special 19-pin ACSI made only for Atari. ICD still
makes some high-quality replacements. http://www.icd.com/

The hard-disk software is the same for any hard-disk, on Atari.
The basic one is AHDI, which you can find on most FTP sites.
A better one is the german freeware CBHD. The best one is the
commercial HD-Driver. http://www.systemsolutions.com

On Sun, 31 Jan 1999, JLM wrote:

> I've acquired a couple of Mega STs. I Like ST systems but use a PC now. One
> of them comes with an Atari Hard disk unti but with no cable or system disk.
> Please could you point me to where I can get a pinout diagram for the cable
> and a system disk. I think the HD is set up and working but obviously have
> no means of knowing.
>
> Regards
>
> John.L.Masterman. B.Ed.(Hons), HND, HNC, Dip.Ed

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

356. Re: Moscow calling

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: tsarclub <tsarclub@dialup.ptt.ru>
Message-ID: <36b56c0c.0@news.ptt.ru>
Source record: 10607

The on screen error message says "Floppy disk defect or Check your connecting cables". Something like that I have a German ATARI 1040 ST fm version.

I didn't use this machine too long. I happened to have two of them. I always used my first 520+ machine without bigger problems for many years and then I found somebody who was interested in purchasing it. So I sold it and was happy to use my 1040. The first thing I noticed was that floppy drive was much louder then my external drive with 520+. Anyway we've been playing a month o two but one day using PC-Ditto I loaded MS-DOS 6.22 and my computer crashed it was late so I just switched it off. Next day my son reported anxiously that ATARI is suddenly saying to all of our disks that they are all defect. I remember also throwing the computer carefully on the couch for cleaning on my desk. Horror story from Moscow +:O)

Now I get my desk top ok but when I'm clicking on Floppy the drive makes noise like searching for tracks you described and after a while reports that whether disk or connection were wrong.

Tsar-daddy

357. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <794lh9$p4d$4@news7.svr.pol.co.uk>
Source record: 10608

On 29 Jan 1999 16:06:00 , Robert Schaffner wrote:
>r> In <78pp05$98g$4@news5.svr.pol.co.uk> Derryck Croker wrote:
>r>
>r> >But it looks like I will have to replace R126 (removed during a Nemesis

>r> 33 Ohm (SMD)
>
>Ahrg, Bullshit. That's Wrong.. S O R R Y
>
>R126= 10R 1/10W 5% (TechManual Page 116)

Ah, thank you Robert. I haven't had a chance to go shopping yet so this is
well timed! :-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

358. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <794lhb$p4d$5@news7.svr.pol.co.uk>
Source record: 10609

On 29 Jan 1999 18:41:58 , Terry May wrote:
>On Sat 30-01-99 00:36, cjohns scribbled:

[...]

>>I know I can still only get 640x480 or 800x608 with Videlity (new graphics cards

>Actually, I can get up to 1024x656x16 with my ScreenBlaster. The
>picture quality is great at that res, though obviously everything is
>a little smaller.

My personal experience is that anything over 800*608 leads to unpleasant
"shimmering" of certain objects such as the desktop fill.

I have Nemesis plus Screenblaster.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

359. Re: How to get PAL signal from NTSC Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <794va2$l49$1@news2.xs4all.nl>
Source record: 10610

On 31 Jan 1999 22:53:58, Sasa Andrijasevic wrote:
>I just got anNTSC (US) Falcon which unfortunately has NTSC RF out
>instead of PAl, what makes me very miserable...
>Is there any chance to get PAL signal, or:

Normal the falcon gives no RF-signal. In the monitor plug are
signals than are compatible to SCART.
There is no 'encoder': you have comp sync, Vsync, Hsync VBlank and
colors.

With software you cab switch between 50 and 60 Hz just as in the old
ST's.

>
Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

360. Re: ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <795538$1ei$1@news2.isdnet.net>
Source record: 10611

Steve Goodfellow a crit dans le message ...
>Hi folks,
>
>I've just gotten my hands on an Atari 520 STFM. Both the mouse and
>joystick are suspect - the mouse has the wrong ball fitted.
>
>Does anyone know where I can get a new mouse and joystick ??

First tell us where you are, so we can tell you where your nearest dealer is...

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

361. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <36b5a60c330243e0@lvdi.net>
Source record: 10612

On Mon 01-02-99 16:42, Derryck Croker scribbled:

>My personal experience is that anything over 800*608 leads to unpleasant
>"shimmering" of certain objects such as the desktop fill.

Really? I use 1204x656 every day, and I never get that. I'm
guessing it's probably your monitor (interlaced?) or perhaps a weak
power supply or something. (My screen quality improved quite a bit
when I replaced my power supply.)
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

362. Re: ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-01 00:00:00 UTC
From: Steve Goodfellow <steve@imjin.demon.co.uk>
Message-ID: <JxsJRHAfLit2EwLQ@imjin.demon.co.uk>
Source record: 10613

Nicholas,

Sorry, forgot I was in a new (to me) newsgroup and that no-one would
know me. I live in Bristol (UK).

I've just printed off your FAQ by the way. I'll get around to reading it
tomorrow.

Steve

In article <795538$1ei$1@news2.isdnet.net>, Nicholas Bales <bales@direct
provider.REMOVETHIS.net> writes
>
>First tell us where you are, so we can tell you where your nearest dealer
>is...
>
>Nicholas
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net
>
>
>

--
Steve Goodfellow

363. Re: Can I use ATARI Joystick with my PC??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: Steve Rollinson <rollinso@infobahn.com.au>
Message-ID: <36B719CA.F0492417@infobahn.com.au>
Source record: 10614

Not really. The PC joystick port is for an analogue joystick and the Atari mouse/joystick port is for a digital joystick. The analogue joystick typically uses two potentiometer slides, one for left movement, one for right. The joystick port applies 5 volts to the potentiometers and the return voltage is sampled to determine the position of the stick. The digital joystick uses four switches - left, right , up and down.

I did design an interface to us a PC joystick on an Atari about a year ago using a quad comparitor but never got around to actually making it.

Steve

Ingo Wagner wrote:

> I still have two Joystick which fit into the ATARI mouse/joystick
> plugs. The cable doesn't fit into my PC-Soundcard-joystick port. Is
> there any adapter on the market to keep the joystick using??
> Vielen Dank
>
> I wï¿½re zudem sehr dankbar fï¿½r eine Kopie der geposteten
> Antwort per email.
> --
> Ingo Wagner pingo@gmx.de
>
> Telefon 06133-927801
> Fax, Anrufbeantworter -61034
>
> Think pink! Hang Loose

364. Re: How to get PAL signal from NTSC Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <797apa$c98$1@nnrp1.dejanews.com>
Source record: 10615

In article <792mu6qnu2@as102.tel.hr>,
sandrija@pravo.hr (Sasa Andrijasevic) wrote:
> HI people!!
>
> I just got anNTSC (US) Falcon which unfortunately has NTSC RF out
> instead of PAl, what makes me very miserable...
> Is there any chance to get PAL signal, or:
>
> a) can the NTSC encoder be replaced by the PAL encoder on motherboard?
> b) is there a device /external probably/ which can turn the NTSC signal
> from RF out back to PAL signal?
> c) can I use monitor out to get the signal? Meaning, connect the
> Falcon to scart on TV or record to the video?
> d) do I have to use genlock then (whatz genlock, anyway??)
>
> please help and answer to the above address...
>
> sasha

Get the data sheet for the RGB encoder. I think it is an MC1377P. It sits just behind the modulator. The data sheet will detail how to set it up for NTSC or PAL. The two main things I remember were the clock and delay line will have to be changed.

Mike
.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

365. ST floppy drive type

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <7979nn$9vk$1@remarQ.com>
Source record: 10616

Hello. I have two 1040STf computers that have a floppy drive that has a wide button across the bottom. All my other ST computers have a narrow button to the side. Are the big button drives one-sided? The computers they are in have the 1985 copyright.
Also, if anyone knows of a site that shows some pictures of hardware for the ST, please let me know. I see the ports on the back, but I want to see a picture of what goes with them.

Thank you,
Jason Whorton
http://www.microxl.com/oldcomputers/main.html

366. Re: ST floppy drive type

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <0pGtlhAEl0t2Ewsh@steverosie.demon.co.uk>
Source record: 10617

In article <7979nn$9vk$1@remarQ.com>, Jason Whorton <jason@microxl.com>
writes
>Hello. I have two 1040STf computers that have a floppy drive that has a
>wide button across the bottom. All my other ST computers have a narrow
>button to the side. Are the big button drives one-sided? The computers
>they are in have the 1985 copyright.
> Also, if anyone knows of a site that shows some pictures of hardware for
>the ST, please let me know. I see the ports on the back, but I want to see
>a picture of what goes with them.
>
>Thank you,
>Jason Whorton
>http://www.microxl.com/oldcomputers/main.html
>
>

Hi

The small buttons are usually double sided drive; the ones with a
largish button are usually single sided.

However, Atari did fit some double sided drives with a large central
button. I have only seen these on STF's!!!!!!

The best way, other than remove the drives, to find out what they are
and that is to format them or see if they can read a disk that is
formatted double sided!

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

367. HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: pedro monkeyfinger <khawkins@cadvision.com>
Message-ID: <36B77059.FE1480C9@cadvision.com>
Source record: 10618

i ve put a 'guardian' or my stacey2 s hd with fastcopy pro and now the
hd doesnt show up. what can i do?

thanks
BRAD

368. Re: ST floppy drive type

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <36b7770031cc5e0@tripnet.se>
Source record: 10619

On Tue 02-02-99 18:51 (GMT) Steve Stupple wrote:

>In article <7979nn$9vk$1@remarQ.com>, Jason Whorton <jason@microxl.com>
>writes
>>Hello. I have two 1040STf computers that have a floppy drive that has a
>>wide button across the bottom. All my other ST computers have a narrow
>>button to the side. Are the big button drives one-sided? The computers

>
>The small buttons are usually double sided drive; the ones with a
>largish button are usually single sided.
>
>However, Atari did fit some double sided drives with a large central
>button. I have only seen these on STF's!!!!!!

My Mega2 ST from -87 has the big button and is double sided.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

369. Re: Can I use ATARI Joystick with my PC??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: Steve Goodfellow <steve@imjin.demon.co.uk>
Message-ID: <gg9TFHAbizt2Ew$k@imjin.demon.co.uk>
Source record: 10620

If you can find/make an adaptor to go between the Atari joystick
connector and PC joystick port then it should work. There are plenty of
digital (i.e. on/off) joysticks for the PC - they just don't give any
control between zero and full movement.

Why not cut off the Atari plug and wire in a PC connector.

Steve

In article <36B719CA.F0492417@infobahn.com.au>, Steve Rollinson
<rollinso@infobahn.com.au> writes
>Not really. The PC joystick port is for an analogue joystick and the
>Atari mouse/joystick port is for a digital joystick. The analogue
>joystick typically uses two potentiometer slides, one for left movement,
>one for right. The joystick port applies 5 volts to the potentiometers
>and the return voltage is sampled to determine the position of the
>stick. The digital joystick uses four switches - left, right , up and
>down.
>
>I did design an interface to us a PC joystick on an Atari about a year
>ago using a quad comparitor but never got around to actually making it.
>
>Steve
>
>Ingo Wagner wrote:
>
>> I still have two Joystick which fit into the ATARI mouse/joystick
>> plugs. The cable doesn't fit into my PC-Soundcard-joystick port. Is
>> there any adapter on the market to keep the joystick using??
>> Vielen Dank
>>
>> I wï¿½re zudem sehr dankbar fï¿½r eine Kopie der geposteten
>> Antwort per email.
>> --
>> Ingo Wagner pingo@gmx.de
>>
>> Telefon 06133-927801
>> Fax, Anrufbeantworter -61034
>>
>> Think pink! Hang Loose
>
>
>

--
Steve Goodfellow

370. Re: ST floppy drive type

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <797tst$l88$2@news4.isdnet.net>
Source record: 10621

Jason Whorton a crit dans le message <7979nn$9vk$1@remarQ.com>...
>Hello. I have two 1040STf computers that have a floppy drive that has a
>wide button across the bottom. All my other ST computers have a narrow
>button to the side. Are the big button drives one-sided? The computers
>they are in have the 1985 copyright.

All 1040STF's had double sided drives. The large eject button is a feature
of the very earliest ones. Only the very first 520STFs had a single sided
drive. You can tell anyway by trying the desktop's format option to see
what's available.

> Also, if anyone knows of a site that shows some pictures of hardware
for
>the ST, please let me know. I see the ports on the back, but I want to see
>a picture of what goes with them.

There are a few links in the Quick FAQ.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

371. Re: ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <797tsu$l88$3@news4.isdnet.net>
Source record: 10622

Steve Goodfellow a crit dans le message ...
>Nicholas,
>
>Sorry, forgot I was in a new (to me) newsgroup and that no-one would
>know me. I live in Bristol (UK).

There are plenty of Atari dealers in the UK. The Upgrade Shop, Titan,
Systems Solutions all have web pages, there might be others.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

372. Re: ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: Steve Goodfellow <steve@imjin.demon.co.uk>
Message-ID: <8EyU8IAl93t2Ewew@imjin.demon.co.uk>
Source record: 10623

Many thanks to everyone who responded so positively to my dilemma; my lack of mouse and joystick has now been sorted.

Steve

--
Steve Goodfellow

373. Re: HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <79863ksia1@roch.zetnet.co.uk>
Source record: 10624

```
--
--
oh how i like atari better
kevin@kdermott.freeserve.co.uk
kdermott@zetnet.co.uk
mug shot at http://www.users.zetnet.co.uk/kevin/
pedro monkeyfinger wrote in message <36B77059.FE1480C9@cadvision.com>...
>
>i ve put a 'guardian' or my stacey2 s hd with fastcopy pro and now the
>hd doesnt show up. what can i do?
>
>thanks
>BRAD
>
looks like you will have to get back in via floppy and take it off again
if you can
you may have to install the driver again
Kevin
>
>
```

374. Re: ST floppy drive type

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-02 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <7989m9$b15$1@remarQ.com>
Source record: 10625

Hello. Thank you all for the help. I appreciate it.

Thank you,
Jason Whorton
http://www.microxl.com/oldcomputers/main.html

Jason Whorton wrote in message <7979nn$9vk$1@remarQ.com>...
>Hello. I have two 1040STf computers that have a floppy drive that has a
>wide button across the bottom. All my other ST computers have a narrow
>button to the side. Are the big button drives one-sided? The computers
>they are in have the 1985 copyright.
> Also, if anyone knows of a site that shows some pictures of hardware
for
>the ST, please let me know. I see the ports on the back, but I want to see
>a picture of what goes with them.
>
>Thank you,
>Jason Whorton
>http://www.microxl.com/oldcomputers/main.html
>
>
>

375. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: cjohns@yplace.demon.co.uk
Message-ID: <918005838_OASIS_@yplace.demon.co.uk>
Source record: 10626

In article <36b5a60c330243e0@lvdi.net>
outrider@lvdi.net (Terry May) said:-

>On Mon 01-02-99 16:42, Derryck Croker scribbled:
>
>>My personal experience is that anything over 800*608 leads to unpleasant
>>"shimmering" of certain objects such as the desktop fill.
>
>Really? I use 1204x656 every day, and I never get that. I'm
>guessing it's probably your monitor (interlaced?) or perhaps a weak
>power supply or something. (My screen quality improved quite a bit
>when I replaced my power supply.)

Put it this way - I use 640x480 and 800x608 using Videlity on a VGA. If I simply replaced the VGA with an SVGA monitor (.25 - .28) would the screen definition be appreciably better at the same resolutions. If only I could borrow one to see...

CJ
>--

--

---
cjohns@yplace.demon.co.uk
---

376. Re: TT for sale (USA)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: (unknown)
Message-ID: <36b7bb11.9663987@news.mindspring.com>
Source record: 10627

Dan,

Your price is a bit too high. We like to add sentimental value
to our Atari systems, but for a system that runs like an outdated 486
with 1991 technology, the true value is closer to $150 (especially for
a system that's not in perfect shape). I had over $3,500 invested in
my TT when I sold it for $200 two years ago. To put it in
perspective, remember that you can spend $300 on an old, used, 486/100
and use Gemulator to buy a system that's faster than the
CaTTamaran-enhanced TT.

I have another non-functioning TT, and would buy yours to replace
it only if the price were around $150. That's how much Gemulator 98
Pro would cost for my PII 450 PC, which would run ten times faster
than than your TT.

Thanks,
Glenn

On 1 Feb 1999 05:00:08 GMT, Dan Phillips <xiting@worldnet.att.net>
wrote:

>Still trying to sell the TT system. I have an offer, but this system is
>easily worth $500.
>
>TT system: $500
>
> TT030 10/16
> 48 MHz CaTTamaran
> Nova ET4000 1 meg card w/ v2.08 drivers (fitted inside TT, up to
>800X600X32K) 40 MHz FPU (Motorola never supported over 32 MHz
>officially in PLCC, but my distributor got one from Motorola
>that was tested to 40, which I needed to get the CaTT stable)
> TOS 3.06
> HD floppy
> External Quantum 340 LPS drive
>
> You can't put a hard drive in the TT case because the stock power
>supply can't handle the accelerator, RAM, Nova, and a hard drive. The
>back of
> the case isn't perfect (the fan slots have been opened to a hole to
>increase air flow and the video card mount is functional, but not
>perfectly clean).
>
> Calamus SL98, ExtenDOS Pro 2.4b, NVDI 4.11, ScanX, Outline Art,
>Stalker 3, and much more software would go with the system.

>
> Dan Phillips
> San Diego, CA

377. Re: TT for sale (USA)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: Dan Phillips <xiting@worldnet.att.net>
Message-ID: <36B7D88B.6FE7@worldnet.att.net>
Source record: 10628

Glenn, my friend, you are quite mad.

I have an offer for $500 in a few months, an offer for $500 from Europe now, and an offer for $400 in the good ol' USA now. I can probably get $150 for the video card alone.

Of course, if you actually want a tired old excuse for a '486, you might try to soften the price a bit. Can't blame you for trying...

Regards,

Dan

The fact that you mask your email address lends _so_ much credibility to your noise...

Glenn wrote:
>
> Dan,
>
> Your price is a bit too high. We like to add sentimental value
> to our Atari systems, but for a system that runs like an outdated 486
> with 1991 technology, the true value is closer to $150 (especially for
> a system that's not in perfect shape). I had over $3,500 invested in
> my TT when I sold it for $200 two years ago. To put it in
> perspective, remember that you can spend $300 on an old, used, 486/100
> and use Gemulator to buy a system that's faster than the
> CaTTamaran-enhanced TT.
>
> I have another non-functioning TT, and would buy yours to replace
> it only if the price were around $150. That's how much Gemulator 98
> Pro would cost for my PII 450 PC, which would run ten times faster
> than than your TT.
>
> Thanks,
> Glenn
>
> On 1 Feb 1999 05:00:08 GMT, Dan Phillips <xiting@worldnet.att.net>
> wrote:
>
> >Still trying to sell the TT system. I have an offer, but this system is
> >easily worth $500.
> >
> >TT system: $500
> >
> > TT030 10/16

> > 48 MHz CaTTamaran
> > Nova ET4000 1 meg card w/ v2.08 drivers (fitted inside TT, up to
> >800X600X32K) 40 MHz FPU (Motorola never supported over 32 MHz
> >officially in PLCC, but my distributor got one from Motorola
> >that was tested to 40, which I needed to get the CaTT stable)
> > TOS 3.06
> > HD floppy
> > External Quantum 340 LPS drive
> >
> > You can't put a hard drive in the TT case because the stock power
> >supply can't handle the accelerator, RAM, Nova, and a hard drive. The
> >back of
> > the case isn't perfect (the fan slots have been opened to a hole to
> >increase air flow and the video card mount is functional, but not
> >perfectly clean).
> >
> > Calamus SL98, ExtenDOS Pro 2.4b, NVDI 4.11, ScanX, Outline Art,
> >Stalker 3, and much more software would go with the system.
> >
> > Dan Phillips
> > San Diego, CA

378. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <798up6$ac1$2@news5.svr.pol.co.uk>
Source record: 10629

On 1 Feb 1999 12:29:06 -, Terry May wrote:
>On Mon 01-02-99 16:42, Derryck Croker scribbled:
>
>>My personal experience is that anything over 800*608 leads to unpleasant
>>"shimmering" of certain objects such as the desktop fill.
>
>Really? I use 1204x656 every day, and I never get that. I'm
>guessing it's probably your monitor (interlaced?) or perhaps a weak

Not interlaced (I get terrible headaches with that!) Probably the monitor
tho', it's pretty old.

>power supply or something. (My screen quality improved quite a bit
>when I replaced my power supply.)

I'm thinking of putting the Falcon into a Desktopper case, I have one plus a
nice PSU.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

379. SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <798up8$ac1$3@news5.svr.pol.co.uk>
Source record: 10630

Since it looks like I can't use the IDE drive that I have in my Falcon with the CT2 that I'm expecting (it isn't ATA4), I'm looking to replace it.

At the moment I only use it for offline and other caches with a SCSI as my main storage.

Would I get the best results (speed wise) from the CT2 by standardising on IDE or retaining the mixture that I'm using now? The SCSI drive is quite small at 540Mb so I wouldn't be losing too much.

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

380. Re: Link 2 / SCSI Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <799mqqopi2@zingo.tninet.se>
Source record: 10631

kevin.callahan@marconicomms.com skrev i meddelandet
<794ablrjs1@nnrp1.dejanews.com>...

:BTW anyone know why my drive never auto-boots from cold?

It could be that your harddisk needs more time to spin up?
Turn it on, wait 20-30 seconds and then turn on the
computer. If you had TOS 2.06 you'd have a delay built into
the startup sequence of the TOS.

MG

381. Motherboards for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: maurice0515@my-dejanews.com
Message-ID: <799t09$jc8$1@nnrp1.dejanews.com>
Source record: 10632
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mega STe motherboard, 4M RAM, TOS 2.06, SCSI host adapter $Make Offer TT030 motherboard, 4M ST RAM $Make Offer

Make an offer

e-mail Mobie@yahoo.com

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

382. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <799ujn$mt6$1@snipp.uninett.no>
Source record: 10633

Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:
> Since it looks like I can't use the IDE drive that I have in my Falcon with
> the CT2 that I'm expecting (it isn't ATA4), I'm looking to replace it.

> At the moment I only use it for offline and other caches with a SCSI as my
> main storage.

> Would I get the best results (speed wise) from the CT2 by standardising on
> IDE or retaining the mixture that I'm using now? The SCSI drive is quite
> small at 540Mb so I wouldn't be losing too much.

You should definitely get an IDE. SCSI is generally superior to IDE,
but not on the Falcon :-/ With the CT2's 25MHz bus IDE will be three
times faster than any SCSI-drive, and since IDE is a lot cheaper than
SCSI there's no reason to choose SCSI unless you're using CAF.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

383. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JBDPCCDJUP@data.rhein-main.de>
Source record: 10634

In <798up8$ac1$3@news5.svr.pol.co.uk> Derryck Croker wrote:

>Since it looks like I can't use the IDE drive that I have in my Falcon with
>the CT2 that I'm expecting (it isn't ATA4), I'm looking to replace it.

2.5" IDE Toshiba 2.1Gig ~~315 DM (germany) (Runs fine with CT2)
(Toshiba MAT series!) (Also you can take a bigger one)

Otherway, replace 2.5" with a 3.5" device, it's cheaper as any 2.5" device..
Same speed, more space for the same money.

(Need's 2.5" to 3.5" IDE cable adaptor & PSU connect!)
(2.5" devices takes only +5V thru the flat wire, 3.5" devices can't do that)

>At the moment I only use it for offline and other caches with a SCSI as my
>main storage.
>
>Would I get the best results (speed wise) from the CT2 by standardising on
>IDE or retaining the mixture that I'm using now? The SCSI drive is quite
>small at 540Mb so I wouldn't be losing too much.

You can use your old devices well, but remeber what i sayed last time..
Best speed results you have with IDE, Centek build the IDE logic on CT2 Board.
Have a look to the IDE transfer rates on there WebSite. Great!

If you use SCSI, same as before. SCSI logic is on falcons mainboard, use the
same bloody smal DMA/SCSI interface as before. It's a bit faster, but remember
the 1800KB/Sec DMA barrier from Atari..

I have an older Quantum Fireball SCSI 1Gig connected external, IDE is much faster.
Machine boot from internal IDE in 20 Sec. complete

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

384. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JBDPCCDMUP@data.rhein-main.de>
Source record: 10635

In <798up6$ac1$2@news5.svr.pol.co.uk> Derryck Croker wrote:

>I'm thinking of putting the Falcon into a Desktopper case, I have one plus a
>nice PSU.

Nice working, also more PSU power for hard drives..!

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

385. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <36b82dbc52a218e2@lvdi.net>
Source record: 10636

On Wed 03-02-99 01:37, Chris Johns scribbled:

>Put it this way - I use 640x480 and 800x608 using Videlity on a VGA. If I simply
>replaced the VGA with an SVGA monitor (.25 - .28) would the screen definition be
>appreciably better at the same resolutions. If only I could borrow one to see...

I really don't know, but I would think so.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

386. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <36b82dbc52a218e4@lvdi.net>
Source record: 10637

Unless your Falcon is modified to fix SCSI (e.g. the Nemesis patch),
I would definitely stick with IDE. The Falcon's SCSI is way too
buggy without the fixes. I have a 2GB IDE drive and only use SCSI
for occasionally getting something off of CD-ROM.

Otherwise, SCSI is probably best (though more expensive).
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
to an 8-bit operating system originally coded for a 4-bit micro-processor,
written by a 2-bit company that can't stand 1 bit of competition.

387. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <36b82dbc52a218e3@lvdi.net>
Source record: 10638

On Wed 03-02-99 07:44, Derryck Croker scribbled:

>I'm thinking of putting the Falcon into a Desktopper case, I have one plus a
>nice PSU.

That might help. I was using RGB at the time, but I was amazed at
the difference in my display when I changed my Falcon's PSU. Of
course, my old PSU was *really* weak.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

388. Re: Link 2 / SCSI Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <79acu4$67v$1@roch.zetnet.co.uk>
Source record: 10639

```
On 3 Feb 1999 15:33:38 +, "Martin Graiter" wrote:
>
>:BTW anyone know why my drive never auto-boots from cold?
>
>
>It could be that your harddisk needs more time to spin up?
>Turn it on, wait 20-30 seconds and then turn on the
>computer. If you had TOS 2.06 you'd have a delay built into
>the startup sequence of the TOS.

.. or he could use COLDBOOT.PRG in the /AUTO/ of his floppy

.. or he could use NOROACH to set up a delay.

---------------------------------------------------------------
Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---------------------------------------------------------------
```

389. Re: TT for sale (USA)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <79alschbo1@remarQ.com>
Source record: 10640

What is Gemulator?

Thank you,
Jason Whorton
http://www.microxl.com/oldcomputers/main.html

Glenn wrote in message <36b7bb11.9663987@news.mindspring.com>...
>Dan,
>
> Your price is a bit too high. We like to add sentimental value
>to our Atari systems, but for a system that runs like an outdated 486
>with 1991 technology, the true value is closer to $150 (especially for
>a system that's not in perfect shape). I had over $3,500 invested in
>my TT when I sold it for $200 two years ago. To put it in
>perspective, remember that you can spend $300 on an old, used, 486/100
>and use Gemulator to buy a system that's faster than the
>CaTTamaran-enhanced TT.
>
> I have another non-functioning TT, and would buy yours to replace
>it only if the price were around $150. That's how much Gemulator 98
>Pro would cost for my PII 450 PC, which would run ten times faster
>than than your TT.
>
> Thanks,
> Glenn
>
>
>
>On 1 Feb 1999 05:00:08 GMT, Dan Phillips <xiting@worldnet.att.net>
>wrote:
>
>>Still trying to sell the TT system. I have an offer, but this system is
>>easily worth $500.
>>
>>TT system: $500
>>
>> TT030 10/16
>> 48 MHz CaTTamaran
>> Nova ET4000 1 meg card w/ v2.08 drivers (fitted inside TT, up to
>>800X600X32K) 40 MHz FPU (Motorola never supported over 32 MHz
>>officially in PLCC, but my distributor got one from Motorola
>>that was tested to 40, which I needed to get the CaTT stable)
>> TOS 3.06
>> HD floppy
>> External Quantum 340 LPS drive

>>
>> You can't put a hard drive in the TT case because the stock power
>>supply can't handle the accelerator, RAM, Nova, and a hard drive. The
>>back of
>> the case isn't perfect (the fan slots have been opened to a hole to
>>increase air flow and the video card mount is functional, but not
>>perfectly clean).
>>
>> Calamus SL98, ExtenDOS Pro 2.4b, NVDI 4.11, ScanX, Outline Art,
>>Stalker 3, and much more software would go with the system.
>>
>> Dan Phillips
>> San Diego, CA
>

390. STe and Stf technical questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <79ani2$1c4$1@remarQ.com>
Source record: 10641

Hello. I have a few technical questions about the STe and STf. I have four STe's and three STf's. Most of them have a problem or two (bad power supply, bad disk drive, keyboard has a couple of broken key switches) and am trying to make a few computers out of several.
A couple of my ST's have a pin-striped screen. I saw no mention of this problem in the Quick-FAQ. What causes this and what should I do to try to repair them?

I tried the "four-inch drop" on one of the computers and it had two bombs come up on the screen. What is that?

Are the power supplies in the "e" and "f" model compatible?

Are the two socketed chips on the Ste's the TOS ROM's?

Are the 6? socketed chips under the power supply on the STf's the 1985 copyright TOS ROM's?

I have swapped parts around and have found that of 7 computers, 4 have bad disk drives. If I find a 720K drive somewhere, will I be able swap the brown-beige face plate from the original drive to a generic PC 720K drive?

Most posters seem to live in Europe. Does anyone have any information or "theories" on why the ST seems to have been more popular in Europe than in the USA?

Thank you,
Jason Whorton
http://www.microxl.com/oldcomputers/main.html

391. Re: HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: pedro monkeyfinger <khawkins@cadvision.com>
Message-ID: <36B8E8B7.824DD215@cadvision.com>
Source record: 10642

can anyone help me out in getting a hd driver for my stacey?

thanks
BRAD

392. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <36b86b8e55a6d214@lvdi.net>
Source record: 10643

On Wed 03-02-99 16:08, Robert Schaffner scribbled:

>2.5" IDE Toshiba 2.1Gig ~~315 DM (germany) (Runs fine with CT2)
>(Toshiba MAT series!) (Also you can take a bigger one)

Same drive I have in my Falcon. I like it very much.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

393. Atari ST w/HD

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: Ron Palangio <ronpala@interlynx.net>
Message-ID: <79b9anker1@wolf.interlynx.net>
Source record: 10644

I would like to sell the following Atari ST Hardware:
(make me an offer on the lot or pieces)

Atari ST 1040f with 4 meg xtra Ram deluxe upgrade and AT Speed C16
Dos emulator

Mega file 60 Hard Drive

SM124 mono Monitor

SC1224 Colour Monitor

Monitor Master switch

external 720 DD with Power supply

all original manuals and boxes

I'll throw in a Star NX1000 Printer

all required cables and mouse

Supercharger PC emulator with a V30 processor

assorted software

email me at ronpala@interlynx.net

I am in Southern Ontario Canada

394. ex-Atari user turned newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-03 00:00:00 UTC
From: jymohqes <jymohqes@ix.netcom.com>
Message-ID: <36B9361A.B6A79A4D@ix.netcom.com>
Source record: 10645
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

HELP!! I dragged my atari 1040F out of the garage. I know nothing about it. It boots right now to a green screnn with Floppy disk A and Floppy Disk B and Trash on it. I dont know if it has a hard drive, and I dont know what kinds of disks it uses, I dont know how much memory it has, blah blah blah. It has a mouse and a joystick and a monitor hooked to it. Does anyone know:
A - what kind of disks it uses
B - where I can get said disks
C - If and how I can run a system diagnostic
D - Where I can get applications, etc
E - Where I can get a compiler (BASIC or C preferable, PASCAL if necessary)

Id really like to sstart using it again. Ive decided to take on the ambitions goal of writing a program to make it communicate over some port or other with a PC running Linux. I can write the software If I get a compiler and learn the system basics I think, but I have no manual. The only surviving manual I have is for Mark Willams' C and I dont have the disk. Please help!!
Thanx a million,
Jon Striley

395. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <36B954BC.2B26@ooc.de>
Source record: 10550

centek wrote:

> The poor SCSI is limited to 1.8 MB/s and can be never accelerate :-(
> On Phenix, the SCSI will be a Fast scsi (20MB/s)

Good joke if you remember that even high end PCs with UW-SCSI won't come
near 20 MB/s. At least not with hardware you can afford.
If you want an Atari compatible machine with fast SCSI right now, get
yourself a Milan.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

396. Re: STe and Stf technical questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: pls@no.spam
Message-ID: <79bnhb$i8h$1@zharh00t.europe.nortel.com>
Source record: 10551

In article <79ani2$1c4$1@remarQ.com>, "Jason Whorton" <jason@microxl.com> wrote:

** chopped **

> A couple of my ST's have a pin-striped screen. I saw no mention of this
>problem in the Quick-FAQ. What causes this and what should I do to try to
>repair them?

Re: STe and Stf technical questions
O'Rourke)
1
on board memory chip.

Fix will depend on how technical you are & whether you have
time/equipment/ability to locate the fault. Might be as easy as replacing a
hot memory chip on the board. cuold also be a bad soldered connection.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

397. Re: Auto Programs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <7PJYMEAiyWu2Ew3o@steverosie.demon.co.uk>
Source record: 10552
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <918087822_OASIS_@yplace.demon.co.uk>, Chris Johns
<cjohns@yplace.demon.co.uk> writes
>Has anyone attempted to make a list (or lists) of autoprograms in an
>running order which doesn't cause conflicts etc. Its hard to remember - or even
>find - the readme docs which say run this before that but after the other.
>For example - Falcon single tos - XBoot
>
>XBoot/Superboot/Stoop
>FPatch2 (Not needed with NVDI3+?)
>NVDI3
>SpeedoGdos
>Selectric
>Drvin
>MFP, SCC etc
>Sting, STiK
>WDialog
>Videlity
>FolderXX
>Sam
>Stikstr
>Mintnp/ Geneva/Magic etc
>
>Add more to the list..
>
>It would be instructive to hear from Those Who Know what the correct
>order would be. Trial and error is all very well, but knowledgable
>help would of more assistance to most of us I imagine. Throw in your
>autos to this list and lets see if anyone is bold (and informed)
>enough to put it all in order...
>
>Here's hoping
>
>CJ

Hi

This looks like a mammoth task, the combination of programs is
unlimited. I have a boot-up sequence that has several permutations
depending on what I am going to do.

And when trying/testing software out, sometimes they cause a clash on a
specific program and sometimes they don't. I have a Kobold boot sector
on the disk in the floppy, this sometimes cause the computer to bomb out
every now and then; I've no idea why and thankfully it doesn't do it

often, but when it does it can be a pain in the backside to get up and running, I tend to switch off for a few minutes.

A list of what doesn't like what would be ideal, maybe there is one!, as opposed to a list of in which order; if I've got hold of the wrong end of the stick then forgive me my painkillers are working yet:((

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

398. Re: STe and Stf technical questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <3$GbwLAd9Wu2EwVc@steverosie.demon.co.uk>
Source record: 10553

In article <79ani2$1c4$1@remarQ.com>, Jason Whorton <jason@microxl.com>
writes
>
>I tried the "four-inch drop" on one of the computers and it had two bombs
>come up on the screen. What is that?

I only advise owners to do the drop method if they may have trouble with
stripping it down. Stripping the machine down to the motherboard and
make sure the IC's are seated fully is the first choice although it's
takes some time.
>
>Are the power supplies in the "e" and "f" model compatible?

I've been using a PSU from an old STF in an STE for several years now
without any problems.
>
>Are the two socketed chips on the Ste's the TOS ROM's?

Near/under the disk drive! yes;) they can be either 28-pin or 32-pin
IC's.
>
>Are the 6? socketed chips under the power supply on the STf's the 1985
>copyright TOS ROM's?

I have seen 3 different arrangements for the TOS chips, the most common
has been either under the power supply or in front of the PSU. These
come in a 2-chip or 6-chip flavour.
>
>I have swapped parts around and have found that of 7 computers, 4 have bad
>disk drives. If I find a 720K drive somewhere, will I be able swap the
>brown-beige face plate from the original drive to a generic PC 720K drive?

With a little bit of blue tack or something then it may be possible!
even some Atari internal drives don't have the same type of
fastener/clip that keeps the face plate on it.
>
>Most posters seem to live in Europe. Does anyone have any information or
>"theories" on why the ST seems to have been more popular in Europe than in
>the USA?

I can remember a few years ago people thought it was the other way
around! I reckon it's about 50/50 now;)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

399. Re: Motherboards for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990204121714.15283A-100000@hal.fishpool.com>
Source record: 10554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

When making a public offer, it's a good idea to state which country
you're from, especially if you're mailing from a generic COM, NET or
ORG domain, which can be located in _ANY_ country....

On Wed, 3 Feb 1999 maurice0515@my-dejanews.com wrote:

> Mega STe motherboard, 4M RAM, TOS 2.06, SCSI host adapter $Make Offer TT030
> motherboard, 4M ST RAM $Make Offer
>
>
> Make an offer
>
> e-mail Mobie@yahoo.com
>

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

400. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <79c3legji1@news4.svr.pol.co.uk>
Source record: 10555

On 4 Feb 1999 03:04:59 +, "centek" wrote:
>Terry May a ?crit dans le message <36b82dbc52a218e4@lvdi.net>...
>>Unless your Falcon is modified to fix SCSI (e.g. the Nemesis patch),
>>I would definitely stick with IDE. The Falcon's SCSI is way too
>>buggy without the fixes. I have a 2GB IDE drive and only use SCSI
>>for occasionally getting something off of CD-ROM.
>
> The CENTurbo I&II fix the scsi bug and speed up the IDE. So after,
>a good IDE go up to 9.7 MB/s in turbo mode (see our web site...).

```
Thanks to you, Robert, Jo and Terry - I'll be going shopping soon! :-))

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

401. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <79c3lfgji2@news4.svr.pol.co.uk>
Source record: 10556

On 3 Feb 1999 10:10:38 -, Terry May wrote:
>On Wed 03-02-99 07:44, Derryck Croker scribbled:
>
>>I'm thinking of putting the Falcon into a Desktopper case, I have one plus a
>>nice PSU.
>
>That might help. I was using RGB at the time, but I was amazed at
>the difference in my display when I changed my Falcon's PSU. Of
>course, my old PSU was *really* weak.

I'm also concerned that the Falcon's PSU might not have enough "guts" to power the CT2 plus the 32Mb SIMM and the original memory (which is a 16Mb SIMM).

I suppose that I'll put the original 4Mb back in as I doubt that I'll need that much "STRAM", I could then sell the 16Mb SIMM to recoup some of the cost of my upgrades.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

402. Re: Auto Programs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <79c3lggji3@news4.svr.pol.co.uk>
Source record: 10557

On 4 Feb 99 00:23:42 GMT, Chris Johns wrote:
>Has anyone attempted to make a list (or lists) of autoprograms in an
>running order which doesn't cause conflicts etc. Its hard to remember - or even
>find - the readme docs which say run this before that but after the other.

As a general piece of advice I suggest making a screendump of XBoots's
running order screen once a suitable running order has been found.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

403. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: dennis.vermeire@ping.be
Message-ID: <79cb2q$9c5$3@news3.Belgium.EU.net>
Source record: 10558

Uwe wrote on 04 Feb 1999:
>If you want an Atari compatible machine with fast SCSI right now, get
>yourself a Milan.

Or better yet, find yourself a secondhand HADES040, this one can run progs
like CD Writer Pro and Scan X. For some strange reason these don't work on
a Milan. You will also be able to go on internet without having to install
a buggy betaversion of HSModem.
Think of this, A Milan with a Soundblaster, SCSI Card, SCSI drive and to make
it complete a decent Graphic Card, will cost You just as much as a HADES060.

If You're a Falcon owner, stick with it and install the Centek, You'll save
a lot of money, be able to access your IDE and SCSI drives at high speed
>4MB/sec and as a added bonus still have a DSP somewhere in there also.

Dennis

404. Re: Can I use ATARI Joystick with my PC??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Steve Rollinson <rollinso@infobahn.com.au>
Message-ID: <36B9BD87.C5E5561@infobahn.com.au>
Source record: 10559

Well the problem here is voltage/current delivered to pin 3 and pin 6 of the pc connector.

The fire buttons are easy, just wire them so that one button closes the connection between pins 2 and 4 and the other closes the connection between pins 7 and 4.

I think left movement (or is it right?) is achieved by applying 5 volts to pin 3 (pin 1 supplies this) and the other direction is achieved by about 0v connected to the same pin. The trick is then to have about 2.5V connected to the same pin to achieve 0 movement. In other words, with the joystick central, pins 3 (x direction) and 6 (y direction) of the pc connection need to "float" at about 2.5V

Therefor, a possible solution may be to have two 20k variable resistors (variable so that you can centre the sucker) between pc pin1 (5v) and pin 5 (0v) with pin 3 connected to the wiper of the first and pin 6 connected to the wiper of the second variable resistor and the respective movement switches wired to short out the resistor corresponding with it's movement. You would have to cut the tracks joining the 0v reference to the movement switches on the Atari joystick and the common junction for up/down would then connect to the PC pin 6 and the common junction for Atari left/right would connect to the PC pin 3 and the left/right common junction would have to be disconnected from the up/down pair.

Then you would, maybe, have a joystick that would be either dead centre or full left, full right etc.

Steve

Steve Goodfellow wrote:

> If you can find/make an adaptor to go between the Atari joystick
> connector and PC joystick port then it should work. There are plenty of
> digital (i.e. on/off) joysticks for the PC - they just don't give any
> control between zero and full movement.
>
> Why not cut off the Atari plug and wire in a PC connector.
>
> Steve
>
> In article <36B719CA.F0492417@infobahn.com.au>, Steve Rollinson
> <rollinso@infobahn.com.au> writes
> >Not really. The PC joystick port is for an analogue joystick and the
> >Atari mouse/joystick port is for a digital joystick. The analogue
> >joystick typically uses two potentiometer slides, one for left movement,

> >one for right. The joystick port applies 5 volts to the potentiometers
> >and the return voltage is sampled to determine the position of the
> >stick. The digital joystick uses four switches - left, right , up and
> >down.
> >
> >I did design an interface to us a PC joystick on an Atari about a year
> >ago using a quad comparitor but never got around to actually making it.
> >
> >Steve
> >
> >Ingo Wagner wrote:
> >
> >> I still have two Joystick which fit into the ATARI mouse/joystick
> >> plugs. The cable doesn't fit into my PC-Soundcard-joystick port. Is
> >> there any adapter on the market to keep the joystick using??
> >> Vielen Dank

405. Re: Motherboards for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Jason Whorton <jason@microxl.com>
Message-ID: <79cgumrpv1@remarQ.com>
Source record: 10560
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello. I would like to ask everyone to please do that as well.

Thank you,
Jason Whorton
http://www.microxl.com/oldcomputers/main.html

Martin-Eric Racine wrote in message ...
>When making a public offer, it's a good idea to state which country
>you're from, especially if you're mailing from a generic COM, NET or
>ORG domain, which can be located in _ANY_ country....
>
>On Wed, 3 Feb 1999 maurice0515@my-dejanews.com wrote:
>
>> Mega STe motherboard, 4M RAM, TOS 2.06, SCSI host adapter $Make Offer
TT030
>> motherboard, 4M ST RAM $Make Offer
>>
>>
>> Make an offer
>>
>> e-mail Mobie@yahoo.com
>>
>
>---
> Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
> The Atari TT030 Homepage * http://members.tripod.com/~TT030/
>---
>

406. ? IDE for 1040ST ?! how, or where ?!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Jürgen Oppermann <juergen.oppermann@tcpip-gmbh.de>
Message-ID: <36B9CBEC.855A4A43@tcpip-gmbh.de>
Source record: 10561

hi, i'd like to set up an IDE hardisc (once from the F030) into my 1040ST
i couldn't get hold of the manufactured IDE-Interface here in berlin/germany
and was wandering if it's sooo difficult, to built my own one ?!

anyways couldn't find sensible resource on the web, yet - any help ?!

regards
--
Dipl.Inf.(FH) Jï¿½rgen Oppermann mailto:technik@liquidaudio.de
TCP/IP GmbH, Berlin (Germany) http://www.tcpip-gmbh.de
Phone/Fax: +49.30.44 33 66 - 0/15

Liquid-Audio im Vertrieb der TCP/IP GmbH http://www.liquidaudio.de
==========
"We apologize for the inconvenience" http://www.artpages.de/joogn/

407. ? VBL interrupts and GEMDOS ?! (was: screenshots)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Jürgen Oppermann <juergen.oppermann@tcpip-gmbh.de>
Message-ID: <36B9CD72.1A11E0E4@tcpip-gmbh.de>
Source record: 10562

ok, i wrote an asm-VBL-routine to save the screen with GEMDOS calls -
ok too, i've heart it's not re-intrant, but how should i fix that little prg
to stop it from crashing everytime it has saved the pic ??? (:

switching of interrupts while saving didn't help very much and to honest to
re-invent own saving routines wont tickle my fancy ...

any ideas ?
--
Dipl.Inf.(FH) Jï¿½rgen Oppermann mailto:technik@liquidaudio.de
TCP/IP GmbH, Berlin (Germany) http://www.tcpip-gmbh.de
Phone/Fax: +49.30.44 33 66 - 0/15

Liquid-Audio im Vertrieb der TCP/IP GmbH http://www.liquidaudio.de
==========
"We apologize for the inconvenience" http://www.artpages.de/joogn/

408. AtariPosten

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <79cojl$l6d$1@cubacola.tninet.se>
Source record: 10563

Below is the zero:th issue of a new swedish email-based Atari magazine with the name AtariPosten. Sorry, but there will not be any translation to English! This is just a way of skimming for those Swedes who read Usenet postings. Maybe as a not-Swedish speaker you could get something out of the various schematics for cables between the F030 video port and monitors? It's in the end of this issue. You can subscribe to AtariPosten wherever you live, no matter if you understand Swedish or not. Just send an email to Atari_Posten@bigfoot.com with the word "Subscribe" in the body. AtariPosten is completely and absolutely free for all!

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Martin Graiter, editor

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| |
| AtariPosten, 0:te numret, 4 februari 1999 |
| ISO-8859-1 versionen |
| Copyright ©1999 Martin Graiter |
| |
| epostadress: Atari_Posten@bigfoot.com |
| Redakt©r och ansvarig utgivare: Martin Graiter |
| |
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--- Elektroniskt periodiskt magasin f©r fr©gor om Ataridatorer ---

V©lkommen till nollte utg©van av AtariPosten, ett epostbaserat forum f©r Atarirelevanta fr©gor! AtariPosten kommer behandla Ataris ST, STE, TT, Falcon och kompatibla maskiner. N©gon t©ckning av Jaguar och uddamaskiner kan f©rekomma. Dock g©r gr©nsen vid 16 bitar. De gamla 8-bitars maskinerna kommer INTE diskuteras!

Varf©r en ny Atari publikation? Dels f©r att det inte finns s© mycket att v©lja p© om man har svenska som modersm©l och dels f©r att allt inte blivit sagt i andra Atarirelaterade publikationer!

Meningen ©r att kunna ta ut sv©ngarna ordentligt just genom epost formen. Skulle man vilja publicera l©nga listor p© modempooler eller inst©llningar f©r skrivare i First Word Plus s© m©ste en papperstidskrift alltid t©nka p© hur mycket det hela tar upp i sidor, hur mycket extrakostnader dessa sidor kan dra, hur annat material skuffas undan etc. Ett epostblad beh©ver inte bekymra sig om s©dana saker. S© l©nge vi h©ller oss till text kan vi skriva n©stan hur l©nga artiklar som helst, bilder ©r en annan visa©

AtariPosten kommer publicera bilder endast i yttersta n©dfall, i ©vrigt kommer vi h©lla oss till "ASCII-konst".

Eftersom det finns s© m©nga olika standarder och program f©r eposthantering kommer AtariPosten skickas ut i n©gra olika varianter. En blir ISO8859-1, en annan 8-bitars (Atari-)ASCII, en tredje 7-bitars ASCII, f©r dom som inte kan f© vettiga ©©© med n©gon av de andra varianterna. ©©© kommer skrivas som AA, AE, och OE. F©rutom hanteringen av svenska tecken kommer versionerna inte att skilja sig fr©n varandra. Ytterligare anpassningsvarianter kan komma att dyka upp i framtiden, allt beroende p© behov. N©gon tryckt version planeras inte f©r framtiden, ej heller st©r jag till tj©nst med att skriva ut delar eller

hela AtariPosten p� papper. Dock har jag inget emot om n�gon annan k�nner f�r att g�ra detta.

AtariPosten f�r delas ut �ven till "utomst�ende", delar av inneh�llet f�r publiceras i andra tidskrifter med angivande av k�lla och med copyrightinnehavarens godk�nnande (dvs mitt). Distribution via BBS, Fidonet, disketter mm uppmuntras. �vers�ttningar till andra spr�k likas�. Dock f�r AtariPosten eller utdrag ur den inte s�ljas! Om du bygger kablar och annan h�rdvara som beskrivs h�r f�r du givetvis ta betalt f�r det. Kommersiell tillverkning i st�rre skala m�ste betala f�r sig.

Det kommer finnas en "annons-h�rna" f�r k�p och s�lj av relaterat material, eller f�r hj�lp med inst�llningar, utskrifter mm. Annonseringen blir givetvis gratis f�r privatpersoner!

Detta 0:te nummer kommer skickas till Atarianv�ndare som �r med i SAK och har epost, samt till andra Atarianv�ndare som jag k�nner till. �ven Fidon�tanv�ndare kan f� AtariPosten till sin Fidoadress. Dessutom �r det t�nkt att �ven folk med fax ska kunna f� AtariPosten. Dessa m�ste dock sj�lva anm�la sitt intresse d� ju o�nskade faxar b�de kostar faxpapper och kan orsaka irritation�

Skulle det vara s� att du inte vill f� flera publikationer av AtariPosten �r det bara att REPLY-a p� detta brev och skriva: ��Inga fler AtariPosten!� (utan ' ' tecknen!). Inga ytterligare f�rklaringar beh�vs.

Har du bekanta som �r intresserade av att f� AtariPosten �r det bara att skicka ett ebrev med texten ��Skicka AtariPosten!'' och s� mottagarens e-adress, fidoadress eller faxnummer.

Om AtariPosten verkar konstig vad g�ller svenska tecken b�r du skicka ett mail och ber�tta vilken version du tror du vill ha.
Adressen �r alltid:

`Atari_Posten@bigfoot.com`

Anv�nd inte min privata e-adress f�r kommunikation som ang�r AP, det �r m�jligt att redaktionsuppgiften �vertas av n�gon annan och i s� fall ska ju posten inte forts�tta g� till mig utan till aktuell redakt�r.

AtariPosten:s storlek och utgivningstakt kommer vara helt godtycklig. Finns det n�got att skriva om kommer AtariPosten skickas ut.

Artiklar, texter, nyhetstips tas tacksamt emot, dock kan jag inte garantera att det som skickas in kommer med i AtariPosten. Texter b�r skrivas med samma teckenbredd som denna utg�va av AtariPosten, dvs 72 tecken per rad. Anv�nd en monospace font som exvis Courier. Spr�ket �r i f�rsta hand svenska, i absoluta n�dfall engelska.

K�serier, filosofiska utl�ggningar och allm�nt mummel skickas med f�rdel till USENET eller FIDONET, inte till AtariPosten! Speltips och fuskkartor kommer inte heller tas upp i AtariPosten. D�remot v�lkomnas erfarenheter av diverse h�rd- och mjukvara. Tips, inst�llningar och fr�gor �r ocks� v�lkomna.

Givetvis undanbedes olagligheter av alla de slag, liksom politisk propaganda, rasism, tarvligheter, personliga p�hopp etc. Inte heller kommer avhandlingar om PC kontra Mac att publiceras. D�remot kommer Internet bevakas.

Honorar utg�r tyv�rr inte till skribenterna! Hela id�n med AtariPosten �r ju att det hela ska vara i g�rligaste m�n gratis. Varor som k�ps eller s�ljs kan ju inte vara det, av f�rst�eliga sk�l. L�sarna uppmuntras att sj�lva bygga sina kablar, tanka sina program, etc. De som inte kan eller vill erbjuds, som en service, att k�pa f�rdigt.

Det vore kul att f� in lite ber�ttelser om hur ni l�sare anv�nder era maskiner. OK, ordbehandling, spel och kommunikation beh�ver ni inte skriva om, det h�ller vi n�ra nog alla p� med! Ovanligare till�mpningar, finns det? Sj�lv br�nner jag EPROM:s med min Atari, som tydligen inte �r s� j�ttevanligt.

F�rmodligen kommer framtida utg�vor vara n�got smalare i omf�nget, men komma ut oftare ist�llet.

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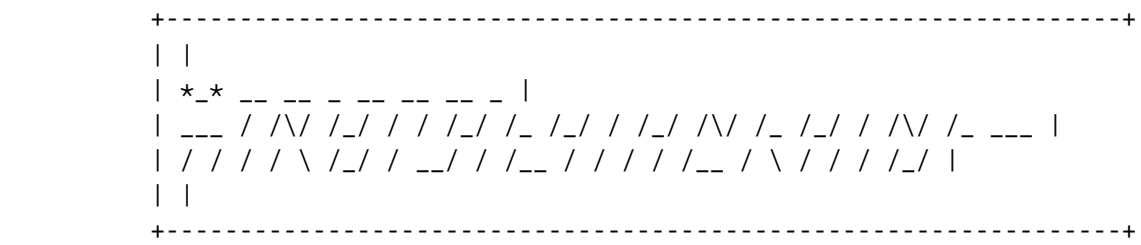
Helgen 12-14:e juni h�lls �terigen NAS i G�teborg. En hel del gamla "die-hards" (ungef�r: s�na som inte vill d�) var d�r, bl.a. jag sj�lv. Intressantast var nog presentationen av Milan med M68040 processor, samt att f� kika p� Erik H�lls grymma Hades maskin.

Annars s�ldes Jaggor f�r 400:- och exklusiva Fujismycken till slumppriser. En del folk h�gg tag i mig och gr�t mot min axel, n�gra kunde jag hj�lpa med deras h�rdvaruproblem, andra hade ol�sliga problem. Man kan inte koppla in en icke-IDE CDROM spelare till Falkens IDE-buss! Det finns gamla "halv-IDE" interface som de olika tillverkarna sj�lva hittade p� f�r sina fabrikat. Tyv�rr finns det, mig veterligen, ingen m�jlighet att anv�nda dessa p� Atari.

Om du har en h�rddisk som finns d�r men vars nyinstallerade partitioner
inte vill bli igenk�nda, f�rs�k med att boota om mellan turerna, det ger
b�ttre resultat. Om SCSI-porten p� din Falk spelar apa kan du bygga in
den k�nda klockpatchen med en 74F04. F som i FAST, dvs snabb. Det
hj�lpte i alla fall en av bes�karna!

I �vrigt fanns d�r korv och kaffe, samt ett par v�lbes�kta pizzerior i
n�rheten. L�get var p� F�rsta L�nggatan som b�rjar fr�n J�rntorget i
G�teborg. F�rbindelser saknas inte. Hur mycket bussar och sp�rvagnar som
helst, samt cykelbana och direktf�rbindelse till Danmark via Stena Line!

M�ste ber�mma arrang�rerna f�r en mycket bra tillst�llning!



M�nga Atarister st�r inf�r valet och kvalet att eventuellt byta
plattform, f�retr�delsevis till PC. Inget konstigt med detta d� ju Atari
inte tillverkar nya maskiner och det finns absoluta gr�nser f�r hur
mycket som kan f�rb�ttras med optimering av mjukvara.

En hel del har b�de Atari och PC/Mac hemma. Sj�lv har jag tre PC, ett
Sun-system, Falcon, Atari TT, ett antal ST och STE burkar och i k�llaren
ett g�ng 8-bitare. S�lde min Mac f�r ett tag sedan...

F�r att g�ra en framtida �verg�ng, eller tv�systemsanpassning, s� smidig
som m�jligt kan man redan nu planera sina ink�p av h�rdvara och
tillbeh�r. Dvs se till att de tillbeh�r man k�per passar s�v�l Atari som
PC. De flesta av oss har v�l redan insett detta och har s�kert bra tips
om vad som funkar "b�de och"?

N�r det g�ller sk�rmar �r det s�kert v�lbekant att i stort sett varje
nyare SVGA sk�rm g�r bra att k�ra i ST HI (eller h�guppl�sning). Vissa
sk�rmar, som NEC 3D g�r att k�ra i ST:ns alla tre uppl�sningar. Det enda
som kr�vs �r en adapterkabel mellan Atarin och sk�rmen. N�r det r�r sig
om �ldre sk�rmar kan det dock bli problem. De flesta �ldre sk�rmar �r
fastfrekvens, vilket inneb�r att de svarar p� enbart en V- resp H-synk.
Och chansen f�r att det �r just den frekvens din Atarimaskin skickar ut
�r f�rsvinnande liten Det b�r nog �nd n�mnas att SM124 fortfarande �r
ett mycket bra alternativ, som begagnad �r den dessutom mycket
�verkomlig i pris. SM124 fungerar fint p Falcon ocks. Ett PRG fr�n
Videl g�r dessutom att du f�r n�got st�rre bild med Falken.

Med modem �r det l�ttare. Det �r snarare undantag �n regel att ett modem
inte fungerar p en Atari om det fungerar p en PC eller Mac.
Det enda man beh�ver t�nka p r att ha r�tt kabel mellan modem och
dator. Det finns ett antal varianter p RS232 kablar, en f�r skrivare,
en f�r nollmodemanslutning, en f�r modem. Dessutom 100-tals varianter

f�r specialfall. Inte nog med det, kontakterna kan variera i alla kombinationer mellan 25p D-sub, 9p D-sub, Mac rund och allt m�jligt annat. Titta p� vad du har f�r anslutning p� din maskin, p� ditt modem, och k�p l�mplig kabel d�refter. ST/STE har alltid 25p D-sub hane, medan exvis Falken har 9p D-sub hane och �ven rund Mac kontakt p� det som kallas "LAN" porten.

Ett varningens ord �r p� sin plats f�r vissa modem. Precis som med vissa skrivare (se nedan), har man gjort h�rdvarubantade versioner av modem. I dessa har en del av elektroniken i modemet ersatts med mjukvara i datorn. Problemet �r att denna mjukvara inte fungerar p� Atari.

F�r skrivare g�ller ungef�r som f�r modem. Det du absolut inte b�r k�pa �r en sk "Windows-skrivare". Denna fungerar enbart med en eller ett par versioner av Windows. Nu n�r W98 v�l b�rjat spridas kommer m�nga uppt�cka att deras windowsskrivare inte vill fungera med nya W98. �nd� �r W98 och W95 n�stan likadana. �nnu v�rre �r det om man ska k�ra en windowsskrivare fr�n Linux p� PC. Ett bra tips �r att k�pa volymmodeller fr�n v�lk�nda m�rken. HP har fungerat bra f�r min del.

M�ss, ack ja! H�r kan jag bara rekommendera att f�rs�ka k�ra en vanlig seriell PC-mus p� serieporten meddelst en drivrutin som heter MOUSE25. Programmet l�ter dig koppla in en seriemus p� valfri serieport om du har flera. F�r den som m�ste k�ra p� musporten �r kanske l�sningen en adapter fr�n PC-mus till Atari. Bl.a. Mario Beocroft p� Nya Zeeland s�ljer s�dana. I Sverige s�ljer Daggskimmer dessa, adressen �r:

`fc3@come.to`

Bengt Adolfsson i Norrk�ping brukar annars ha atarim�ss till salu. Skriv en rad till:

`satyricon66@hotmail.com`

Bengt kan f�rmodligen ocks� s�lja dig en massa annat kul f�r Atari, sk�rmar, laserskrivare etc.

Diskdrivar. Om man �nd� m�ste k�pa ny diskdrive kan man ju passa p� och k�pa en modell som �r 1.44Mb-v�nlig p� Atarin, exvis TEAC 235, eller Sony MFP 520. I princip ska vilken som helst fungera, men d� bara i ett l�st l�ge. Antingen 720Kb eller 1.44Kb hela tiden.

Minne. En STE anv�nder samma typ av 1Mb SIMMar som vilken PC eller Mac som helst, utom att de flesta PC och Mac maskiner fr�ng�tt 30-pinnars varianten. Det positiva �r att dessa 30-pinnare droppat ordentligt i pris. Ingen STE ska beh�va g� p� mindre �n 4Mb.

H�rddisk. H�r finns tv� skolor, SCSI och IDE. P� en Falk funkar det med b�da, p� en TT enbart med SCSI. P� en ST/STE funkar ingen om man inte k�per ett interface f�r respektive. Vad ska man d� satsa p�? SCSI �r b�ttre, IDE �r billigare. F�r SCSI finns standarder f�r separata l�dor, f�r IDE �r ingen extern anslutning p�t�nkt. IDE autobootar bara med

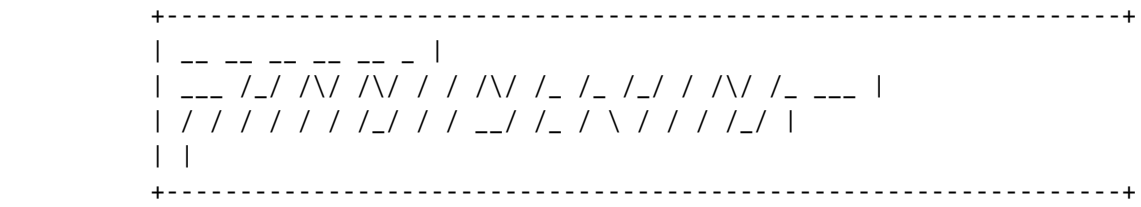
minst TOS 2.06, SCSI med alla TOS:ar. Tycker nog man b�r satsa p� SCSI, det �r trots allt minst kr�ngel med dessa. SCSI g�r dessutom att anv�nda p� s�v�l Mac som PC som Atari.

CD-spelare. Samma argument som ovan. Med till�gget att en CD-spelare alltid M�STE ha egna drivrutiner. �ven om den delar port med en h�rddisk s� �r CD:n ett eget system som kr�ver att man "pratar" med den p� dess eget s�tt. F�r Atari finns n�gra varianter, exvis CD-Driver. Om du redan har IDE gr�nssnitt p� din maskin kan du lika g�rna skaffa en IDE-CD, dessa finns �verallt och �r mycket billiga.

Internetabonnemang. H�r ska det inte spela n�gon roll vad man har, men surfing med BIP:s abonnemang fungerar bara p� PC med Internet Explorer (epost och Usenet funkar dock utan problem). I �vrigt ska det g� bra med vilket abonnemang som helst. Observera de m�jliheter till gratisabonnemang som jag n�mnt i min artikel i AtariMagasinet! Det verkar som om SBBS2 �ntligen f�tt ordning p� sina grejer efter �rsskiftet. D�remot verkar Utfors ha f�rh�vt sig med gratiserbjudandet till G�teborgs alla hush�ll. M�nga klagar p� att de inte kommer fram och att de blir avklippta n�r de redan �r inne. M�rkligt nog tycks det inte finnas n�gon nntp-server hos Utfors? Vill man l�sa Usenets diskussionsareor b�r man nog v�lja annat abonnemang. Det finns gott om gratisabonnemang nuf�rtiden, spana in nedanst�ende tex.

`http://www.netlink.se/startpaket`

Mjukvara. Application Systems Heidelberg till�ter "crossgrade" f�r de flesta av sina program. Har du exvis MagiC f�r Atari beh�ver du inte betala fullpris f�r MagiC f�r PC eller Mac. Bra att veta innan man rusar �stad f�r att k�pa alla program man l�rt sig anv�nda p� sin Atari. Annars finns enormt mycket mjukvara p� olika FTP sajter. Detta kan vara mjukvara som varit kommersiell tidigare men nu sl�ppts fritt. Mera om detta i kommande AP.



L�sare och firmor �r v�lkomna att annonsera i AtariPosten. Idealet �r att samtliga annonser ska vara gratis, �ven de kommersiella. Atari-kommersiellt �r ju inte s� j�ttekommersiellt �nd�... N�r det g�ller produkter och tj�nster som �r av allm�n datakarakt�r eller inte har med Atari att g�ra kommer annonserna avgiftsbel�ggas eller refuseras.

En annons som "S�nkt pris p� laserskrivare!" fr�n n�gon datafirma kommer avgiftsbel�ggas. En annons som "Naturmedlet Kan-Jang f�rb�ttrar din prestationsf�rm�ga!" kommer refuseras.

Ett litet tips till den som vill s�lja ett ST/STE system. Vill du f� ut s� mycket som m�jligt f�r dina grejer �r det b�sta att s�tta ihop ett paket f�r musiker. Sequencer-mjukvara, syntheditorer, notutskrift kan vara med. Annonsera med lapp i musikaff�r eller musiktidskrift. Ataris hantering av MIDI �r fortfarande oslagbar, dessutom blir det billigare �n med PC. Monokrommonitor �r definitivt att rekommendera. Har du ingen egen kan du peka kunden till AtariPostens annonsavdelning!

Rent allm�nt �r det s� att ju mera specialiserade uppgifter din dator kan l�sa, desto mera pengar kan du hoppas f� f�r den. Men det �r d� ocks� sv�rare att hitta r�tt k�pare till den...

Priserna i de st�rre st�derna �r oftare l�gre �n p� landsbygden. Kan vara id� att f�rs�ka s�lja i n�gon mindre ort? Passa p� n�r du bes�ker sl�kten...

F�rs�k att alltid skriva ett pris f�r det du s�ljer. S� slipper du alla svar fr�n de som inte ens �r i n�rheten av vad du �nskar dig. T�nk p� att priser p� begagnade dataprylar, och d� speciellt udda system som Atari inte �r n�got att bli rik p� (tyv�rr). Se det mera som en befrielse fr�n skrymmande �godelar...

```
+-----------------------------------------------------------------+
| _ __ |
| ___ /_\ /\ /_ ___ |
| / /_/ / |
| |
+-----------------------------------------------------------------+
| |
| -Att l�sa PDF-filer p� Atari, variant 1- |
+-----------------------------------------+
```

En m�jlighet att tillgodog�ra sig inneh�llet i Adobes Portable Document Format, PDF, filer �r att konvertera dem hos Adobe via epost. Man skickar ett ebrev inneh�llandes endast URL:en d�r PDF dokumentet finns p� Internet till en "magisk" adress som pliktskyldigt omvandlar till �nskat format och skickar tillbaks till adressen som den fick jobbet ifr�n.

Man kan v�lja mellan HTML och ASCII. Vill man ha sin .PDF fil tillbaka som HTML �r adressen:

```
pdf2html@adobe.com
```

```
Och vill man ha den i vanligt textformat (ASCII), skriver man till:
```

```
pdf2txt@adobe.com
```

Inget ska st� i �mnesraden (Subject). Meddelandet ska endast best� av en URL adress. Kanh�nda fungerar det att skriva in flera efter varandra, men jag har inte provat. Om du �r sugen p� att testa direkt kan du skicka f�ljande URL:

```
http://ulfnilson.bahnhof.se/pdf/ulfnilson_sverige_sluten_anstalt.pdf
```

Detta ?r en hel bok som journalisten Ulf Nilsson skrivit om Sverige. I
ASCII format ?r boken 732Kb. Bilder blir helt enkelt bortklippta.

Om samh?llsdebatt inte ?r din kopp t? kan du hitta massor av andra PDF
filer p? n?tet.

F?r den som ?r road av att sticka ut hakan kan det kanske vara kul att
testa om Adobe ?ven varit sn?lla nog att fixa RTF omvandling? Det ?r ju
inte sv?rt att lista ut hur adressen borde vara i s? fall...

+---+
| -Att l?sa PDF-filer p? Atari, variant 2- |
+---+

Med Ghostscript 5.10 kan du l?sa PDF-filerna direkt p? din Atari. Enligt
uppgift ska detta paket finnas f?r nedladdning fr?n Straight BBS i
G?teborg. Det finns ?ven en FTP sajt att h?mta ifr?n:

```
ftp.rz.tu-harburg.de/pub/software/systems/atari/gnu/ghostscript/gemgs
```

Observera att det finns tv? versioner, en f?r ST, en f?r TT. Den
sistn?mnda ska ?ven anv?ndas p? Falkar och andra 68030 maskiner.
Programmet ?r p? tyska, det finns en fransk resursfil i samma mapp. Vill
man ha engelsk resursfil och lite DOC:s kan man g? till:

```
http://www.cix.co.uk/~derryck/software.htm
```

```
"English Documentation and RSC file for Ghostscript 5.10"
(The Cheshunt Computer Club for Atari owners)
```

Samma g?r ?ven att h?mta fr?n denna tyska hemsida:

```
http://www.tu-harburg.de/~smcf1605/
```

Det ?r egentligen l?nkar till ftp-sajten ovan och Derryck Crokers
hemsida f?r engelska RSC och DOC filer.

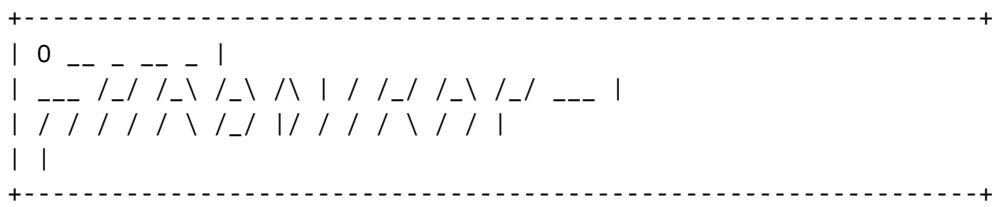
Jag lyckades mycket b?ttre via FTP sajten direkt, det verkade dock vara
h?gtrafik s? det gick r?tt l?ngsamt!

Som en service till de l?sare som vill ha ovanst?ende paket p? diskett
kan jag skicka det kompletta paketet mot en avgift p? 100:-
Erbjudandet g?ller bara upp till en m?nad efter detta nyhetsbrevs
publicerande. S?tt in beloppet p? pg konto

```
417 10 48 - 4 Martin Graiter
```

och ange vad det ?r du vill ha. Gl?m inte namn och adress!
Till de som tycker att det ?r dyrt med 100:- vill jag bara s?ga att jag
skulle vilja ta 500:- f?r besv?ret. Det ?r j?ttetrist att s?tta ihop
disketter ?t folk, speciellt n?r man vet att det finns andra s?tt att f?
hem motsvarande program. Allts?, gott folk, p? med modemen och tanka hem
f?r glatta livet!

```
Med lite tur kommer Ghostscript finnas i SAK:s PD bibliotek i framtiden.
```



+--+
| O __ _ __ _ |
| ___ /_/ /_\ /_\ /\ | / /_/ /_\ /_/ ___ |
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| |
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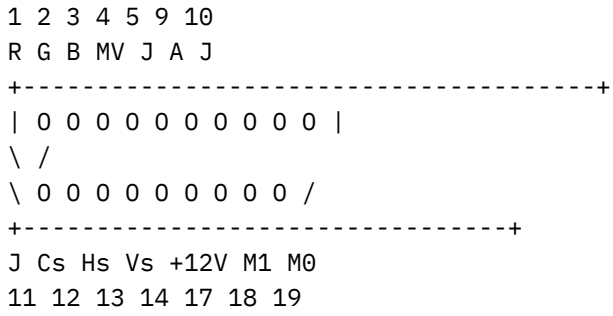
| |
| Nedanst�ende artikel �r redan publicerad i AtariMagasinet, den |
| �terges igen till fromma f�r de som inte prenumererar p� AM, |
| samt f�r de som vill ha den enkelt kopierbar. |
| |
+--+

Om Falkar och sk�rmar

Artikeln om hur man bygger en RGB-koppling mellan Atari ST/STE och en TV med SCART-anslutning i f�rra numret (av AM) gav upphov till f�rfr�gningar om hur man g�r motsvarande med en Falcon.

H�r beskrivs n�gra l�sningar p� anslutningsproblem mellan en F030 och olika monitorer.

Falkens videoport �r en 19-polig D-sub hane och kr�ver f�ljdriktigt en motsvarande hona p� kabeln. De signaler som �r v�sentliga �r utskrivna i skissen:



1 2 3 4 5 9 10
R G B MV J A J
+-------------------------------------+
| O O O O O O O O O O |
\ /
\ O O O O O O O O O /
+---------------------------------+
J Cs Hs Vs +12V M1 M0
11 12 13 14 17 18 19

R = R�d
G = Gr�n
B = Bl�
MV = Monochrome Video
J = Jord
A = Audio
Cs = Composite Sync/Composite Video
Hs = Horizontal Sync
Vs = Vertikal Sync

Observera att skissen i Falconmanualen �r felaktig vad g�ller numrering. Ovanst�ende �r korrekt. Anv�nd skissen h�r som mall f�r vad som ska l�das p� vilken pin, den visar l�dsidan p� kontakten i kabeln (19-polig D-sub hona). �r du os�ker s� st�r siffermarkeringar i sj�lva plasten mellan h�len.

Signalerna M0 och M1 är kodningar som talar om för datorn vilken typ av skärm man kopplat till. Båda är i utgångsläget höga (ettor) och måste jordas för att bli låga (nollor).
De olika möjligheterna ses i tabellen nedan:

M1 M0
0 0 ST Mono (SM 124, SM125®)
0 1 ST Color (SCC1224 m.fl)
1 0 VGA (Diverse VGA-skärmar)
1 1 TV (TV via SCART)

```
Falcon till TV-SCART (alt. 1)
```

En kabel som kan fungera som nödlösning för den VGA-löse, för den som besöker en annan Falcon-ägare och inte vill släpa med sig skärm, eller för den som helt enkelt vill använda de upplösningar som TV:n erbjuder. Om du har sett någon annan beskrivning så behöver den inte vara fel. Det går att koppla på flera olika vis till SCART:en!

SCART-kontakten har ett eget, unikt utseende. Nedan visas lödsidan på kabelns hane med de signaler som är viktiga för våra syften. Det är sällan samtliga signaler används på en SCART, olika behövs för olika syften.

```
CV J VBL J +12V A J
20 18 16 14 12 10 8 6 4 2
+----------------------------------------+
| [] [] [] [] [] [] [] [] [] [] |
\ |
\ |
|[] [] [] [] [] [] [] [] [] [] |
+--------------------------------------+
19 17 15 13 11 9 7 5 3 1
J R J G J B J

CV = Composite Video
VBL = Vertical Blanking
```

Följande material behövs för att bygga denna kabel:

19-polig D-sub hona (för kabelmontage), med kåpa.
SCART-hane, för kabelmontage och lödning.
Kabel, 8 ledningar, liten ledningsdiameter, 2-10m (efter behov), skärmning ej nödvändig.
2st 330-ohms motstånd (vanliga, "kvartswatts")

Jag brukar linda ett antal varv eltejp runt kabelns ändar, inne i kåporna. Avlastar lödningarna från påfrestningar och gör att kabeln inte "spelar" i kåpöppningen.

Kopplingen mellan D-sub honan i Falconändan och SCART-hanen i TV ändan ser ut så här:

```
Falcon030 TV:ns SCART
```

```
PIN SIGNAL PIN

1---------- r�d ----------15
2---------- gr�n ----------11
3---------- bl� ----------7
5---------- jord ----------5
10---------- jord ----------9
9---------- audio ----------6
17---------- +12V ----------8

____
13---|R330|----H-synk ---+ +----16 VBL
____ *---*
14---|R330|----V-synk ---+ +----20 C-synk
```

Synkroniseringssignalerna g�r via var sitt 330-ohms motst�nd, sammanf�rs efter motst�nden och matar sedan b�de VBL- och C-synk ing�ngarna p� SCART:en. Motst�nden l�der du l�mpligtvis direkt i den 19-poliga kontakten, s� r�cker det med en tr�d f�r vidare koppling till SCART-sidan.

Precis som p� ST-seriens koppling g�r det bra att utel�mna +12V signalen (som INTE �r belastningsbar!) och ist�llet sl� om till SCART mottagning via fj�rrkontrollen. I s� fall kan du anv�nda den �verblivna ledningen till ytterligare en jordledning:

```
Falcon030 TV:ns SCART

11---------- jord ----------13
```

Eftersom vi kopplar till en TV ska b�de M0 och M1 vara h�ga och eftersom de ju �r det fr�n b�rjan beh�ver vi inte g�ra n�got med dem!

```
Falcon till Video-SCART
```

Den som vill kunna spela in bilder p� videon, exvis f�rtexter till f�delsedagsvideon, eller bara en helsvart sk�rm innan filmen, beh�ver en annan variant av SCART-kabel.

F�r videoinput kr�vs bara tv� signaler, tre om man vill ha med ljud. H�r kan man �ven l�ta ljudet kopplas direkt fr�n Falkens speciella ljudutg�ng.

```
Falcon030 Video SCART

PIN SIGNAL PIN

5---------- jord ----------5
9---------- audio ----------6
12--------- komposit video --------20
```

Det finns videoAtariPostenparater som har andra anslutningar �n SCART f�r detta, men varianterna �r s� m�nga att jag helt enkelt avst�r! Jag testar alla byggen jag beskriver och det tar, som ni f�rst�r, tid. Sedan kan vi inte fylla hela utrymmet med kabelbeskrivningar heller! Dock kan jag hj�lpa till i speciellt kniviga fall. Skriv till mig i s� fall!

B�de TV och video (F030-->TV-SCART, alt. 2)

En kabel som ger s�v�l en bra RGB-bild som att det g�r att spela in p�
video med den, presenteras nedan:

```
Falcon030 TV:ns SCART

PIN SIGNAL PIN

1---------- r�d ----------15
2---------- gr�n ----------11
3---------- bl� ----------7
5---------- jord ----------5
10---------- jord ----------9
9---------- audio ----------6
17---------- +12V ----------8
12---------- C-synk ----------20
14---------- V-synk ----------16 VBL
```

S� varf�r inte presentera bara denna l�sning? I f�rsta hand f�r att
bilden enl. alternativ 1 �r skarpare och stabilare. Vill man inte bygga
tv� kablar (en f�r TV, en f�r video) kan ovanst�ende vara en bra
l�sning.

```
Falcon till Commodore 1084S
```

F�ljande material beh�vs:

19-polig D-sub hona, f�r kabelmontage, med k�pa.
9-polig D-sub hane, f�r kabelmontage, med k�pa.
Kabel, 8 ledningar, liten ledningsdiameter, 2-10m (efter behov),
sk�rmning ej n�dv�ndig.

Commodore 1084S har en 9-polig D-sub hona i chassit med f�ljande pinout:

```
B G R J J
5 4 3 2 1
+-------------------+ NC = Not Connected
| O O O O O |
\ /
\ O O O O /
+-------------+
9 8 7 6
Vs Hs NC NC
```

Dessutom finns separata ing�ngar f�r V�nster och H�ger ljudkanal i
chassit. F�rslagsvis bygger man en kabel fr�n Falkens audioutg�ng till
sk�rmens audioing�ngar. I s� fall skippar man kopplingen till separat
audioing�ng i skissen nedan.

Vill man ansluta sin Falcon till en Commodore 1084S RGB-sk�rm s� kopplar
man p� f�ljande vis:

```
Falcon030 1084S
```

```
PIN SIGNAL PIN
```

1---------- r�d ----------3
2---------- gr�n ----------4
3---------- bl� ----------5
5---------- jord ----------2
11---------- jord ----------1
13---------- H-sync ----------8
14---------- V-sync ----------9

9---------- audio ---------- separat audioing�ng
10---------- jord ---------- jord p� separat audioing�ng

```
10--jord--+
|
18---M1---+
```

Det verkar inte spela n�gon roll om man kodar denna sk�rm som TV eller som "ST-Color". Allts� beh�ver du inte g�ra f�rbindelse mellan p10 och p18 p� Falconsidan.

Om du �nd� inte f�r n�gon bild kan du b�rja trycka p� omst�llningsknAtariPostenparna p� baksidan av sk�rmen. Sk�rmen kan ju ta en massa olika signaler och dessutom via olika kontakter!

```
Falcon till VGA
```

�r det fortfarande n�gon falk�gare som inte skaffat denna adapter �n? F�r fullst�ndighetens skull tar vi med den ocks�. I VGA-�ndan har vi en 15-polig, hi-density, D-sub hona. Passa p� att skaffa ocks� de sexkantiga inskruvningsbitarna som monitorhannens skruvar passar i. Fysiskt kan adaptern realiseras genom att byggas in k�pan f�r den 19-poliga D-sub honan. I �ndan d�r kabeln ska komma ut f�rstorar man h�let s� att den 15-poliga kontakten f�r plats. S� f�r man en n�tt liten adapter. Fast enklare �r att helt enkelt ha 20cm kabel mellan kontakterna!

Signalerna p� l�dsidan av D-sub honan:

```
R G B J
1 2 3 4 5
+-------------------+ 6,7,8 = Jord
| o o o o o |
6 \ o o o o o / 10
\ o o o o o /
+-------------+
11 12 13 14 15
Hs Vs MV
```

Sk�rmad kabel b�r anv�ndas, sk�rmningen ska jordas bara i ena �ndan! Det �r ocks� n�dv�ndigt att verkligen ansluta p5,6,7,8 till jord. Eftersom vi r�r oss med h�gre frekvenser p� VGA, blir det ocks� l�ttare st�rningar!

Kopplingen ska se ut s� h�r:

```
Falcon030 VGA

PIN SIGNAL PIN

1---------- r�d ----------1
2---------- gr�n ----------2
3---------- bl� ----------3
4---------- monochrome ----------15
5---------- jord ----------5
11---------- jord ----------6,7,8
13---------- H-sync ----------13
14---------- V-sync ----------14

10--jord--+
|
19---M0---+
```

T�nk p� att �ldre VGA-sk�rmar inte alltid t�l att "bl�sas upp" med program som �kar uppl�sningen. Du kan faktiskt f�rst�ra din sk�rm! Nyare SVGA-sk�rmar t�l mycket, men inte vad som helst. Ser du att det flimrar s� st�ng av och prova med andra inst�llningar.

```
Falcon till SM124 och SC1224
```

Om du vill anv�nda dina gamla originalsk�rmar, SM och SC fr�n Atari, samt om du redan har en adapter fr�n ST-seriens 13-poliga kontakt till andra varianter av monitorer, s� kan nedanst�ende adapter vara r�tt v�g fr�n sk�rm till dator.

Den 13-poliga DIN kontakten �r densamma som i ST-seriens monitorkontakt i datorchassit, fast f�r kabelmontage.

```
Falcon030 13p DIN hona

PIN SIGNAL PIN

1---------- r�d ----------7
2---------- gr�n ----------6
3---------- bl� ----------10
4-------- monochrome video -------11
5---------- jord ----------13
9---------- audio ----------1
13---------- H-sync ----------9
14---------- V-sync ----------12
17---------- +12V ----------8
19---M0------(mono detect)---jord---4

10--jord--+
|
18---M1---+
```

H�r kr�vs fler ledningar �n i de andra exemplen, men det g�r bra att g�ra specifika adaptrar f�r varje sk�rm, exvis f�r endast SM124:an. I s�

fall skippar man ju R,G,B-signalerna och +12V. Det övriga kvarstår. Vill man bara använda SC1224:an behöver man inte +12V, "monochrome detect" och "monochrome video".

Samtliga komponenter kan köpas i välsorterade elektronikaffärer.
Den som inte vill bygga själv kan beställa kablarna från mig.
Sätt in 250:- per kabel på mitt postgirokonto:

417 10 48 - 4 Martin Graiter

Ange vilken av ovanstående kablar du vill ha, samt längd i meter. Har du andra skärmar än de nämnda kan du först skriva ett ebrev för att utröna huruvida anslutning till ST eller Falcon överhuvudtaget är möjlig.

```
+-------------------------------------------------------------+
| |
| --- Gratisreklam för SAK, Svenska Atari Klubben --- |
| |
+-------------------------------------------------------------+
| |
| För dig som inte är medlem i SAK kan det kanske vara intressant |
| att för bara 150:- gå med i ett år? Sätt in pengarna på pg: |
| 491 75 44 - 1 Bor du i Norge, Finland eller Danmark måste du |
| lägga till 50:- extra pga ökade portoavgifter för tidskriften |
| AtariMagasinet. Vill du ha ett gratis provnummer av nämnda |
| AtariMagasinet kan du skicka namn och adress till AP och det |
| dimper bums ner i brevlådan! |
| |
+-------------------------------------------------------------+
```

Detta är allt som bjuds i "pilotnumret" av AtariPosten! Skicka gärna dina intryck i brevform till Atari_Posten@bigfoot.com eller bara tryck på REPLY eller SVARA AVSÄNDARE. Detta fungerar givetvis inte med Fido eller fax! Fidofolk kan svara på e-brev via gateway, faxfolk måste nog beställa någon vän med dator och skicka epost.

Vi ses snart igen!

Martin Graiter

-oOo-

```
+-----------------------------------------------------------------+
| |
| X XX X |
| X XX X |
| X XX X |
| X XX X |
| XX XX XX |
| XX XX XX |
| XXX XX XXX |
```

```
| XXX XX XXX |
| XXX XX XXX |
| XXX XX XXX |
| XX XX XX |
| X XX X |
| |
+------------------------------------------------------------------+

123456789A123456789B123456789C123456789D123456789E123456789F123456789G12
```

409. FS: 2-Atari Systems & More

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <eMlu2.799$hl1.1120210@newshog.newsread.com>
Source record: 10564

Please visit http://www.vcnet.com/jsfcomsrv/Inventory-sale'98-All.html for
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12&#65533; Monitors
Printers
Atari Systems ***
Music & MIDI
Handmade P-Bass

Thank you,
:-)

410. Re: ex-Atari user turned newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <79cu2j$on8$3@news2.isdnet.net>
Source record: 10565
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jymohqes a crit dans le message <36B9361A.B6A79A4D@ix.netcom.com>...
> HELP!! I dragged my atari 1040F out of the garage. I know nothing
>about it. It boots right now to a green screnn with Floppy disk A and
>Floppy Disk B and Trash on it. I dont know if it has a hard drive, and
>I dont know what kinds of disks it uses, I dont know how much memory it
>has, blah blah blah. It has a mouse and a joystick and a monitor hooked
>to it. Does anyone know:
> A - what kind of disks it uses

```
Double sided double density (DSDD) 3.5" disks. 720K

> B - where I can get said disks

Some shops still carry them. If you can't find any, just get some HD disks
and stick a piece of tape over the HD hole. This makes them less reliable,
but it often works.

> C - If and how I can run a system diagnostic

Get sysinfo.prg from the quick FAQ.
If it was never modified, it has 1 Mb of RAM and no hard disk.

> D - Where I can get applications, etc

From just about any FTP site.

> E - Where I can get a compiler (BASIC or C preferable, PASCAL if
>necessary)
>

Same as D.

>Id really like to sstart using it again. Ive decided to take on the
>ambitions goal of writing a program to make it communicate over some
>port or other with a PC running Linux. I can write the software If I
>get a compiler and learn the system basics I think, but I have no
>manual. The only surviving manual I have is for Mark Willams' C and I
>dont have the disk. Please help!!

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

411. Re: STe and Stf technical questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <79cu2l$on8$5@news2.isdnet.net>
Source record: 10566

Jason Whorton a &#65533;crit dans le message <79ani2$1c4$1@remarQ.com>...
>Hello. I have a few technical questions about the STe and STf. I have
four
>STe's and three STf's. Most of them have a problem or two (bad power
>supply, bad disk drive, keyboard has a couple of broken key switches) and
am
>trying to make a few computers out of several.
> A couple of my ST's have a pin-striped screen. I saw no mention of
this
>problem in the Quick-FAQ. What causes this and what should I do to try to
>repair them?
>
>I tried the "four-inch drop" on one of the computers and it had two bombs
>come up on the screen. What is that?
>

Some bus error... You didn't do the 4" drop with the machines switched on,
did you ?

>Are the power supplies in the "e" and "f" model compatible?
>

Yup!

>Are the two socketed chips on the Ste's the TOS ROM's?

There are several socketed chip on the STE, the ROMS are 2 28pin chips with
Atari written on them, just under the floppy drive. TOS 2.06 chips are 32
pin chips.

>Are the 6? socketed chips under the power supply on the STf's the 1985
>copyright TOS ROM's?

Yup.

>
>I have swapped parts around and have found that of 7 computers, 4 have bad
>disk drives. If I find a 720K drive somewhere, will I be able swap the
>brown-beige face plate from the original drive to a generic PC 720K drive?

Depends on the drive. Trial and error I'm afraid...

>
>Most posters seem to live in Europe. Does anyone have any information or
>"theories" on why the ST seems to have been more popular in Europe than in
>the USA?

Marketing?

I also think that the PC craze caught on in the US first, squashing competition from the start. Don't ask me why.

Even in Europe, each national market was pretty different. In Germany it was a very pro market, the ST was mostly competing with the Mac. That's why most of the serious software nowadays still comes from Germany. In the rest of Europe, it was mostly marketed as a games/hobby machine, more like the Amiga and Amstrad at the same time.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

412. Re: ? IDE for 1040ST ?! how, or where ?!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <79cu2m$on8$6@news2.isdnet.net>
Source record: 10567

J�rgen Oppermann a �crit dans le message
<36B9CBEC.855A4A43@tcpip-gmbh.de>...
>hi, i'd like to set up an IDE hardisc (once from the F030) into my 1040ST
>i couldn't get hold of the manufactured IDE-Interface here in
berlin/germany
>and was wandering if it's sooo difficult, to built my own one ?!
>
>anyways couldn't find sensible resource on the web, yet - any help ?!

```
=> http://quickfaq.atari.org
```

```
Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

413. Re: HELP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <79cu2m$on8$7@news2.isdnet.net>
Source record: 10568

pedro monkeyfinger a crit dans le message
<36B8E8B7.824DD215@cadvision.com>...
>can anyone help me out in getting a hd driver for my stacey?
>

Get AHDI from the Quick FAQ.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

414. Re: ? IDE for 1040ST ?! how, or where ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <79d23g$1bs$1@irk.zetnet.co.uk>
Source record: 10569

On 4 Feb 1999 20:44:56 , "Nicholas Bales" wrote:
>
>J�rgen Oppermann a �crit dans le message
><36B9CBEC.855A4A43@tcpip-gmbh.de>...
>>hi, i'd like to set up an IDE hardisc (once from the F030) into my 1040ST
>>i couldn't get hold of the manufactured IDE-Interface here in
>berlin/germany
>>and was wandering if it's sooo difficult, to built my own one ?!
>>
>>anyways couldn't find sensible resource on the web, yet - any help ?!
>
>
>=> http://quickfaq.atari.org
>

Alternately I can sell you one ready built with installation instructions (if you thin k you can build one yourself you can definitely install this one) for 55 UKP plus P+P (I guess another 5 UKP) and that includes the big socket to fit over the processor......this is assuming that you have an STFM or an STF..... this comes with TOS2.06 (non-switchable though) which you don't have to fit but if you d o t he disk auto-boots...if y ou don 't you have to run AHDI (possibly CBHD, HD-DRiver etc) from a floppy...This is the Mario Becroft u nit and I have n ever fitted such a hassle free upgrade to an Atari.....it's almost as easy as fitting a switchable TOS upgrade.....sodler a s ocket over your processor, plug interface in, solder on one wire to HD port pin easy to get at), and optionally take out your tos chips and plug in one wire to where they were to activate the TOS2.06....no cutting, no de-soldering components, easier than a Nemesis.......YOU NEED AN STFM OR STF though...

chrisc
Abingdon Synthesis Projects
Oxfordshire, England

415. Mega STE LAN port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: nospam.stevehewitt@earthling.net
Message-ID: <79d9hrsta1@news6.svr.pol.co.uk>
Source record: 10570

Anybody got any software or info to allow the MEGA STE to connect/interwork with a PC via the LAN port e.g. cat5 cable or a hub.

I don't mind if its only TCP/IP (can STiK use that port) or whether BITz ever got Ghostlnk to work over the LAN port.

Any info much appreciated

--
Steve Hewitt

stevehewitt@earthling.net

ps Thanks to all the suggestions re the Mega STE hanging after 30 mins - I've disabled the cache and have had no reccurance so far, so the transfer continues.....

** Please remove 'nospam' to reply

416. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <79du35plb2@zingo.tninet.se>
Source record: 10571

Jo Even Skarstein skrev i meddelandet <799ujn$mt6$1@snipp.uninett.no>...

:there's no reason to choose SCSI unless you're using CAF.

How come CAF needs SCSI? What happens if you record to IDE?

MG

417. Re: STe and Stf technical questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <79du2aplb1@zingo.tninet.se>
Source record: 10572

Jason Whorton skrev i meddelandet <79ani2$1c4$1@remarQ.com>...

: A couple of my ST's have a pin-striped screen. I saw no mention of
this
:problem in the Quick-FAQ. What causes this and what should I do to try
to
:repair them?

Seems the memory is bad. If your memory is socketed try
yanking out the SIMMs and reseat them.
A good vacuum cleaning is beneficiary too. Dust and hair
can sometimes lead to electrostatic disturbances.

:I tried the "four-inch drop" on one of the computers and it had two
bombs
:come up on the screen. What is that?

You shouldn't bang your machine like that.

:Are the two socketed chips on the Ste's the TOS ROM's?

HI and LO, yes they are.

:Are the 6? socketed chips under the power supply on the STf's the 1985
:copyright TOS ROM's?

They are.

:Most posters seem to live in Europe. Does anyone have any information
or
:"theories" on why the ST seems to have been more popular in Europe than
in
:the USA?

Maybe because computers are cheaper in the US? and people seem to
have more money. The ST was the choice of those who couldn't
afford a Mac or an Amiga.

Many German students took the ST seriously and bought it with a
b/w screen, to be able to write their schoolwork on it.

MG

418. Re: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JBEQAHCOUP@data.rhein-main.de>
Source record: 10573

In <79c3lfgji2@news4.svr.pol.co.uk> Derryck Croker wrote:

>I'm also concerned that the Falcon's PSU might not have enough "guts" to
>power the CT2 plus the 32Mb SIMM and the original memory (which is a 16Mb
>SIMM).

No, that's ok. Works fine. (Includes 2.5" IDE) (Also 3.5" devices with smal power)

>I suppose that I'll put the original 4Mb back in as I doubt that I'll
>need that much "STRAM", I could then sell the 16Mb SIMM to recoup some of
>the cost of my upgrades.

I whitch way you want, also you can use the 14MB ST-RAM, no problem.
Some other RAM boards makes trouble, use the original boards..

(Colorised vertical stripes in 256 color mode = 100% ST-RAM mismatch)

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

419. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JBEQAHCRUP@data.rhein-main.de>
Source record: 10574

In <79c3legji1@news4.svr.pol.co.uk> Derryck Croker wrote:

>Thanks to you, Robert, Jo and Terry - I'll be going shopping soon! :-))

Yup, send your report if you are ready ;)
Regards, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

420. Auto Programs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: cjohns@yplace.demon.co.uk
Message-ID: <918087822_OASIS_@yplace.demon.co.uk>
Source record: 10646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone attempted to make a list (or lists) of autoprograms in an
running order which doesn't cause conflicts etc. Its hard to remember - or even
find - the readme docs which say run this before that but after the other.
For example - Falcon single tos - XBoot

XBoot/Superboot/Stoop
FPatch2 (Not needed with NVDI3+?)
NVDI3
SpeedoGdos
Selectric
Drvin
MFP, SCC etc
Sting, STiK
WDialog
Videlity
FolderXX
Sam
Stikstr
Mintnp/ Geneva/Magic etc

Add more to the list..

It would be instructive to hear from Those Who Know what the correct
order would be. Trial and error is all very well, but knowledgable
help would of more assistance to most of us I imagine. Throw in your
autos to this list and lets see if anyone is bold (and informed)
enough to put it all in order...

Here's hoping

CJ

--

---
cjohns@yplace.demon.co.uk
---

421. Re: TT for sale (USA)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: atari@bright.net
Message-ID: <79ate8ntc1@cletus.bright.net>
Source record: 10647

>> Dan,
>>
>> Your price is a bit too high. We like to add sentimental value
>> to our Atari systems, but for a system that runs like an outdated 486
>> with 1991 technology, the true value is closer to $150 (especially for
>> a system that's not in perfect shape). I had over $3,500 invested in
>> my TT when I sold it for $200 two years ago. To put it in
>> perspective, remember that you can spend $300 on an old, used, 486/100
>> and use Gemulator to buy a system that's faster than the
>> CaTTamaran-enhanced TT.
>>
>> I have another non-functioning TT, and would buy yours to replace
>> it only if the price were around $150.
>>
>> Thanks,
>> Glenn

The said specs of GEMulator and the real operation of GEMulator is
another matter. I've seen some of these products and frankly the
benhmarks seem bogus when it comes yo really to using it. If
"Gemulator 98 Pro with your PII 450 PC" is that much faster then it
only crashes or misbehaves faster otherwise why replace the TT? Cause
the real thing is always better...

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

422. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <79au33nbh1@news.imaginet.fr>
Source record: 10648

Terry May a crit dans le message <36b82dbc52a218e4@lvdi.net>...
>Unless your Falcon is modified to fix SCSI (e.g. the Nemesis patch),
>I would definitely stick with IDE. The Falcon's SCSI is way too
>buggy without the fixes. I have a 2GB IDE drive and only use SCSI
>for occasionally getting something off of CD-ROM.

The CENTurbo I&II fix the scsi bug and speed up the IDE. So after,
a good IDE go up to 9.7 MB/s in turbo mode (see our web site...).

The poor SCSI is limited to 1.8 MB/s and can be never accelerate :-(
On Phenix, the SCSI will be a Fast scsi (20MB/s)

Sacha
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

423. Re: STe and Stf technical questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-04 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Pxbu2.7392$r%4.15185@news21.bellglobal.com>
Source record: 10649

On 3 Feb 1999 17:47:11 -, "Jason Whorton" wrote:

> A couple of my ST's have a pin-striped screen. I saw no mention of this
>problem in the Quick-FAQ. What causes this and what should I do to try to
>repair them?

I don't know what you mean, pin-striped screen. However it could be your rf
shielding, or lack thereof.

>
>I tried the "four-inch drop" on one of the computers and it had two bombs
>come up on the screen. What is that?

I stay away from the four inch drop as it can unseat as many as it seats.
Take the cover off and press ALL the chips in tight.

>
>Are the power supplies in the "e" and "f" model compatible?

Don't know, probably.

>
>Are the two socketed chips on the Ste's the TOS ROM's?

Yes.

>
>Are the 6? socketed chips under the power supply on the STf's the 1985
>copyright TOS ROM's?

Yes.

>
>I have swapped parts around and have found that of 7 computers, 4 have bad
>disk drives. If I find a 720K drive somewhere, will I be able swap the
>brown-beige face plate from the original drive to a generic PC 720K drive?

This is in the faqs. Some drives, some not.

>
>Most posters seem to live in Europe. Does anyone have any information or
>"theories" on why the ST seems to have been more popular in Europe than in
>the USA?

Yes, But not in the tech section. Ask again in advocacy or comp.sys.

>
>Thank you,
>Jason Whorton

>http://www.microxl.com/oldcomputers/main.html

Later Brian.

>
>.

424. new to atari

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-05 00:00:00 UTC
From: John Ferris <jferris@lamlash.demon.co.uk>
Message-ID: <vKkZFDA8ttu2EwkT@lamlash.demon.co.uk>
Source record: 10575

how do I find out how much memory is in the computer.
and how much of it is working.
520ST
--
jim
MAILTO:jferris@lamlash.demon.co.uk
HTTP://www.lamlash.demon.co.uk

425. Re: Mega STE LAN port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-05 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990205142332.16703C-100000@hal.fishpool.com>
Source record: 10576

See TT homepage below.....

On Thu, 4 Feb 1999 nospam.stevehewitt@earthling.net wrote:

> Anybody got any software or info to allow the MEGA STE to connect/interwork
> with a PC via the LAN port e.g. cat5 cable or a hub.

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

426. Re: new to atari

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36BAE626.F0F4B5E1@directprovider.REMOVETHECAPITALS.net>
Source record: 10577

John Ferris a ï¿½crit :
>
> how do I find out how much memory is in the computer.
> and how much of it is working.
> 520ST

If it's a 520, and it hasn't been tampered with, then it's 512Kb. To be sure, use sysinfo.prg, downloadable from the Quick FAQ.

If any of it wasn't working, the machine would probably not boot up, and just about any software would crash.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

427. Re: Auto Programs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-05 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <79f0hdrga1@nnrp1.dejanews.com>
Source record: 10578
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <7PJYMEAiyWu2Ew3o@steverosie.demon.co.uk>,
Steve Stupple <Steve@steverosie.demon.co.uk> wrote:

> A list of what doesn't like what would be ideal, maybe there is one!, as
> opposed to a list of in which order; if I've got hold of the wrong end
> of the stick then forgive me my painkillers are working yet:((

Sounds like a good idea, a "Autofolder FAQ" would be useful, especially for newbies to alternate OSes like MagiC, MiNT and Geneva.

Here's a couple of things I know (doesn't) work. It's mostly MiNT-related, 'cause this is the system I know best:

* The various screen-enhancers for the Falcon must run after MiNT. This applies to all I've tried, including Screenblaster II and III, BlowUp, ScreenWonder and Videlity. Running them before MiNT results in anything from subtle bugs to total crashes. Btw. SB3 does not work if you're using init.prg from K[GE]MD.

* HS-Modem must run *before* MiNT. This is very important, as MiNT will support it directly if present. This means that if you run HS-Modem after MiNT, MiNT's serial-devices will use the old (and buggy) BIOS-routines and not the enhanced drivers. Running HS-Modem after MiNT will work, but only if you *never* use MiNT's serial-devices!

* Due to the way STiNG does it's internal scheduling it *must* run after MiNT.

* MiNT is a GEMDOS-replacement, and must therefore run after any programs that provides extensions to BIOS, XBIOS or GEMDOS. Basically this means that MiNT should execute as late as possible, only a handful of programs needs to run after it (look above). There are some very good reasons for running MiNT as late as possible, so please follow this advice!

* Graphics-cards and NVDI: The graphics-card driver must run before NVDI, and generally you have to disable NVDI's own screen-drivers (they're usually in c:\gemsys, just rename them). Btw. there is a program on my web-site (www-atari.nvg.ntnu.no/software.html) that does this automatically if you have a Nova card.

* Afterburner: The TK-driver must run before anything else, the only exception is your boot-manager. Also, 68882.prg must run after MiNT.

* XBoot: If you run XBoot on a cached filesystem it will reorder your autofolder alphabetically! So if you're using TCache or something similar with a write-cache, then *never* run it before XBoot. This also means that you can not start XBoot from your desktop to select another configuration if

your boot-drive is cached.

OK, I'm supposed to be working so I'd better finish here ;-)

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

428. Re: ? IDE for 1040ST ?! how, or where ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-05 00:00:00 UTC
From: Jürgen Oppermann <juergen.oppermann@tcpip-gmbh.de>
Message-ID: <36BB0217.994DC128@tcpip-gmbh.de>
Source record: 10579

Chris Crosskey wrote:
> >=> http://quickfaq.atari.org
that's nice thanks ...

> Alternately I can sell you one ready built with installation instructions
> (if you thin k you can build one yourself you can definitely install this
> one) for 55 UKP plus P+P (I guess another 5 UKP) and that includes the big
thanks, but according to the few ICs (besides the GAL) on that little board
that's a bit too much - anyways, i could have got it here for about 35UKP new.

> socket to fit over the processor......this is assuming that you have
> an STFM or an STF..... this comes with TOS2.06 (non-switchable though)
i've a 1040STF in which i patched a TOS 2.06 into it.

just have to get hold of a GAL-burner (; thank you

--
Dipl.Inf.(FH) Jï¿½rgen Oppermann mailto:technik@liquidaudio.de
TCP/IP GmbH, Berlin (Germany) http://www.tcpip-gmbh.de
Phone/Fax: +49.30.44 33 66 - 0/15

Liquid-Audio im Vertrieb der TCP/IP GmbH http://www.liquidaudio.de
==========
"We apologize for the inconvenience" http://www.joogn.de

429. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-05 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <79f4ho$cd5$1@snipp.uninett.no>
Source record: 10580

```
Martin Graiter <graiter@SPAMLESSstarmail.com> wrote:

> :there's no reason to choose SCSI unless you're using CAF.

> How come CAF needs SCSI? What happens if you record to IDE?

AFAIK it doesn't support IDE, it access the SCSI-device directly for
maximum speed.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

430. URGENTLY WANTED: Atari Monitor Switch box

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-05 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <zILqtMAo4xu2EwGm@steverosie.demon.co.uk>
Source record: 10581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,uk.adverts.computers,demon.adverts,netcom.uk.forsale

Hi

I'm desperately after a monitor switch box, the one that has the 2
monitor inputs as opposed to the multisync switch box.

I'm looking at around a fiver or I'm willing to swap some software or
whatever for it.

This is urgent as I can't test any software on a colour monitor without
it, the joys of having an ST in a tower case:(

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

431. Re: Mega ST Cable to SH205

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-05 00:00:00 UTC
From: michaels@nemesis.stochastik.rwth-aachen.de
Message-ID: <79f8tdskv1@nets3.rz.RWTH-Aachen.DE>
Source record: 10582

In article <7914vq$mv9$1@news6.svr.pol.co.uk>,
JLM <John@lmasterman.freeserve.co.uk> wrote:

>Please could you point me to where I can get a pinout diagram for the cable
>and a system disk. I think the HD is set up and working but obviously have
>no means of knowing.

The cable is a straight 1:1 cable with 19-pin male D-SUB connectors on both
ends - you can easily make one, however, you should keep it short (about
20cm is safe) and use good, shielded cable.

cu
Michael

--
In the beginning there was nothing, which exploded.

432. Re: Link 2 / SCSI Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-05 00:00:00 UTC
From: martin.w6@REMOVEukonline.co.uk
Message-ID: <36b604cb.3445115@news.easynet.co.uk>
Source record: 10583

>The red light is ON on the Link2 so that's getting power from the
>SCSI bus..
>I can't boot from the hard drive - so I tried booting from the ICD
>disk A (plus tried running coldboot) and it says:
>"ID 0 ..." I forget the exact message but essentially is says no device
>found or something..
>
You haven't knocked the ID switch have you? Is it meant to
be on 0 and you've knocked it onto id 1.

>If I boot without the hard drive on - it says:
>"No ICD host adapter detected" - so I guess the Link2 is sort of working..
>Any ideas from this??
>
The hard drive provides the terminator power probably so
when its not on the link wouldn't be seen as its not fully
powered up..

If its been moved perhaps a cable has worked loose. You
could look at the connectors and check the cable itself for
damage. Perhaps a can of switch cleaner might help to. To
clean up the connectors.

>I'm quite desperate as lots of development code is on the drive and my
>backups aren't too up-to-date :-(
>
>Hope someone has an idea of how I can sort it out - otherwise it looks
>like I'll give up with it.
>
>Kev
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

433. Re: Looking for Schematics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: mhop@snip.net
Message-ID: <36bb4655.146529636@news.snip.net>
Source record: 10584

On Sat, 30 Jan 1999 05:35:02 GMT, <dennis.vermeire@ping.be> wrote:

>Ronald commented;
>
>>>Everything is there except the TT schematics.
>>>
>>Why not those? I have them here on paper.
>
>Well Ronald. I gues it's because no one scanned and uploaded them,
>so please have a heart and make the schematics archive complete....-))

Where are these archives?

434. Advice needed about mortally ill TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <79gmfnnmj1@bomb.dynamite.com.au>
Source record: 10585

Last Thursday my TT suddenly effectively expired. After switching on it will operate for between 30 to 90 seconds before crashing, sometimes showing 2, 3 or 4 bombs but more usually 24.

When the TT operates long enough for the memory test to complete, memory seems to be ok. The fault is still present even when I remove TT ram, the 2 mb ST ram daughter board (leaving only the 2mb on the main board), the hard drive and even the floppy. That is, it crashes even with a bare, windowless and almost iconless desktop.

Things I have eliminated :-

Keyboard and mouse - those from my MSTe make no difference.

The Ajax chip - again the one from the MSTe makes no difference.

TOS roms - I have two sets, US and UK. They make no difference.

The only definite symptom the computer had exhibited before it died was a tendency when it had been switched on for a while, to set bit 3 on the first byte of a file written to a floppy, and, in longer files, the same bit in other occasional bytes. I can't say whether those bytes were at regular intervals - they may have been. For those with a macabre sense of humour, it delighted in changing the first three bytes of a Papyrus file from PAP to XAP.

I have once or twice observed the same phenomenon with a file written to a Supradrive FD-10 on the ASCI bus, but never to a hard drive on the SCSI bus.

Recently I have had a good deal of sport involving Magic 6 and HD Driver. I had solved all those problems, bar one, when the machine died, so I doubt that they are relevant, but cannot rule out the possibility.

Has anyone met anything like this? Does anybody have any suggestions?

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

435. Re: Looking for Schematics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <79h2bt$r8a$8@news3.isdnet.net>
Source record: 10586

Mike a &#65533;crit dans le message <36bb4655.146529636@news.snip.net>...
>On Sat, 30 Jan 1999 05:35:02 GMT, <dennis.vermeire@ping.be> wrote:
>
>>Ronald commented;
>>
>>>>Everything is there except the TT schematics.
>>>>
>>>Why not those? I have them here on paper.
>>
>>Well Ronald. I gues it's because no one scanned and uploaded them,
>>so please have a heart and make the schematics archive complete....-))
>
>Where are these archives?
>

```
Check out the Quick FAQ.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

436. Re: Advice needed about mortally ill TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <79hger$7ne$4@roch.zetnet.co.uk>
Source record: 10587

On 6 Feb 1999 06:12:07 G, David Leaver wrote:

>When the TT operates long enough for the memory test to complete,
>memory seems to be ok. The fault is still present even when I remove
>TT ram, the 2 mb ST ram daughter board (leaving only the 2mb on the
>main board), the hard drive and even the floppy. That is, it crashes
>even with a bare, windowless and almost iconless desktop.

>The only definite symptom the computer had exhibited before it died
>was a tendency when it had been switched on for a while, to set bit 3
>on the first byte of a file written to a floppy, and, in longer files,
>the same bit in other occasional bytes. I can't say whether those
>bytes were at regular intervals - they may have been. For those with a
>macabre sense of humour, it delighted in changing the first three
>bytes of a Papyrus file from PAP to XAP.

It sounds to me like a store fault, David. You have eliminated all but
the 2Mb. It COULD be this but there is also all the store access (MMU)
logic.

I have known store failure and bit-errors when the power supply has
been faulty. Check that there is a GOOD earth for the RAM, that the
decoupling capacitor on the 5v RAM supply is not faulty and put a
meter on the PSU 5v and also on the 5v line close to the RAM. You may
find it drops when the failure occurs in which case the prob. will be
fairly simple to fix.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

437. TT-Ram into Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <79hhncarv1@irk.zetnet.co.uk>
Source record: 10588

Hi Folks,
I've heard that it is a fairly easy thing in terms of the connections all being available on the expansion port, of adding TT-RAM to a Falcon...is this true, if so, which pins do I need for what?....If someone can give me the info (or point me at an URL, it doens't appear to be on DOITF030 BTW or the hack page) I might well get a batch made, as I have found a place that does a very reasonable deal on prototyping quantities of PCB's without the usual artwork generation hassles...
I want this as most of the progs i use willauto-recognise the TT-RAM and use it, Scooter, CAB etc...

chrisc

438. FS: 2 Atari systems with lots of extras +

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <nB2v2.2116$hl1.2756796@newshog.newsread.com>
Source record: 10589

Please visit http://www.vcnet.com/jsfcomsrv/Inventory-sale'98-All.html for
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12&#65533; Monitors
Printers
Atari Systems**********
Music & MIDI
Handmade P-Bass

Please Visit http://www.vcnet.com/jsfcomsrv and click the picture icons for
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom&#65533;s Folk Music History Page or
Guitar Lessons and more&#65533;

Thank You

439. Re: How to get PAL signal from NTSC Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: gaz+liz@zetnet.co.uk
Message-ID: <79iej0$ce8$1@irk.zetnet.co.uk>
Source record: 10590

Not sure about (a) or (b), but you'll get a much better picture on
a TV by making a cable to connect the RGB signals from the monitor
port to your TV's SCART socket.
(d): A genlock is a device for mixing video output with computer
generated graphics, so you can create titles for videos basically.
Sounds expensive and not really the best way to go.
I would try (c) - probably the cheapest method anyway!
Gary.

On 31 Jan 1999 22:53:58, Sasa Andrijasevic wrote:
>a) can the NTSC encoder be replaced by the PAL encoder on motherboard?
>b) is there a device /external probably/ which can turn the NTSC signal
>from RF out back to PAL signal?
>c) can I use monitor out to get the signal? Meaning, connect the
>Falcon to scart on TV or record to the video?
>d) do I have to use genlock then (whatz genlock, anyway??)

* @ !T! * all things Atari, electric guitarry & American car-ry! *
* .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
* //R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *

440. calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <79ij15$hm7$1@nnrp02.primenet.com>
Source record: 10591

HELP!!! how do i get calamus sl to output to a eps or postscript file
i want to take my pages to 1270 dpi. so how is it done.

441. Re: calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: lockwood@calcna.ab.ca
Message-ID: <79ilcg$7fg@ds2.acs.ucalgary.ca>
Source record: 10592

On Sat 06-02-99 23:25,
broncos@primenet.com wrote about calamus
in comp.sys.atari.st.tech:

> HELP!!! how do i get calamus sl to output to a eps or postscript file
> i want to take my pages to 1270 dpi. so how is it done.

You need the Bridge Module - a commercial plugin that allows you to
output files in various different formats.

Regards,

--
____/ / Frank Lockwood
/ / Calgary, Alberta, Canada
__/ / Quality Classical Music Recording and Editing
__/ _______/ http://www.calcna.ab.ca/~lockwood/

442. DISK FORMAT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: Tony <ARudzki@sgi.net>
Message-ID: <36BD117F.50DC56C@sgi.net>
Source record: 10593

can anyone give me specific details of the disk format of the ST?

My main question is regarding the two R/W heads. is the sector format numbering scheme go from sector 0 to sector X on the "top" side, and start at X+1 on the "bottom side"?

Any help would be appreciated.

Tony

443. AtariPosten Info

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-06 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <79hj1sfrs2@zingo.tninet.se>
Source record: 10594

```
x-----------------------------------------------------------------x
|\ /|
| \ ___ __ / |
| > ================== / /\/ /_ / / =================== <
| / / / / / /_/ \ |
|/ \|
x-----------------------------------------------------------------x
```

---------------------------IN ENGLISH-----------------------------

Well, since a surprisingly great number of non-Swedes decided to subscribe to this swedish publication, we feel obliged to at least present the subscription information in english.

To subscribe to AtariPosten you just need to send an email to:

Atari_Posten@bigfoot.com

Only the word "Subscribe" should be in the body of the message, no subject is needed. Should you decide you'd like to unsubscribe to AtariPosten then send a message to the same address, but with the word "Unsubscribe" in the message body instead. If you'd like to receive previous issues of AtariPosten, you just write the word "Subscribe" and the number of the issue directly behind.

Since there are only two days since issue number zero came out, that is the only issue you can get by now. For AtariPosten 0 you should write "Subscribe0".

Advertising

All Atari-related advertizing is free in AtariPosten, even the commercial one. General computer advertizing can be accepted but will have to be payed for. Advertizing about other matters will not be accepted at all. All ads can be cut or edited or refused for any reason the editor deems fit. Long pricelists will be refused, links to sites and email addresses will be accepted.

Martin Graiter, editor

444. Re: Motherboards for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <mgdvHJA0sZv2EwOu@steverosie.demon.co.uk>
Source record: 10500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <79cgumrpv1@remarQ.com>, Jason Whorton <jason@microxl.com>
writes
>Hello. I would like to ask everyone to please do that as well.
>

I must agree, you can't always guarantee that the country (if any) used
in the address is relevant anyway.

You don't have to be specific like my signature, something like UK, USA,
Canada etc.. even Europe would do.

I've seen adverts in the UK only newsgroups that aren't in the UK! You
really can't tell unless being told.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

445. Re: DISK FORMAT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <egXhnDAcWZv2EwJT@steverosie.demon.co.uk>
Source record: 10501

In article <36BD117F.50DC56C@sgi.net>, Tony <ARudzki@sgi.net> writes
>can anyone give me specific details of the disk format of the ST?
>
>My main question is regarding the two R/W heads. is the sector format
>numbering scheme go from sector 0 to sector X on the "top" side, and
>start at X+1 on the "bottom side"?
>

The format that the desktop formats are:

80 tracks per side (0-79)
9 sectors per track.

With a sector size of 512 bytes.

The most common used format, which you need to use a third party program like Fastcopy. Most format programs do extended formatting.

81 tracks per side
10 sectors per track.

With a sector size of 512 bytes.

DO NOT try and do a disk copy from the desktop with the above format, as this will only copy the 80/9 disks. If you do you'll lose a track and a sector of data off each track.

The sides of the disk are as follows:

Side 1, A or 0 - this is underneath the disk.
Side 2, B or 1 - is the opposite to the above.

When you are talking about formatting, there are many combinations you can do.

You can even have sector size of 1024 bytes, obviously you can't have 9 sectors of this size let alone 10.

You can mix them say: 2 x 512 bytes and 3 x 1024 bytes in you want.

The sector sizes that can be used are:

128
256
512
1024

Some disk protections take advantage of this as the run of the mill copy program can not duplicate them.

There are a couple of old game program disks that were produced used a larger sized boot sector, and so will not run on all ST models. This is because the boot sector has to be 512 bytes to be read and acted upon; I haven't had my hands on the original (the first model) ST, the one with a tape input socket, but all those I have had/have all require a boot sector size of 512 bytes to boot from.

I hope this helps;)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

446. Re: ex-Atari user turned newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <uAftvFA+nZv2Ewtx@steverosie.demon.co.uk>
Source record: 10502
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <79cu2j$on8$3@news2.isdnet.net>, Nicholas Bales <bales@direct
provider.REMOVETHIS.net> writes
>
>jymohqes a ï¿½crit dans le message <36B9361A.B6A79A4D@ix.netcom.com>...
>> HELP!! I dragged my atari 1040F out of the garage. I know nothing
>>about it. It boots right now to a green screnn with Floppy disk A and
>>Floppy Disk B and Trash on it. I dont know if it has a hard drive, and
>>I dont know what kinds of disks it uses, I dont know how much memory it
>>has, blah blah blah. It has a mouse and a joystick and a monitor hooked
>>to it. Does anyone know:
>> A - what kind of disks it uses
>
>Double sided double density (DSDD) 3.5" disks. 720K

Use double density disks if you have a double density drive, this is the
disk that has one hole with a little slidey thing to cover it; this is
the write protection thingy;) The high density disks have an additional
hole.

Most Atari drives I've come across cannot be trusted using high density
disks. If they can be read one minute and not the next, then you know
that you data security is not going to be secured.

None of my ST's fitted with a standard DD drive cannot read HD disks
without difficulty, they seem to write to them and format them OK. I
have to use an external drive with a larger (I can't remember the word,
it's not as sensitive or something like that.

Strangely my ST's high density drive can't read high density disks
written by an Atari!!!!!

>
>> B - where I can get said disks

I am hoping to find a supplier for the disks, in the very near future. I
used to use ex-software disks, but the supplier I got them from no
longer exists.

If anyone knows of one please let me know.
>
>Some shops still carry them. If you can't find any, just get some HD disks
>and stick a piece of tape over the HD hole. This makes them less reliable,
>but it often works.

Why tape over the HD hole???? I wasn't aware that the switch that senses
the HD disks are there in DD drives!

>
>> C - If and how I can run a system diagnostic
>
>Get sysinfo.prg from the quick FAQ.
>If it was never modified, it has 1 Mb of RAM and no hard disk.

Why would you need a system diagnostic, I'm just curious.
>
>
>> D - Where I can get applications, etc
>
>From just about any FTP site.
>
>> E - Where I can get a compiler (BASIC or C preferable, PASCAL if
>>necessary)
>>

If your after something specific, then I may be able to help. I've got
Lattice C, HiSoft's C interpreter and maybe others.
>
>Same as D.
>
>>Id really like to sstart using it again. Ive decided to take on the
>>ambitions goal of writing a program to make it communicate over some
>>port or other with a PC running Linux. I can write the software If I
>>get a compiler and learn the system basics I think, but I have no
>>manual. The only surviving manual I have is for Mark Willams' C and I
>>dont have the disk. Please help!!

I have various programming software and maybe a book or two that show
you how to use the inner working the beloved Atari;)

I hope this helps and I haven't trod on any toes, as my painkiller are
not doing what they are employed to do. Ah such is life!!!

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

447. ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: Duane O'Donnell <OUTWEST@prodigy.net>
Message-ID: <36BD08C4.B989DF10@prodigy.net>
Source record: 10503

does anyone have details or schematic for hooking up a multisync
monitor to an STE?

Thanks,

Duane O'Donnell

dodonn@hotmail.com

448. external drives for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: K'orris <korris@hotmail.com>
Message-ID: <79ksqe$jis@bgtnsc01.worldnet.att.net>
Source record: 10504

I recently obtained a complete 520ST system that was saved from
the Garbage man. Everything works fine. My question is about the
external drive that with it. The model is the S314.

Can replace the mechanism with a 1.44 mech to gain the Double Density? or do
I have to search for a complete S354 drive?

Any help would be appreciated.

Thanks

Korris

449. Re: ex-Atari user turned newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <79l207$o5r$2@news2.isdnet.net>
Source record: 10505
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Steve Stupple a crit dans le message ...
>In article <79cu2j$on8$3@news2.isdnet.net>, Nicholas Bales <bales@direct
>provider.REMOVETHIS.net> writes
>>Some shops still carry them. If you can't find any, just get some HD disks
>>and stick a piece of tape over the HD hole. This makes them less reliable,
>>but it often works.
>
>Why tape over the HD hole???? I wasn't aware that the switch that senses
>the HD disks are there in DD drives!

Because if he plans on using the disks to tranfer files from a PC, the PC
will not recognize the format because of that hole.

>>
>>> C - If and how I can run a system diagnostic
>>
>>Get sysinfo.prg from the quick FAQ.
>>If it was never modified, it has 1 Mb of RAM and no hard disk.
>
>Why would you need a system diagnostic, I'm just curious.

Probably because he doesn't know how much RAM, TOS, etc... he has on board.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

450. Re: external drives for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <79l20b$o5r$5@news2.isdnet.net>
Source record: 10506

K'orris a &#65533;crit dans le message <79ksqe$jis@bgtnsc01.worldnet.att.net>...
>I recently obtained a complete 520ST system that was saved from
>the Garbage man. Everything works fine. My question is about the
>external drive that with it. The model is the S314.
>
>Can replace the mechanism with a 1.44 mech to gain the Double Density? or
do
>I have to search for a complete S354 drive?
>

```
Actually, the 314 was the DS version. For some reason, the better model had
a smaller number than the single sided version.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

451. Re: ex-Atari user turned newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <b4FgBDAWThv2Ewo1@steverosie.demon.co.uk>
Source record: 10507
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <79l207$o5r$2@news2.isdnet.net>, Nicholas Bales <bales@direct
provider.REMOVETHIS.net> writes
>
>>Why tape over the HD hole???? I wasn't aware that the switch that senses
>>the HD disks are there in DD drives!
>
>Because if he plans on using the disks to tranfer files from a PC, the PC
>will not recognize the format because of that hole.

Strange!! both of my PC's do without the hole being cover up!

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

452. ATARI GAMES FOR SALE!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: "R.Smith" <RichardSmith@Drake-UK.Freeserve.co.uk>
Message-ID: <79l5q9oqt3@news6.svr.pol.co.uk>
Source record: 10508
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,alt.games.atari,alt.ads.forsale.computers

```
Atari ST games for sale. E-mail me for a list.
RichardSmith@Drake-UK.Freeserve.co.uk
```

453. Re: ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: John Whatty <john@mevatele.freeserve.co.uk>
Message-ID: <36BE1A34.274E@mevatele.freeserve.co.uk>
Source record: 10509

One other dealer/enthusiast ....
http://ourworld.compuserve.com/homepages/mevatele/atariads.htm
ST hardware and software - 1,000 ish titles.
Cheers
John

Nicholas Bales wrote:
>
> Steve Goodfellow a ï¿½crit dans le message ...
> >Nicholas,
> >
> >Sorry, forgot I was in a new (to me) newsgroup and that no-one would
> >know me. I live in Bristol (UK).
>
> There are plenty of Atari dealers in the UK. The Upgrade Shop, Titan,
> Systems Solutions all have web pages, there might be others.
>
> Nicholas
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

454. Re: Now I've done it?????????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: mgrove@iwvispe.com
Message-ID: <79iv2ebla1@remarQ.com>
Source record: 10510

On 7 Feb 1999 02:30:19 G, Jim Krych wrote:
>
>Hi!
>I was messing with my NVRAM settings, using Falcon030 NVRAM
>by R. Kurz.
>
>
>Somehow, someway, now, I am unable to go to the set video
>and change the settings for my desktop-more or less colors, or
>the ST compat modes. When I do, the desktop resets and such, as
>before, but as soon as I move the mouse, I get bombs.
>
>
>I seem to be stuck at 16 colors, 80 columns.(VGA)
>Though the system will also boot up in RGB mode for my
>1CM135 Monitor!
>
>
>
>HELP!!!!!!!!!

I don't have the application on this machine, but there is one
called something like reset nvram (of course shorter) that will put
you back to the defaults. No harm done:).

MG

455. Now I've done it?????????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <79itrr$9lv$1@pale-rider.INS.CWRU.Edu>
Source record: 10595

Hi!
I was messing with my NVRAM settings, using Falcon030 NVRAM
by R. Kurz.

Somehow, someway, now, I am unable to go to the set video
and change the settings for my desktop-more or less colors, or
the ST compat modes. When I do, the desktop resets and such, as
before, but as soon as I move the mouse, I get bombs.

I seem to be stuck at 16 colors, 80 columns.(VGA)
Though the system will also boot up in RGB mode for my
1CM135 Monitor!

HELP!!!!!!!!!

Jim W. Krych
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

456. Re: calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dmtyt7.1ji9uk91ri7jgaN@srry01m06-198.bctel.ca>
Source record: 10596

Frank Lockwood <lockwood@calcna.ab.ca> wrote:

> On Sat 06-02-99 23:25,
> broncos@primenet.com wrote about calamus
> in comp.sys.atari.st.tech:
>
> > HELP!!! how do i get calamus sl to output to a eps or postscript file
> > i want to take my pages to 1270 dpi. so how is it done.
>
> You need the Bridge Module - a commercial plugin that allows you to
> output files in various different formats.

Vector graphics exported as EPS from Bridge always worked well from my experience. On the other hand, attempts to dump a complete Calamus page to a PS-equipped printer always failed, notably because of positioning problems with certain frame types.

There's a very expensive PostScript module available for Calamus, one that I tried in beta form a few years ago. I'm not sure how it's progressed since then but it did support PS-level-2 and was quite fast. DMC used to sell a standalone EPS to CVG converter -- great for converting color EPS clipart to CVG 1.1 format.

Unless something has changed in the recent Calamus update, or the price of that expensive module (not Bridge) has come down, outputting a complete PostScript page was a royal pain (this is where PageStream's strengths were). The workaround was to export from Bridge using bits and pieces (through TIFF and EPS) and then re-assembling the parts in a PS-friendly page-layout program like PageMaker (the destination printer, a DocuTech, had a PostScript frontend).

Lack of good PostScript support really hurt Calamus in some ways, although the whole concept of the program, ironically, was to circumvent PostScript's limitations.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

457. Re: Now I've done it?????????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JBHGEFBXUP@data.rhein-main.de>
Source record: 10597

In <79itrr$9lv$1@pale-rider.INS.CWRU.Edu> Jim Krych wrote:

>I was messing with my NVRAM settings, using Falcon030 NVRAM
>by R. Kurz.

Use BOOTKONF.PRG from Uwe Seimet, best what i ever see'n
Kick other..

>Somehow, someway, now, I am unable to go to the set video
>and change the settings for my desktop-more or less colors, or
>the ST compat modes. When I do, the desktop resets and such, as
>before, but as soon as I move the mouse, I get bombs.

Switch OFF, connect SM124, switch on. Display/NVRAM must be reset
to default (monochrome) settings. (Also if you insert testkit into rom port)
Sometime other setup programs wrot trash into NVRAM.

SWITCH OFF BEFORE INSERT ANYTHING!!

>I seem to be stuck at 16 colors, 80 columns.(VGA)
>Though the system will also boot up in RGB mode for my
>1CM135 Monitor!

Reset NVRAM settings. Follow description.

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

458. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <79k874$22r$3@news7.svr.pol.co.uk>
Source record: 10598

On 3 Feb 1999 16:08:30 G, Robert Schaffner wrote:
>In <798up8$ac1$3@news5.svr.pol.co.uk> Derryck Croker wrote:
>
>>Since it looks like I can't use the IDE drive that I have in my Falcon with
>>the CT2 that I'm expecting (it isn't ATA4), I'm looking to replace it.
>
>2.5" IDE Toshiba 2.1Gig ~~315 DM (germany) (Runs fine with CT2)

Listed at 133UKP which isn't bad.

>Otherway, replace 2.5" with a 3.5" device, it's cheaper as any 2.5" device..
>Same speed, more space for the same money.

How could I fit a 3.5" drive in the Falcon? If I put it into the Desktopper
I think that I would need to extend the cable, which I think is a bad idea.

>(Need's 2.5" to 3.5" IDE cable adaptor & PSU connect!)

Yes, I've read up on the adaptor in Doitf030, but I would buy one readymade.

>(2.5" devices takes only +5V thru the flat wire, 3.5" devices can't do that)

I'm afraid for my PSU! :-)

>You can use your old devices well, but remeber what i sayed last time..

Yes, you said that ATA4 devices would be OK with HDDriver and MagiC (6), but
that older interfaces weren't guaranteed to work if I read you right.

>If you use SCSI, same as before. SCSI logic is on falcons mainboard, use the
>same bloody smal DMA/SCSI interface as before. It's a bit faster, but remember
>the 1800KB/Sec DMA barrier from Atari..

Understood. Thanks again for the help!

I've got the replacement for R216 now - one 10R plus 24 spare in case I
sneeze! ;-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

459. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-07 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <79k876$22r$4@news7.svr.pol.co.uk>
Source record: 10599

```
On 4 Feb 1999 17:03:34 G, Robert Schaffner wrote:
>In <79c3le$gji$1@news4.svr.pol.co.uk> Derryck Croker wrote:
>
>>Thanks to you, Robert, Jo and Terry - I'll be going shopping soon! :-))
>
>Yup, send your report if you are ready ;)

I found the Toshiba drive that you use at 133UKP - I think that I will get
that one or perhaps a bigger one :-))

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

460. Re: ex-Atari user turned newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-08 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <36bea492cb25d2@tripnet.se>
Source record: 10511
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Sun 07-02-99 22:33 (GMT) Steve Stupple wrote:

>In article <79l207$o5r$2@news2.isdnet.net>, Nicholas Bales <bales@direct
>provider.REMOVETHIS.net> writes
>>
>>>Why tape over the HD hole???? I wasn't aware that the switch that senses
>>>the HD disks are there in DD drives!
>>
>>Because if he plans on using the disks to tranfer files from a PC, the PC
>>will not recognize the format because of that hole.
>
>Strange!! both of my PC's do without the hole being cover up!

My pc first tries to read in HD mode. If this fails it tries in DD mode.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

461. Re: calamus

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-08 00:00:00 UTC
From: curis@capitole.lure.u-psud.fr
Message-ID: <slrn7bt7un.d3s.curis@capitole.lure.u-psud.fr>
Source record: 10512

Bonjour,

Dans son message ï¿½ï¿½Re: calamusï¿½ï¿½, Neil Roughley a ï¿½critï¿½:

ï¿½ï¿½> > HELP!!! how do i get calamus sl to output to a eps or postscript file
ï¿½ï¿½> > i want to take my pages to 1270 dpi. so how is it done.
ï¿½ï¿½>
ï¿½ï¿½> You need the Bridge Module - a commercial plugin that allows you to
ï¿½ï¿½> output files in various different formats.
ï¿½ï¿½
ï¿½ï¿½Vector graphics exported as EPS from Bridge always worked well from my
ï¿½ï¿½experience. On the other hand, attempts to dump a complete Calamus page
ï¿½ï¿½to a PS-equipped printer always failed, notably because of positioning
ï¿½ï¿½problems with certain frame types.

I never used that, so no comment.

ï¿½ï¿½There's a very expensive PostScript module available for Calamus, one
ï¿½ï¿½that I tried in beta form a few years ago. I'm not sure how it's
ï¿½ï¿½progressed since then but it did support PS-level-2 and was quite fast.

I use it nearly daily, and it works very very well. It's fast and easy
to use, and the result is good (but files are very big...). But, to use it,
you need a PS-printer that accepts level-2 binary PS (quite common now), a
8-bit connection between printer and computer (not always done, especially
with network printers...).
Be also careful with page sizeï¿½: some apple printers just don't print
if the page size is not one of the standard one... To ways : remove the
"setpagedevice" lines in the PS file or play with printing margins in Calamus.
Sadly, this driver doesn't handle two-side prints and can't produce
color files for PS color printers (only one-file by plane...)
The driver is made by adequate systems and there's a demo on their
site (something like http://www.adequate-systems.de)

--
Emmanuel CURIS
curis@lure.u-psud.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

462. Re: ST to multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36BE9E01.65034DB8@directprovider.REMOVETHECAPITALS.net>
Source record: 10513

```
Duane O'Donnell a ï¿½crit :
>
> does anyone have details or schematic for hooking up a multisync
> monitor to an STE?

Check out the Quick FAQ for connector pinouts, but make sure your
multisync is capable of displaying the ST's sync rates.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

463. Re: Now I've done it?????????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-08 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <79mgq1$40j$1@pale-rider.INS.CWRU.Edu>
Source record: 10514

Actually!

It seems that Edison.acc and other screensavers, once installed,
don't like changes to the video settings. Hmmmm.

Jim
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

464. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <79n67q$3gq$1@snipp.uninett.no>
Source record: 10515

Uwe Seimet <us@ooc.de> wrote:

>> AFAIK it doesn't support IDE, it access the SCSI-device directly for
>> maximum speed.

> Which doesn't make sense because CAF can't access a drive faster than a
> normal hard disk driver can. All the well-known incompatibilities which
> large partitions etc. result from CAF having its own hard disk code
> which doesn't support partitions that are perfectly legal for TOS.

I guess the reason for having it's own harddisk code is to avoid
fragmentation, but as you said it's probably just as fast and
certainly much more compatible to go through the driver (but not the
filesystem).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

465. Re: Advice needed about mortally ill TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-08 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <79lqpq$332$1@bomb.dynamite.com.au>
Source record: 10516

On 6 Feb 1999 13:35:23 G, Roger Cain wrote:

>It sounds to me like a store fault, David. You have eliminated all but
>the 2Mb. It COULD be this but there is also all the store access (MMU)
>logic.
>
>I have known store failure and bit-errors when the power supply has
>been faulty. Check that there is a GOOD earth for the RAM, that the
>decoupling capacitor on the 5v RAM supply is not faulty and put a
>meter on the PSU 5v and also on the 5v line close to the RAM. You may
>find it drops when the failure occurs in which case the prob. will be
>fairly simple to fix.

I've followed Roger's advice and discovered that, rather than being too low, the voltages are high. Unloaded the PSU gives nearly 7v on the +5v line and under full load it remains at about 6.1v ; the 12v line is over 15v unloaded and close to 14v loaded; the -12v is close to -15v unloaded. Only the -5v line is nearly spot on in unloaded condition.

Measured at an electrolytic on the ST ram daughter board, the 5v supply is still an overly healthy 6v.

Is this normal? Is the regulation of the PSU shot? Could over voltage to this degree (20%) cause the symptoms I am seeing?

I've used two multimeters, one digital, one good old-fashioned, and they agree closely, so it's not measurement error.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

466. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-08 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <36BE98C6.4DD2@ooc.de>
Source record: 10517

Jo Even Skarstein wrote:

> AFAIK it doesn't support IDE, it access the SCSI-device directly for
> maximum speed.

Which doesn't make sense because CAF can't access a drive faster than a
normal hard disk driver can. All the well-known incompatibilities which
large partitions etc. result from CAF having its own hard disk code
which doesn't support partitions that are perfectly legal for TOS.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

467. FS 1040 ST W/hd

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-08 00:00:00 UTC
From: Ron Palangio <ronpala@interlynx.net>
Message-ID: <79nr0ccgn1@wolf.interlynx.net>
Source record: 10518

Atari 1040stf with 4 meg upgrade board and AT speed C16 emulator $50.00 CDN
(w/mouse)
SM124 mono monitor $30.00 CDN
SC1224 Colour monitor $40.00 CDN
Megafile 60 hard drive $50.00 CDN
monitor master switch $10.00 CDN
Star NX1000 printer $10.00 CDN

Buy separate or complete system for $180.00 plus shipping (CDN funds)

Make an offer

ronpala@interlynx.net

468. BiT BOPPER Video Synthesizer for Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-08 00:00:00 UTC
From: o@goawayARTWALKER.com
Message-ID: <o-0802990011370001@dynamic55.pm03.mv.best.com>
Source record: 10519

BiT BOPPER Video Synthesizer for Falcon...

http://www.artwalker.com/o/14/

Enjoy!

--
Use a telephone to send VOICE messages to ICQ users...

http://www.qcommand.com/icq/

469. Re: external drives for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <93Mv2.10250$r%4.19602@news21.bellglobal.com>
Source record: 10520

On 7 Feb 1999 20:24:46 G, "K'orris" wrote:
>I recently obtained a complete 520ST system that was saved from
>the Garbage man. Everything works fine. My question is about the
>external drive that with it. The model is the S314.
>
>Can replace the mechanism with a 1.44 mech to gain the Double Density? or do
>I have to search for a complete S354 drive?

The SF314 is a DOUBLE DENSITY drive.
The SF354 is a Single Sided DD drive.
A 1.44 Mechinism is a High Density Drive.
You would need to install an Ajax chip I believe.
Go to Hallvards Page and locate his ftp site for
Sony 1.44

ftp.sol.no/users/h/hallvart/atari/
(194.143.8.25)

This should make it clear. Now perhaps you could check the garbage for a
second machine:-).
>
>Any help would be appreciated.
>
>Thanks
>
>Korris
>
>
>.

470. Re: SCSI or IDE best for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <36BFF466.3E46@ooc.de>
Source record: 10521

Jo Even Skarstein wrote:

> I guess the reason for having it's own harddisk code is to avoid
> fragmentation, but as you said it's probably just as fast and
> certainly much more compatible to go through the driver (but not the
> filesystem).

You can avoid fragmentation without using your own hard disk code. Any
hard disk driver allows to write sectors without using any
filesystem-related operations. There are always two ways to write data:
Using GEMDOS and the filesystem or directly reading/writing sectors.
Even the oldest versions of AHDI have a documented interface for
reading/writing plain sectors and other drivers are compatible to this.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

471. Connect TT with Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: Fokko Veegens <v952647@si.hhs.nl>
Message-ID: <36BFFB55.1294E78A@si.hhs.nl>
Source record: 10522

Does anyone know how to connect an Atari TT with a relatively new Mac?
Is there a possibility to print from the TT to a macintosh printer?

Fokko Veegens.

472. Re: Connect TT with Mac

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990209121440.29588A-100000@hal.fishpool.com>
Source record: 10523

If you run MiNT or Linux you can use Samba (a freeware clone of the
SMB printer/harddisk sharing systmem found on windows) or NFS to share
data between machines.

To connect the machines, use an Appletalk cable on the TT's LAN port.

On Tue, 9 Feb 1999, Fokko Veegens wrote:

> Does anyone know how to connect an Atari TT with a relatively new Mac?
> Is there a possibility to print from the TT to a macintosh printer?
>
> Fokko Veegens.
>
>
>

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

473. [PUB]jaguar kit development

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <36C01F67.8D51A517@france2.fr>
Source record: 10524

A new update of JagStudio is available at:

http://wwwlinux.utc.fr/~atari/atari.html

this one have got now two JagStudio version, for MagiC and TOS/MiNT.
Site always in French, we expect do an english version as soon as
possible.

474. FS: ST Software and books

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <36C045B4.A43D69D3@cyou.com>
Source record: 10525
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,comp.sys.atari.programmer

I have the following items for sale. Prices do not include shipping
(buyer pays shipping). US postal money orders only please.

Software

Stalker 3 (Box & Docs) $ 7
Thunder, Batteries Included (Docs) $ 3
Mark Williams C (Docs) $10
GFA Draft (Docs) $ 5
EZ Track Plus (Docs) $ 7

Books - All $10 each

Programmer's Guide to GEM - Sybex
CManship Complete - Clayton Walnum (with Disk)

Abacus Books - All $10 each

#2 Atari ST Internals
#3 Atari ST GEM Programmer's Reference
#5 Atari ST Tricks & Tips (with Disk)
#6 Atari ST Graphics and Sound
#7 Atari ST Logo User's Guide

--
Larry Richardson
larryr@cyou.com

475. Re: Advice needed about mortally ill TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <79q0thrja1@news2.xs4all.nl>
Source record: 10526

On 8 Feb 1999 04:56:26 , David Leaver wrote:
>
>I've followed Roger's advice and discovered that, rather than being
>too low, the voltages are high. Unloaded the PSU gives nearly 7v on
>the +5v line and under full load it remains at about 6.1v ; the 12v
>line is over 15v unloaded and close to 14v loaded; the -12v is close
>to -15v unloaded. Only the -5v line is nearly spot on in unloaded
>condition.
>
It is very seldon that voltages are to high, mostly the are to low.

But I think that this can be the source of the problems.
Especially memory chips for 5 V can work mostly between 4.7 and 5.6 V
as datasheets tell me.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

476. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <79q161fvb1@news6.svr.pol.co.uk>
Source record: 10527

On 28 Jan 1999 07:43:30 , Derryck Croker wrote:

:>Me, I'm most concerned about the possible need to replace some parts
:>removed during the installation of Nemesis - only time (and a look at
:>some docs) will tell! :-))

Why you concerned Dezza, you frighted of it.

:>SMD components and those inside the Mega are a little like David and Goliath
:>in terms of size! :-)

Dont be a woosie!!

You wanna bring it here when you get it, ive got some SMD stuff, pointy
tweezers and solder flux/paste, and a needle nose bit

:>Isn't there some problem with HDDRiver and IDE drives tho', or am I
:>mistaken?

No, wanna demo??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

477. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <79q164fvb2@news6.svr.pol.co.uk>
Source record: 10528

:>>>Karl at Systems Solutions here in the UK said that he thought that it
:>>>was very easy to install, aided by a very clear manual.

:>>Sure he say that, he's a profi :)

:>Encouraging people to fit their own means that he loses the business tho'!

Ive seen lots of Amatuer installations of gadgets, not a nice sight, I'd
defo. recommend the pro service, not many Hams take adequate care with
ESD's, not many more can solder properly.

:>>Well the manual is clear, for profis. Other people have questions left.

Perhaps they should reconsider DIY'ing

:>>>Me, I'm most concerned about the possible need to replace some parts removed

:>>Right, the only part you have to replace is R216, 33R (Ohm). CT2 doasn't
:>>work without them.

:>Thanks. (Thinks - could I use a low wattage resistor instead?)

Do you have prob's getting SMD's, you wanna squiz my CPC comic??.

Perhaps the size of the device might be critical in a HF circuit, better to
use an identical. Did you keep the one's you removed.

:>Hmm, maybe I'll be lucky - but what of my Microtek scanner (with ScanX),
:>my CD ROM, Syquest, tape streamer (that's ancient!)

That'l work with a good lube job. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

478. Re: cyberstrider

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <79q165fvb3@news6.svr.pol.co.uk>
Source record: 10529

On 30 Jan 1999 13:58:36 , "kevin dermott" wrote:

:>has cyberstrider packed up no links to the site work any more

It was active last evening, the 7th feb, i got in with www.cyberstrider.org

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

479. Verschenke: 'n dicken Haufen Atari ST Mags

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-09 00:00:00 UTC
From: Jürgen Oppermann <juergen.oppermann@tcpip-gmbh.de>
Message-ID: <36C09FC7.FE4DAC7D@tcpip-gmbh.de>
Source record: 10530
Cross-posted to:
bln.markt,comp.sys.atari.st,comp.sys.atari.st.tech,fido.ger.atari,maus.sys.atari,t-netz.rechner.atari,z-netz.rechner.atari,de.markt

ansonsten fi¿½hr ich dem papier-re-cycling zu, was eigentlich schade wi¿½r.
selbstabholer (in berlin) bevorzugt.
--
Dipl.Inf.(FH) Jï¿½rgen Oppermann mailto:technik@liquidaudio.de
TCP/IP GmbH, Berlin (Germany) http://www.tcpip-gmbh.de
Phone/Fax: +49.30.44 33 66 - 0/15

Liquid-Audio im Vertrieb der TCP/IP GmbH http://www.liquidaudio.de
==========
"We apologize for the inconvenience" http://www.joogn.de

480. FS Atari Books

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-10 00:00:00 UTC
From: cjohns@yplace.demon.co.uk
Message-ID: <918613420_OASIS_@yplace.demon.co.uk>
Source record: 10531

After many years these have come to light. Please email me if
interested

The First Atari Book First Publishing Ltd
Working with the Atari ST Lawrence and England
ST Disk Drives Inside & out Abacus
The Anatomy of the Atari ST First Publishing Ltd
The Elementary Atari ST William Sanders

Quite a few boxed games and applications with manuals etc.
Calligrapher, Superbase personal, Supercharged EasyDraw etc

Email me for a list of what I still have

CJ

---
cjohns@yplace.demon.co.uk
---

481. Re: external drives for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-10 00:00:00 UTC
From: K'orris <korris@hotmail.com>
Message-ID: <79qr0u$rev@bgtnsc01.worldnet.att.net>
Source record: 10532

Thanks for the info Nicholas and Brian!!

K'orris wrote in message <79ksqe$jis@bgtnsc01.worldnet.att.net>...
>I recently obtained a complete 520ST system that was saved from
>the Garbage man. Everything works fine. My question is about the
>external drive that with it. The model is the S314.
>
>Can replace the mechanism with a 1.44 mech to gain the Double Density? or
do
>I have to search for a complete S354 drive?
>
>Any help would be appreciated.
>
>Thanks
>
>Korris
>
>

482. Re: Now I've done it?????????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-10 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <79qv2l$r31$1@pale-rider.INS.CWRU.Edu>
Source record: 10533

Hello!

Thanks for all the help on this. It seems that the screen savers
I was using, didn't like changes in the resolution/video mode
or colors. I plan on using Before Dawn soon.

BTW: what is the key for COnnect, now that the authors released
it?

Regards,

Jim W. Krych\
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

483. [FS] Cartridge for 2 ROMs for ATARI ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-10 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <79rmcf$53e$1@nnrp1.dejanews.com>
Source record: 10534

Hi,

Anybody interested in a "CARE Electronics" cartridge (made in england)
designed to hold two E-PROMs or UV-PROMs or ROMs , that plugs into the
cartridge port of an ATARI ST ? Right now, it holds two UV-PROMS containing
the Macintosh 128k ROM software (to use the Spectre Mac emulator).

Dimensions : 85mm x 55mm x 22mm

Asking price : $12 or 12 Euros or equivalent, including surface post

french-lines@usa.net

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

484. Re: Now I've done it?????????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-10 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <36C1740A.9A63FDD4@france2.fr>
Source record: 10535

Jim Krych a ï¿½crit:
>
> Hi!
> I was messing with my NVRAM settings, using Falcon030 NVRAM
> by R. Kurz.
>

you can try my program NVRAM, the source code is include. you can find
it at:

http://wwwlinux.utc.fr/~atari/download.html

485. Atari's Map Address

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-10 00:00:00 UTC
From: Jean WILK <jean.wilk@wanadoo.fr>
Message-ID: <79snq3rlb1@platane.wanadoo.fr>
Source record: 10536

I search the Map address for assembly programmation.
Please E.mail me quickly... Thank you
John.

486. For Sale, Swap or P/X: SCSI Tape Streamer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-10 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <XGPDuNACcfw2EwSa@steverosie.demon.co.uk>
Source record: 10537
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

I have a Tandberg Data TDC3620 internal SCSI tape streamer with 22 x
60Meg tapes and one head cleaner.

An ideal way for backing up those cluttered drives.

I'm open to offers, if you've got some other hardware or software to
swap etc... postage will be extra.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

487. Re: Which DeskJets With Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-10 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <36c1d0a0cb155670@lvdi.net>
Source record: 10538

On Thu 11-02-99 00:39, Eddy-Haitch scribbled:

>Not many buttons though. That worries me. It has power on/off and paper
>feed. That's it. Why oh why?

That's all my 672C has. TBH, I never felt the need for more buttons.
Maybe because I've always owned DeskJets.

What other buttons would you like?

I guess anything else you might need would be in their Windows
software.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

488. Re: Atari's Map Address

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36C293FF.940ACD2C@directprovider.REMOVETHECAPITALS.net>
Source record: 10450

```
Jean WILK a ï¿½crit :
>
> I search the Map address for assembly programmation.
> Please E.mail me quickly... Thank you
> John.

Check out the ST internals:

http://www.netkonect.net/tachyon/A3/articles/stinternals/STINTERN.HTM

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

489. What to do with a 040...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <79uknk$hm7$1@feresa.bio.vu.nl>
Source record: 10451

A friend of mine dropped by yesterday and gave me a MC68040 which he had salvaged from a Mac... He thought that, as a Motorola user I might be able to use it. Anyone got any ideas as to what use it might be for a humble Falcon user like me?

-=El Vienno (lvzon@bio.vu.nl)

490. Atari-prylar till salu

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: epkrgdh@epk.ericsson.se
Message-ID: <79unp2$ej0@newstoo.ericsson.se>
Source record: 10452

H�rdvara:

JAM-8 PRO, 8 separata utg�ngar i 19" rack till falcon. NP: 2700 kr. Mitt pris: 1500 kr.

SPD/IF, digital interface (optisk/koaxial in/ut) till falcon. NP: 1700 kr. Mitt pris: 1000 kr.
Kan g�ra backup:er till DAT-bandspelare.

BlowUp Hard-II, Screen-enhancer, 50Mhz pixelklocka till falcon. NP: 850. Mitt pris: 450 kr.

Zero-X, med nyckel V.1.55 SCSI. NP: 1500 kr. Mitt pris: 800 kr.

KFC SVGA Monitor 15". Mitt pris: 800 kr.

JAM Fast-Cart-Pro: En buffrad Cartridge-f�rl�ngare s� att man slipper sl� av datorn n�r man byter Cart.
NP: 500 kr. Mitt pris: 250 kr.

Kan �ven t�nkas byta Moderkort. Jag har ett Atari orginal-MK med en T-36 accelerator p� som
(�ven kallat Speed Resolution Card) klockar processor/buss i f�ljande (Mhz):
16/16
18/18
32/16
36/18

Jag byter endast detta mot C-Lab kort. Alla audio+klockpatchar �r gjorda s� det funkar perfekt till
Cubase Audio. NP accelerator 1500 kr. Installerad av Atari-�terf�rs�ljare.

Mjukvara:

Atari-Works orginal med manual. NP: 1100. Mitt pris: 600 kr.
NVDI 3 orginal. NP: 600. Mitt pris: 250 kr.
Diamond Edge orginal Version 1 och 2.. NP: 550+350=900. Mitt pris: 500 kr.
Calamus 1.09 orginal inkl Calamus Handbook p� Svenska. Mitt pris: 600 kr.
Neodesk 4 orginal med manualer. NP: 550 kr (?), Mitt pris: 250 kr.

Kvitto finnes p� alla prylar.

email el ring 0455-395416 (dag), 0455-18278

//Ronny

491. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <79upa5$94e$1@cubacola.tninet.se>
Source record: 10453
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Nicholas Bales skrev i meddelandet
<36C29187.BF9D1CA9@directprovider.REMOVETHECAPITALS.net>...

:The problem is copyright. Although these programs are old, they are
also
:still under copyright. You have no right to upload them anywhere. You
:can give away or sell the originals though.

Interesting question this.
What happens with a copyright when the
copyright holder "vanishes"?

If the holder is a deceased company, which is
the normal, it will have no heirs I suppose?

Even if this extinct imaginary company,
without heirs would still be the legal holder
of a certain copyright, what could possibly
happen to someone who breached the copyright?

There would be no one to sue you, no one to
claim rights, no one to compensate.

Seems like a pretty un-riscy business to me?

MG

492. Russian 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <79upau$94e$3@cubacola.tninet.se>
Source record: 10454

Does anyone know if there is a russian version
of TOS 2.06? Where can I get it?

MG

493. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36C2FB17.A4AC395E@directprovider.REMOVETHECAPITALS.net>
Source record: 10455
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Martin Graiter a ï¿½crit :
>
> Nicholas Bales skrev i meddelandet
> <36C29187.BF9D1CA9@directprovider.REMOVETHECAPITALS.net>...
>
> :The problem is copyright. Although these programs are old, they are
> also
> :still under copyright. You have no right to upload them anywhere. You
> :can give away or sell the originals though.
>
> Interesting question this.
> What happens with a copyright when the
> copyright holder "vanishes"?

Interesting, but I'm afraid it has been discussed many, many times.

> If the holder is a deceased company, which is
> the normal, it will have no heirs I suppose?
>

A company can close down, but it's intellectual property, including copyrights, never disappear. Either the company is bought up by another company, or it is liquidated and what's left of it goes to it's creditors (banks or suppliers). In the case of an an individual person, the rights go the person's inheritors.

What I mean is that the copyright always belongs to someone. Whether they care, or even know about it is another question altogether.

> Even if this extinct imaginary company,
> without heirs would still be the legal holder
> of a certain copyright, what could possibly
> happen to someone who breached the copyright?

Of course, the question of "I know it's illegal but nobody cares" is another issue totally. It's up to you to take the risk. Nobody cares if you drive through a red light at midnight if there's no other vehicle around, but if you get caught you can't complain.

>
> There would be no one to sue you, no one to
> claim rights, no one to compensate.

Wrong. The ISDA has started closing down many "emulation" sites, in the name of companies they represent. This organization is funded by software companies to defend their rights. IMHO it's rather silly to go

and attack "obsoleteware" sites when there are so many real warez sites around. It's probably just a matter of it being easier to deal with. The thing is, these people have the law on their side, and there's not much we can change to that.

The only way to change this would be to write to software companies and ask them to release their old software into the public domain if they wish to no longer support it. This would be a constructive move for everyone. Some companies have done this already (GFA Basic 2, STOS, 1st Word, plus lots of shareware stuff).

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

494. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Andy Blakely <andy.blakely@pnl.gov>
Message-ID: <36C32E6F.5E52D828@pnl.gov>
Source record: 10456

Maybe we should form a group whose goal is to get copyrighted software which is no longer supported into the public domain. It seems that most companies who made software for the Atari have moved on to other platforms and no longer care about the Atari. This would greatly benefit Atari users everywhere and would help keep the Atari world alive. If there were more programs available to me, I'd use my Atari more often. Perhaps this could even spark an improvement in the after-market of Atari computing.

Just an idea. What do you think?

Nicholas Bales wrote:

<snip>

>
>
> The only way to change this would be to write to software companies and
> ask them to release their old software into the public domain if they
> wish to no longer support it. This would be a constructive move for
> everyone. Some companies have done this already (GFA Basic 2, STOS, 1st
> Word, plus lots of shareware stuff).
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

495. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <79vd3f$7ko@james.hwcn.org>
Source record: 10457
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <79upa5$94e$1@cubacola.tninet.se>, "Martin Graiter"
<graiter@SPAMLESSstarmail.com> wrote:

>Interesting question this.
>What happens with a copyright when the
>copyright holder "vanishes"?
~^~^~^

copies of work, but you actually have to have made a serious attempt to find the copyright holder which means more than calling the number on an old warentee card and discovering that the company has been out of business for 15 years.

As well, there are proposed changes to the copyright act before the lawmakers in Canada right now that will allow for the copying and distribution of copyrighted works that are "no longer commercially available". This ammendment to the copyright act is being done mostly to accomodate Libraries, Archives, and Educational Institutions. Before the law is passed libraries, archives, and schools had to own a legitimate copy of a work to make it available to the public. If the work in question was out of print then the organization was out of luck. When the law is changed it will be possible for such organizations to have copies of these works available when the original is no longer available commercially. What does this mean for computer enthusiasts? Register yourself with the government as a software archive and you can make available to the public discontinued software. Of course there are certain steps that need to be taken in order to be recognized as a legitimate archive.

As far as I know there are no such ammendments before the legislative bodies in the United States so you guys are out of luck. Of course you could always set up a webpage on an ISP in a country like Pakistan, Taiwan, or any other number of countries that do not have copyright laws and archive the software there. Or wait for the ammendments to the law her in Canada and set up an archive on a Canadian ISP.

But as you said, the chances of getting "busted" are slim to none. The worst that will likely happen is that the copyright holder, if they object to the unauthorized use of the software, will issue a "Cease and Desist" order. So then you decided if you want to comply or ignore it at your own risk.

Now as a matter of ethics, some people are very much into "the law is the law is the law". If the law says something is wrong then it is wrong, if the law says something is right then it is right. Personally I don't have any moral or ethical objections to people making available discontinued works. I'm a working musician who pays my mortgage with my royalties so I appreciate the need to protect "intellectual property" rights, but only so far. If a market has been abandoned while there is still a demand for the works then I feel people have the right to satisfy that demand themselves even if this means violating copyright law. When it comes to works I've created which for whatever reasons I no longer choose to make them commercially available I have no objections to people making illegitimate copies of that work and distributing it to others who have a demand for those works. It's not like it is costing me any real money.

One thing people have forgetten is that copyright law was not created to protect the property rights of artists. Copyright law was created to increase public access to created works. Offering limited protection of the artist's "intellectual property" was the means by which this was achieved. The orginal term of copyright protection was 26 years, after this time the work became public domain. This gave the artist a limited monopoly on their work

but ensured that the public also gained access to the work. But then something happened that the original copyright law didn't take into account, copyrighted matterials were no longer works of art but became corporate assets. Businesses had more money and more influence over the lawmakers than artists so the terms of copyright protection were extended, and each time it looked like the copyrights were about to expire the businesses pressured the government into extending the term of copyright protection. Now copyright law is "life +50" if the copyright is owned by an individual or 75 years if owned by a business. The various media companies are now pressuring governments to have it extended to an even 100 years of copyright protection. Personally I think it is rediculous that a piece of software should have a copyright that extends beyond the patent of the machine it is written to run on. I think 10 years is more than generous for software copyright given the the commercial lifespan of the average piece of software is around 5 years before it needs to be upgraded as the machine it was running on is obsolete. For other works I'd like to see the term brought down to 26 years offered by the original (and in my opinion the best) copyright law.

The original copyright law was made to encourage people to create works of art so that these works would become available to the general public. It was the public's interest that was being served by the law. Today copyright law grants ever increasing monopolies to business and denies public access to created works. It is the corporate interest that is being served.

It has never been cheaper or easier in all of human history to create or distribute works of art. People no longer need an incentive to create art as they can now afford to create simply for the sake of creation. Unfotunately we are now living in a world that rarely recognizes art and is only interested in "product".

Right now businesses are putting pressures on our legislative bodies to ever tighten their control over their products. They are already striving to create a world where consumers are not only charged money when they buy a product but are charged more money everytime they use it in the form of royalties (there's already a DVD player that does this everytime you watch a movie). You will not be able to listed to a song, watch a movie, or use a computer program without being charged for it. Now it could be that as businesses tighten their fist around their "products" we will see the public interest turn away from commercial products and towards true artists who create simply for the joy of creation. But then again who is to say that businesses simply won't find a way to make self-publishing prohibative if not illegal.

Already here in Canada there is a tax being applied to blank recording media of 50 cents per 15 minutes (this more than doubles the price of blank tapes and CDs) This tax is being applied under the guise of helping combat music piracy. The truth is this tax hurts musicians as they are not exempt from the tax. So when an independent band buys blank cassettes or CDs or DATs to distribute their work they are paying a large

tax that the big record labels are exempt from. The government says that musicians will get the money back from SOCAN, but the truth is the only people who will see any serious money from this new tax are the large labels and the mega artists like Celine Dion (which is why the new tax has been dubbed "The Celine Dion Tax" by Canadian musicians). The large record companies have been seeing some serious erosion of their profits by small indepently released albums. Even though an individual independent may not sell a lot of albums the fact that so many artists are now independently releasing their works the number of sales really adds up. This tax was created for one purpose only, so that the large recording labels can get a chunk of the sales of works by independent artists. I predict that unless the public stops blindly accepting that "the law is the law is the law" you're going to see a lot more taxes and sanctions passed that are being pushed through legislation by business to prevent independent artists from publishing their own works.

Wow! What a rant, eh? A discussion of discontinued Atari ST software that ends up with businesses corrupting the laws that were designed to protect the public interest. Only on Usenet.

You'll have to forgive me, but as a musician who makes his living from his art copyright law (especially the perversion of it) is one of my passions.

CRACKERS
(I need a bigger soap-box from hell!!!!)

--

Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

496. tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <UM2rdTI95280-pn2-tKWbnq8vHTvW@dialup167.brussels2.skynet.be>
Source record: 10458

HOW CAN I INVERT THE TT HIGH REZ MODE VIDEO ????? no one can tell me.

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
C5 55
http://torpedoes.enemy.org

497. Re: Russian 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <79voeo$rt4$3@news6.svr.pol.co.uk>
Source record: 10459

Martin Graiter wrote in message <79upau$94e$3@cubacola.tninet.se>...
>Does anyone know if there is a Russian version
>of TOS 2.06? Where can I get it?
>
>
>MG
>
>
Just write to BORIS at the Kremlin,he will help you ;-))

All the best,
Keith & Laura

keith@lever.freeserve.co.uk
k.lever@zetnet.co.uk
ICQ:- 24493663

498. Connecting IDE CD to Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <79vp43$nl1$1@as102.tel.hr>
Source record: 10460

Hi!

is there someone who have used the Falcon's IDE to connect an IDE CD
rom or CDR? Is it possible? Is there a software/driver for it?

sasha

499. FS: Atari TT + Extras!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Chuck Menard <chuck@comneti.com>
Message-ID: <36C36A8A.A481D558@comneti.com>
Source record: 10461

TT FOR SALE!!!

Atari TT with internal HD (40 Meg.? I think). It comes with the color
monitor, PTC1426 and 8 Megs. of RAM (4ST, 4TT) and an external
hard drive which I believe is 400 Meg.

With loads of ST and TT software.
I also have a Migraph Hand scanner which can be used with an ST or TT.

All for $450 or Best Offer!!!

I'd like to try to sell locally first - I live in the western suburbs of

Chicago.

500. Looking for Wavemaster...

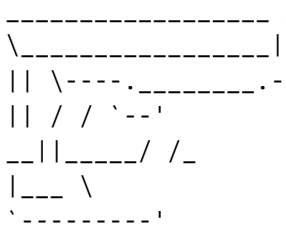
Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <79vp8q$nl1$2@as102.tel.hr>
Source record: 10462

Hi!

anyone who has wavemaster, modules for audio master or similar audio
software and wishes to swap it for some other software or sell it let
me know...

sasha

Sasa Andrijasevic
E-mail: sandrija@pravo.hr
proud owner of: Atari 1040 STe, STBook & Falcon 030



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501. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7a06mn$7hf@james.hwcn.org>
Source record: 10463
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <36cd35fe.25193823@news.freeserve.co.uk>, jam@jambutty7.freeserve.co.uk (Alf Huckitt) wrote:

>No risk you say. and is that your excuse. there is no risk so why not
>do it.
>It is illegal. try to grasp that concept.
~^~^~^

Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

502. Re: ST floppy drive type

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Eddy-Haitch <Eddy_Hitler@yahoo.com>
Message-ID: <36C223C1.48CC@yahoo.com>
Source record: 10539

Kenneth Medin wrote:

>
> My Mega2 ST from -87 has the big button and is double sided.
>

yup, ditto that.

have a well loved 1985/86 (??) STF with double sided disk drive with a
Monster button on it! :)

the disk drive has actually outlasted the machine's video system
somehow.. anyone who has a PC that's done this, i'd be very, very
interested....

they just dont make them like they used to.

(thank God for that!)

eddyh

503. Re: ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Eddy-Haitch <Eddy_Hitler@yahoo.com>
Message-ID: <36C224FD.3C9@yahoo.com>
Source record: 10540

Hallvard Tangeraas wrote:

> As for the joystick, these should be easy to get hold of -I believe
> they're the same types that are used with old videogame consoles etc.
> Try looking in stores selling stuff like that. Some shops try to get rid
> of old stocks of Atari consoles as well as joysticks belonging to them.
> That's how I got mine. Shouldn't be too hard to find one.

If you see anyone selling a sega master system cheap with joypad(s),
grab it. They work excellently with the ST and in some cases are better
than a joystick for many games (esp. platformers and some racers)
Strangely enough, both buttons 1 and 2 fire the single ST joystick
button!

EddyH

504. Re: Which DeskJets With Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Eddy-Haitch <Eddy_Hitler@yahoo.com>
Message-ID: <36C226B8.42F5@yahoo.com>
Source record: 10541

Terry May wrote:
>
> My 672C was plug-n-play. Comes with Windows software, but you don't
> need it. Has separate b&w and color cartridges. I believe it prints
> in 600x300 in b&w and 300x300 in color. It's a very nice printer. I
> believe I got it on sale for something like $130 at Office Max.
> --
> Otagger ï¿½1.23: Terry May - Las Vegas NV
> The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

I have a DJ 870Cxi with my PC. It seems to be compatible with text printing and can handle anything you throw at it in DJ-500 mode, so compatibility isnt much of a problem there. I don't know about compatibility with older colour DJ drivers though, I may test that out at some point. Cool printer though. Three colours plus black. 600x600 B/W, 600x300 colour, MEGA fast when doing black and white in draft mode.. faster than it's 6 ppm rated speed in some cases. :) :)

Not many buttons though. That worries me. It has power on/off and paper feed. That's it. Why oh why?

eddyh

505. Re: Which DeskJets With Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Eddy-Haitch <Eddy_Hitler@yahoo.com>
Message-ID: <36C2271B.37F6@yahoo.com>
Source record: 10542

DJ 870Cxi also claims to need bidirectional but i think this is for enhancements only... after a bit of complaining it works same as ever just a little more slowly. (accidentally tested that whilst trying to upgrade system.. :)

506. Re: Advice needed about mortally ill TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <79tap5flb1@bomb.dynamite.com.au>
Source record: 10543

Good news and bad news.

Following my discovery that the TT's PSU had over-voltage outputs, I substituted the PSU from my MSTe and that seems to have cured the fault (fingers crossed). So my problem is with the PSU.

Does anyone know where I can find a wiring diagram for the TT/MSTe PSU? The Schematics Mania site diagrams don't seem to include the PSU, unless I have missed it.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

507. Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: lamgregor@goldengate.net
Message-ID: <36c2469f.8701291@news.goldengate.net>
Source record: 10544
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I haven't checked out these news groups for quite a while and decided to wade through them tonight
and it kind of rekindled my atariphilia of old. My still occasionally used Mega 4 smiles as I write
this<G>
I have about 70 disks of old Atari programs from Antic, St-express, the MAST (Minnesota Area ST)
archive, SW libraries, cover disks etc. Are these still of any interest to anyone? I'm not talking
money here, I'll make arrangements to upload to either a USENET group or will post them on the W3
if anyone is interested (if I can keep my PC from devouring them or get ambitious enough to find my
old 14.4 and reconnect it to the mega). Anyone interested, are these ancient ST programs still
needed? Are their still Atari archives? I'd also consider trying to e-mail them to someone who is
willing to redistribute them to the /|\ community.
E-mail me directly as I don't often read these groups (my Mega does what I want it to and the PC
picks up the slack!)

gregor@goldengate.com

replace .com with .net to actually reach me.

508. WTB: 14" mono monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: growlerf@aol.com
Message-ID: <19990211001330.13895.00000355@ng-fc1.aol.com>
Source record: 10545

```
if you have one, please email me your best price

email to: <bob@growler.com>
```

509. WTB: Dr. T's Phantom SMPTE device

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: growlerf@aol.com
Message-ID: <19990211001502.13895.00000357@ng-fc1.aol.com>
Source record: 10546

allows Dr. T's KCS to lock to SMPTE time code & provides another MIDI port.

If you have one, please email me at: <bob@growler.com>

510. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <79u0fgtvl3@news8.svr.pol.co.uk>
Source record: 10547

On 9 Feb 1999 19:09:53 G, Steve Sweet wrote:
>On 28 Jan 1999 07:43:30 , Derryck Croker wrote:
>
>:>Me, I'm most concerned about the possible need to replace some parts
>:>removed during the installation of Nemesis - only time (and a look at
>:>some docs) will tell! :-))
>
>Why you concerned Dezza, you frighted of it.

Not now! :-)

>:>SMD components and those inside the Mega are a little like David and Goliath
>Dont be a woosie!!
One resistor to replace and a pin to lift (in my installation).

>You wanna bring it here when you get it, ive got some SMD stuff, pointy
>tweezers and solder flux/paste, and a needle nose bit
Thanks for the offer, I should be OK (famous last words!) ;-)

>:>Isn't there some problem with HDDRiver and IDE drives tho', or am I
>No, wanna demo??.
This is purely a CT2 issue, HDDriver works perfectly with the IDE that I
have under M6 or TOS4.4.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

511. Re: Anyone Installed a CenTURBO II?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <79u0fhtvl4@news8.svr.pol.co.uk>
Source record: 10548

On 9 Feb 1999 19:09:56 G, Steve Sweet wrote:

>Ive seen lots of Amatuer installations of gadgets, not a nice sight, I'd
>defo. recommend the pro service, not many Hams take adequate care with
>ESD's, not many more can solder properly.
Fair point.

>Do you have prob's getting SMD's, you wanna squiz my CPC comic??.
Sourced, ta.

>Perhaps the size of the device might be critical in a HF circuit, better to
>use an identical. Did you keep the one's you removed.
No, I couldn't even see 'em! ;-))

>:>my CD ROM, Syquest, tape streamer (that's ancient!)
>
>That'l work with a good lube job. 8~))
Don't start! ;-)

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

512. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36C29187.BF9D1CA9@directprovider.REMOVETHECAPITALS.net>
Source record: 10549
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Gregor Samsa a ï¿½crit :
>
> I haven't checked out these news groups for quite a while and decided to wade through them tonight
> and it kind of rekindled my atariphilia of old. My still occasionally used Mega 4 smiles as I write
> this<G>
> I have about 70 disks of old Atari programs from Antic, St-express, the MAST (Minnesota Area ST)
> archive, SW libraries, cover disks etc. Are these still of any interest to anyone? I'm not talking
> money here, I'll make arrangements to upload to either a USENET group

That's definitely a no no !

> or will post them on the W3

The problem is copyright. Although these programs are old, they are also
still under copyright. You have no right to upload them anywhere. You
can give away or sell the originals though.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

513. Re: Vintage Atari Program disks and waxing nostalgic.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: Iamgregor@goldengate.net
Message-ID: <36c39dee.9601567@news.goldengate.net>
Source record: 10464
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I would think that the majority of the programs are either PD or SW since most of them came from a
local ST enthusiast BBS' archives and were on line for a number of years. The disks from the SW
library should also be fair game since a number of SW companies openly sold disks both here and in
Europe up until relatively recently. Also keep in mind that I'm not offering to upload Calamus,
Cubase etc (i.e, commercial sofrware), just what I assume to be PD or SW apps.
You concerns are well founded concerning the cover disks, though. That would be a murky issue. Is,
for example, trading a commercial program from, say a ST format cover disk containing KCS Omega, the
same as posting the venerable Cubase crack? I would think not, though I acknowledge that there is
probably a licensing issue involved here. I would have to consult the disks read me directly.
BTW, I should mention that I am, in no way, advocating SW piracy, eventhough none of you have
brought this up. <g>
Maybe, if I get a bit of time, I could upload a listing of the directory of each disk to this
group and we could take it on an app by app basis. I'm sure that the apps that I have are probably
of little interest to the die-hard Atari user or archivist. I just thought that they might be of
interest to those who are new to /|\ianism--those who didn't have the benefit of Hensa et al.
Although, I've since become a platform traitor, I just want to give a little bit back to /|\
community that was so supportive to me when I was still trying figure this computer thing out.
In retrospect, without the help of these news groups, I probably wouldn't be where I am now--working
as a web developer/musical content provider.
I came up through CAB, KCS etc, learning to do things the hard way--the right way, the off-hand
intuitive way. I learned to code pages pages using a primitive version CAB (is it compliant yet?),
my trusty Mega, and a unix shell account. I spent countless hours coming to grip with Uniterm and
setting up my 2400 modem, learning all the way. I even learned programming by writing
editor/librarians for my synths in Gbasic! To further date myself, I bought my first

520ST(no FM
then) with the outboard single-sided drive brand new and was hooked from the start. I never looked
back at my C-64 and SCI midi card again.
Now, I'm mired in the PC/Intel/Windows/Mac world (you have to make a living<g>) and can't help but
wonder if it wouldn't be a better world if Bill Gates' father had ponied up the cash for an ST for
his son! Everyone keeps saying that Gates made his fortune by making a PC emulate a Mac. This is
patently wrong! Windows owes more to Neodesk than anyone will admit. Everyone here knows that it
took several revisions of the apple OS to even come close to ND! Things like shortcuts and desktop
images immediately come to mind. It took Apple forever to incorporate such things into their
operating system!
The Atari--the little engine that could, but which everyone but the users ignored. Tramiel made his
cut and left the users to fend for themselves...Pity, when I bought my first ST, I thought that I'd
seen the future of PC's.

On Thu, 11 Feb 1999 03:14:55 GMT, Iamgregor@goldengate.net (Gregor Samsa) wrote:

> I haven't checked out these news groups for quite a while and decided to wade through them tonight
>and it kind of rekindled my atariphilia of old. My still occasionally used Mega 4 smiles as I write
>this<G>
> I have about 70 disks of old Atari programs from Antic, St-express, the MAST (Minnesota Area ST)
>archive, SW libraries, cover disks etc. Are these still of any interest to anyone? I'm not talking
>money here, I'll make arrangements to upload to either a USENET group or will post them on the W3
>if anyone is interested (if I can keep my PC from devouring them or get ambitious enough to find my
>old 14.4 and reconnect it to the mega). Anyone interested, are these ancient ST programs still
>needed? Are their still Atari archives? I'd also consider trying to e-mail them to someone who is
>willing to redistribute them to the /|\ community.
> E-mail me directly as I don't often read these groups (my Mega does what I want it to and the PC
>picks up the slack!)
>
>gregor@goldengate.com
>
>replace .com with .net to actually reach me.

514. Re: Connecting IDE CD to Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7a0i32ekt1@nnrp1.dejanews.com>
Source record: 10465

In article <79vp43$nl1$1@as102.tel.hr>,
sandrija@pravo.hr (Sasa Andrijasevic) wrote:
> Hi!
>
> is there someone who have used the Falcon's IDE to connect an IDE CD
> rom or CDR? Is it possible? Is there a software/driver for it?
>
> sasha
>
>
AFAIK, CD Tool, Metados and Spin will work with an IDE CD ROM.
Extendos does not support IDE devices, and I don't think that CD Recorder Pro
supports IDE drives (I haven't taken it out of the box yet:).

Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

515. Re: Connecting IDE CD to Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7a104b$qb5$1@nnrp1.dejanews.com>
Source record: 10466

In article <79vp43$nl1$1@as102.tel.hr>,
sandrija@pravo.hr (Sasa Andrijasevic) wrote:

> is there someone who have used the Falcon's IDE to connect an IDE CD
> rom or CDR? Is it possible? Is there a software/driver for it?

ATAPI CD-ROM, yes. CD-R, probably not.

I have an old 4x Samsung ATAPI in my Falcon, it works very well with BetaDOS,
the ATAPI BOS-driver from CD-Tools and Spin! CD-Tools is commercial, and
AFAIK there are no free ATAPI-drivers available.

However, if you have HD-Driver >= 7.50 it can control ATAPI CD-ROMs through
it's internal SCSI-driver interface. This means that CD-ROM drivers that use
this interface will (most likely) also be able to use ATAPI CD-ROMs:

ATAPI CD-ROM <-> HD-Driver <-> SCSIDRV-interface <-> SCSI BOS-driver
([BM]etaDOS) <-> filesystem or application

Phew! Life was easier with 8-bit systems...

Jo Even Skarstein

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

516. Re: What to do with a 040...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7a10cqqgm1@nnrp1.dejanews.com>
Source record: 10467

In article <79uknk$hm7$1@feresa.bio.vu.nl>,
lvzon@bio.vu.nl (Levien van Zon) wrote:
> A friend of mine dropped by yesterday and gave me a MC68040 which he had
> salvaged from a Mac... He thought that, as a Motorola user I might be able
> to use it. Anyone got any ideas as to what use it might be for a humble
> Falcon user like me?

Try finding a CPU-less Afterburner, or glue it on the case for decoration.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

517. Re: Vintage Atari Program disks and waxing nostalgic.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36C40612.F3E82E61@directprovider.REMOVETHECAPITALS.net>
Source record: 10468
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Gregor Samsa a ï¿½crit :
>
> I would think that the majority of the programs are either PD or SW since most of them came from a
> local ST enthusiast BBS' archives and were on line for a number of years. The disks from the SW
> library should also be fair game since a number of SW companies openly sold disks both here and in
> Europe up until relatively recently. Also keep in mind that I'm not offering to upload Calamus,
> Cubase etc (i.e, commercial sofrware), just what I assume to be PD or SW apps.

If that's the case, then no problem. Other than most shareware/freeware
stuff is already available on the main Atari FTP sites. Uploading lots
of files would be no fun for the administrator if you haven't already
checked in each archive that the file isn't already there.

There is also some PD stuff for which the authors have authorized
specifically PD libraries as the only legal distribution media, opten
because the prgrams were written before the Internet was even heard of.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

518. Re: Connecting IDE CD to Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <36C3FE06.428F@ooc.de>
Source record: 10469

Sasa Andrijasevic wrote:

> is there someone who have used the Falcon's IDE to connect an IDE CD
> rom or CDR? Is it possible? Is there a software/driver for it?

This is possible if the IDE CD ROM drive is an ATAPI drive. This is
usually the case unless your drive is several years old. Several CD ROM
drivers are available, e. g. SPIN! (www.muenster.de/~reschke/):
CDR software is offered Soundpool (www.soundpool.de). I think there is
also software coming from England.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

519. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36C40959.7D8C7A24@directprovider.REMOVETHECAPITALS.net>
Source record: 10470
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Chris Cracknell a ï¿½crit :
>
> In article <36cd35fe.25193823@news.freeserve.co.uk>, jam@jambutty7.freeserve.co.uk (Alf
Huckitt) wrote:
>
> >No risk you say. and is that your excuse. there is no risk so why not
> >do it.
> >It is illegal. try to grasp that concept.
> ~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
>
> Just because something is illegal it doesn't mean it is morally or ethically
> wrong anymore than something that is legal is morally or ethically right.
>
> History has had many unjust laws and there are still unjust laws in the world
> today.
>

I agree wholeheartedly with you, but just because "you feel it is right"
won't prevent your ISP from pulling the plug if they receive a complaint
from the IDSA.

On the other hand, I have the feeling that our community has gone
through the phase "it's illegal, let's not discourage development on our
platform". I think this has failed, and those companies who might have
came back have given up on Atari forever.

I think that now the best attitude we could adopt now is maybe make the
software available, and if anyone complains, remove it. Of course, this
excludes products that are still supported, like Calamus or Papyrus,
etc... but it would free us up quite a lot and finally would help
promote our platform. In french we say "qui ne dit mot, consent", which
means more or less "silence means consent".

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

520. Re: Russian 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36C40C69.8AC01D34@directprovider.REMOVETHECAPITALS.net>
Source record: 10471

```
Keith Lever a ï¿½crit :
>
> Martin Graiter wrote in message <79upau$94e$3@cubacola.tninet.se>...
> >Does anyone know if there is a Russian version
> >of TOS 2.06? Where can I get it?
> >
> >
> >MG
> >
> >
> Just write to BORIS at the Kremlin,he will help you ;-))
>

Now that's an intelligent remark. I'll forward it to
tony@10.downingstreet.gov.uk

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

521. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: db361@torfree.net
Message-ID: <F71wMM.7vw.0.bloor@torfree.net>
Source record: 10472
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I know that many of my Atari friends will get up in arms and flame me for even thinking, let alone suggeasting this:

I have wanted, secretly, for many years, for some smart hacker to go through the back catalogues of the many copy-protected MIDI applications for the ST, and hack 'em so that they were `normal'.

I have a legal and paid-for NOTATOR SL, but that accursed dongle causes many problems in my 1040 so that I have to have a dozen different boot situations, depending on when I am going to use Notator, or when I am going to use Notator and print from within the program. I know that 90% of Notator's fussiness with data registry is from that dongle.

I met a musician in another city and he is using some old MIDI program which only runs off the master disk. In some strange twist, that disk is still sort of playable, on certain days, after all these years. Needless to say, he is frightened to runn the program one more time lest the disk expire and his entire back catalogue of compositions be lost forever.

JG

522. Re: Russian 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <7a1r71$ve7$3@news6.svr.pol.co.uk>
Source record: 10473

Nicholas Bales wrote in message
<36C40C69.8AC01D34@directprovider.REMOVETHECAPITALS.net>...
>
>
>Keith Lever a ï¿½crit :
>>
>> Martin Graiter wrote in message <79upau$94e$3@cubacola.tninet.se>...
>> >Does anyone know if there is a Russian version
>> >of TOS 2.06? Where can I get it?
>> >
>> >
>> >MG
>> >
>> >
>> Just write to BORIS at the Kremlin,he will help you ;-))
>>
>
>Now that's an intelligent remark. I'll forward it to
>tony@10.downingstreet.gov.uk
>
>Nick

Sorry Nick,

I couldn't resist that one. ;-)))

All the best,
Keith & Laura

keith@lever.freeserve.co.uk
k.lever@zetnet.co.uk
ICQ:- 24493663

523. Re: What to do with a 040...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7a1vmb$p6l$1@news2.xs4all.nl>
Source record: 10474

On 11 Feb 1999 13:08:03, Levien van Zon wrote:
>A friend of mine dropped by yesterday and gave me a MC68040 which he had
>salvaged from a Mac... He thought that, as a Motorola user I might be able
>to use it. Anyone got any ideas as to what use it might be for a humble
>Falcon user like me?
>
If life was less complicated:

you could plug it in.

My advice is: buy a Milan do-it-yourself kit minus CPU.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

524. ASCII conversion Atari/PalmPilot

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: Jan.De.Smedt@village.uunet.be
Message-ID: <7a207o$ei1$2@nickel.uunet.be>
Source record: 10475

Hi everyone,

With some friend Piloteers I use an Atari Falcon to HOTSYNC my PalmIII
with the Pilot Tools by <rodolphe.pineau@capway.com>, a Linux port.
http://www.chez.com/pilot/

We run these tools under MiNT/NAES, a LINUX-like OS.

Sadly, our desktop computer (Atari) has got a different ASCII set than
the Pilot, so when we export the addresses into a CSV file, chars above
ASCII(128) get mixed up - you know, the European special chars! - and
we would like to program a conversion tool for it.

What ASCII set does the PalmPilot use?
Is it an ISO set?
Is there a (freeware/shareware) conversion tool on ftp or www?

Greetings,
Jan

e-mail: Jan.De.Smedt@village.uunet.be

525. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <7a21p4$l51$1@zingo.tninet.se>
Source record: 10476
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Alf Huckitt skrev i meddelandet
<36cd35fe.25193823@news.freeserve.co.uk>...

:No risk you say. and is that your excuse. there is no risk so why not
:do it.
:It is illegal. try to grasp that concept.

The roman law's backbone is the protection of property.
My first question was what if the part (company) that is to
be protected doesn't exist? Can the copyright still be
considered to be valid then? I doubt it.

The second question was derived from a brittish saying:
"Possesion is 90% of the law."

Translated to software this should mean that if I own a
piece of software I can do pretty much what I want with it.

I can, for instance, make one single file of everything,
rearrange the bits and bytes in a certain pattern (scramble
it) and give away this rearranged copy with instructions for
how to arrange everything back to original (descramble it).

Technically nothing illegal would be done.

I can also take my software to a country where there is no
copyright law (many eastern european countries) and give it
away there or from there. Again nothing illegal.

The Internet complicates matters even more.
The law has problems with exterritorial "crimes". Where is
a copied software on Internet made illegal? In the coutry
of the originating server or in the country of the
destination computer?

If I "confess" to have copied Dungeon Master several years
ago, how long after the "crime" is this punishable?

I suspect that your statement "try to grasp that concept"
is supposed to be a moral one? Maybe you should start
teaching that concept to your countrymen first? Is it not
"illegal" to steal archeological tresures from Greece and
display the loot in a museum, for instance?

MG

526. Re: ASCII conversion Atari/PalmPilot

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <7a28jjbhk1@snipp.uninett.no>
Source record: 10477

Jan.De.Smedt@village.uunet.be wrote:

> Sadly, our desktop computer (Atari) has got a different ASCII set than
> the Pilot, so when we export the addresses into a CSV file, chars above
> ASCII(128) get mixed up - you know, the European special chars! - and
> we would like to program a conversion tool for it.

> What ASCII set does the PalmPilot use?
> Is it an ISO set?

I really don't know that mush about the Pilot, but my first guess is
that it use Latin-1 (ISO 8859-1).

> Is there a (freeware/shareware) conversion tool on ftp or www?

Not that I know of, but if anybody's interested I can very easily hack
together a filter you can pipe the text through. I already have the
translation-table (from TosWin2) so it shouldn't take more than five
minutes to make it, testing included.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

527. Re: What to do with a 040...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-12 00:00:00 UTC
From: kevin dermott <kevin@kdermott.freeserve.co.uk>
Message-ID: <7a2e5qeen1@news7.svr.pol.co.uk>
Source record: 10478

gaze at it and wish atari had used it in the follow up to the falcon
Kevin

--
--
oh how i like atari better
kevin@kdermott.freeserve.co.uk
kdermott@zetnet.co.uk
mug shot at http://www.users.zetnet.co.uk/kevin/
Stichting ST wrote in message <7a1vmb$p6l$1@news2.xs4all.nl>...
>On 11 Feb 1999 13:08:03, Levien van Zon wrote:
>>A friend of mine dropped by yesterday and gave me a MC68040 which he
had
>>salvaged from a Mac... He thought that, as a Motorola user I might be
able
>>to use it. Anyone got any ideas as to what use it might be for a humble
>>Falcon user like me?

528. Will STOS work with the Falcon030?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <7a2jkm$aa7$1@pale-rider.INS.CWRU.Edu>
Source record: 10479

Subject says it all! Can STOS work with the Falcon030 of
mine.

Regards,

Jim
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

529. Re: Vintage Atari Program disks and waxing nostalgic.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: Iamgregor@goldengate.net
Message-ID: <36c707a8.15482447@news.goldengate.net>
Source record: 10480
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 12 Feb 1999 11:44:34 +0100, Nicholas Bales
<bales@directprovider.REMOVETHECAPITALS.net>
wrote:

>
>
>Gregor Samsa a ecrit :
>>
>> I would think that the majority of the programs are either PD or SW since most of them
came from a
>> local ST enthusiast BBS' archives and were on line for a number of years. The disks from
the SW
>> library should also be fair game since a number of SW companies openly sold disks both
here and in
>> Europe up until relatively recently. Also keep in mind that I'm not offering to upload
Calamus,
>> Cubase etc (i.e, commercial sofrware), just what I assume to be PD or SW apps.
>
>If that's the case, then no problem. Other than most shareware/freeware
>stuff is already available on the main Atari FTP sites. Uploading lots
>of files would be no fun for the administrator if you haven't already
>checked in each archive that the file isn't already there.

I continue to agree with you. However, my e-mail box is overflowing with requests from both
the US
and from Europe for the files! Maybe, this USENET group's moderator or a concerned user
will,_again_.post the ftp sites on a regular basis for the newbies. Hensa is history, where
are the
groovy /|\ archive sites? Post the sites,

~~~~
( )
0o
/=====\ Gregor Samsa--from under your Fridge!
//\//\

Remove Iam from my address to e-mail me directly.

For the spammers...
classonde@psbgm.qc.ca
root@localhost
admin@localhost
root@mailloop.com
jorge@mailloop.com
hostmaster@BEST.COM
~~~~

antmik@PACIFIC-TECH.COM
jorgeh@earthlink.net
Serenity@serenityworld.com

530. Re: Will STOS work with the Falcon030?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <BMhmMmA+AVx2Ew5G@steverosie.demon.co.uk>
Source record: 10481

In article <7a2jkm$aa7$1@pale-rider.INS.CWRU.Edu>, Jim Krych
<ab453@cleveland.Freenet.Edu> writes
>
>Subject says it all! Can STOS work with the Falcon030 of
>mine.
>
>Regards,
>
>Jim

Yes

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

531. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <7a4590$528$1@cubacola.tninet.se>
Source record: 10482
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

John S. Gray skrev i meddelandet ...

:I met a musician in another city and he is using some old MIDI program
:which only runs off the master disk. In some strange twist, that disk
is
:still sort of playable, on certain days, after all these years.
Needless
:to say, he is frightened to runn the program one more time lest the
disk
:expire and his entire back catalogue of compositions be lost forever.

There are good and easy ways of making backup of protected disks.
Try the Blitz copier, requires two diskdrives and a special
cable, which you can make yourself.

With the Blitz copier I have only failed with one single (boring)
game thisfar. The Blitz copies the disks in analog mode, like you'd
copy music tapes.

I've heard there is a version for the 1.44Mb disks as well.

Legally you have the right to make as many copies as you like
from software you own.

MG

532. Re: Which DeskJets With Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: franksif@aol.com
Message-ID: <19990213114155.07187.00001146@ng-cd1.aol.com>
Source record: 10483

I have a Deskjet 500c and am looking for printer drivers for Atari software. I found some on the internet but am looking for a specific software product. It was developed by Scott Sanders of Software Development Systems of Long Beach, California, I tried several times to locate him or his company but was unsuccessful. He wrote several programs for the deskjet, can you help? Thanks for your assistance.

533. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: franksif@aol.com
Message-ID: <19990213114631.07187.00001147@ng-cd1.aol.com>
Source record: 10484

I still use my Atari Mega4 STe and have recently purchased a HP Deskjet 500C. I was surfing through the net and found that a Scott Sanders of Software Development Systems out of Long Beach, California had written several programs specifically for the deskjet but am unable to locate his company or him. The article was written in 1991. Do you know of his software package and where I can get it. Thank you for your assistance.

534. Re: ex-Atari user turned newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: franksif@aol.com
Message-ID: <19990213120420.07186.00001240@ng-cd1.aol.com>
Source record: 10485

The 1040 did not have an internal hard drive, and it should have a double sided 720K disk drive in it. I have three in my house plus a mega4 st and a mega4 ste. I use the mega4 ste.You can usually buy the disks at a computer show, they are hard to come by. I don's program for the ST but some cities have an Atari Computer show and one can pick up the software you may need. Check your local paper or get on the net and type in Atari ST and you should be able to find someone who has the software you need. Sorry I can't help you more. I am also looking for older software.

535. Re: Vintage Atari Program disks and waxing nostalgic.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <01be5785$aa4a1040$LocalHost@xpnwjjkf>
Source record: 10486
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Gregor Samsa <Iamgregor@goldengate.net> wrote in article
<36c707a8.15482447@news.goldengate.net>...

> I continue to agree with you. However, my e-mail box is overflowing with
requests from both the US
> and from Europe for the files! Maybe, this USENET group's moderator or a

Umm. There isn't a moderator...

> concerned user
> will,_again_.post the ftp sites on a regular basis for the newbies.

Hallvard posts the FTP site list on a monthly basis. Latest one was last
week IIRC. Also available via FTP at:

ftp://ftp.sol.no/users/h/hallvart/atari/info/ftplist.txt

And via the web at:

http://www.geocities.com/SiliconValley/Bay/8745/atari_ftp.html

> Hensa is history

The HENSA archive has been transferred to Danny's own site at
hensa.cyberstrider.org, IIRC.

> where are the
> groovy /|\ archive sites? Post the sites,

As I said, the list is posted monthly and is mentioned in the Quick FAQ too
(http://quickfaq.atari.org).

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted

536. Re: ex-Atari user turned newbie

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Nkql2AAQFdx2Ewaw@steverosie.demon.co.uk>
Source record: 10487

In article <19990213120420.07186.00001240@ng-cd1.aol.com>, Franksif
<franksif@aol.com> writes
>The 1040 did not have an internal hard drive, and it should have a double sided
>720K disk drive in it. I have three in my house plus a mega4 st and a mega4
>ste. I use the mega4 ste.You can usually buy the disks at a computer show,
>they are hard to come by. I don's program for the ST but some cities have an
>Atari Computer show and one can pick up the software you may need. Check your
>local paper or get on the net and type in Atari ST and you should be able to
>find someone who has the software you need. Sorry I can't help you more. I
>am also looking for older software.
>

If you are after anything specifically drop me a line and tell me what
you ware after and I'll do my best.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

537. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: wavemaker@my-dejanews.com
Message-ID: <7a4tg0$1rp$1@nnrp1.dejanews.com>
Source record: 10488
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

<snip>

> On the other hand, I have the feeling that our community has gone
> through the phase "it's illegal, let's not discourage development on our
> platform". I think this has failed, and those companies who might have
> came back have given up on Atari forever.

Maybe I'm not up on my Atari history the way I should be, but wasn't the software priacy that occured in the late 80s one of the reasons compainies moved away from the Atari platform? Was the priacy that went on back then worse for the Atari then for other platforms (I've often wondered about this)? Of course the rise of Windows and the mismanagement of Atari were probably the most important factors in its demise.

However, if piracy succeded in chasing off developers, then I would find it ironic that the argument is put forth that since these companies no longer exist, it's alright to distribute their software illegaly when it was this practice that drove them out of business to begin with.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

538. Will STOS work with the F

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: Jeff.Thomas@taf.ftn.org
Message-ID: <96c_9902132234@tor250.org>
Source record: 10489

```
AB>Subject says it all! Can STOS work with the Falcon030 of
AB>mine.
Yup, and there are extensions that are built specifically to take advantage
of the extra capabilities of the Falcon.
Later...
---
SLMR 2.1a Backup not found: (A)bort (R)etry (P)anic
--
| See "http://www.ftn.org" for details on FTN<=>USENET
| gateways. To get your favorite Fido echoes via mailing lists
| contact gatemaster@gryn.org
| FIDO feeds, FTN <=> Internet gating, ect also available.
```

539. Re: ASCII conversion Atari/PalmPilot

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7a78aiaui2@news4.isdnet.net>
Source record: 10490

Jan.De.Smedt@village.uunet.be a crit dans le message
<7a207o$ei1$2@nickel.uunet.be>...

>What ASCII set does the PalmPilot use?

I would guess it uses a Standard ISO set.

>Is it an ISO set?

Probably. The problem is the Atari that doesn't use such a set.

The only workaround I see, would be to use an ISO font, like a TTF font from
microsoft, and then use CKBD to remap the keyboard to use the correct
characters.

This won't convert any files you've already made though. For that you would
have to use the "search and replace" function of a text editor like Qed or
Everest...

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

e-mail: Jan.De.Smedt@village.uunet.be

540. Re: Vintage Atari Program disks and waxing nostalgic.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-13 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7a78ajaui3@news4.isdnet.net>
Source record: 10491
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Gregor Samsa a crit dans le message
<36c707a8.15482447@news.goldengate.net>...
>On Fri, 12 Feb 1999 11:44:34 +0100, Nicholas Bales
<bales@directprovider.REMOVETHECAPITALS.net>
>wrote:
>
>
>I continue to agree with you. However, my e-mail box is overflowing with
requests from both the US
>and from Europe for the files! Maybe, this USENET group's moderator or a
concerned user
>will,_again_.post the ftp sites on a regular basis for the newbies. Hensa
is history, where are the
>groovy /|\ archive sites? Post the sites,
>

```
There's no moderator in c.s.a.s, but Hallvard Tangeraas usually posts an
updated list every month. You'll also find a link to it in the Quick FAQ.

The main FTP sites nowadays are umich, lip6n paderborn, funet, and the
nameless belgian FTP. You'll find the exact URLs in the FTP site list.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

541. Re: FOR Everyone & Anyone who post's or rea

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7a7042rii2@irk.zetnet.co.uk>
Source record: 10400

On 14 Feb 1999 12:43:51, Steve Stupple wrote:
>Hi
>
>I don't know about anyone else, but I wish everyone that asks or wants
>to sell their Atari items would mention the area they live in. I am not
>the only one that has brought this point up.
>
>I don't expect everyone to have the location in their signature file,
>but something like USA, Canada, Europe etc.. would do if you don't want
>to be specific. Even Miami USA, Scotland UK, or France etc.. would be a
>big help.
>
>This would allow Atarian's that are IN your area of the world to help. I
>don't mind tracking down something for someone in the USA, but it will
>cost more in shipping costs. If people have an idea where you are,
>without having to ask a question, help may be more forth coming.
>
>It would be nice to see who else echo's or agrees with me on this one.
>

I agree for certain, like Steve, I have bought stuff from a long way away (importing Mario's stuff must be almost the longest possible journey to make on this planet for bits I guess :-))....It's always helpful if you put the area or coiuntry in the mail, preferably the Subject header....I'd be happy to pay shipping on a Transputer from just about anywhere, but if a CDROm drive is for sale in the states then there's no point me reading the message......

chrisc

542. STARTIDE compatibility tests

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7a77vu$s2e$2@irk.zetnet.co.uk>
Source record: 10401

Hi Folks, this one will get cross-posted to CSAS so please don't moan about it....it is deliberate :-))

I've been testing Mario Becroft's internal IDE interface with the following system...

TOS2.06 (on the interface) STFM plus an ICD Link2 external ACSI-SCSI host, with a Conner CP2061 60Mb 2.5" IDE hard-disk, a Matsushita 6x SCSI CDROM and an IBM WDS3158 120Mb SCSI hard-disk.
The software used was AHDI 6.06 and Metados 2.74 from the Stratos 4 CDROM. Also the freeware (I believe) CDPLAY audio CD player programm was tested with the system...

In short, the system ran fine. The internally fitted Conner drive is being picked up as C:, the IBM as D,E and F, adn the Matsushita (Panasonic) CDROM is recognised perfectly by Metados. CDPLAY picked up the drive happily, and despite the german interface I was able to get it to play, pause, stop and eject without problem. It won't close the drive with the eject button though....

chrisc
I am now looking to test the system with an IDE (ATAPI) CDROM. DOes anyone in the UK have such an item I can borrow for testing purposes.....I'll need it for no more than a few days, and I have a good name to protect so I'm unlikely to rip you off for a CDROM.......

543. Re: ASCII conversion Atari/PalmPilot

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <7a7bceofq1@snipp.uninett.no>
Source record: 10402

Nicholas Bales <bales@directprovider.REMOVETHIS.net> wrote:

> The only workaround I see, would be to use an ISO font, like a TTF font from
> microsoft, and then use CKBD to remap the keyboard to use the correct
> characters.

> This won't convert any files you've already made though. For that you would
> have to use the "search and replace" function of a text editor like Qed or
> Everest...

I have now written two tiny tools that will convert between Latin1 and
Atari charsets, they will be uploaded to my website and ftp.funet.fi
as soon as I've tested them a bit more.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

544. Re: Which DeskJets With Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7a7b3u$q68@nnrp4.farm.idt.net>
Source record: 10403

On 13 Feb 1999 16:41:55 , Franksif wrote:
>I have a Deskjet 500c and am looking for printer drivers for Atari software. I
>found some on the internet but am looking for a specific software product. It
>was developed by Scott Sanders of Software Development Systems of Long Beach,
>California, I tried several times to locate him or his company but was
>unsuccessful. He wrote several programs for the deskjet, can you help? Thanks
>for your assistance.
>.

The Deskjet software package you are looking for is 'The Deskjet Utilities Pak', Authered by Scott Saunders. I have the original pamphlete (manual) but the original disk was sent back to the author for a upgrade which was never finished. I do however have a backup disk from the original along with the registration number. I have no use for this anymore and will gladly send all I have along with the regitration number to you if you want. I'll try to see if all on the disk is still good. I have read the docs just now so know that those were good.

You can relpy by e-mail with your snail mail address, name etc.

Frank L

545. Re: Vintage Atari Program disks and waxing nostalgic.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <36c724f659341211@holleman.demon.nl>
Source record: 10404
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

on Sat 13-02-99 10:33 Nicholas Bales wrote:

>The main FTP sites nowadays are umich, lip6n paderborn, funet, and the
>nameless belgian FTP. You'll find the exact URLs in the FTP site list.
>
Nick,

it ain't nameless: rma.ac.be IS a name, rite? It's just that everyone
knows umich, funet etc. RMA is more known by it's number, but who cares?

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

546. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7a7iij$g1d$1@news4.isdnet.net>
Source record: 10405
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

wavemaker@my-dejanews.com a crit dans le message
<7a4tg0$1rp$1@nnrp1.dejanews.com>...
><snip>
>
>> On the other hand, I have the feeling that our community has gone
>> through the phase "it's illegal, let's not discourage development on our
>> platform". I think this has failed, and those companies who might have
>> came back have given up on Atari forever.
>
>Maybe I'm not up on my Atari history the way I should be, but wasn't the
>software priacy that occured in the late 80s one of the reasons compainies
>moved away from the Atari platform?

Maybe an excuse, but certainly not a valid reason IMO.

Remember software companies saying that software was expensive because of
piracy ? Did you see the price of software drop when everyone switched to
the CD-Rom media, before the arrival of CD-writers ?

>Was the priacy that went on back then
>worse for the Atari then for other platforms (I've often wondered about
>this)?

I don't think so. The difference was more in the price of software, and
companies going where tha money was.

> Of course the rise of Windows and the mismanagement of Atari were
>probably the most important factors in its demise.
>

Definitely.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

547. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <7a7nni$r6c$1@roch.zetnet.co.uk>
Source record: 10406

On 11 Feb 1999 15:03:59 , Chris Cracknell wrote:
>In article <79upa5$94e$1@cubacola.tninet.se>, "Martin Graiter"
<graiter@SPAMLESSstarmail.com> wrote>:
>
>>Interesting question this.
>>What happens with a copyright when the
>>copyright holder "vanishes"?
>~^~^~^

548. Re: tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <7a7nnp$r6c$2@roch.zetnet.co.uk>
Source record: 10407

On 11 Feb 1999 21:57:06 , ethhoack ethandphi exbeess wrote:
>HOW CAN I INVERT THE TT HIGH REZ MODE VIDEO ????? no one can tell me.

Does the Colour.cpx not have an Invert option (instead of the colours
Bank Scroll option) as the manual (p 6-12) says for `ST' High?
Mind you, I don't know if the cpx applies to TT High -- lucky you :)

Charles.

549. Re: Which DeskJets With Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: mharvey1@mediaone.net
Message-ID: <36c62584.2017275@news.jacksonville.net>
Source record: 10492

On 13 Feb 1999 16:41:55 GMT, franksif@aol.com (Franksif) wrote:

>I have a Deskjet 500c and am looking for printer drivers for Atari software. I
>found some on the internet but am looking for a specific software product. It
>was developed by Scott Sanders of Software Development Systems of Long Beach,
>California, I tried several times to locate him or his company but was
>unsuccessful. He wrote several programs for the deskjet, can you help? Thanks
>for your assistance.

Scott Sanders of SDS no longer has an Atari nor uses Atari products.
I don't know of any dealers who have this in stock, but you should
check
It is a good package of software, but since I purchased Scott's
SLM-605 which he hadn't used in over a year a couple years ago, I
think he's long since moved on. He was one of the final Atari
employees and is now developing PC Software if I recall correctly.

Mike Harvey

550. Re: Advice needed about mortally ill TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: steeltoe@kickass.com
Message-ID: <7a5cbe$1ta$0@198.69.29.144>
Source record: 10493

Switching-type power supplies should NOT normally be operated without
a fixed
minimum load of approximately 10% of rated capacity. Provide a
suitable load
resistance if any PSU leg is disconnected from the computerboard.
Perhaps this
is the cause of your high readings, and there is nothing wrong with
your PSU.

Vacuo

On Thu, 11 Feb 1999 01:12:05, leaver@dynamite.com.au (David Leaver)
wrote:

> Good news and bad news.
>
> Following my discovery that the TT's PSU had over-voltage outputs, I
> substituted the PSU from my MSTe and that seems to have cured the
> fault (fingers crossed). So my problem is with the PSU.
>
> Does anyone know where I can find a wiring diagram for the TT/MSTe
> PSU? The Schematics Mania site diagrams don't seem to include the PSU,
> unless I have missed it.
>
> David
>
>
> David Leaver 10 Goodparla St,
> e-mail leaver@netinfo.com.au Hawker, ACT 2614
> leaver@alphalink.com.au Australia

551. Help: My IDE HD is dead?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <36c68b1ec70770@ping.be>
Source record: 10494

Hello,

It all started a few days ago when all of the sudden I couldn't access
my internal SCSI-devices anymore. If I tried to access my CD-ROM I
only got an empty window.
I ran ID-check which showed me some very strange values:

SCSI ID = 1.0 PHNNDDR BD, RNL DR,TT22X Write once
SCSI ID = 1.1 PHNNDDR BD, RNL DR,TT22X Geri¿½tetype unbekannt

Normally it should be SCSI ID = 0.0 Zip drive.....
SCSI ID = 1.0 Pioneer 32x.......

I switched off the Hades for a few minutes and initially everthing was
just fine after a new start but alas not for long. Unfortunately I
only noticed this when I tried to access the Zip. I just couldn't
but instead of anempty window I got a message box on screen now
saying: "Geneller Geri¿½tefehler"
Whatever buttom I tried I couldn't get rid of that box. So the only
possibility was a reboot.
I've waited at least 15 minutes before I switched on the Hades. This
time however the system didn't find the bootdisk which is located on
an 2.1 IDE harddisk so it tried to boot from floppy.
I tried to boot from floppy. The HDdriver saw the IDE and SCSI devices
but it also returned me a very nasty message: " No partitions found"
The day after the problem was even worser. No SCSI-devices anymore but
still that "no partition found" message.
I decided to remove the SCSI flatcable. When I opened the tower I
noticed that this cable was connected like this:

```
|4|-------|1|------|2|
|
|
|3|
```

1) The SCSI connector on the motherboard of the Hades
2) Zip drive ID=0
3) CD-ROM ID=1
4) External SCSI 2 connector terminated by means of a active
terminator.

I wonder if this can be the culprit of my troubles. For me it seems
not the right way to make a SCSI-chain.
As there were so to speak no partitions I couldn't write a HDdriver on
the IDE. HDdriver do see the IDE but......

What is the problem here. IDE down or a major problem with the Hades?
If it is a HD problem I wonder if I can restore the HD without loose
of data. My last backup date from a month ago:-((

TIA
Martin

--
****
* On the seventh day He created Atari *
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

552. FOR Everyone & Anyone who post's or read messages.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <YI$wmRAHUsx2EwoX@steverosie.demon.co.uk>
Source record: 10495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I don't know about anyone else, but I wish everyone that asks or wants to sell their Atari items would mention the area they live in. I am not the only one that has brought this point up.

I don't expect everyone to have the location in their signature file, but something like USA, Canada, Europe etc.. would do if you don't want to be specific. Even Miami USA, Scotland UK, or France etc.. would be a big help.

This would allow Atarian's that are IN your area of the world to help. I don't mind tracking down something for someone in the USA, but it will cost more in shipping costs. If people have an idea where you are, without having to ask a question, help may be more forth coming.

It would be nice to see who else echo's or agrees with me on this one.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

553. Re: FOR Everyone & Anyone who post's or read messages.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <UM2rdTI95280-pn2-dMtXTFIbczRO@dialup508.brussels2.skynet.be>
Source record: 10496
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.st

On Sun, 14 Feb 1999 12:43:51, Steve Stupple
<Steve@steverosie.demon.co.uk> wrote:

> Hi
>
> I don't know about anyone else, but I wish everyone that asks or wants
> to sell their Atari items would mention the area they live in. I am not
> the only one that has brought this point up.

yes that's so obvious.

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
C5 55
http://torpedoes.enemy.org

554. Re: Help: My IDE HD is dead?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7a6rnniru1@news2.xs4all.nl>
Source record: 10497

On 14 Feb 1999 09:35:56, Martin "Nightowl" Byttebier wrote:

>I decided to remove the SCSI flatcable. When I opened the tower I
>noticed that this cable was connected like this:
>
>
>|4|-------|1|------|2|
> |
> |
> |3|
>
>1) The SCSI connector on the motherboard of the Hades
>2) Zip drive ID=0
>3) CD-ROM ID=1
>4) External SCSI 2 connector terminated by means of a active
> terminator.
>
Hallo Martin, sounds awfull what happens to you.

Question: is [1] a single connector with a T-split?
Mostly cards have a connector for inside and one for to the outside.

Zip-drive: is it a Plus type? The one that knows intelligently if an
parallel or a SCSI is connected?

Zip-drives with SCI have an recognition of 'terminator needed' that
sometimes goes wrong. Advice: put him on end of chain with an
external terminator.

Is the CD-ROM maybe with an internal terminator? Sometimes they have.
Mine had and a lot of trouble because of that.

I remember an advice: use the cable that is delivered with the drive!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

555. Re: Help: My IDE HD is dead?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7a6v5p$n8n$2@roch.zetnet.co.uk>
Source record: 10498

On 14 Feb 1999 09:35:56 , Martin "Nightowl" Byttebier wrote:

> SCSI ID = 1.0 PHNNDDR BD, RNL DR,TT22X Write once
> SCSI ID = 1.1 PHNNDDR BD, RNL DR,TT22X Ger�tetype unbekannt

This is VERY much like the response I have had when there are bus
termination problems.

>I decided to remove the SCSI flatcable. When I opened the tower I
>noticed that this cable was connected like this:
>
>
>|4|-------|1|------|2|
> |
> |
> |3|
>
>1) The SCSI connector on the motherboard of the Hades
>2) Zip drive ID=0
>3) CD-ROM ID=1
>4) External SCSI 2 connector terminated by means of a active
> terminator.

Oh s**t!! Another T-configuration (just like the TT).

There has been a lot of discussion about how to terminate such
configs. (because the terminators at each end of the 'T' are
effectively in parallel).

Is the CD-ROM terminated?

Try the following:

Remove '4' - the active terminator on the spur.
Terminate the CD-ROM (if not terminated already).
Change the order on the bus of '2' and '3'.

I suppose this used to work OK. Funny it has suddenly decided to
misbehave.

Perhaps the cabling is strained/falling off :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

556. Re: FOR Everyone & Anyone who post's or read messages.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-14 00:00:00 UTC
From: "Marius Diepenhorst (pokey)" <pokey@dds.nl>
Message-ID: <01be583f$1b476400$47e79fc2@default>
Source record: 10499
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

> Write down where you live if you want to trade something

You are absolutely right!! And don't forget about the different television systems too! I once bought an Atari computer in Canada, where the NTSC is common.
The seller was very honest, and told me before this could be a problem. I wanted the computer at all, so we made the deal.

So I agree with Steve Stupple!

Btw I live in The Netherlands, running BBS the ATARI Inside on 800XL, supporting most of the atari computer systems. online: 22:00-08:00 (CET!!). +31-182-352755, the bbs is completely FREE!

Grtx,

Marius Diepenhorst - Bergambacht - NL (europe)

557. FS (Melb Aus) Atari Systems, Parts

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-15 00:00:00 UTC
From: Audronic <audronic@alphalink.com.au>
Message-ID: <36C74294.3336@alphalink.com.au>
Source record: 10408
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi

If you are trying ot find Atari St/Mega Systems or parts
in Melbourne Australia

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

558. Re: FOR Everyone & Anyone who post's or rea

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-15 00:00:00 UTC
From: kevin@kdermott.freeserve.co.uk
Message-ID: <7a7qvosrr1@news7.svr.pol.co.uk>
Source record: 10409

On 14 Feb 1999 12:43:51 , Steve Stupple wrote:
>Hi
>
>I don't know about anyone else, but I wish everyone that asks or wants
>to sell their Atari items would mention the area they live in. I am not
>the only one that has brought this point up.

yes like just like the uk government we could have London,
and the other bit with the good football teams for example :-))
Kevin

---
one sheep that was all
Lancashire England.....mug shot and http://www.users.zetnet.co.uk/kevin/
kdermott@zetnet.co.uk : now with audio!!!!!
kevin@kdermott.freeserve.co.uk Ataris are not tested on animals but PC'S are

559. Lightguns

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-15 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <36c78d55.1716408@news.easynet.co.uk>
Source record: 10410

Anyone got any handy info on lightguns.

I fancy converting an old spectrum model I have for use with the ST for a game of space gun if nothing else.

Of the two lightguns I have, one a sinclair and the other a Cheetah it looks like theirs at least four connections which I guess are;

Earth/ground
fire button
power 5V
light gun signal.

On the Cheetah lightgun which is meant for Spectrum plus2/3 models these signals are mapped onto the normal movement directions of the joystick port. i.e. left might be the fire buttion, right might be used to power it and down might be the lightgun signal itself.

What I want to do is make an adaptor to convert the cheetah lightgun plug into the ST wiriing configuration and so need to know how the ST lightgun that used to be available is connected pin wise.

I also want to make a cheetah to STe joystick port adaptor to so I can use the lightgun with stos based games to.

560. barcodes

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-15 00:00:00 UTC
From: d.clemins@zetnet.co.uk
Message-ID: <7a9cre$v3v$1@irk.zetnet.co.uk>
Source record: 10411

```
Hi,
Is there any software/hardware that would allow
me to produce/scan barcode labels into a data
base ?
I am using an STFM tos 1.02 with a hard drive

thanx
Clem.
.
```

561. Re: tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-15 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <UM2rdTI95280-pn2-8YID8W8rId7Y@dialup539.brussels2.skynet.be>
Source record: 10412

On Sun, 14 Feb 1999 23:54:33, cstanley@zetnet.co.uk (Charles Stanley)
wrote:

> On 11 Feb 1999 21:57:06 , ethhoack ethandphi exbeess wrote:
> >HOW CAN I INVERT THE TT HIGH REZ MODE VIDEO ????? no one can tell me.
>
> Does the Colour.cpx not have an Invert option (instead of the colours
> Bank Scroll option) as the manual (p 6-12) says for `ST' High?
> Mind you, I don't know if the cpx applies to TT High -- lucky you :)

the cpx does nothing that's why i ask.

linux68k can invert the video so why can't any cpx ??

>
> Charles.

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
C5 55
http://torpedoes.enemy.org

562. Re: Russian 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-15 00:00:00 UTC
From: kdermott@zetnet.co.uk
Message-ID: <7a9pnb$41c$2@roch.zetnet.co.uk>
Source record: 10413

On 11 Feb 1999 15:18:56 , "Martin Graiter" wrote:
>Does anyone know if there is a russian version
>of TOS 2.06? Where can I get it?
>
>
>MG
>
>
>.
no but i've got a lot of polish utils that look like the replace the
characters on the desk { got them with a systen i bought}
Kevin
---
one sheep that was all
Lancashire England.....mug shot and http://www.users.zetnet.co.uk/kevin/
kdermott@zetnet.co.uk : now with audio!!!!!
kevin@kdermott.freeserve.co.uk Ataris are not tested on animals but PC'S are

563. Re: barcodes

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-15 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <5+qIwMAcyHy2EwFx@steverosie.demon.co.uk>
Source record: 10414

In article <7a9cre$v3v$1@irk.zetnet.co.uk>, Derek Cleminson
<d.clemins@zetnet.co.uk> writes
> Hi,
> Is there any software/hardware that would allow
> me to produce/scan barcode labels into a data
> base ?
> I am using an STFM tos 1.02 with a hard drive
>
> thanx
> Clem.
> .
>

Hi

If there's something like this about for the ST's, I'd like to hear
about it as well. I like odd bits and pieces;)

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

564. IRC Channel #Atari on EFNET !

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-15 00:00:00 UTC
From: ddm@ddm.org
Message-ID: <36c8a7af.161671737@news-server>
Source record: 10415

There doesn't seem to be to many chatrooms / channels dedicated to atari, but there is one on EFNET. Join #atari on efnet and idle, talk, hang out or whatever.

565. Help w/ Falcon Expansion Connector

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-15 00:00:00 UTC
From: Kort Eckman <kort@psu.edu>
Message-ID: <36C8CC49.31BA6AC7@psu.edu>
Source record: 10416

I was wondering if someone could give me or point me in the direction of technical information regarding the Falcon Expansion Connector. I have the Atari Falcon Service Guide which gives me the pinouts of the connector, but I'd like some additional information so that I can confidently design hardware for the system. Is there any documentation available electronically or in print which describes how to properly interface hardware to this connector? Specifically I need "details" on the operation of the following pins: Bus Grant Acknowledge, Combel Bus Grant Acknowledge, Bus Request, Expand, MFP Interrupt Enable In, Expansion Bus Grant, External CPU Bus Grant, MFP Interrupt. General information about what is expected of external hardware would also be helpful.

Thank you,
Kort Eckman

566. Re: Advice needed about mortally ill TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-15 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7aa1bb$9or$1@bomb.dynamite.com.au>
Source record: 10417

On 14 Feb 1999 02:27:58 , Vacuo wrote:
>Switching-type power supplies should NOT normally be operated without
>a fixed
>minimum load of approximately 10% of rated capacity. Provide a
>suitable load
>resistance if any PSU leg is disconnected from the computerboard.
>Perhaps this
>is the cause of your high readings, and there is nothing wrong with
>your PSU.

If you can check again, you will note that I said that the 5v line was over 6v and the 12v line over 14v even with the full TT load being drawn.

Cheers

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

567. Re: IRC Channel #Atari on EFNET !

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-16 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Qy4CTAAUYLy2EwAn@steverosie.demon.co.uk>
Source record: 10418

In article <36c8a7af.161671737@news-server>, DaVeDeMoN <ddm@ddm.org>
writes
>There doesn't seem to be to many chatrooms / channels dedicated to
>atari, but there is one on EFNET. Join #atari on efnet and idle, talk,
>hang out or whatever.

Not Many!!!

Efnet is similar to IRC, but different.

Try #atari or #atariscne

There are a few more that Atarians use on IRCnet. I found the Efnet
isn't a busy as IRCnet.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

568. Web site update

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-16 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <7aafn1$28j$2@news.imaginet.fr>
Source record: 10419

Hello,

The CENTurbo II rev B will come, an update of the software package is
done:
CBOOT 1.1.0
CENTvidel 3.2.4
VIDEOMOD 1.2.2
CENTscreen 3.4.6
FLASH.BIN 1.2.6
Cecile demo 1.95

The new version correct some few bugs and bring a lot of new
functionnality notably
in CENTscreen. The last development of Dolmen make this soft to
evolve...

For the Phenix, a modification of the bloc diagram was achieved.

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

569. Re: FOR Everyone & Anyone who post's or read messages.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990216085129.11026E-100000@hal.fishpool.com>
Source record: 10420
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

> I don't know about anyone else, but I wish everyone that asks or wants
> to sell their Atari items would mention the area they live in. I am not
> the only one that has brought this point up.
>
> I don't expect everyone to have the location in their signature file,
> but something like USA, Canada, Europe etc.. would do if you don't want
> to be specific.

Typical newbie behavior. I regularly send personal emails to people who
don't realise that COM, NET and ORG domains exist _anywhere_ within this
planet and mindlessly post a message along the lines of:

"Selling my ST with monitor. Best offer gets it. You pay for shipping."

Needless to say, such an ad cannot be accepted. Then again, people who
join the net are never told about the basics of netiquette, which would
prevent this......

Martin-Eric Racine * http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage * http://members.tripod.com/~TT030/
---

570. Re: Help w/ Falcon Expansion Connector

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-16 00:00:00 UTC
From: jfietz@uz.tengelmann.de
Message-ID: <36c93c6c.7838421@News.CIS.DFN.DE>
Source record: 10421

On Mon, 15 Feb 1999 20:39:21 -0500, Kort Eckman <kort@psu.edu> wrote:

>I was wondering if someone could give me or point me in the direction of
>technical information regarding the Falcon Expansion Connector. I have
>the Atari Falcon Service Guide which gives me the pinouts of the
>connector, but I'd like some additional information so that I can
>confidently design hardware for the system. Is there any documentation
>available electronically or in print which describes how to properly
>interface hardware to this connector? Specifically I need "details" on
>the operation of the following pins: Bus Grant Acknowledge, Combel Bus
>Grant Acknowledge, Bus Request, Expand, MFP Interrupt Enable In,
>Expansion Bus Grant, External CPU Bus Grant, MFP Interrupt. General
>information about what is expected of external hardware would also be
>helpful.
>
>Thank you,
>Kort Eckman

Hi Kort,

I have a VME-Bus Adaptor which comes with a detailed manual. If you
are interested, i'll scan the appropriate datasheet for you. Because
of size it will be the best to send it as PM.

Please answer per PM if you are interested.

Jochen Fietz

571. Re: Help: My IDE HD is dead?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-16 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JBQHCBCOUP@data.rhein-main.de>
Source record: 10422

In <36c68b1ec70770@ping.be> Martin "Nightowl" Byttebier wrote:

>I ran ID-check which showed me some very strange values:
>
> SCSI ID = 1.0 PHNNDDR BD, RNL DR,TT22X Write once
> SCSI ID = 1.1 PHNNDDR BD, RNL DR,TT22X Gerï¿½tetype unbekannt
>
>Normally it should be SCSI ID = 0.0 Zip drive.........
> SCSI ID = 1.0 Pioneer 32x.......

Looks like a bus problem / trouble.
Mostly after loss termination or some else.

>I switched off the Hades for a few minutes and initially everthing was

Machine is not relevant, normaly. All the SCSI / IDE schematic on any
machine / controller are the same. Test your hole SCSI Bus with another
SCSI machine, all devices must spin up and they all must shown the
ID and the device type while boot up.

If not, if any device shows badly, remove it.

If you see not one device correct, check wireing, termination first.

>just fine after a new start but alas not for long. Unfortunately I
>only noticed this when I tried to access the Zip. I just couldn't
>but instead of anempty window I got a message box on screen now
>saying: "Geneller Gerï¿½tefehler"

With a ZIP in line, remove this first!
(Maybee a good device to create errors) :/

That's not a -must-, only a idea. (Same as with some syquest devices..)

Check this all first! -Before- you try to write something to ANY device.
(Data will lost, if your system doasn't work well!)

>Whatever buttom I tried I couldn't get rid of that box. So the only
>possibility was a reboot.

Yes, looks like strong bus trouble.

>I tried to boot from floppy. The HDdriver saw the IDE and SCSI devices
>but it also returned me a very nasty message: " No partitions found"
>The day after the problem was even worser. No SCSI-devices anymore but
>still that "no partition found" message.
>I decided to remove the SCSI flatcable. When I opened the tower I
>noticed that this cable was connected like this:

Check you machine, SCSI-Bus, with a simple old SCSI harddrive.
Best way. If you got no response, can't transfer no data, SCSI Host
looks defective..

>
>|4|-------|1|------|2|
> |
> |
> |3|
>
>1) The SCSI connector on the motherboard of the Hades
>2) Zip drive ID=0
>3) CD-ROM ID=1
>4) External SCSI 2 connector terminated by means of a active
> terminator.

SCSI Busses in "T"- Form doasn't exist, normaly..

SCSI normaly looks like this:

[1] Host, terminated

[1]------[2]---[3]---[4] <- last device terminated

No "T"-junktions, no double terminators, no other sh**.

>I wonder if this can be the culprit of my troubles. For me it seems
>not the right way to make a SCSI-chain.
>As there were so to speak no partitions I couldn't write a HDdriver on
>the IDE. HDdriver do see the IDE but......

IDE and SCSI normaly are different systems, your machine works correct with IDE only?
(Remove all other) I doasn't have an hades.

>What is the problem here. IDE down or a major problem with the Hades?
>If it is a HD problem I wonder if I can restore the HD without loose
>of data. My last backup date from a month ago:-((

Hm, badly.. BackUp is the best what you can do, any week..

I'm not sure i understand you correct in all parts, hope my idea helps
Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

572. FS: Atari ST books and software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-16 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <36C9D610.3EA5877C@cyou.com>
Source record: 10423
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
I have the following items for sale. Prices do not include shipping
from Florida
(buyer pays shipping). US postal money orders only please. Email any
resonable offers to larryr@cyou.com.

Software
----------------------------
Stalker 3 (Box & Docs) $ 7
Thunder, Batteries Included (Docs) $ 3
Mark Williams C (Docs) $10
GFA Draft (Docs) $ 5
EZ Track Plus (Docs) $ 7

Books - All $10 each
----------------------------
Programmer's Guide to GEM - Sybex
CManship Complete - Clayton Walnum (with Disk)

Abacus Books - All $10 each
----------------------------
#2 Atari ST Internals
#3 Atari ST GEM Programmer's Reference
#5 Atari ST Tricks & Tips (with Disk)
#6 Atari ST Graphics and Sound
#7 Atari ST Logo User's Guide

--
Larry Richardson
larryr@cyou.com
```

573. Re: Russian 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-16 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7acuv9$c2$1@SOLAIR2.EUnet.yu>
Source record: 10424

On 15 Feb 1999 18:40:43 , kevin dermott wrote:
>On 11 Feb 1999 15:18:56 , "Martin Graiter" wrote:
>>Does anyone know if there is a russian version
>>of TOS 2.06? Where can I get it?
>>

If it does not exist, let's make it, by patching a german or english one,
with the help of that TOSPATCH utility.

Maybe the fellow from Moscow who asqued questions about his floppy drive
could help with some essential data, such as:

* has somebody over there already done this;
* standard russian computer-keyboard layout;
* standard mapping of russian cyrillic characters into ASCII set;
* standard russian translation of computer-jargon terms appearing in
desktop menus and dialogs;

I admit that I know very little Russian, but my wife knows it better,
and as cyrillic is my 'native' script we would be able to translate
TOS resource files.

What I am not sure about is actual idea behind it: why would it be
necessary at all? It is highly unlikely that russian Atari keyboard or
keycaps exist. Mapping of latin keyboard to cyrillic characters would not be
very comfortable to user. And it would be quite confusing to have
russian/cyrillic desktop while almost all other software is in english
or german.

Another possible problem is that there are a couple of relatively wide
letters, looking almost like ligatures, in russian alphabet, so they
would be hard to fit, without making them look very ugly, into monospaced
system fonts on Atari- especially in smaller sizes.

cu.

574. Re: Russian 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-16 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <7aefgi$6nk$1@zingo.tninet.se>
Source record: 10425

kevin dermott skrev i meddelandet <7a9pnb$41c$2@roch.zetnet.co.uk>...
:On 11 Feb 1999 15:18:56 , "Martin Graiter" wrote:
:>Does anyone know if there is a russian version
:>of TOS 2.06? Where can I get it?
:>
:>
:>MG
:>
:>
:>.
:no but i've got a lot of polish utils that look like the replace the
:characters on the desk { got them with a systen i bought}
:Kevin

Thanks, but it's not the same thing.
Russian is written with the cyrillic alphabet,
while Polish with the latin, although with some
specific national character additions.

Still searching...

MG

575. Freeserve and cable & Wireless Hook up

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: rriddell@zetnet.co.uk
Message-ID: <7ad2lg$3sq$1@irk.zetnet.co.uk>
Source record: 10426

Anyone know how I can configure Sting to connect to Freeserve or Cable and Wireless? I have opened an account with Cable and Wireless on the PC but would also like to have it on MY STE..

Regards

Robert

576. Some last Falcon video questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <7add4p$4o3$1@alexander.INS.CWRU.Edu>
Source record: 10427

Hi!!!

To allow my Falcon030 to come up in RGB(15.75KHz) what are
the settings that M1 and M0 should be at?

Regards,

Jim W. Krych
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

577. Portfolio take apart help needed!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: "K.Hampf" <k_hampf@yahoo.com>
Message-ID: <36ca5fbb.0@d2o62.telia.com>
Source record: 10428

This might be a little bit off-topic, but my Portfolio screen went blank and
it seems to be a matter of cleaning the connector inside the display. But
how do I take the display piece apart? I've opened the edges but I think
brute force bending will just killl it.
Does there exist a Portfolio FAQ anywehere?

Regards, K.Hampf
e-mail: kare.hampf@pp.inet.fi

578. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: mhop@snip.net
Message-ID: <36c9c539.593597361@news.snip.net>
Source record: 10429
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Thu, 11 Feb 1999 09:15:03 +0100, Nicholas Bales
<bales@directprovider.REMOVETHECAPITALS.net> wrote:

>
>
>Gregor Samsa a écrit :
>>
>> I haven't checked out these news groups for quite a while and decided to wade through them tonight
>> and it kind of rekindled my atariphilia of old. My still occasionally used Mega 4 smiles as I write
>> this<G>
>> I have about 70 disks of old Atari programs from Antic, St-express, the MAST (Minnesota Area ST)
>> archive, SW libraries, cover disks etc. Are these still of any interest to anyone? I'm not talking
>> money here, I'll make arrangements to upload to either a USENET group
>
>That's definitely a no no !
>
>> or will post them on the W3
>
>The problem is copyright. Although these programs are old, they are also
>still under copyright. You have no right to upload them anywhere. You
>can give away or sell the originals though.

1) Good ol Gregor didn't say anything about Copyrighted software.

2) Just because something is copyrighted doesn't mean you can't upload
it.

3) "Copyright" doesn't necessarily mean "commercial".

Give the guy a break. He's trying to help the Atari community. At
first glance, it appears that the software in question is PD.

579. Re: Freeserve and cable & Wireless Hook up

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <7aduna$e8a$1@news7.svr.pol.co.uk>
Source record: 10430

On 17 Feb 1999 00:31:44 , Robert A Riddell wrote:
>Anyone know how I can configure Sting to connect to Freeserve or
>Cable and Wireless? I have opened an account with Cable and Wireless
>on the PC but would also like to have it on MY STE..

Go to my Website and from there you can download STing dial.scr and
default.cfg files that will connect to you to Freeserve.You will need
to edit the dial.scr but that is easy as I have also told you in the
script where to put your details.

Anyway check out my Website.....address in sig.

Gordy

E-mail:tesla1@telsa1.freeserve.co.uk
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk for details
Atari STE,MagiC 6,Jinnee v1.10

580. Re: Portfolio take apart help needed!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Vhuz3JAPfoy2EwRj@steverosie.demon.co.uk>
Source record: 10431
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <36ca5fbb.0@d2o62.telia.com>, K.Hampf <k_hampf@yahoo.com>
writes
>This might be a little bit off-topic, but my Portfolio screen went blank and
>it seems to be a matter of cleaning the connector inside the display. But
>how do I take the display piece apart? I've opened the edges but I think
>brute force bending will just killl it.
> Does there exist a Portfolio FAQ anywehere?
>
>Regards, K.Hampf
>e-mail: kare.hampf@pp.inet.fi
>

Hi

You're not alone! I've wondered how you get the thing apart.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk
Nick: Mocknbird Tel: (+44) 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

581. Re: Portfolio take apart help needed!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: "K.Hampf" <kare.hampf@pp.inet.fi>
Message-ID: <36ca8f79.0@d2o62.telia.com>
Source record: 10432
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Steve Stupple wrote in message ...
>In article <36ca5fbb.0@d2o62.telia.com>, K.Hampf <k_hampf@yahoo.com>

>
>You're not alone! I've wondered how you get the thing apart.

It must be sealed from within by some vere small japanese engineers ;)

Regards, K.Hampf
e-mail: kare.hampf@pp.inet.fi

582. Re: Some last Falcon video questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JBRGFGBUUP@data.rhein-main.de>
Source record: 10433

In <7add4p$4o3$1@alexander.INS.CWRU.Edu> Jim Krych wrote:

>To allow my Falcon030 to come up in RGB(15.75KHz) what are
>the settings that M1 and M0 should be at?

M1 M0 Monitor type
---
0 0 ST Monochrome
0 1 ST Color
1 0 VGA
1 1 TV (RGB)

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

583. Re: tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: Andreas Schwab <schwab@issan.cs.uni-dortmund.de>
Message-ID: <vyz4solw75d.fsf@issan.cs.uni-dortmund.de>
Source record: 10434

ethh@enemy.org (ethhoack ethandphi exbeess) writes:

|> linux68k can invert the video so why can't any cpx ??

It does it in software. The hardware has no such option.

--
Andreas Schwab "And now for something
schwab@issan.cs.uni-dortmund.de completely different"
schwab@gnu.org

584. Re: What to do with a 040...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: "K.Hampf" <kare.hampf@pp.inet.fi>
Message-ID: <36cab976.0@d2o62.telia.com>
Source record: 10435

Levien van Zon wrote in message <79uknk$hm7$1@feresa.bio.vu.nl>...
>A friend of mine dropped by yesterday and gave me a MC68040 which he had
>salvaged from a Mac... He thought that, as a Motorola user I might be able
>to use it. Anyone got any ideas as to what use it might be for a humble
>Falcon user like me?

Get hold of all the DIY information you can get regarding Falcons (like the
DOITF030 archives) and see if there's any suggestions ... I think the 040
isn't pin-layout compatible nor has it exactly the same instruction set.
If you think of doing any experiments contact me as I'm intrested in
something similar too.

Regards, K.Hampf
e-mail: kare.hampf@pp.inet.fi

585. More than 14 devices for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <36CAD3BC.301AA498@patent.gov.uk>
Source record: 10436

I have an internal 2.1Gbyte HD in my Falcon, HDriver formated to 20 partitions, only C-P being recognised by TOS (R is my CD-ROM). The rest are recognised and usable by Magic. Is there any way of extending TOS to above the 14 device limit. Magic refuses to recognise R as anything other than a normal 103Meg partition, so do I need to assign CD-ROM to Z or something , ie higher than the real devices Magic sees? Is there any way of expanding say N, O and P to take up the unseen disc space without reformatting?

Still for sale: flat bed A4, B/W scanner/copier 200dpi, 16 dithered gray scales, scans straight into Calamus and Megapaint, printer port. .....ï¿½80.00 +pp UK.

Bob King.

586. Re: tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <UM2rdTI95280-pn2-T9kdm8lDtk8K@dialup530.brussels2.skynet.be>
Source record: 10437

On Wed, 17 Feb 1999 12:23:42, Andreas Schwab
<schwab@issan.cs.uni-dortmund.de> wrote:

> ethh@enemy.org (ethhoack ethandphi exbeess) writes:
>
> |> linux68k can invert the video so why can't any cpx ??
>
> It does it in software. The hardware has no such option.

so how to do it ?

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
C5 55
http://torpedoes.enemy.org

587. Re: More than 14 devices for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <7aet9kpro1@snipp.uninett.no>
Source record: 10438

```
BobKing <robert.king@patent.gov.uk> wrote:
> partitions, only C-P being recognised by TOS (R is my CD-ROM). The rest
> are recognised and usable by Magic. Is there any way of extending TOS to
> above the 14 device limit. Magic refuses to recognise R as anything

Yes, you can use BigDOS or MiNT.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

588. Portfolio display take apart info

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-18 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36cbce66.7340938@news1.telia.com>
Source record: 10439

On Wed, 17 Feb 1999 09:11:43 +0000, Steve Stupple
<Steve@steverosie.demon.co.uk> wrote:

>In article <36ca5fbb.0@d2o62.telia.com>, K.Hampf <k_hampf@yahoo.com>
>writes
>>This might be a little bit off-topic, but my Portfolio screen went blank and
>>it seems to be a matter of cleaning the connector inside the display. But
>>how do I take the display piece apart? I've opened the edges but I think
>>brute force bending will just killl it.

>Hi
>You're not alone! I've wondered how you get the thing apart.

Well I finally found out how to take it apart ... thanks to elios at
#atari. You just bend up the plastic surface that is glued to the
front of the panel (just the bottom corners) and there are two viscous
little screws there.
A little disappointment is that the lead seems to be soldered
directly to the board so there's no connector there at all ... so lack
of contact is an even bigger problem than I thought at first, it's
tiny little solderings all over.

Regards, K.Hampf

589. Re: More than 14 devices for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-18 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <36CBD467.685A@ooc.de>
Source record: 10440

BobKing wrote:
>
> I have an internal 2.1Gbyte HD in my Falcon, HDriver formated to 20
> partitions, only C-P being recognised by TOS (R is my CD-ROM). The rest
> are recognised and usable by Magic. Is there any way of extending TOS to
> above the 14 device limit. Magic refuses to recognise R as anything
> other than a normal 103Meg partition, so do I need to assign CD-ROM to Z
> or something , ie higher than the real devices Magic sees? Is there any
> way of expanding say N, O and P to take up the unseen disc space without
> reformatting?

I suggest to assign the CD-ROM drive another ID. Z: is quite often used
here. Generally speaking there are three ways to get more than 14 hard
disk partitions: Big-DOS, FreeMiNT or MagiC.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

590. Re: Freeserve and cable & Wireless Hook up

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-18 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ahd37vsu5@news4.svr.pol.co.uk>
Source record: 10441

On 17 Feb 1999 00:31:44 , Robert A Riddell wrote:
>Anyone know how I can configure Sting to connect to Freeserve or
>Cable and Wireless? I have opened an account with Cable and Wireless
>on the PC but would also like to have it on MY STE..

Make a backup copy of your present dial.scr, and then use the "Configs" section in the dialer to write yourself a new script. The server addresses go into the "Network Environment" section, you might need to go back over this section with a text editor afterwards as this bit seems bugged.

Save this script and rename it as required. Then you can click on the top line of the "Configs" menu and select this or the previous script as required. The dialer will always pick up a file called "dial.scr" as a default, so make this reflect your main ISP.

Did you have to log in to Cable & Wireless to get your account started or did they send you the required details through the post?

I'm thinking about the issue with Freeserve where you have to use a secure browser to get an account started.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

591. Re: More than 14 devices for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-18 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7ai367$8dp$1@roch.zetnet.co.uk>
Source record: 10442

Re-partition it down to a sensible five or so partitions, keep the first one down to about 20 megs or so for boot stuff, split the rest evenly four or five ways.....NEVER accept the default splits offered by any HD formatter, they all seem to assume you want top keep the partition size down, it's opintelss to have small partitions on a big drive, the wastage due to sector size is unimportant....

chrisc...

On 17 Feb 1999 14:35:40, BobKing wrote:
>I have an internal 2.1Gbyte HD in my Falcon, HDriver formated to 20
>partitions, only C-P being recognised by TOS (R is my CD-ROM). The rest
>are recognised and usable by Magic. Is there any way of extending TOS to
>above the 14 device limit. Magic refuses to recognise R as anything
>other than a normal 103Meg partition, so do I need to assign CD-ROM to Z
>or something , ie higher than the real devices Magic sees? Is there any
>way of expanding say N, O and P to take up the unseen disc space without
>reformatting?
>
>Still for sale: flat bed A4, B/W scanner/copier 200dpi, 16 dithered gray
>scales, scans straight into Calamus and Megapaint, printer port.
>.....&#65533;80.00 +pp UK.
>
>Bob King.
>.

592. Re: More than 14 devices for Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-19 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36CCBC99.ACBF7D2F@cable.A2000.nl>
Source record: 10443

Chris Crosskey wrote:

> Re-partition it down to a sensible five or so partitions, keep the first
> one down to about 20 megs or so for boot stuff, split the rest evenly four
> or five ways.....NEVER accept the default splits offered by any HD
> formatter, they all seem to assume you want top keep the partition size
> down, it's opintelss to have small partitions on a big drive, the wastage
> due to sector size is unimportant....

I always use the fibonacci series. Always a partition big enough,
otherwise need a bigger HD.

Cheers
Henk

593. Re: tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-19 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7aiur0$40h$1@news.ncal.verio.com>
Source record: 10444

On 14 Feb 1999 23:54:33 , Charles Stanley wrote:
>On 11 Feb 1999 21:57:06 , ethhoack ethandphi exbeess wrote:
>>HOW CAN I INVERT THE TT HIGH REZ MODE VIDEO ????? no one can tell me.
>
>Does the Colour.cpx not have an Invert option (instead of the colours
>Bank Scroll option) as the manual (p 6-12) says for `ST' High?
>Mind you, I don't know if the cpx applies to TT High -- lucky you :)
>
>Charles.
>.

Hi

I posted this same Q on comp.sys.atari.

The answer I got was that TT high is a different mode then the other
VGA resolutions and that it was not possable..at least using color.cpx
which only adjusts VGA modes.

HOWEVER..I found a quasi way around it for some applications.
Some programs allow you to adjust the screen colors, such as CAB, so I
can invert THOSE colors and whalah..it looks like inverse video.
7UP (the text editor) also allows you to reverse the colors. So it
depends on if the application has that function.

Just a thought.

Tim

594. Re: Portfolio display take apart info

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-19 00:00:00 UTC
From: Joel Chappel <jchappel@NOSPAM.softel.fr>
Message-ID: <7aje3q$n0s$1@news.softel.fr>
Source record: 10445

> A little disappointment is that the lead seems to be soldered
>directly to the board so there's no connector there at all ... so lack
>of contact is an even bigger problem than I thought at first, it's
>tiny little solderings all over.

It's probably the ribbon that is cut somewhere between the mainboard and the screenboard.

You just have to get rid of it and sold wires between the 2 boards. Somewhat difficult since the contacts are very close each other (1/20 inch step), but I did it, and now my Portfolio works fine again.

595. Re: tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-19 00:00:00 UTC
From: Andreas Schwab <schwab@issan.cs.uni-dortmund.de>
Message-ID: <vyzk8xek4uz.fsf@issan.cs.uni-dortmund.de>
Source record: 10446

ethh@enemy.org (ethhoack ethandphi exbeess) writes:

|> On Wed, 17 Feb 1999 12:23:42, Andreas Schwab
|> <schwab@issan.cs.uni-dortmund.de> wrote:
|>
|> > ethh@enemy.org (ethhoack ethandphi exbeess) writes:
|> >
|> > |> linux68k can invert the video so why can't any cpx ??
|> >
|> > It does it in software. The hardware has no such option.
|>
|> so how to do it ?

Swap back- and foreground colors.

--
Andreas Schwab "And now for something
schwab@issan.cs.uni-dortmund.de completely different"
schwab@gnu.org

596. Re: Portfolio display take apart info

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-19 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36cd6046.21330268@news1.telia.com>
Source record: 10447

On Fri, 19 Feb 1999 11:30:43 +0100, "Joel Chappel"
<jchappel@NOSPAM.softel.fr> wrote:

>> A little disappointment is that the lead seems to be soldered
>>directly to the board so there's no connector there at all ... so lack
>>of contact is an even bigger problem than I thought at first, it's
>>tiny little solderings all over.
>
>It's probably the ribbon that is cut somewhere between the mainboard and the
>screenboard.
>You just have to get rid of it and sold wires between the 2 boards. Somewhat
>difficult since the contacts are very close each other (1/20 inch step), but
>I did it, and now my Portfolio works fine again.

The screen works if I do not open it all the way, so I think I do not
need to replace it all ... I'll clean it and reconnect with the casing
open so I can check it more troughly. Might as well take a look at
that backlight-project while at it ;)

Anyway, thanks to all of you helping me out!

Best Regards, K.Hampf
- email: kare.hampf@pp.inet.fi -

597. Re: Russian 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-19 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7akd58huj2@roch.zetnet.co.uk>
Source record: 10448

On 16 Feb 1999 16:08:09 , "Martin Graiter" wrote:

> :>Does anyone know if there is a russian version
> :>of TOS 2.06? Where can I get it?

> :no but i've got a lot of polish utils that look like the replace the
> :characters on the desk { got them with a systen i bought}
> :Kevin

> Thanks, but it's not the same thing.
> Russian is written with the cyrillic alphabet,
> while Polish with the latin, although with some
> specific national character additions.

Isn't TOS 2.06 multilingual? I thought that versions <2 were in
different flavours, but after 2.05 there were combined into the one?
Though how to change it I don't know....

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

598. More than 4Mb into an Atari MegaSTe???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-19 00:00:00 UTC
From: Michael Day <souledge@atari.org>
Message-ID: <FN_36cdec52_souledge@news.tripnet.se>
Source record: 10449

Anyone know how to get more than 4Mb ram into an Atari MegaSTe?

Ok, I know about the Magnumcard... aren't there any possibility
to make a cirkuit for this??

599. Replacement Floppy Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: Steve Coates <steve@westgardens.demon.co.uk>
Message-ID: <+MxeRSASsfz2EwOG@westgardens.demon.co.uk>
Source record: 10350

I am a Newbie to this group and I'm not sure that this is a relevant enquity but any help would be appreciated.

Ihave three Atari ST's, an STf and two Megas, all expanded to 4 Meg and TOS 2.06. The floppy drive on one of the Megas has just expired and I am looking for a replacement. I am pretty sure it is the drive itself that is at fault as swopping the drive from my STF in to the Mega produces normal operation.
Unfortunately the drives in the other Mega and the STF are not the same shape as the one that expired.
The expired drive was made by Sony, it says LG-36 on the circuit board, and has C 103164 and CA200323 embossed on the bottom cover.
It has a small rhomboid eject button on the right and the activity LED on the left, as opposed to the others which have a central wide eject button and the LED on the right.
I would like to replace the drive with something that can handle 1.44 Mb formats, and hence read discs formatted on a PC. Under TOS 2.06 all the machines are able to read PC discs so long as they are formatted at 720 kb.
My questions are;

Would it be possible to replace the drive with one that does not require substantial modification to the casing ?

Would it be possible to replace it with a drive that could read and write to discs formatted to 1.44 Mb without extensive modifications to the circuit board ?

Failing this, could a second external floppy drive be used to read 1.44 Mb discs ?

I would be grateful for any advice and suggestions on the sources of parts in the UK.

Many thanks
--
Steve Coates

600. Re: Which DeskJets With Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: Eddy-Haitch <Eddy_Hitler@yahoo.com>
Message-ID: <36CE1D79.DEB@yahoo.com>
Source record: 10351

Terry May wrote:
>
> On Thu 11-02-99 00:39, Eddy-Haitch scribbled:
>
> >Not many buttons though. That worries me. It has power on/off and paper
> >feed. That's it. Why oh why?
>
> That's all my 672C has. TBH, I never felt the need for more buttons.
> Maybe because I've always owned DeskJets.
> What other buttons would you like?

Well, maybe some handovers from the 500-series DESKJETS! Or my Star LC-10.. sob, why did it have to die? :)
Such as:

* An online button (useful for stopping the thing in emergencies, especially as windows stop is often useless, what with the 870's HEEEEUGE buffer!)

* And joining it as an optional extra, a reset button. (870 takes an age to power-off and on again)

* Replace soft-off switch with a proper, means-business click switch.

And some things more suited to plain-text printing. Your average printer still gets used a lot for this, although nowadays most PC people use the godawful Notepad to print stuff through, which uses the real printer drivers. But of course, on the ST you won't always have access to such stuff. Although if you're shelling out for a big printer like that, a few more pounds for a desk accessory printer thing isn't too bad I guess..

* A Draft/Full quality button, for when printing plain text files (I find DOS edit far more palatable for this than notepad or any windows app). Or for use with the atari, when you want a quick copy and your program has only very basic functionality (or printing from the desktop).

* A text-compression button. For making your words smaller. More letters per line = faster print, longer lines (very useful for spreadsheets and the like), less ink used, space to write notes. With the old Star printer, you could halve the space needed, so you could get two pages per real page! Very useful. I'm hating this 870 for being so.. bloody.. unswervingly.. WINDOWS-ONLY!! :)

* Oh, and a line-feed button. One for both directions if you can. Can't remember what THAT was useful for.. :-D .. but it'll come to me soon.

* Maybe a key combination to select a text font (remember ever doing that?) or even better a colour for your plain text. That was cool.

The 500 crammed all of this except colour buttons into 8 separate controls that would fit in between the two overly chunky buttons on the overly chunky 870 (much of it is empty space). The aforementioned Star LC-10 managed with only five, and didn't require any dip switches. Aha! That's what else is missing!!! (etc etc etc)

Basically, we just don't have the control we used to, outside of windoze anyhow. That frightens me a little.

>
> I guess anything else you might need would be in their Windows
> software.

Yeah, but.... :)
Many many net things are just TXT files. You try whacking one of them through Notepad print, and then later through DOS (or DOS Edit) print and see just how much slickness has been lost over the years. Sure, the windows controls are the epitome of fast, effective control when I need full-colour photographic output for an A-level project (although for some damn reason, for the past three years, it has INSISTED on resetting to "landscape" paper size every print time.. have to keep changing it). But of course, isn't this an Atari ST newsgroup? And have you ever tried printing the complete solution to Final Fantasy Six through notepad? My brother has. It's not a pretty sight. I wheeled out the old 500, draft mode condensed size printed it from dos, produced something much more legible (no more
split
lines, especially not in the mid
dle of a word) in half the time using much less paper, and got thanked grudgingly for it as he could now read the damn thing. Ahh...

EddyH/Penners at freenet dot co dot uk

601. Bravo Sierra Computers, has anyone dealt with them?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <yfVaIHAk7mz2Ew$p@steverosie.demon.co.uk>
Source record: 10352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

Just a simple request, and that is how trustworthy is Bravo Sierra
Computers.

I'm curious as I've no idea on a person when doing a mutual swap, is not
prepared to mail goods at the same time and with no clue to his
whereabouts in the world.

Thanx

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

602. barcodes

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: d.clemins@zetnet.co.uk
Message-ID: <7amf6l$e61$1@irk.zetnet.co.uk>
Source record: 10353

```
Hi,
Is it possible to produce barcode labels and read them
with an stfm in some way?
Clem.
.
```

603. ALICE with Magic 6

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7amsme$hn9$3@news6.svr.pol.co.uk>
Source record: 10354

Yo! All Dude!

Has anyone in here found out why ALICE cant live with MAGIC 6. It still does it iconify party trick but in doing so wrecks M6's winframe RSC doohickie!!.

Anyone got an answer.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz PAK 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
-= Footline missing, please inform source of message.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

604. Re: FOR Everyone & Anyone who post's or rea

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7amsmg$hn9$4@news6.svr.pol.co.uk>
Source record: 10355

On 14 Feb 1999 12:43:51 , Steve Stupple wrote:

:>I don't know about anyone else, but I wish everyone that asks or wants
:>to sell their Atari items would mention the area they live in. I am not
:>the only one that has brought this point up.

Spot on dude, right on the heeead jimmee!!.

:>It would be nice to see who else echo's or agrees with me on this one.

I'm in!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

605. Whats the cheapest way to upgrade a 520STFM to 4MEG?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <36cefbe1.30309556@news.easynet.co.uk>
Source record: 10356

The motherboard is Rev. D C070789-001

The current RAM chips are directly under the PSU
daughterboard on the main motherboard and theres space for
another 512k of memory but I was hoping to go beyond this.

I don't mind doing a lot of soldering and mucking about and
I do have some old PCBs to raid for components. I also have
a few old 256k simms and possibly a 4MEG 72pin type too.

606. CAB2.7-Sys.For.TomorrowUSA

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <ciDz2.1033$r3.4002@news1.atlantic.net>
Source record: 10357

Someones post asked if CAB 2.7 was out yet 'here'.
If 'here' meant USA, ask at: sales@SystemsForTomorrow

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MKI/
Seagate/Iomega jaz/
Toshiba CD-ROM/Supra56k/
STinG/NVDI/CAB/Newsie/

607. Re:SAM 1.3 (english)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <pTDz2.1038$r3.3900@news1.atlantic.net>
Source record: 10358

Using SAM 1.3 (english) on 14meg Falcon with good results!

Get at:
http://www.users.zetnet.co.uk/jacquesa/atari/falc_download.html

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MKI/
Seagate/Iomega jaz/
Toshiba CD-ROM/Supra56k/
STinG/NVDI/CAB/Newsie/

608. Follow-up posts?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <TXDz2.1039$r3.3973@news1.atlantic.net>
Source record: 10359

I'm using NEWSIE 94. Posts OK but follow-ups to other posts
don't get posted! Any ideas out there?
John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MKI/
Seagate/Iomega jaz/
Toshiba CD-ROM/Supra56k/
STinG/NVDI/CAB/Newsie/

609. Re: tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: Waldo <waldo_xx@sympatico.ca>
Message-ID: <36CF192D.9E939A37@sympatico.ca>
Source record: 10360

Can't...

ethhoack ethandphi exbeess wrote:

> HOW CAN I INVERT THE TT HIGH REZ MODE VIDEO ????? no one can tell me.
>
> ethh
> key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
> C5 55
> http://torpedoes.enemy.org

610. Re: Bravo Sierra Computers, has anyone dealt with them?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <36CF274D.D9F94FF@jps.net>
Source record: 10361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I corresponded with one friend in Hawaii who dealt with him. Said he was
a great guy to deal with, and received lots of freebies with his order.
I believe he said he was in Oregon. Used to be active on the newsgroup
promoting his used atari catalog lists.

Steve Stupple wrote:
>
> Hi
>
> Just a simple request, and that is how trustworthy is Bravo Sierra
> Computers.
>
> I'm curious as I've no idea on a person when doing a mutual swap, is not
> prepared to mail goods at the same time and with no clue to his
> whereabouts in the world.
>
> Thanx
>
> --
> Cheers! for now
> Steve
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
> Email: steve@steverosie.demon.co.uk
> Nick: Mocknbird Tel: 07971 742708
> ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

611. Re: Russian 2.06?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-20 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <7anj0m$4vo$2@zingo.tninet.se>
Source record: 10362

James F. Haslam skrev i meddelandet <7akd58huj2@roch.zetnet.co.uk>...

:Isn't TOS 2.06 multilingual? I thought that versions <2 were in
:different flavours, but after 2.05 there were combined into the one?
:Though how to change it I don't know....

You're talking about TOS 4.xx, which comtains several
languages and even more keyboard versions.

MG

612. Re: tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-21 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <UM2rdTI95280-pn2-kFxyQ6BG45ed@dialup666.brussels2.skynet.be>
Source record: 10363

yes you can

nothing i sdbeteter ant bnelgian, beer

On Sat, 20 Feb 1999 20:21:01, Waldo <waldo_xx@sympatico.ca> wrote:

> Can't...
>
> ethhoack ethandphi exbeess wrote:
>
> > HOW CAN I INVERT THE TT HIGH REZ MODE VIDEO ????? no one can tell me.
> >
> > ethh
> > key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
> > C5 55
> > http://torpedoes.enemy.org
>

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
C5 55
http://torpedoes.enemy.org

613. Re: tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-21 00:00:00 UTC
From: atari@bright.net
Message-ID: <7aogjc$1h0$1@cletus.bright.net>
Source record: 10364

Just pick up the monitor and carefully place it back down on it's top
side. There you go, inverted display...

On 21 Feb 1999 03:16:38 , ethhoack ethandphi exbeess wrote:
>yes you can
>
>nothing i sdbeteter ant bnelgian, beer
>
>
>On Sat, 20 Feb 1999 20:21:01, Waldo <waldo_xx@sympatico.ca> wrote:
>
>> Can't...
>>
>> ethhoack ethandphi exbeess wrote:
>>
>> > HOW CAN I INVERT THE TT HIGH REZ MODE VIDEO ????? no one can tell me.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

614. Serial port routines and a cheap digital camera...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-21 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7aosie$8cu$1@roch.zetnet.co.uk>
Source record: 10365

Hi Folks....

We've been sent these flyers at work for what seems to be a very cheap digital camera. It is 640x480 and it uses a flash card (1Mb or 2Mb) to give between 10 (Fine quality on 1Mb) and 40 (standard quality in 2Mb) pictures.

I phoned their technical guys and they reckoned that the camera uses .JPG compression on-board, and also that the serial port it used was 115K2 maximum. They couldn't give the the negociation strings because they didn't write the software, but as one of them could confirm that it took less than two minutes to do a complete dump of a 1Mb card into his own machine I think it is likely that there is very little in the way of negociation to do. It is probably no more than a <How many pictures do you have>, <X>, <Send me picture n of X> <N.jpg transmits.....> kind of routine. It certainly isn't acknowledging every bit,. and I can't see that it is using packet streams either.

If I can find out the strings involved could someone hold my hand while I try and code a .TTP that will do nothing more complicated than dump the contents odf the camera into the folder that contains the .TTP, that is the bare minimum that it needs to do. Extras like creating a new folder for each download would be nice.....but not neccessary in version 0.01......

chrisc

615. Re: Whats the cheapest way to upgrade a 520

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-21 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7aotg5$8eg$1@roch.zetnet.co.uk>
Source record: 10366

On 20 Feb 1999 18:23:48, Martin Wilson wrote:
>The motherboard is Rev. D C070789-001
>
>The current RAM chips are directly under the PSU
>daughterboard on the main motherboard and theres space for
>another 512k of memory but I was hoping to go beyond this.
>
>I don't mind doing a lot of soldering and mucking about and
>I do have some old PCBs to raid for components. I also have
>a few old 256k simms and possibly a 4MEG 72pin type too.
>.

ASP will be doing a 4Mb upgrade board soon. Predicted price of a board without SIMM's is going to be about 25 quid inc postage etc, you'll need four 1Mb SIMM's, preferably identical. Fully fitted and loaded with 4Mb of memory it will be about 45 quid. I'm still sorting it out, I want to keep the price as low as possible which means it might be a bit fiddly to fit, but it'll be cheap./...

chrisc

616. For Sale: Atari STE/Mega STE Memory upgrades.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-21 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <55v4hFAQwA02EwFx@steverosie.demon.co.uk>
Source record: 10367
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

```
512k or 1 meg to 2 meg upgrade ..... 10
2 meg to 4 meg upgrade ..... 10
512 or 1 meg to 4 meg ..... 17.50

Fitting instructions for STE, a disk of software and postage included.

Plus the usual services you have expected to come by;)

All prices are GBP (the official letter for the UK's currency) and
include postage for UK only

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk
Nick: Mocknbird Tel: (+44) 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
******************************************************
```

617. FS (UK) Books Software Hardwae

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-21 00:00:00 UTC
From: cjohns@yplace.demon.co.uk
Message-ID: <919619184_OASIS_@yplace.demon.co.uk>
Source record: 10368
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If anyone is interested in any of these, please email to see what is
left etc

All prices in UK pounds sterling. Add 1.50 for P&P (UK)

Books: - 5 pounds each

The First Atari Book First Publishing Ltd
Working with the Atari ST Lawrence and England
ST Disk Drives Inside & out Abacus
The Anatomy of the Atari ST First Publishing Ltd
The Elementary Atari ST William Sanders

Applications: - All with original disks and manuals. Most in original
boxes

Calligrapher Pro - 15
Supercharged Easydraw2 - 10
Microsoft Write - 10
Personal Finance Manager Plus - 10
Superbase Personal - 10
Thunder (Batteries Incuded) - 5
Degas (") - 5
Neodesk 3 - 10
Neodesk CLI - 5
VIP Professional Spreadsheet - 10
ST Basic - Programming - 5

Games: Boxed with original disks and manuals - 5 pounds each

Microprose Golf
Microprose F-19
Microprose Tank Platoon
Microprose Gunship
Microprose Submarine Simulation
Sim City
Sim City Terrain Editor

Hardware:

Vortex At-Once PC Emulator - 15
ST Monitor Switchbox - 5
Falcon 4 meg Simm - 5
Forget-me-Clock - 10
Floppy Disk Drive - Large Release Button - Red activity light - 5
Zydec 4 meg simm Expansion Board. Boxed with Installation Manual - 15

–

---

cjohns@yplace.demon.co.uk

---

618. SX212 Modem Power Cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-21 00:00:00 UTC
From: Darren Nelsen <dnelsen@campus.mci.net>
Message-ID: <7apqrc$v1j$1@camel29.mindspring.com>
Source record: 10369
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I'm looking for a power cable for the SX212 Atari Modem. Does anyone have one they want to get rid of or know where I can get one?

Thanks!

Darren

619. Re: Serial port routines and a cheap digital camera...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-22 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <36D10B0B.28B44672@sympatico.ca>
Source record: 10370

Post the details and lets get to work on this...

Chris Crosskey wrote:

> Hi Folks....
>
> We've been sent these flyers at work for what seems to be a very cheap
> digital camera. It is 640x480 and it uses a flash card (1Mb or 2Mb) to give
> between 10 (Fine quality on 1Mb) and 40 (standard quality in 2Mb) pictures.
>
> I phoned their technical guys and they reckoned that the camera uses .JPG
> compression on-board, and also that the serial port it used was 115K2
> maximum. They couldn't give the the negociation strings because they didn't
> write the software, but as one of them could confirm that it took less than
> two minutes to do a complete dump of a 1Mb card into his own machine I
> think it is likely that there is very little in the way of negociation to
> do. It is probably no more than a <How many pictures do you have>, <X>,
> <Send me picture n of X> <N.jpg transmits.....> kind of routine. It
> certainly isn't acknowledging every bit,. and I can't see that it is using
> packet streams either.
>
> If I can find out the strings involved could someone hold my hand while I
> try and code a .TTP that will do nothing more complicated than dump the
> contents odf the camera into the folder that contains the .TTP, that is the
> bare minimum that it needs to do. Extras like creating a new folder for
> each download would be nice.....but not neccessary in version 0.01......
>
> chrisc

620. Re: Last Day's Prophecy Website

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-22 00:00:00 UTC
From: Mac Hine <dmcinerney@seanet.com>
Message-ID: <01be5e55$2a9cc1e0$06810ccf@dmcinerney>
Source record: 10371

Maybe things are not as bad as you think. Maybe dinasaurs were not killed in the flood and maybe the Earth revolves around the sun.

Shawn Astels <sorel@globetrotter.qc.ca> wrote in article <7ar6qnoeh16764@news.quebectel.com>...
> Hello, I hope that everyone will stop in and visite my Last Day's Prophecy Bible Website,
> My website includes information on False Bible Versions, Salvation, The Antichrist, Y2K Year 2000 Bug, And Alot More.
> Everything to do with the Second Coming of our Lord Jesus Christ in general.
>
> Also you can subscribe to my Last Day's Prophecy Newsletter!
>
> Please don't forget to sign my guestbook.
>
> MAY GOD BLESS YOU ALL.
>
>

621. Mega ste. upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-22 00:00:00 UTC
From: Arni Valdemarsson <arnivald@islandia.is>
Message-ID: <36D1674D.F4752A4F@islandia.is>
Source record: 10372

Sï¿½lir allir (hi all), hafing read the post on this discusion group
for a month or so I dear put up a queststion on a mater consurning My
Atari Mega Ste.
Where as the Atari Mega ste and the Atari TT are so similar, is there
a way to turn the Mega ste into a TT in a grand and simple
way? By for instenc simply put in a motorola 68030 chip in sted
of the 68000 one. I am aming at Linux. Is there a Wissard on this
schine who could/would point me in the right direction for
information,
suply of parts, or enithing else consurning my questtion.?

Here in Iceland, the Atari has no suport, but several machines are
still in use.

arnivald@islandia.is

622. Re: Mega ste. upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-22 00:00:00 UTC
From: kdermott@zetnet.co.uk
Message-ID: <7arrsb$kv0$1@roch.zetnet.co.uk>
Source record: 10373

On 22 Feb 1999 14:20:45 , Arni Valdemarsson wrote:
> S�lir allir (hi all), hafing read the post on this discusion group
>for a month or so I dear put up a queststion on a mater consurning My
>Atari Mega Ste.
> Where as the Atari Mega ste and the Atari TT are so similar, is there
>a way to turn the Mega ste into a TT in a grand and simple
>way? By for instenc simply put in a motorola 68030 chip in sted
>of the 68000 one. I am aming at Linux. Is there a Wissard on this
>schine who could/would point me in the right direction for
>information,
>suply of parts, or enithing else consurning my questtion.?
>
>Here in Iceland, the Atari has no suport, but several machines are
>still in use.
>
> arnivald@islandia.is
>
>.
no if this were the case atari would have had a problem selling tt's
Kevin
---
one sheep that was all
Lancashire England.....mug shot at http://www.users.zetnet.co.uk/kevin/
kdermott@zetnet.co.uk : now with audio!!!!!
kevin@kdermott.freeserve.co.uk Ataris contain a minium of 80% beef

623. Re: More than 4Mb into an Atari MegaSTe???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-22 00:00:00 UTC
From: michaels@saturn.stochastik.rwth-aachen.de
Message-ID: <7as0kl$l1v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 10374

In article <FN_36cdec52_souledge@news.tripnet.se>,
Michael Day <souledge@atari.org> wrote:
>Anyone know how to get more than 4Mb ram into an Atari MegaSTe?
>
>Ok, I know about the Magnumcard... aren't there any possibility
>to make a cirkuit for this??

You can anwaly develop your own card :-)

There was one other solution I know of, which was Martin Wevelsiep's ST-RAM extension. However, this required quite extensive soldering (he would only sell it when he did the modifications, and for good reason), and it was much more expensive than the Magnum. I am not sure if he still has cards left, you might reach him at Martin.Wevelsiep@post.rwth-aachen.de

cu
Michael
--
In the beginning there was nothing, which exploded.

624. Re: Mega ste. upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-22 00:00:00 UTC
From: michaels@saturn.stochastik.rwth-aachen.de
Message-ID: <7as0p5$l3b$1@nets3.rz.RWTH-Aachen.DE>
Source record: 10375

In article <36D1674D.F4752A4F@islandia.is>,
Arni Valdemarsson <arnivald@islandia.is> wrote:
> Where as the Atari Mega ste and the Atari TT are so similar, is there
>a way to turn the Mega ste into a TT in a grand and simple
>way? By for instenc simply put in a motorola 68030 chip in sted

These machines are not similar at all, except for the case, so no, there is
no such way.

cu
Michael
--
In the beginning there was nothing, which exploded.

625. Serial/scsi ethernet?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-22 00:00:00 UTC
From: Kent Johansson <midwinter_SPAMBLOCK_@hotmail.com>
Message-ID: <XQgA2.219$GS1.397@nntpserver.swip.net>
Source record: 10376

Hi!

I have a SCSI to ethernet adaptor that have been used with a Mac before,
does anyone know if there are any kind of drivers for such a thing?

Another thing, there are some RS-232 to ethernet adaptors aviable,
wouldn't it be possible to use one of those to interface a Tos machine to an
ethernet?

Regards..

//Kent Johansson

626. Re: More than 4Mb into an Atari MegaSTe???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-22 00:00:00 UTC
From: kdermott@zetnet.co.uk
Message-ID: <7as693mld1@roch.zetnet.co.uk>
Source record: 10377

On 19 Feb 1999 23:57:22, Michael Day wrote:
>Anyone know how to get more than 4Mb ram into an Atari MegaSTe?
>
>Ok, I know about the Magnumcard... aren't there any possibility
>to make a cirkuit for this??

there is the tus accelerator that adds up to another 4 meg of tt type
ram
Kevin
---
one sheep that was all
Lancashire England.....mug shot at http://www.users.zetnet.co.uk/kevin/
kdermott@zetnet.co.uk : now with audio!!!!!
kevin@kdermott.freeserve.co.uk Ataris contain a minium of 80% beef

627. Re: Serial port routines and a cheap di

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-22 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7asimvofk1@roch.zetnet.co.uk>
Source record: 10378

```
On 22 Feb 1999 02:45:15, res wrote:
>Post the details and lets get to work on this...
>

I will as soon as I can get hold of the damn things...:-))
Helpfully one of the guys at work has actually bought one, so would
<sniffing> the serial port be possible?
BTW the camera also works at a download speed of 19K2......
chrisc

chrisc
>Chris Crosskey wrote:
>
>> Hi Folks....
>>
>> We've been sent these flyers at work for what seems to be a very cheap
>> digital camera. It is 640x480 and it uses a flash card (1Mb or 2Mb) to give
>> between 10 (Fine quality on 1Mb) and 40 (standard quality in 2Mb) pictures.
>>
>> I phoned their technical guys and they reckoned that the camera uses .JPG
>> compression on-board, and also that the serial port it used was 115K2
>> maximum. They couldn't give the the negociation strings because they didn't
>> write the software, but as one of them could confirm that it took less than
>> two minutes to do a complete dump of a 1Mb card into his own machine I
>> think it is likely that there is very little in the way of negociation to
>> do. It is probably no more than a <How many pictures do you have>, <X>,
>> <Send me picture n of X> <N.jpg transmits.....> kind of routine. It
>> certainly isn't acknowledging every bit,. and I can't see that it is using
>> packet streams either.
>>
>> If I can find out the strings involved could someone hold my hand while I
>> try and code a .TTP that will do nothing more complicated than dump the
>> contents odf the camera into the folder that contains the .TTP, that is the
>> bare minimum that it needs to do. Extras like creating a new folder for
>> each download would be nice.....but not neccessary in version 0.01......
>>
>> chrisc
>
>.
```

628. Re: Serial/scsi ethernet?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-22 00:00:00 UTC
From: res1@vcf-com.fr
Message-ID: <7askgk$g0m$1@news3.isdnet.net>
Source record: 10379

On 22 Feb 1999 18:56:40 , "Kent Johansson" wrote:

> I have a SCSI to ethernet adaptor that have been used with a Mac before,
>does anyone know if there are any kind of drivers for such a thing?

Can you indicate the mark and model of your interface ?

> Another thing, there are some RS-232 to ethernet adaptors aviable,
>wouldn't it be possible to use one of those to interface a Tos machine to an
>ethernet?

In both cases, we need technical documentation for programing drivers
(eg. for STinG) so is the reason why we must choice a card available
in every contries.

Cheers,
Olivier.

From Boulogne Billancourt FRANCE
Email : res1@vcf-com.fr
HomePage: http://services.worldnet.net/vcf-com/olivier.htm (194.2.128.248)
CabOvl : http://194.2.128.248/vcf-com/download/cabovl.lzh
WebLight: http://194.2.128.248/vcf-com/download/weblight.lzh

629. Atari ST CD

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-23 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <CdnA2.460$7p1.87@news.flash.net>
Source record: 10380

How much would y'all pay for a CD Devoted to 8-Bit Atari or A CD Devoted to ST/STE/TT/Falcon with Hacks Old Articles Manuals Schematics PD Software Ect...

29.99
15.99
?????

Please Help me in Figuring if there is a Market for such a CD i'm looking at chargin for the time involved and the cost of media

also I'm looking for Articles,Web Pages,Hacks and such...
Please if you want to help send me URL's and the such
tchermok@flash.net
you will be given credit in the Contributors section of the Table of Contents
also what format should the CD Be in
PDF
HTML
Ascii
or All three??
Thank you Atari People
Atari may be Dead But as long as there is One User Atari will live forever in the hearts and the desks of us all
Thank You

630. Re: Serial port routines and a cheap digital camera...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-23 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <7at5f5$s00$2@zingo.tninet.se>
Source record: 10381

Chris Crosskey skrev i meddelandet <7aosie$8cu$1@roch.zetnet.co.uk>...

Couldn't you just try a communication program
and x-on x-off handshaking?

MG

631. modems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-23 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <36d303d42c4de0@telsa1.freeserve.co.uk>
Source record: 10382

hi all,

Has anyone heard of a AROWANA fm56vt modem?

It has been flashed for V.90 but it keeps trying to connect via x2.Is
there any way I could disable x2 so I can use v.90?

Gordy
--
E-mail:tesla1@telsa1.freeserve.co.uk
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk for details
Atari STE,MagiC 6,Thing v1.27.Oxford,UK

632. Re: Serial port routines and a cheap di

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-23 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7av4tm$3ph$1@roch.zetnet.co.uk>
Source record: 10383

On 23 Feb 1999 03:43:38, "Martin Graiter" wrote:
>
>Chris Crosskey skrev i meddelandet <7aosie$8cu$1@roch.zetnet.co.uk>...
>
>
>Couldn't you just try a communication program
>and x-on x-off handshaking?
>
>
Yes probably....but it would be SLOOOOOW if there's more than a few bytes
of info.....I'm going to wait for the guy at work to turn up with his and
then I'll take the literature apart to get hold of their software support
guys..:-))

chrisc

633. Re: Freeserve and cable & Wireless Hook

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-23 00:00:00 UTC
From: robert@riddell4.freeserve.co.uk
Message-ID: <7av9f3ong1@news8.svr.pol.co.uk>
Source record: 10384

```
On 18 Feb 1999 15:54:15 , Derryck Croker wrote:
>On 17 Feb 1999 00:31:44 , Robert A Riddell wrote:
>>Anyone know how I can configure Sting to connect to Freeserve or
>>Cable and Wireless? I have opened an account with Cable and Wireless
>>on the PC but would also like to have it on MY STE..
>
>Make a backup copy of your present dial.scr, and then use the "Configs"
>section in the dialer to write yourself a new script. The server addresses
>go into the "Network Environment" section, you might need to go back over
>this section with a text editor afterwards as this bit seems bugged.
>
>Save this script and rename it as required. Then you can click on the top
>line of the "Configs" menu and select this or the previous script as
>required. The dialer will always pick up a file called "dial.scr" as a
>default, so make this reflect your main ISP.
>
>Did you have to log in to Cable & Wireless to get your account started or
>did they send you the required details through the post?
>
>I'm thinking about the issue with Freeserve where you have to use a secure
>browser to get an account started.
>
>Rgds, Derryck
>
```

As you can see I got the Freeserve bit working (thanks to those who also emailed me)..I joined Cable & Wireless online via the PC (Piece Of C*** {cake}), the nice thing about Cable & Wireless Lite is that it is free bar the connection fee of £10 but there is the added bonus of having your phone cost cut by 25% if your have C&W phone service, which is already cheaper than BT overall.

```
Cheers

Robert>
>
>/----------------------------------------/
>/ The Cheshunt Computer Club Herts UK /
>/ http://www.cix.co.uk/~derryck/index.htm /
>/----------------------------------------/
>.
```

634. Re: Atari ST CD

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-23 00:00:00 UTC
From: robert@riddell4.freeserve.co.uk
Message-ID: <7av9u3ong2@news8.svr.pol.co.uk>
Source record: 10385

On 23 Feb 1999 01:09:54 , "Edward Williams" wrote:
>How much would y'all pay for a CD Devoted to 8-Bit Atari or A CD Devoted to
>ST/STE/TT/Falcon with Hacks Old Articles Manuals Schematics PD Software
>Ect...

15 to 20 would seem reasonable to me..

Cheers

Rob
>
>29.99
>15.99
>?????
>
>Please Help me in Figuring if there is a Market for such a CD i'm looking at
>chargin for the time involved and the cost of media
>
>also I'm looking for Articles,Web Pages,Hacks and such...
>Please if you want to help send me URL's and the such
>tchermok@flash.net
>you will be given credit in the Contributors section of the Table of
>Contents
>also what format should the CD Be in
>PDF
>HTML
>Ascii
>or All three??
>Thank you Atari People
>Atari may be Dead But as long as there is One User Atari will live forever
>in the hearts and the desks of us all
>Thank You
>.

635. Re: modems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-24 00:00:00 UTC
From: Juhani Sivusalo <jasivu@na.netppl.fi>
Message-ID: <Pine.MNT.4.10.9902241808210.126-100000@localhost>
Source record: 10386

23.02.99 Gordy & Mandy viestitti;

> hi all,

Moi,

> Has anyone heard of a AROWANA fm56vt modem?
>
> It has been flashed for V.90 but it keeps trying to connect via x2.Is
> there any way I could disable x2 so I can use v.90?

Yoy have to change your init string after upgrade. I quess that you
have +ms=56, ... somewhere in your init string. Replace that "56"
with "12" witch stads for v.90 mode. If your ISP supports v.90 mode,
you should hear totally new "negotiating sounds" ...

--
Juhani Sivusalo E-Mail: jasivu@na.netppl.fi
Oulu, Finland http://www.netppl.fi/~jasivu/
phone: +358-8-520 8523 GSM: +358-400-582 546

636. Q: 4MB for Mega ST 2?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-24 00:00:00 UTC
From: Markus Egg <Markus.Egg@vcpc.univie.ac.at>
Message-ID: <36D44FD5.9C036E91@vcpc.univie.ac.at>
Source record: 10387

Hello,

I've got a Mega ST 2 and want to upgrade it to 4MB
(should be enough for the time being).

While reading in DejaNews (http://www.dejanews.com/home_ps.shtml)
I've got some information, that ST 2 doesn't use SIMMs
(although one of the FAQ pages says, that
"your ST is equipped with SIMM memory",
"30pin SIMMs" with better than
120ns for the 1Mb SIMMS would be ok).

It's a bit confusing.

30pin-SIMMs, 1Mb, 60ns
or
DIMMs?

1) Are there some addresses (WWW?) to order the appropriate memory chips?

2)Is it a nightmare to upgrade? (with medium soldering ability which means
I did a few boards although not computer-boards
-and yes- I know, that I have to pay attention to static electricity and
the 50Hz netfreq. in Austria...)

3) Is there some page about what else I have to do (resistors?...)
in the Mega ST 2?

4) Can I leave the old mem in the ST 2 and simply put in additional
mem-chips?

Thanks in advance
ME

637. Re: Whats the cheapest way to upgrade a 520

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-24 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <36d0993c.16293361@news.easynet.co.uk>
Source record: 10388

>ASP will be doing a 4Mb upgrade board soon. Predicted price of a board
>without SIMM's is going to be about 25 quid inc postage etc, you'll need
>four 1Mb SIMM's, preferably identical. Fully fitted and loaded with 4Mb of
>memory it will be about 45 quid. I'm still sorting it out, I want to keep
>the price as low as possible which means it might be a bit fiddly to fit,
>but it'll be cheap./...
>
>chrisc

Sounds like a nice bit of kit however I'm only looking to do
a DIY project. I have a 4MEG STe and Falcon already but just
fancied having a go at upgrading this STFM myself right down
at chip level to 4MEG as a sort o educational electronic
experience learning as I go in the knowledge that if I
completely ruin the STFM in the attempt I won't be too
bothered about it. Theres no point me spending any serious
money as I'll probably ruin it later on with something else.
However I am hoping to upgrade the FM to 4MEG, 16MHZ and a
high density floppy drive (it doesn't have a floppy at all
at the moment). At the moment I'm just collecting as much
info as possible on these various hacks.

Has anyone done the 4MEG 72pn simm to 1040STFM modification?

638. Re: Q: 4MB for Mega ST 2?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-24 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <36D49E22.6E6C49D0@jps.net>
Source record: 10389

Some Mega 2 were deliberately made "brain-dead" by Atari and cannot be upgraded unless you do a board upgrade or a do-it-yourself hardwire project, some of which can be found in the net. Other Mega 2 units were Mega 4 with the empty portions of the motherboard ready to populate with the missing chips, capacitors and resistors to make it a Mega 4.

John

Markus Egg wrote:
> Hello,
>
> I've got a Mega ST 2 and want to upgrade it to 4MB
> (should be enough for the time being).
>
> While reading in DejaNews (http://www.dejanews.com/home_ps.shtml)
> I've got some information, that ST 2 doesn't use SIMMs
> (although one of the FAQ pages says, that
> "your ST is equipped with SIMM memory",
> "30pin SIMMs" with better than
> 120ns for the 1Mb SIMMS would be ok).
>
> It's a bit confusing.
>
> 30pin-SIMMs, 1Mb, 60ns
> or
> DIMMs?
>
> 1) Are there some addresses (WWW?) to order the appropriate memory chips?
>
> 2)Is it a nightmare to upgrade? (with medium soldering ability which means
> I did a few boards although not computer-boards
> -and yes- I know, that I have to pay attention to static electricity and
> the 50Hz netfreq. in Austria...)
>
> 3) Is there some page about what else I have to do (resistors?...)
> in the Mega ST 2?
>
> 4) Can I leave the old mem in the ST 2 and simply put in additional
> mem-chips?
>
> Thanks in advance
> ME

639. Re: Q: 4MB for Mega ST 2?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-25 00:00:00 UTC
From: Markus Egg <Markus.Egg@vcpc.univie.ac.at>
Message-ID: <36D53065.32A968F3@vcpc.univie.ac.at>
Source record: 10390

John Kolak wrote:

> Some Mega 2 were deliberately made "brain-dead" by Atari and cannot be
> upgraded unless you do a board upgrade or a do-it-yourself hardwire
> project, some of which can be found in the net. Other Mega 2 units were
> Mega 4 with the empty portions of the motherboard ready to populate with
> the missing chips, capacitors and resistors to make it a Mega 4.
[...]

Thanks for your effort.

Is there any information which Mega ST 2 boards are "brain-dead"
(like a list of serial numbers of boards or similar)?

And if I find out that my Mega ST 2 is not "brain-dead":
Do you have any pointers to the WWW-pages that you mentioned(URLs?)?
I tried to find some with AltaVista and other searchmachines but everything
I got up to now is inaccurate and/or partly contradicting information
(e.g. SIMMs or not SIMMs...).

I would need some exact information:
-which resistors (which ohm-values) and where to put them on the board?
-which mem-chips are known to work fine
-capacitors: which (nFarad)values? where to put them on the board?
-companies that sell the above?

Are there any "maps" of boards which show an update for a Mega ST 2 -> 4MB?

I would even volunteer to make an exact WWW-page with all the accurate
information if my 2MB->4MB project succeeds because imho the information
that is available now is rather "flummoxing" :)

ME
Cc'd to poster.

640. RS 232 Communication Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: Jean WILK <jean.wilk@wanadoo.fr>
Message-ID: <7b70lc$72a$1@platane.wanadoo.fr>
Source record: 10300

I Have some problems with assembly programmation of the 68901.
The Problems are : No configuration so no communication.
Please mail me a simple source. Thank you, John ... ;-)

641. Re: cubase/line audio

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <36D75536.3096EF17@sympatico.ca>
Source record: 10301

That seems to be a bug with CAF. Try messing about with the digital
audio i/o settings.
Sometimes it wakes up.

paul churchill wrote:

> hi, is there anyone who can help me with aproblem i am having with
> my new jam box and cubase audio.
> i do not seem to be able to get sound out across all eight channels
> only the first two.I have followed the manual to the letter and
> made all the right moves in the midi mixer(i also have audiotracker
> which i have got up and running so i know the unit is fine)
> cheers for any help Paul.

642. testing Newswatch

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <36d60db6db8c0@telsa1.freeserve.co.uk>
Source record: 10391

```
testing NewsWatch...please ignore
--
E-mail:tesla1@telsa1.freeserve.co.uk
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk for details
Atari STE 4MB,MagiC 6,Thing v1.27
```

643. Re: Last Day's Prophecy Website

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7b5calets2@news.ncal.verio.com>
Source record: 10392

On 22 Feb 1999 11:16:32 , "Mac Hine" wrote:
>Maybe things are not as bad as you think. Maybe dinasaurs were not killed
>in the flood and maybe the Earth revolves around the sun.
>
>Shawn Astels <sorel@globetrotter.qc.ca> wrote in article
><7ar6qnoeh16764@news.quebectel.com>...
>> Hello, I hope that everyone will stop in and visite my Last Day's
>Prophecy Bible Website,
>> My website includes information on False Bible Versions, Salvation, The
>Antichrist, Y2K Year 2000 Bug, And Alot More.
>> Everything to do with the Second Coming of our Lord Jesus Christ in
>general.
>>
>> Also you can subscribe to my Last Day's Prophecy Newsletter!
>>
>> Please don't forget to sign my guestbook.
>>
>> MAY GOD BLESS YOU ALL.
>>
>>
>.It is sites like this that drag Christ's name thru the mud!
there is too much hype on the y2k thing and a lot of false
information. The bible versions we have today are perhaps more
accurate then in King James day due to recent manuscript evidence.
I know this is an Atari newsgrp, but I HAD to say something!
(I use the atari concordance program...great app!!)

Tim

****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

644. Re: tt-high invert video !! !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <36D6437E.7963AF9F@sympatico.ca>
Source record: 10393

Hire a programmer who knows the TT.
I know a genius programmer who didnt want to deal with it that's
why mine is still not inverted.

Lonny Pursell wrote:

> Just pick up the monitor and carefully place it back down on it's top
> side. There you go, inverted display...
>
> On 21 Feb 1999 03:16:38 , ethhoack ethandphi exbeess wrote:
> >yes you can
> >
> >nothing i sdbeteter ant bnelgian, beer
> >
> >
> >On Sat, 20 Feb 1999 20:21:01, Waldo <waldo_xx@sympatico.ca> wrote:
> >
> >> Can't...
> >>
> >> ethhoack ethandphi exbeess wrote:
> >>
> >> > HOW CAN I INVERT THE TT HIGH REZ MODE VIDEO ????? no one can tell me.
>
> ____
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

645. Help!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7b67n8jot1@news5.svr.pol.co.uk>
Source record: 10394

Hi ,

Wondering if anyone can help me with a bit of a bug in the system.

When I type a sentance on any WP program , or text editor , the text
frequently 'pauses' before being printed on the display.
I'm not sure what is causing this time drag , but I have recently
reinstalled NVDI v3.01 with more fonts than I had previously would
this have some affect?

The time drag is also noticable when scrolling pages , and other
functions.

My system is a 4meg STe with Ease and Magix v2.01

Any suggestions?

Cheers

Paull

646. cubase/line audio

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: fugitive@zetnet.co.uk
Message-ID: <7b68o5$2hq$1@irk.zetnet.co.uk>
Source record: 10395

hi, is there anyone who can help me with aproblem i am having with
my new jam box and cubase audio.
i do not seem to be able to get sound out across all eight channels
only the first two.I have followed the manual to the letter and
made all the right moves in the midi mixer(i also have audiotracker
which i have got up and running so i know the unit is fine)
cheers for any help Paul.

647. Motherboards For Sale (U.S.A)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: maurice0515@my-dejanews.com
Message-ID: <7b6gq7$c82$1@nnrp1.dejanews.com>
Source record: 10396
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mega STe motherboard, 4M RAM, TOS 2.06, SCSI host adapter $Make Offer
TT030 motherboard, 4M ST RAM $Make Offer

I need to sell these, They are just sitting plastic warp waiting for a buyer.
I will be accepting bid on these until mar 5 1999.
The people with the highest offer will win
Send email to Mobie@yahoo.com

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

648. Re: SX212 Modem Power Cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: Darren Nelsen <darren@imaginationsite.com>
Message-ID: <7b6eog$i57$1@camel18.mindspring.com>
Source record: 10397
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Thanks for your replies and help. Much appreciated!

649. Re: Printer Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <UM2rdTI95280-pn2-tygHdd2lJXUe@localhost>
Source record: 10398

On Fri, 26 Feb 1999 16:03:02, fraser <fraserck@flexi.net.au> wrote:

> This has probably been asked a thousand times before, but where do I
> find printer drivers for an Atari ST for HP Deskjet 400 printer?

you can get them in nvdi5, or in the internal drivers of papyrus, le
r&#65533;dacteur, and other word processors.

>

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
C5 55
http://torpedoes.enemy.org

650. Re: SX212 Modem Power Cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-26 00:00:00 UTC
From: answeris42@my-dejanews.com
Message-ID: <7b70ge$rc3$1@nnrp1.dejanews.com>
Source record: 10399
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <7b6eog$i57$1@camel18.mindspring.com>,
"Darren Nelsen" <darren@imaginationsite.com> wrote:
> Thanks for your replies and help. Much appreciated!
>
>

OK

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

651. FS: 1-MEGA & 1-STE + tons of extras +

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-27 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <hyIB2.1063$rA.3158@monger.newsread.com>
Source record: 10302

Please visit http://www.vcnet.com/jsfcomsrv/Inventory-sale'98-All.html for
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12&#65533; Monitors
Printers
Atari Systems *********
Music & MIDI
Handmade P-Bass

Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv and click the picture icons for
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom&#65533;s Folk Music History Page or
Guitar Lessons and more&#65533;

Thank You

652. Re: Q: 4MB for Mega ST 2?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-27 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <36D7A96D.8A0A95E0@jps.net>
Source record: 10303

The Mega-up zip file describes all this. I'll e-mail you a copy.

Markus Egg wrote:
>
> John Kolak wrote:
>
> > Some Mega 2 were deliberately made "brain-dead" by Atari and cannot be
> > upgraded unless you do a board upgrade or a do-it-yourself hardwire
> > project, some of which can be found in the net. Other Mega 2 units were
> > Mega 4 with the empty portions of the motherboard ready to populate with
> > the missing chips, capacitors and resistors to make it a Mega 4.
> [...]
>
> Thanks for your effort.
>
> Is there any information which Mega ST 2 boards are "brain-dead"
> (like a list of serial numbers of boards or similar)?
>
> And if I find out that my Mega ST 2 is not "brain-dead":
> Do you have any pointers to the WWW-pages that you mentioned(URLs?)?
> I tried to find some with AltaVista and other searchmachines but everything
> I got up to now is inaccurate and/or partly contradicting information
> (e.g. SIMMs or not SIMMs...).
>
> I would need some exact information:
> -which resistors (which ohm-values) and where to put them on the board?
> -which mem-chips are known to work fine
> -capacitors: which (nFarad)values? where to put them on the board?
> -companies that sell the above?
>
> Are there any "maps" of boards which show an update for a Mega ST 2 -> 4MB?
>
> I would even volunteer to make an exact WWW-page with all the accurate
> information if my 2MB->4MB project succeeds because imho the information
> that is available now is rather "flummoxing" :)
>
> ME
> Cc'd to poster.

653. Joliet CD-Rom

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-27 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <36d7f8fcadaa51@club-internet.fr>
Source record: 10304

Hi,

I've got a CD-Rom with the "famous" Joliet system for Zin95. I tried to
read it with Spin, both in Magic and Multitos, but I can see only this
small file:

This disc is in the Microsoft Joliet format, with long filenames in Unicode.
It requires Microsoft Windows 95 or Windows NT to be accessed.

Could it be a multi-session disc with a "normal" iso9660 session and a
Joliet one ?

Any idea ?

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
With Linux there is no Bill to pay.

654. E-mail and Website address changes

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-27 00:00:00 UTC
From: tesla1@connectfree.co.uk
Message-ID: <36d812f8aea501@connectfree.co.uk>
Source record: 10305
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

Just to let everyone know that my E-mail and Website addresses has
changed.

The e-mail adress has changed from tesla1@telsa1.freeserve.co.uk
to tesla1@connectfree.co.uk

You can access my Website at:http://skyscraper.fortunecity.com/dos/891/

Gordy.
--
E-mail:tesla1@connectfree.co.uk
Join the *All New Atari Mailing List*
Check http://skyscraper.fortunecity.com/dos/891/ for details
Atari STE 4MB,MagiC 6,Thing v1.27

655. Re: Joliet CD-Rom

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7b9imi$j4b$1@snipp.uninett.no>
Source record: 10306

Pascal Ricard <pricard@club-internet.fr> wrote:

> I've got a CD-Rom with the "famous" Joliet system for Zin95. I tried to
> read it with Spin, both in Magic and Multitos, but I can see only this
> small file:

> This disc is in the Microsoft Joliet format, with long filenames in Unicode.
> It requires Microsoft Windows 95 or Windows NT to be accessed.

> Could it be a multi-session disc with a "normal" iso9660 session and a
> Joliet one ?

Try a forced mediachange (shift+ESC in many desktops), this will tell SPIN to cycle through sessions.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

656. Re: Joliet CD-Rom

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-28 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <36d8889815271c2@club-internet.fr>
Source record: 10307

Hello,

in article <7b9imi$j4b$1@snipp.uninett.no>
Jo Even Skarstein wrote on Sat 27-02-99 19:57 (GMT):

> Try a forced mediachange (shift+ESC in many desktops), this will tell SPIN to cycle
> through sessions.

"Many" ? This doesn't work with mine (MagxDesk). So I used forcemed.app
instead. It switched from the small file to a (huge) track001.dat,
that's all. No files appeared :-(

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
l'Ecole des Bas Artes. You want fries with that?

657. Re: Connecting Atari's to a FREE IP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-28 00:00:00 UTC
From: tesla1@connectfree.co.uk
Message-ID: <36d910d82840d0@connectfree.co.uk>
Source record: 10308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

on Sun 28-02-99 10:03 Steve Stupple wrote:

>Has anyone connected up their faithful Atari ST to one of the free
>ISP's.
>
>If so, I'd be grateful for their web site details.

You can register onto Connect Free http://www.connectfree.net/ or find
someone who owns a PC can register you on Freeserve.

Gordy

--
E-mail:tesla1@connectfree.co.uk
Join the *All New Atari Mailing List*
Check http://skyscraper.fortunecity.com/dos/891/ for details
Atari STE 4MB,MagiC 6,Thing v1.27

658. Re: CDAR 504

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-28 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7bbjka$6k8$3@roch.zetnet.co.uk>
Source record: 10309

On 28 Feb 1999 00:25:35, "Harold R.G. Alley Jr." wrote:
>Help my CDAR 504 has died. I wrote to this group several times in the
>past and either never recieved a response or was directed to on of
>several former Atari Service centers. Please does anyone have schematics
>for this cd rom drive? or a factory service manual. I will pay.... None
>of the former service centers would or could help. The closest I came to
>help was Best Electronics and all he offered was to try to get me to go
>all the way to Vegas for last year W.O.A. to bid on one in an auction.
>Any help would be appreciated.
>

Quite frankly the CDAR is so rare that you're going to be better off
getting the cheapest slowest SCSI CDROM you can lay your hands ona nd
marrying it to an ACSI-SCSI converter of your choice and using Metados 2.74
to access it....You might even be able to use part of the CDAR unit as a
host case, possibly even there's an ACSI-SCSI converter in there too (don't
think so though)...

chrisc

659. STing Setup

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-28 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <36d9524c6e8da2@telsa1.freeserve.co.uk>
Source record: 10310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

I have just upgraded to and x2,v.90 modem and was wondering do I need to
change anything in the dial.scr and default.cfg files.

Gordy.
--
E-mail:tesla1@telsa1.freeserve.co.uk
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk for details
Atari STE 4MB,MagiC 6,Thing v1.27

660. Re: Connecting Atari's to a FREE IP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-28 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <TcGi4DA$bV22Ewje@steverosie.demon.co.uk>
Source record: 10311
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <36d910d82840d0@connectfree.co.uk>, Gordy & Mandy
<tesla1@connectfree.co.uk> writes
>on Sun 28-02-99 10:03 Steve Stupple wrote:
>
>>Has anyone connected up their faithful Atari ST to one of the free
>>ISP's.
>>
>>If so, I'd be grateful for their web site details.
>
>You can register onto Connect Free http://www.connectfree.net/ or find
>someone who owns a PC can register you on Freeserve.
>
>Gordy
>

It's not for me, I use Demon and can use both ST & pc. It's that I've
tried Connect Free and another with the ST & STinG and they are still
using CHAP:(

I'm still getting enquires from ST owners whom are suprised that it's
possible to get on the net with an ST. So I wanted to find some FREE IPS
to get them going.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

661. Free ISP's

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-28 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <7bc1lt$em7$1@news8.svr.pol.co.uk>
Source record: 10312
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

CIn article <36d910d82840d0@connectfree.co.uk>, Gordy & Mandy
<tesla1@connectfree.co.uk> writes
>on Sun 28-02-99 10:03 Steve Stupple wrote:
>
>>Has anyone connected up their faithful Atari ST to one of the free
>>ISP's.
>>
>>If so, I'd be grateful for their web site details.
>Gordy
>

>It's not for me, I use Demon and can use both ST & PC. It's that I've
>tried Connect Free and another with the ST & STinG and they are still
>using CHAP:(

Freeserve are accessible with an ATARI,and are no slower than Demon.

>I'm still getting enquires from ST owners whom are surprised that it's
>possible to get on the net with an ST. So I wanted to find some FREE ISP
>to get them going.

There are about 25 free ISP's now,and not all of them use CHAP. So it must
be possible to save some of these people some money.

All the best,
Keith & Laura

keith@lever.freeserve.co.uk
k.lever@zetnet.co.uk
ICQ:- 24493663

662. Re: CDAR 504

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-28 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <ychC2.3115$r3.31322@news1.atlantic.net>
Source record: 10313

On 28 Feb 1999 00:25:35 , "Harold R.G. Alley Jr." wrote:
>Help my CDAR 504 has died. I wrote to this group several times in the
>past and either never recieved a response or was directed to on of
>several former Atari Service centers. Please does anyone have schematics
>for this cd rom drive? or a factory service manual. I will pay.... None
>of the former service centers would or could help. The closest I came to
>help was Best Electronics and all he offered was to try to get me to go
>all the way to Vegas for last year W.O.A. to bid on one in an auction.
>Any help would be appreciated.
>
>
>
>.
Please excuse my ignorance, but can another type CD-ROM drive work
(since there seems to be a variety of them out there)?

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MKI/
Seagate/Iomega jaz/
Toshiba CD-ROM/Supra56k/
STinG/NVDI/CAB/Newsie/

663. CDAR 504

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-28 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36D8D34E.F3CEF47D@earthlink.net>
Source record: 10314

Help my CDAR 504 has died. I wrote to this group several times in the past and either never recieved a response or was directed to on of several former Atari Service centers. Please does anyone have schematics for this cd rom drive? or a factory service manual. I will pay.... None of the former service centers would or could help. The closest I came to help was Best Electronics and all he offered was to try to get me to go all the way to Vegas for last year W.O.A. to bid on one in an auction. Any help would be appreciated.

664. Connecting Atari's to a FREE IP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-02-28 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <c4yhxWAtRR22Ewhk@steverosie.demon.co.uk>
Source record: 10315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Has anyone connected up their faithful Atari ST to one of the free
ISP's.

If so, I'd be grateful for their web site details.

Thanks

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk
Nick: Mocknbird Tel: (+44) 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

665. ST Host Adapters / Other Goodies For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-01 00:00:00 UTC
From: eweaver@gte.net
Message-ID: <7behdi$jl0$1@news-2.news.gte.net>
Source record: 10316
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st.misc

I have the following ST equipment for sale:

2 x Atari 520 ST Power Supply $20.00 Each
Atari SF FDD Power Supply $10.00

Atari SF354 SD 3.5" FDD
Drive with P/S and Cable $20.00

2 x Atari ST to SCSI Host Adapters $25.00 Each
Supra ST SCSI Host Adapter $35.00
(this is the one w/o the clock)

Astra ST HD Host Adapter $35.00
This is still in the box that it came it. The power supply is shot,
but if you want to put a small power supply in, you have a ready-built
HD system for your ST. Just add HD.

Magic Sac w/Translator One Box / All Cables / Cart w/ Mac Roms
w/Disks. I don't know if it works, but it used to.
$40.00

Z-Time Chip (Real Time Clock) with Software $15.00

QMI Desk Cart $10.00

2 x 40 MB SCSI 5.25" Half-Height Hard Drive $30.00 Each

All prices are "plus shipping."
All items are in Durham, NC USA

666. Re: Q: 4MB for Mega ST 2?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-01 00:00:00 UTC
From: Markus Egg <Markus.Egg@vcpc.univie.ac.at>
Message-ID: <36DAD99E.83BE5ABA@vcpc.univie.ac.at>
Source record: 10317

John Kolak wrote:
>
> The Mega-up zip file describes all this. I'll e-mail you a copy.

Thanks a lot.
I'll take a look at the zipped information.

ME

667. Software required!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-02 00:00:00 UTC
From: martin_wootton@hotmail.com
Message-ID: <7bgakrbqi1@nnrp1.dejanews.com>
Source record: 10318

I'm not exactly sure what I'm after, but a friend has a 520 ST and requires a boot disk/system disk? (Presuming it's something like the amiga workbench) Can anyone point me to a site where I can download this, or obtain a disk(s) from?

Thanks in advance,

Martin

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

668. Re: Connecting Atari's to a FREE IP!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-02 00:00:00 UTC
From: John <john@mevatele.freeserve.co.uk>
Message-ID: <36DBB53D.2365@mevatele.freeserve.co.uk>
Source record: 10319
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi Steve
Try this webpage for all you need to connect your ST to a free ISP.

http://www.users.zetnet.co.uk/rgoring/support/

Cheers
John

Steve Stupple wrote:
>
> Has anyone connected up their faithful Atari ST to one of the free
> ISP's.
>
> If so, I'd be grateful for their web site details.
>
> Thanks
>
> --
> Cheers! for now
> Steve
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
> Email: ASX@steverosie.demon.co.uk
> Nick: Mocknbird Tel: (+44) 07971 742708
> ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

669. Re: Software required!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-02 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7bgh5t$22p@newstoo.ericsson.se>
Source record: 10320

In article <7bgakrbqi1@nnrp1.dejanews.com>, martin_wootton@hotmail.com writes:
> I'm not exactly sure what I'm after, but a friend has a 520 ST and requires a
>boot disk/system disk? (Presuming it's something like the amiga workbench)
> Can anyone point me to a site where I can download this, or obtain a disk(s)
>from?
>
>Thanks in advance,
>
>Martin

If it is just booting you are after then you do not need
any software on disk to get a 520ST to boot
as all this code is located in TOS (PROM) unlees it is a
very old ST without the TOS in PROM.
Just have a blank 720 disk in the drive and start the computer.

/Erik Hll

670. Re: ABSOLUTELY POSITIVELY PROVEN! (last update -141r75588.8kv)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-02 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7bhadm$m6o$1@epos.tesco.net>
Source record: 10321
Cross-posted to: alt.fan.traci-lords,comp.graphics.apps.pagemaker,ucd.life,comp.sys.atari.st.tech,alt.life.sucks

>
>Here's absolute proof that Jesus is *your* Lord and King...

what a poor sick bastard must have sent this

671. PC-keyboard on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-02 00:00:00 UTC
From: Peter <gratis_post@yahoo.com>
Message-ID: <36dc4d19.0@d2o67.telia.com>
Source record: 10322

Does anyone know how to connect an pc-keyboard to the atari tt030 my old one has broken
thanks for the help
Peter

672. Re: ABSOLUTELY POSITIVELY PROVEN! (last update -141r75588.8kv)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-02 00:00:00 UTC
From: Heretik <Heretik1@excite.com>
Message-ID: <36DCB711.C9DFCF3A@excite.com>
Source record: 10323
Cross-posted to: alt.fan.traci-lords,comp.graphics.apps.pagemaker,ucd.life,comp.sys.atari.st.tech,alt.life.sucks

> I think my head just spun completely around....

Anybody got any pea soup???

-Heretik

673. Re: Printer Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-02 00:00:00 UTC
From: Martin Graiter <graiter@SPAMLESSstarmail.com>
Message-ID: <7bnlg5$t8g$3@zingo.tninet.se>
Source record: 10324

fraser skrev i meddelandet <36D6C5B6.B5E5B03@flexi.net.au>...

:This has probably been asked a thousand times before, but where do I
:find printer drivers for an Atari ST for HP Deskjet 400 printer?

For printing what?

674. Web Site update

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <7bi2r4kin5@news.imaginet.fr>
Source record: 10325

Hello

New version of Cecile 1.99 from today
So new version of the Flash too (1.2.8)
And don't remenber the last version of CENTscreen (3.4.8) from
02/17/1999

Thanks
Sacha
--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

675. Re: Replacement Floppy Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7biqh8adt6@news6.svr.pol.co.uk>
Source record: 10326

On 20 Feb 1999 00:00:18 , Steve Coates wrote:

>Would it be possible to replace the drive with one that does not require
>substantial modification to the casing ?

I suggest going to Halvard Tangeraas' site and downloading the info file
which describes this very project.

I don't have a URL to hand but you should be able to find it easily enough.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

676. Re: Which DeskJets With Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7biqh9adt7@news6.svr.pol.co.uk>
Source record: 10327

On 20 Feb 1999 02:27:05 , Eddy-Haitch wrote:
>Terry May wrote:
>>
>> On Thu 11-02-99 00:39, Eddy-Haitch scribbled:

>> What other buttons would you like?

Won't help with the hardware side of things, but I recommend Idealist (from
http://www.cix.co.uk/~inactive) which will sort out most if not all of your
print requirements! :-))

>And some things more suited to plain-text printing.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

677. Re: Serial port routines and a cheap digita

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7biqhbadt8@news6.svr.pol.co.uk>
Source record: 10328

On 21 Feb 1999 12:01:18 , Chris Crosskey wrote:
>Hi Folks....
>
>We've been sent these flyers at work for what seems to be a very cheap
>digital camera. It is 640x480 and it uses a flash card (1Mb or 2Mb) to give
>between 10 (Fine quality on 1Mb) and 40 (standard quality in 2Mb) pictures.

You've read the artical in Atari Computing re the SCSI <-> PCMIA card
adaptor? Don't know if that would be of help (it's pricey!).

>I phoned their technical guys and they reckoned that the camera uses .JPG
>compression on-board, and also that the serial port it used was 115K2
>maximum. They couldn't give the the negociation strings because they didn't

>If I can find out the strings involved could someone hold my hand while I
>try and code a .TTP that will do nothing more complicated than dump the

I'd be inclined to write a script for Connect to do this - why reinvent the
wheel?

Seriously, I'd be interested to read how you progress with this, what's the
price for the camera?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

678. Re: Whats the cheapest way to upgrade a 520

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7biqhcadt9@news6.svr.pol.co.uk>
Source record: 10329

On 20 Feb 1999 18:23:48 , Martin Wilson wrote:
>The motherboard is Rev. D C070789-001
>
>The current RAM chips are directly under the PSU
>daughterboard on the main motherboard and theres space for
>another 512k of memory but I was hoping to go beyond this.
>
>I don't mind doing a lot of soldering and mucking about and
>I do have some old PCBs to raid for components. I also have
>a few old 256k simms and possibly a 4MEG 72pin type too.

Since you later mention wanting to push the ST to 16MHz, how about the
Veloce+ from TUS, you have the option of fastram?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

679. Re: Freeserve and cable & Wireless Hook

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7biqheadt10@news6.svr.pol.co.uk>
Source record: 10330

On 23 Feb 1999 22:18:11 , Robert Riddell wrote:
>On 18 Feb 1999 15:54:15 , Derryck Croker wrote:

>>Did you have to log in to Cable & Wireless to get your account started or
>>did they send you the required details through the post?

>As you can see I got the Freeserve bit working (thanks to those who
>also emailed me)..I joined Cable & Wireless online via the PC

OK - but have you tried plugging in the details and conecting with STiNG?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

680. Re: Printer Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7biqhfadt11@news6.svr.pol.co.uk>
Source record: 10331

On 27 Feb 1999 02:03:02 , fraser wrote:
>This has probably been asked a thousand times before, but where do I
>find printer drivers for an Atari ST for HP Deskjet 400 printer?

And the same question's always asked in return - what programs do you want drivers for?

I can reveal however that most if not all LaserJet drivers will work with that printer.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

681. Re: Joliet CD-Rom

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7biqhgadt12@news6.svr.pol.co.uk>
Source record: 10332

```
On 28 Feb 1999 01:04:08 , Pascal Ricard wrote:
>Hello,
>
> in article <7b9imi$j4b$1@snipp.uninett.no>
> Jo Even Skarstein wrote on Sat 27-02-99 19:57 (GMT):
>
>> Try a forced mediachange (shift+ESC in many desktops), this will tell SPIN to cycle
>> through sessions.
>
>"Many" ? This doesn't work with mine (MagxDesk). So I used forcemed.app
>instead. It switched from the small file to a (huge) track001.dat,
>that's all. No files appeared :-(

I've a CDROM that always displays a file of that name under Spin, ExtenDOS
Pro has no difficulty with it however. Any help?

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

682. Re: CDAR 504

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36DD31F2.523A55C7@directprovider.REMOVETHECAPITALS.net>
Source record: 10333

"Harold R.G. Alley Jr." a ï¿½crit :
>
> I already use a fast scsi drive with metados. My point is that this is a
> real piece of Atari and computing history, one of the (if not The) first
> cd-rom drive(s) released for any computer for home use. As a piece of
> history I would prefer that it be functional. if anyone can help please
> write.
>
> "Harold R.G. Alley Jr." wrote:
>
> > Help my CDAR 504 has died. I wrote to this group several times in the
> > past and either never recieved a response or was directed to on of
> > several former Atari Service centers. Please does anyone have schematics
> > for this cd rom drive? or a factory service manual. I will pay.... None
> > of the former service centers would or could help. The closest I came to
> > help was Best Electronics and all he offered was to try to get me to go
> > all the way to Vegas for last year W.O.A. to bid on one in an auction.
> > Any help would be appreciated.

As you say, it's really a museum piece. It was one of the first (if not
THE first) CD-ROM drives ever built, so I doubt the drive mechanism
would be compatible with any new or old existing drive. What is actually
wrong with it ? If it's a power supply problem (like it just won't
switch on), then maybe any elctronics repair shop could fix it (for A
LOT of money). If it's anything else, you might as well sell it to a
museum, I'm afraid. Seriously, if Best Electronics couldn't help, and
neither could anybody help, then I'd say it's probably time to call it
quits.

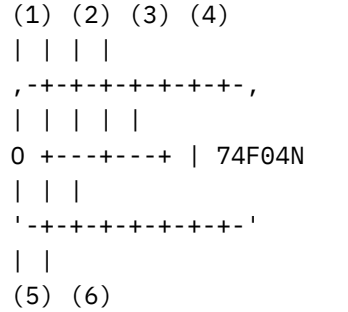
Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

683. Clock patch problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7bjaqe$p8k$1@feresa.bio.vu.nl>
Source record: 10334

Yes, it's another F030 clockpatch problem...
After years of hesitation I finally decided to put one into my Falcon.
I bought a 74F04, spent about half an hour opening up my Falcon
in an attempt to reach the U63 GAL chip, followed the instructions in the
CBHD manual, got everything in place, turned on my computer and...
nothing happened.
So I removed the 74F04, tried again and the computer worked fine.
I put the 74F04 back in and doublechecked all the solder connections,
but the computer still wouldn't work (no screen display, no disk activity,
I suspect no CPU clock :)
Anyway, what could I have done wrong?
Did I use the wrong type of clockpatch?
Did I buy the wrong type of 74F04?
Could I have damaged the 74F04 while soldering?
(well, of course I _could_ have, although I took some care not to
let it heat up too much or destroy it with static electricity...)
There is very little information available on use of the
clockpatches (which one to use in what case, etc.)
Can anyone shed some light on my problem?
Wiring of the patch and IC and motherboard details are stated below.
Thanks,

-=Levien



(1): (pin 7) Wired to the upper leftmost pin (nr.10) of U63
(2): (pin 5) Wired to the upper contact of R216
(3): (pin 3) Wired to the upper contact of R221
(4): (pin 1) Wired to the lower contact of R222
(5): (pin 8) Wired to R217
(6): (pin 14) Wired to the lower rightmost pin (nr.20) of U63

4 pins (2, 4, 6, 9) wired to each other
4 pins (10, 11, 12, 13) unused

74F04: 74F04N FKN7107 9148VD Made in Thailand

Falcon motherboard revision: D/C (bought in 1994)

684. Re: Q: 4MB for Mega ST 2?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36DD3323.D516FF35@directprovider.REMOVETHECAPITALS.net>
Source record: 10335

Markus Egg a ï¿½crit :
>
> Hello,
>
> I've got a Mega ST 2 and want to upgrade it to 4MB
> (should be enough for the time being).
>
> While reading in DejaNews (http://www.dejanews.com/home_ps.shtml)
> I've got some information, that ST 2 doesn't use SIMMs
> (although one of the FAQ pages says, that
> "your ST is equipped with SIMM memory",
> "30pin SIMMs" with better than
> 120ns for the 1Mb SIMMS would be ok).

A Mega ST uses chips, not SIMMs.

> 4) Can I leave the old mem in the ST 2 and simply put in additional
> mem-chips?

Nope, you need an upgrade board. You will still have the satisfaction of soldering a few wires yourself, but it's nowhere near as complicated as soldering each chip one by one. The bad thing is that you will probably have to bypass the onboard RAM.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

685. [ANN]ATARI JAGUAR

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: "atari(JDK)" <atari@linux.utc.fr>
Message-ID: <36DD5A37.2C2FBEEA@linux.utc.fr>
Source record: 10336

English text follows this part.

Cher ami(e)s Ataristes,

Depuis maintenant 2 ans nous travaillons sur un projet
de creer un "Kit de developpement pour Jaguar" pour Falcon Atari.

Celui-ci etant aujourd'hui tres avance, les logiciels sont globalement
operationnels et une nouvelle carte avec des capacites tres avancees
est en cours de finalisation de conception. Nous vous invitons a venir
visiter notre site pour decouvrir un peu plus le-dit projet.

Si notre projet ne vous interesse pas, veuillez nous l'informer afin
que nous vous effacons de notre mailing-list.

Vos reactions nous interressent, contactez nous.

L'equipe Jaguar,
Laurent et Sebastien FAVARD: atari@linux.utc.fr

Dears friends Ataristes,

Since 2 years now, we work to make a "Jaguar Development Kit"
for Atari Falcon.

This one is now very advanced, softwares are ready and a board with
large capabilities is being in final design. We encouraged you to visit
our dedicated Web pages to discover a little more about this project.

If our project doesn't interest you, please contact us to remove your
email from this mailing-list.

Your reactions interrest us, contact us.

Jaguar Team
Laurent and Sebastien FAVARD: atari@linux.utc.fr

<URL> http://wwwlinux.utc.fr/~atari/jaguar.html

686. Re: Printer Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: v952647 <v952647@si.hhs.nl>
Message-ID: <36DD5DBA.D534C22@si.hhs.nl>
Source record: 10337

I'm also searching for drivers. I have to print from Calamus to an Apple Color StyleWriter 2400.

Fokko Veegens.

Derryck Croker wrote:

> And the same question's always asked in return - what programs do you want
> drivers for?
> Rgds, Derryck
>

687. Quantum ProDrive LPS 525S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7bk1o7$191$1@news2.xs4all.nl>
Source record: 10338

I have mentioned harddisk. Found jumpers for SCSI-ID. OK.
But there is more as follows:
0 0 SS
0 0 TE
0 0
0 0 EP
0 0 WS
then
0 0 A0
0 0 A1
0 0 A2

I suppose:
TE could be Terminator Enabled
EP Enable parity

But the others?
can anyone help me?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

688. Re: Portfolio take apart help needed!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36DD9787.3A31@geocities.com>
Source record: 10339
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

While we're talking about the Portfoliom where can I find connection utilities and software for the Atari ST?

Doctor Clu

689. 550 MB HD in a Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: Super Mike <michiel@kpd.nl>
Message-ID: <7bk6ik$84r@news3.euro.net>
Source record: 10340

Hi there!

How do I get my Mega STE to work with a Compaq C2244 HD?

It is a 550 MB SCSI drive, and although the computer does recognize it as being a Compaq C2244, it is impossible to partition it, let alone format it or even zero the damn thing.

Do I need a special program to work with such a drive? If yes, where can I get it?

Thanks!

Michiel

690. Re: Quantum ProDrive LPS 525S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7bkgd6$bf8$1@roch.zetnet.co.uk>
Source record: 10341

On 3 Mar 1999 19:15:19 , Stichting ST wrote:
>I have mentioned harddisk. Found jumpers for SCSI-ID. OK.
>But there is more as follows:
>0 0 SS
>0 0 TE
>0 0
>0 0 EP
>0 0 WS
>then
>0 0 A0
>0 0 A1
>0 0 A2
>
>I suppose:
>TE could be Terminator Enabled
>EP Enable parity
>
>But the others?
>can anyone help me?

A0, A1 and A2 are the SCSI ID jumpers, it's binary code from 0-7. Do not use 7, some softs want it for the machine. Don't use 6 for the same reason until you know which ID the driver uses. 0 is normally the boot drive, then fill your hard drives from 0 upwards and removeables like CDROM's and tapes from 5 downwards...

chrisc

691. Sparrow Docs?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-04 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7blcg9$o5o$1@nnrp1.dejanews.com>
Source record: 10342

Anyone have docs for the Sparrow? I am looking for information about the GALS, but will take anything:).

Thanks,

Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

692. Re: Quantum ProDrive LPS 525S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-04 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JCEGEGBLUP@data.rhein-main.de>
Source record: 10343

In <7bk1o7$191$1@news2.xs4all.nl> Stichting ST wrote:

>I have mentioned harddisk. Found jumpers for SCSI-ID. OK.
>But there is more as follows:
>0 0 SS
>0 0 TE
>0 0
>0 0 EP
>0 0 WS
>then
>0 0 A0
>0 0 A1
>0 0 A2
>
>I suppose:
>TE could be Terminator Enabled
>EP Enable parity
>
>But the others?
>can anyone help me?

WS have anything to do with motor spin up or some else, not needed
on any atari. Use the default setting, in think it's OFF

As ID-Jumper you found 3 Jumpers on any SCSI Device
A simple combination of these jumpers gave a static SCSI adress
beetween 0-7 to any SCSI device.

Jumper No Counter

Jumper 0 = 1
Jumper 1 = 2
Jumper 2 = 3

We can switch Adresses beetween 0 and 7

Example : Jumper 1 = ON and Jumper 2 = ON results: 2+3 = SCSI ID5
Example : Jumper 0 = ON results: 1, all other are OFF = SCSI ID1

Some external SCSI Devices have DIP switches outside..
so you can use any adress beetween 0 and 7 simple by use
the DIP switch backside of SCSI case.

Part out of DOIT-Archives

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

693. Re: Clock patch problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-04 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JCEGEGBOUP@data.rhein-main.de>
Source record: 10344

In <7bjaqe$p8k$1@feresa.bio.vu.nl> Levien van Zon wrote:

>So I removed the 74F04, tried again and the computer worked fine.
>I put the 74F04 back in and doublechecked all the solder connections,
>but the computer still wouldn't work (no screen display, no disk activity,
>I suspect no CPU clock :)

Yep, sure the chip is not defective?

>Anyway, what could I have done wrong?
>Did I use the wrong type of clockpatch?
>Did I buy the wrong type of 74F04?
>Could I have damaged the 74F04 while soldering?

Normaly this clock patch works perfectly. Mean that the machine
must run, SCSI transfer is another story.

```
>
> (1) (2) (3) (4)
> | | | |
> ,-+-+-+-+-+-+-+-,
> | | | | |
> O +---+---+ | 74F04N
> | | |
> '-+-+-+-+-+-+-+-'
> | |
> (5) (6)
>
>
>
```

How do you get this bullshit???

A normaly standard DIL chip with the case sign left hand case
have that pin out:

```
14 9 8
> | | | |
> ,-+-+-+-+-+-+-+-,
> | | | | |
> O +---+---+ | 74F04N
> | | |
> '-+-+-+-+-+-+-+-'
> | 2 3 4 |
> 1 7
```

Kick people they gave the wrong pin out to you, thank god your
falcon lives.

Take DOITArchives (DOITF030) for colorised ClockPatch pictures...

Regards, Robert
--
-= Home of DOIT-Archives =-

____
CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

694. Re: 550 MB HD in a Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-04 00:00:00 UTC
From: Markus Egg <Markus.Egg@vcpc.univie.ac.at>
Message-ID: <36DF0402.C421E29E@vcpc.univie.ac.at>
Source record: 10345

Super Mike wrote:
>
> Hi there!
>
> How do I get my Mega STE to work with a Compaq C2244 HD?
>
> It is a 550 MB SCSI drive, and although the computer does recognize it as
> being a Compaq C2244, it is impossible to partition it, let alone format it
> or even zero the damn thing.
>
> Do I need a special program to work with such a drive? If yes, where can I
> get it?

I guess that you have a ACSI -> SCSI adapter (like e.g. ICD AdSCSI ST)
and all set up properly (SCSI Termination...).

I once had the same problem with ICD AdSCSI ST and a 426MB SEAGATE ST1480N.

The error was:
I had set one jumper of my ST1480N in the wrong way so that the disc
didn't spin up.
The controller was working therefore it recognized, that it was a
SUN0424-something HD (it was previously a builtin HD of a SUN...).

If you don't know, which jumper:
try to get a spec of your HD.

I got the spec of my SEAGATE ST1480N at

http://www.seagate.com:80/support/disc/specs/st1480n.shtml

I just had to change
J6-2 Motor Start
and it all worked like a greased pig in an accelerator ;)

HTH
ME

695. Re: Replacement Floppy Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7bo2ibblh5@news6.svr.pol.co.uk>
Source record: 10200

On 3 Mar 1999 23:40:10 +, Hallvard Tangeraas wrote:
>Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:
>
>> On 20 Feb 1999 00:00:18 , Steve Coates wrote:
>>
>> >Would it be possible to replace the drive with one that does not require
>> >substantial modification to the casing ?

>> I don't have a URL to hand but you should be able to find it easily enough.
>
>You knew I'd pop in and read this didn't you ;-))

I did! ;-)))

Many thanks.

>(I really should install a macro program where I have this URL since so
>many people ask about this).

Like the Quick FAQ! ;-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

696. Re: 550 MB HD in a Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <36DF8F70.4043@ooc.de>
Source record: 10201

Super Mike wrote:

> How do I get my Mega STE to work with a Compaq C2244 HD?
>
> It is a 550 MB SCSI drive, and although the computer does recognize it as
> being a Compaq C2244, it is impossible to partition it, let alone format it
> or even zero the damn thing.
>
> Do I need a special program to work with such a drive? If yes, where can I
> get it?

HDDRIVER should work since any SCSI/SCSI-2/SCSI-3 drive is supported.
See http://acp5.chemie.uni-kl.de/seimet/atari_english.html for details

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

697. Re: Quantum ProDrive LPS 525S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7bp52cqgm3@news2.xs4all.nl>
Source record: 10202

On 4 Mar 1999 07:34:10 , Robert Schaffner wrote:

---
knip knip---- but thanks, it clears things up!>

>WS have anything to do with motor spin up or some else, not needed
>on any atari. Use the default setting, in think it's OFF

Yes it is OFF>
>

Yes but still that SS jumper.

Something with Synchronous SCSI?????

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

698. Re: 550 MB HD in a Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <920659148-196534AEicMi@ping.be>
Source record: 10203

Super Mike wrote:

>How do I get my Mega STE to work with a Compaq C2244 HD?
>It is a 550 MB SCSI drive

It depends how it is connected. If you're drive is connected to the
internal SCSI adaptor of the Mega STE, I'm afraid you're in trouble.
The internal adaptor cannot handle, parity and inititor commands....

If You're using a ICD or LINK adaptor, first thing to do is to check
that the terminators are present on the motherboard of the MegaSTE,
they are located where normally the internal SCSI adaptor is inserted

If you're looking for the specs on Your drive try Fijutsi, I used to
have two Compac drives which turned out to be Fijutsi OEM...

If all of the above is OK, and it still doesn't work, come back to
this newsgroup and we'll get to step two....(the technical part)

Success

Dennis

699. HD FALCON?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: enbordal@online.no
Message-ID: <920661508-514869AEicMi@online.no>
Source record: 10204

Hallo helpful people.

I have got a Falcon 030 without an internal HD. (I use
a Gasteiner SCSI-disk)
Now I have got an IDE-disk from a thrown-away PC. Is
it possible to put it into my Falcon?
I can find these information on it:
CONNER CFS210A
CCA3QAF
BCS01
9429
D62114
The interface/cable has 40 pins.

Thank you for answering!

MOH NORVALD

enbordal@online.no
Norvald Bordal
Mï¿½st
6523 FREI

ï¿½ ATARI FALCON ï¿½

700. Re: HD FALCON?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: kevin dermott <kevin@kdermott.freeserve.co.uk>
Message-ID: <7bpblo$s4u$1@news4.svr.pol.co.uk>
Source record: 10205

--
--
oh how i like atari better
kevin@kdermott.freeserve.co.uk
kdermott@zetnet.co.uk
mug shot at http://www.users.zetnet.co.uk/kevin/
enbordal@online.no wrote in message <920661508-514869AEicMi@online.no>...
>Hallo helpful people.
>
>I have got a Falcon 030 without an internal HD. (I use
>a Gasteiner SCSI-disk)
>Now I have got an IDE-disk from a thrown-away PC. Is
>it possible to put it into my Falcon?

2.5" dead easy
3.5" a tight squeeze and an adaptor needed
Kevin

701. Live Y2k Discussion in Chat room!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36E0550A.23EB@geocities.com>
Source record: 10206
Cross-posted to: comp.sys.atari.st.tech,maus.computer.atari.talk,alt.music.midi,alt.games.lynx,alt.atari

CHAT ONLINE *LIVE* WITH ALAN CAMPBELL: YEAR 2000 CONSULTANT

Saturday, March 6th 8:00 pm (Central Standard Time... USA)

We invite Alan Campbell to join us to discuss the Year 2000 and how it will really impact us.

His knowledge of this topic sterms from long term preparation efforts and has been working with top level individuals at U.S. forms about what they can do about it. It will be a very good, informative night.

Find out what is going to happen. Find out what you, the computing user, cannot do without. Find out what the real risks are.

You can ask questions and get answers direct from Alan Saturday Night at 8:00 PM Central Time.

Do you know what your bank will do? Your investments? Your 401K? Your sewage line?

Do you know which dates OTHER than Dec 31, 1999 are endangered? Are you sure?

We won't miss it! Please be there with us online.

HOW DO YOU GET THERE?

Browse to www.AtariUsers.com and enter the main chat room.

You are then able to choose frames or no-frames. This site has been made as CAB friendly as possible. Atari CAB users should use the no-frames link that appears.

This site has also been tested with the common PC browsers and Macintosh Netscape 3.0. While this is a service to the Atari community, others are welcome.

Log in and say hi to whoever is online at the time. Remember that the only scheduled chats are currently Sat. 8:00 pm CST.

This is a big event with a Y2K consulatant is is used to speaking to large gatherings of people. Make it a point to show Alan Campbell a harty Atari welcome!

702. Re: Quantum ProDrive LPS 525S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: Danny.Busse@village.uunet.be
Message-ID: <920588904-889369AEicMi@village.uunet.be>
Source record: 10346

From: <local>
To: <atarist@xs4all.nl >
Date: Fri, 05 Mar 1999 00:03:28 GMT

hello .
----
ive heard that you are surching for the jumper settings of your quantum
prodrive LPS 525S .

I HAVE FOUND A REAL GOOD SITE ON THE NET WITH ALL KIND OF HARDDRIVE
JUMPERS SETS ,ALSO FOR SOME OLD TYPE'S WHO DONT EXIST ANY MORE.

http://www.blue-planet.com

MANY GREEETINGS TO ALL ATARI FRIENDS OF THE WORLD

EEN zeer NUTTIGE site voor UW NEDERLANDSE ATARI CLUB (keep going on).

met vriendelijke groeten van danny busse
(atari club genk belgie)

703. jumpersettings all drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: Danny.Busse@village.uunet.be
Message-ID: <920589916-091781AEicMi@village.uunet.be>
Source record: 10347

From: <Danny.Busse@village.uunet.be>
To: <atarist@xs4all.nl >
Date: Fri, 05 Mar 1999 00:03:28 GMT

hello .
----
ive heard that you are surching for the jumper settings of your quantum
prodrive LPS 525S .

I HAVE FOUND A REAL GOOD SITE ON THE NET WITH ALL KIND OF HARDDRIVE
JUMPERS SETS ,ALSO FOR SOME OLD TYPE'S WHO DONT EXIST ANY MORE.

http://www.blue-planet.com

MANY GREEETINGS TO ALL ATARI FRIENDS OF THE WORLD

EEN zeer NUTTIGE site voor UW NEDERLANDSE ATARI CLUB (keep going on).

met vriendelijke groeten van danny busse
(atari club genk belgie)

704. Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: David Henderson <dh219@cam.ac.uk>
Message-ID: <Pine.LNX.4.10.9903050038420.1543-100000@gin.ucam.org>
Source record: 10348

OK, guys

HELP!

I've a falcon with an actionsoft 72pin simm adaptor in it, and I also have
an atari-wing 30pin simm adaptor.

Currently the actionsoft board is populated with one 72pin 8chip toshiba
germany simm. I don't know how to read off what the details are.

Problem is: I want to upgrade to 14(16) megs, and have tried EVERYTHING!
72pinners, 30pinners, edo, standard, parity, non-parity.

Question: how do I upgrade (without spending 60quid on a custom board)?
What does the falcon need? 60ns? 70? etc. etc.

All and any help appretiated.

yours etc. [aibs.pem.cam.ac.uk]
01223 523183
David. (direct line/v-mail)

davidh@arsenalfc.net

705. Re: Printer Drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-05 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7bo2i9blh4@news6.svr.pol.co.uk>
Source record: 10349

On 3 Mar 1999 17:05:15 +, v952647 wrote:
>I'm also searching for drivers. I have to print from Calamus to an Apple Color
>StyleWriter 2400.

Go to http://www.calamus.net and follow the "Downloads" link - all the
drivers presently available (aside from commercial ones such as the GDOS
driver from Adequate Systems) are there for the taking.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

706. 8 MEG in MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-06 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <dt%D2.103$Rx6.213@198.235.216.4>
Source record: 10207

I am probably going to pick up a couple of Mega STs. Has anyone installed the 8meg RAM boards and if so how do they work? Any problems. Are they useful? Do they work with the Mega 2s?

Thats all.

707. Re: Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-06 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <36e0e8f08988c0@club-internet.fr>
Source record: 10208

Hello,

in article <JCFLFFAWUP@data.rhein-main.de>
Robert Schaffner wrote on Fri 05-03-99 12:23 (GMT):

> In <Pine.LNX.4.10.9903050038420.1543-100000@gin.ucam.org> David Henderson wrote:
>
> >I've a falcon with an actionsoft 72pin simm adaptor in it, and I also have
> >an atari-wing 30pin simm adaptor.
> >
> >Currently the actionsoft board is populated with one 72pin 8chip toshiba
> >germany simm. I don't know how to read off what the details are.
>
> I doasn't hear anything about an actionsoft falcon ram board.
> Sure this board can handle 14MB ram?

I don't know if it's the same but I have one of them. It's labeled:

FALCON 14/4 Mb RAM (c)1993 Actionsoft Made in U.K.

There is a jumper to select 4 or 14 Mb.

I got it new with a 16 Mb SIMM (cannot make out the manufacturer,
something like "TI KOREA", not the Texas Instrument logo). It still
works fine 3 years later (well, I use a Magnum for a few months).

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
The new Pentium Overheat, CPU and water boiler in a single chip!

708. Re: Clock patch problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7bre81iut1@feresa.bio.vu.nl>
Source record: 10209

Robert Schaffner (robscha@data.rhein-main.de) wrote:

: Normaly this clock patch works perfectly. Mean that the machine
: must run, SCSI transfer is another story.

Well, I looked it up in your DOIT archive, I think I now see what went
wrong: I also need to remove R221, R222 and R216
I overlooked that in the text I originally used (in the CBHD manual),
as I had no German dictionary at hand at the time...

: How do you get this bullshit???
: A normaly standard DIL chip with the case sign left hand case
: have that pin out:
: [...]
: Kick people they gave the wrong pin out to you, thank god your
: falcon lives.

Hmm, yes. The wiring was correct though, I just typed the wrong pin numbers
(that was from memory, and I am not accustomed to working with IC's).
Sorry...
But thanks for the correction :-)

-=El Vienno

709. Re: HD FALCON?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-06 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JCGGAECXUP@data.rhein-main.de>
Source record: 10210

In <920661508-514869AEicMi@online.no> enbordal@online.no wrote:

>I have got a Falcon 030 without an internal HD. (I use
>a Gasteiner SCSI-disk)
>Now I have got an IDE-disk from a thrown-away PC. Is
>it possible to put it into my Falcon?
>I can find these information on it:
>CONNER CFS210A
>CCA3QAF
>BCS01
>9429
>D62114
>The interface/cable has 40 pins.

I'm not sure if this typ of IDE device will work perfectly.

But you need an cable adaptor from 2.5" to 3.5" if you like
to connect a normal pc style 3.5" IDE device. Falcon internal
IDE connector is build to connect 2.5" devices.

Falcon IDE cable must be short as can! No buffers!

Watch out for IDE power surge, Falcon internal PSU doasn't
support old and big devices with 2Amps and more!! Use and
external PSU for older devices!

All what you must know about internal IDE connection you found
in DOITF030. (And a lot more for falcon hardware)

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

710. Re: Quantum ProDrive LPS 525S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-06 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JCGGAEDCUP@data.rhein-main.de>
Source record: 10211

In <7bp52cqgm3@news2.xs4all.nl> Stichting ST wrote:

>Yes but still that SS jumper.
>
>Something with Synchronous SCSI?????

Or some else.. Some drives are have jumpers to synconisize
the motor/SCSI with other devices. But you only need this
jumper if the device is in a raid system. (Device cluster)

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

711. Re: CDAR 504

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-06 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <IAfE2.196$Rx6.509@198.235.216.4>
Source record: 10212

There must be some information on the CDAR 504. Is this the really large looking unit with push buttons and remote control? You need to find the origin of the unit. Isn't it a converted CD PLAYER for audio disks? You could try a stereo repair shop. When you say died, do you mean no power? As in fuse, or powersupply problem? Hey, a trip to Vegas is never a bad thing:-). And at least he said BID on one and not BET on one:-).

Hope this pathetic bit of moral support helps. If not I would be willing to buy it. I think they look neat, even if not working.

Later Brian.

On 28 Feb 1999 00:25:35 , "Harold R.G. Alley Jr." wrote:
>Help my CDAR 504 has died. I wrote to this group several times in the
>past and either never recieved a response or was directed to on of
>several former Atari Service centers. Please does anyone have schematics
>for this cd rom drive? or a factory service manual. I will pay.... None
>of the former service centers would or could help. The closest I came to
>help was Best Electronics and all he offered was to try to get me to go
>all the way to Vegas for last year W.O.A. to bid on one in an auction.
>Any help would be appreciated.
>
>
>
>.

712. Re: Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-06 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JCGRBGBCUP@data.rhein-main.de>
Source record: 10213

In <36e0e8f08988c0@club-internet.fr> Pascal Ricard wrote:

Hi,

>I don't know if it's the same but I have one of them. It's labeled:
>
>FALCON 14/4 Mb RAM (c)1993 Actionsoft Made in U.K.
>
>There is a jumper to select 4 or 14 Mb.

Well, that's ok. Board must do that..
You have a chance to test the simm in a other machine?

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

713. Re: Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: David Henderson <dh219@cam.ac.uk>
Message-ID: <Pine.LNX.4.10.9903070033040.5370-100000@gin.ucam.org>
Source record: 10214

On Sat, 6 Mar 1999, Pascal Ricard wrote:

> I don't know if it's the same but I have one of them. It's labeled:
> FALCON 14/4 Mb RAM (c)1993 Actionsoft Made in U.K.
> There is a jumper to select 4 or 14 Mb.

that's the one.

> I got it new with a 16 Mb SIMM (cannot make out the manufacturer,
> something like "TI KOREA", not the Texas Instrument logo). It still
> works fine 3 years later (well, I use a Magnum for a few months).

hmm, do you know the actual specs of this board?

yours etc. [aibs.pem.cam.ac.uk]
01223 523183
David. (direct line/v-mail)

davidh@arsenalfc.net

714. FS: A MEGA ST2 & a STE1040 with tons of Extras...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <wloE2.1581$Sb4.2902@monger.newsread.com>
Source record: 10215

Please visit http://www.vcnet.com/jsfcomsrv/Inventory-sale'98-All.html for
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12&#65533; Monitors
Printers
Atari Systems **********
Music & MIDI
Handmade P-Bass

Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv and click the picture icons for
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom&#65533;s Folk Music History Page or
Guitar Lessons and more&#65533;

Thank You

715. Re: Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <36e252bc1965ba0@club-internet.fr>
Source record: 10216

Hello,

in article <Pine.LNX.4.10.9903070033040.5370-100000@gin.ucam.org>
David Henderson wrote on Sun 07-03-99 00:33 (GMT):

> hmm, do you know the actual specs of this board?

The Magnum ?

The Falcon Magnum plugs in the extension port and allow you to use 4 or
8 Mb of Fast RAM. You cannot use more than 4 Mb of ST RAM with it.

For more specs, have a look at:

http://www.aixit.com/

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
I know the depths I reach are limitless

716. Floppy Drive Type

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: cjohns@yplace.demon.co.uk
Message-ID: <920815874_OASIS_@yplace.demon.co.uk>
Source record: 10217

I have an older ST floppy drive with the very large eject button and
a red activity light. 18 pin connector - group of 14 + group of four.

Can anyone tell me what type it is, or perhaps how to find out. Maybe
a serial number somewhere inside? Many thanks CJ__

---
cjohns@yplace.demon.co.uk
---

717. FS Atari software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: nermal <nermal@magicnet.net>
Message-ID: <36E288D8.44BB@magicnet.net>
Source record: 10218

The following software is for sale (Orlando Florida)

Software with original disks and documentation:

Antic Software:
Star Struck the astrologer (will load and work from a hard drive)
Maps and Legends the Cartographer (only runs on old TOS)
Data Map Collection 1
CyberPaint (Pro Animation Studio) from Antic Publishing, Inc.

CAD-3D (version 1.0) [all 3 resolutions]
Human Design Disk (Requires CAD-3D)
Genesis - The Stereo Molecular Modeler (StereoTek Option)
Future Design Disk (Requires CAD-3D)
Fonts, Primitives, Hints and Tips (Requires CAD-3D version 1.0 or 2.0)
3D Developers disk for CAD-3D 2.0
Architectural Design Disk by Darrel Anderson (Requires CAD-3D)

Flash STO220 by Joe Chiazzese and Alan Page (telecommunication package) [medium and high resolution]

The New Technology coloring book (low resolution only and only works with the old TOS)

GFA Artist by Michtron
First CADD by Generic software

WANDERER by Pyramid Software includes two (red/green) stereo glasses.
1st Word with manual (versions 1.01 and 1.02)

Fahrenheit 451 by Ray Bradbury (Telarium)

HabaWriter (reported to be the worst word processor ever for the ST!) It ran properly on my system!

Thunder! spelling checker (Batteries Included) for word processors without a spelling checker. Works better than the spelling checker in 1st Word plus

Oo-Topos for Atari 520ST by Polarware (missing the ships map)
The Crimson Crown (further adventures in Transylvania (Polarware)
Temple of Apshai Trilogy by Epyx
TASS TIMES in Tonetown (Activision
Hacker II the Doomsday Papers (Activision)
Mercenary (Datasoft)
Silicon Dreams (Firebird)
Jewels of /Darkness (Firebird)
Flight Simulator II (Sub Logic) only runs from disk
Revolver (Intersect Software) load two or more programs on a 4 meg system.

718. FS Atari Magazines

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: nermal <nermal@magicnet.net>
Message-ID: <36E2895E.4C4A@magicnet.net>
Source record: 10219

The following magazines are for sale (Orlando Florida)

nermal@magicnet.net

Magazines for Sale:

ST Format Issue 6 January 1990
ST Format Issue 7 February 1990
ST Format Issue 20 March 1991 with cover disk!
ST Format Issue 38 September 1992 with cover disks
ST Format Issue 54 January 1994 with both cover disks

ST Format Issue 58 May 1994 with both cover disks

Atari ST User Issue 61 March 1991 with cover disk!
Atari ST User Issue 76 June 1992 with cover disk!
Atari ST User Issue 77 July 1992 with cover disk!
Atari ST User Issue 82 December 1992
Atari ST User Issue 84 February 1993

Atari ST User Issue 85 March 1993
Atari ST User Issue 86 April 1993 with cover disk!
Atari ST User Issue 87 May 1993 with cover disk!

Atari ST User Issue 90 August 1993 with cover disk!
Atari ST User Issue 92 October 93
Atari ST User Issue 93 November 1993 with cover disk!
Atari ST User Issue 95 Christmas 1993
Atari ST User Issue 96 January 1994
Atari ST User Issue 97 February 1994 with cover disk!
Atari ST User Issue 98 March 1994 with cover disk!

Atari ST User Issue

ST Action Issue 40 August 1991 with cover disk!

Cover disks without magazines:

Atari ST User May 1990
Demo of Robocop 3 and Double Dragon 3
ST Format Cover Disk 26
ST Format Cover Disk 44
ST Format Cover Disk 2
ST Action Games Disk 6
ST Action Games Disk 36
ST Format Cover disk 8

719. Re: Clock patch problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JCHGEDAVUP@data.rhein-main.de>
Source record: 10220

In <7bre81iut1@feresa.bio.vu.nl> Levien van Zon wrote:

>Hmm, yes. The wiring was correct though, I just typed the wrong pin numbers
>(that was from memory, and I am not accustomed to working with IC's).
>Sorry...

Yup, no problem, hope you get it work perfect.
Good look :) (Use a new 74F04)!

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

720. Re: Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: David Henderson <dh219@cam.ac.uk>
Message-ID: <Pine.LNX.4.10.9903071603040.9047-100000@gin.ucam.org>
Source record: 10221

On Sat, 6 Mar 1999, Robert Schaffner wrote:

> >There is a jumper to select 4 or 14 Mb.
> Well, that's ok. Board must do that..
> You have a chance to test the simm in a other machine?

which one? the simm currently in the board or the prospective replacement?
I've not tested the one in the board (well, it works doesn't it?) and all
the replacements tested were new.

yours etc. [aibs.pem.cam.ac.uk]
01223 523183
David. (direct line/v-mail)

davidh@arsenalfc.net

721. Re: Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: David Henderson <dh219@cam.ac.uk>
Message-ID: <Pine.LNX.4.10.9903071605270.9047-100000@gin.ucam.org>
Source record: 10222

On Sun, 7 Mar 1999, Pascal Ricard wrote:

> The Magnum ?

no, the memory module. I don't know the exact details of the falcon's ram
requirements.

cheers,

yours etc. [aibs.pem.cam.ac.uk]
01223 523183
David. (direct line/v-mail)

davidh@arsenalfc.net

722. Mega ST4 question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990307142229.15569.00004968@ng111.aol.com>
Source record: 10223

I couldn't access the FAQ page today so here I am to ask these questions direct.
Out of curiosity, I opened up the case to my ST4 to see what the rectangular removable cover was for that is on the back of the unit above the midi and monitor ports. But all that did was raise more questions, such as:

1) What is the 64 pin connector for?(J15 on the motherboard)
2) What is the 24 pin connector for?(J17)
3) What is the 6 pin connector for?(J18) It resides beside the internal PSU connector, is this an addition power connection?

All of these connections on my computer are empty and unused. If these were for future upgrades what peripherals/addons took advantage of them?
Any light the NG can shed on this for me would be greatly appreciated, this not knowing is killing me.

thanks in advance,
Brent

723. Re: Replacement Floppy Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7bum4m$c0k$1@news2.isdnet.net>
Source record: 10224

Hallvard Tangeraas a &#65533;crit dans le message
<1dob3am.5n3oes16qqrngN@ti34a22-0014.dialup.online.no>...
>Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:
>> >(I really should install a macro program where I have this URL since so
>> >many people ask about this).
>>
>> Like the Quick FAQ! ;-))
>
>Yes, I know Nicholas can identify himself with this!
>

Who ? ;-)

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

724. Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: David Donachie <geas@holyrood.ed.ac.uk>
Message-ID: <Pine.GSO.3.95.990307204324.8214A-100000@holyrood.ed.ac.uk>
Source record: 10225

Hi, as someone who's rarely used his ST in the last few questions I've got a couple of questions to ask before I buy a Falcon I've been offered.

1 Is 200 pounds a good price for a 4MB machine with 127MB Hard drive?

2 Has anything ever been developed for the Lan port?

3 What is the easiest/cheapest/best way to give it more Ram??

4 What are the best currently available ways to upgrade the performance of the machine (other than adding an FPU) ? Perferably ways that don't require too much soldering... I've seen all the problems people seem to be having with Nemesis...

now to consult the bank and see if I can afford it.....

Cheers,
Thomas

p95122 dot ph dot ed dot ac dot uk

725. Re: Floppy Drive Type

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <m3TfiKASsu42EwHj@steverosie.demon.co.uk>
Source record: 10226

In article <920815874_OASIS_@yplace.demon.co.uk>, Chris Johns
<cjohns@yplace.demon.co.uk> writes
>
>I have an older ST floppy drive with the very large eject button and
>a red activity light. 18 pin connector - group of 14 + group of four.
>
>Can anyone tell me what type it is, or perhaps how to find out. Maybe
>a serial number somewhere inside? Many thanks CJ__
>

Some disk drives with the large central button are double sided! That
doesn't help if you don't know what you are looking for.

If you can format a disk double sided, if you get a 'device is not
responding' type of error message try formatting it single sided (it's
more likely a single sided (360k) drive.

Not matter what type of drive you have the plug the Atari uses is called
a Schugart interface, which is a 34-pin connector. All odd numbers are
grounded, so if you plug it in the wrong way (upside down) no damage
should be done; you will notice the drive is constantly spinning and
will not work or register with the Atari.

Some older drive have an adaptor that is either attached to the
shielding or directly to the drive, the ST's plug will plug into that.
If you later upgrade the internal drive you shouldn't need this as most
modern (if not all) drives have this as standard.

I hope this is of help.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

726. Overclocking MC68000 again

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7butbm$5ve$1@SOLAIR2.EUnet.yu>
Source record: 10227

Hi, everyone.

Some time ago there was a discussion in this newsgroup concerning the overclocking of a standard 8MHz MC68000.

It seems there was an agreement that, with a little luck, a standard 8MHz CPU may work happily on 16MHz. I AM QUITE AWARE that without a cache the gain in performance is very slight (some say about 10-20%) but I am willing to try this modification because:

a) it is very simple and cheap: just a couple of TTL chips;
b) the MC68000 in my Mega is already sitting in a chip-socket, so I would not have to desolder it.

However, I would like to make the improvement as efficient as possible, while keeping it simple, so I analyzed the operation of two 16MHz circuits that I found on the Hardware-Hacks page:

* CPU is switched to 8MHz by AS active or UDS/LDS active for bus access- seems VERY reasonable, as the MMU and RAM would not follow the 16MHz clock;

* Mario Becroft suggested to me that ROM access might be done on 16MHz, with a noticeable speed improvement. Seems reasonable, too; maybe I should inhibit switching to 8MHz while ROM-select lines are active; does anybody have any experience with this? I guess that my FPU can also be accessed on 16MHz then?

* Both circuits also switch the CPU to 8MHz while BG (bus grant) is active.

The last item I DO NOT UNDERSTAND! Documentation for the MC68000 says that when the CPU gets a BR (bus request) from some other device on the bus, it responds by putting its outputs into high-impedance state and activates BG (bus grant). Then it finishes whatever internal operation it was doing (for example, a multiply or divide) and after that waits for the other device to release the bus by releasing BGACK (bus grant acknowledge).

My question is: why should the MC68000 wait for bus (doing almost nothing) switched to 8MHz-clock (and complicate the circuit by the way)? What particular chip in the Mega would require this? Mario B. suggested that slowing for BG was not needed, but he said he did not test it thoroughly. Any comments / experience on this?

If it is not necessary to switch to 8MHz while the Bus is Granted, then the CPU would be permitted to finish any internal operation more quickly, squeezing out a maybe a percent or two better performance. Then, the logic for switching between 8MHz and 16MHz would be something like this, still quite simple:

Switch CPU to 8MHz IF
there is a bus access (AS active)
AND NOT
bus-granted OR rom-select OR fpu-select

Please, advise.

Cu.

727. for sale again

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: Mark Baker <shrew2@shrew2.freeserve.co.uk>
Message-ID: <01be68ea$a3a6b4c0$dd58883e@mark-s-pc>
Source record: 10228

i have a 4meg st tos 1.06 & 2.06, 20meg atari megafile , ibm kpz 80mb scsi hd lots of software inc nvdi, papyrus devpacst v3.1 4 boxes of discs for different things and games will separate offers welcome!!

interested send email(s) to shrew2@shrew2.freeserve.co.uk

728. Re: Quantum ProDrive LPS 525S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7bv23c$f6f$1@news2.xs4all.nl>
Source record: 10229

On 6 Mar 1999 07:01:28 G, Robert Schaffner wrote:
hello Ronald,
I think SS means : Spindle Synchronisation !! I read that from specs
of a Seagate harddisk. I still got problems with booting.This time I
have a beautiful Seagate ST12400N of 2.1 Gb.At the moment my Seagate
ST3610N of 520 MB is running in my TT030 splendidly .It boot with
HDDRIVER as it should, so I made the same jumpersettings on this
bigger Seagate, which looked the same as it is of the same brand and
tried to boot it but no sir, it won't succeed. I don't know at this
moment what to do, I don't think it's the Seagate this time(referring
to the Quantum Atlas, which was indeed impossible to get it bootable)
but it's HDDRIVER and the complicated settings of jumpers and
software. Then I have a strange feeling, that my TT030 seems to
recall former settings of HDDRIVER, even when you reset.....
It's kind of spooky !
I hope somebody can help me....
Jos Vlietstra (jovlie@xs4all.nl)

729. Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-07 00:00:00 UTC
From: WALTER R <74553.651@CompuServe.COM>
Message-ID: <#Ofc85Pa#GA.348@nih2naae.prod2.compuserve.com>
Source record: 10230

Can anyone tell if it is possible to use a Hand scanner with an Atari Mega ST?
The only hand scanneres that I can find are the ones used for the PC's. I
have not been able to locate a scanner that will work with any atari computer.
If anyone has a glue where to find please let me know.
Thanks

730. Re: Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <36e30ea0b26261@club-internet.fr>
Source record: 10231

Hello,

in article <Pine.LNX.4.10.9903071605270.9047-100000@gin.ucam.org>
David Henderson wrote on Sun 07-03-99 16:05 (GMT):

> On Sun, 7 Mar 1999, Pascal Ricard wrote:
>
> > The Magnum ?
>
> no, the memory module. I don't know the exact details of the falcon's ram
> requirements.

Well, it just needs one normal 72 pins SIMM. Maybe EDO can work, I don't
know cause mine is older. AFAIK, the Falcon needs RAM faster than 100
ns. So 70 ns is ok (that's what I have), better use 60 ns for an
accelerated Falcon.

Is it the info you're looking for ? :-)

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
I am the end of all your dreams

731. Re: Overclocking MC68000 again

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Branko Badrljica <brankob@svet-el.si>
Message-ID: <36E31EB3.1B368AC3@svet-el.si>
Source record: 10232

Djordje Vukovic wrote:

<SNIP>

> Some time ago there was a discussion in this newsgroup concerning the
> overclocking of a standard 8MHz MC68000.
>
> It seems there was an agreement that, with a little luck, a standard
> 8MHz CPU may work happily on 16MHz. I AM QUITE AWARE that without a cache
> the gain in performance is very slight (some say about 10-20%) but I am
> willing to try this modification because:
>

Not very often. In my experience with clock switching 10MHz version performes
most reliably
(yes, even more than 12.5 and 16 MHz versions). This is because you should not
vary clock frequency
to ordinary MC68000 while operating. I did it several times, but things are not
so simple and they involve
certain amount of black magic in some cases, like fine phase shifting of 16 Mhz
clock before multiplexing etc..
Right way to do it would be to influence DTACK, VPA, VMA, E, UDS, LDS and AS
signals to emulate
8MHz timings with high clock all the time. I think that was the way described in
German C'T magazine...
However, if you decide to try your luck with clock multiplexing, I would advise
you to try with 68HC000-16, because
it has static design and so clock speed does not matter as long as it is lower
than or equal 16 MHz....

>
> a) it is very simple and cheap: just a couple of TTL chips;
> b) the MC68000 in my Mega is already sitting in a chip-socket, so I would
> not have to desolder it.
>
> However, I would like to make the improvement as efficient as possible,
> while keeping it simple, so I analyzed the operation of two 16MHz circuits
> that I found on the Hardware-Hacks page:
>
> * CPU is switched to 8MHz by AS active or UDS/LDS active for bus access-
> seems VERY reasonable, as the MMU and RAM would not follow the 16MHz clock;
>
> * Mario Becroft suggested to me that ROM access might be done on 16MHz, with
> a noticeable speed improvement. Seems reasonable, too; maybe I should
> inhibit switching to 8MHz while ROM-select lines are active; does anybody

> have any experience with this? I guess that my FPU can also be accessed
> on 16MHz then?
>

Depends on ROM speed, but you can certainly try that. I have 120ns EPROMS on my
TOS-IDE card and because address decoding for TOS 2.06 is done on card itself,
the rest of
the computer does not even react on memory access cycle that hits TOS2.06, so as
long as decoding logic
and EPROM's are fast enough it works on 16MHz, but I don't know about old TOS
versions that are decoded
through GLUE... You can definitely try.

>
> * Both circuits also switch the CPU to 8MHz while BG (bus grant) is active.
>
> The last item I DO NOT UNDERSTAND! Documentation for the MC68000 says that
> when the CPU gets a BR (bus request) from some other device on the bus,
> it responds by putting its outputs into high-impedance state and activates
> BG (bus grant). Then it finishes whatever internal operation it was doing
> (for example, a multiply or divide) and after that waits for the other device
> to release the bus by releasing BGACK (bus grant acknowledge).
>

I think it's some kind of mistake. Only device that I know of in ordinary ST that
might request bus
is Blitter, but that would be at highly irregular intervals and besides that many
ST machines do not have it...
I would think about switching clock into high gear only when CPU is doing nothing
on the bus, which would be
when CPU's BG is inactive AND all strobe lines are inactive or at least some of
them (AS OR (LDS and UDS))or when
CPU is reading TOS 2.06 EPROMs....
Note that there is difference in AS and UDS/LDS timings. Later two are activated
a full cycle later during the write cycle, so
using that might mean a few % more speed, if machine accepts that...

>
> My question is: why should the MC68000 wait for bus (doing almost nothing)
> switched to 8MHz-clock (and complicate the circuit by the way)? What
> particular chip in the Mega would require this? Mario B. suggested that
> slowing for BG was not needed, but he said he did not test it thoroughly.
> Any comments / experience on this?
>
> If it is not necessary to switch to 8MHz while the Bus is Granted, then
> the CPU would be permitted to finish any internal operation more quickly,
> squeezing out a maybe a percent or two better performance. Then, the logic
> for switching between 8MHz and 16MHz would be something like this, still
> quite simple:

Prepare yourself for many strange effects, like slight variations in the machine
speed, depending

on the machine temperature, intermittent lockups, etc. But with a little luck it might even work.

>
>
> Switch CPU to 8MHz IF
> there is a bus access (AS active)
> AND NOT
> bus-granted OR rom-select OR fpu-select
>

I would define criteria for 16 MHz work rather than for 8 MHz.
I would say something like that:
switch to 16MHz only if:
-BG is active (since then CPU is doing internal op's anyway- might help during long DIV instruction...)
-or if BG is inactive and:
-bus is inactive (AS or LDS/UDS, try both combinations)
-or bus is active but adress is in range of 14-15 Mb (TOS 2.06) or maybe 12-13 Mb (old TOS if memory serves me)

If you want to further complicate things, you might want to add input for turbo switch, but it should be latched, since frequency swithing
is possible only at certain moments and not whenever you please....

Good luck,

Brane

732. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <FQmn7DAFN542EwQt@steverosie.demon.co.uk>
Source record: 10233

In article <#Ofc85Pa#GA.348@nih2naae.prod2.compuserve.com>, WALTER R
<74553.651@CompuServe.COM> writes
>Can anyone tell if it is possible to use a Hand scanner with an Atari Mega ST?
>The only hand scanneres that I can find are the ones used for the PC's. I
>have not been able to locate a scanner that will work with any atari computer.
>If anyone has a glue where to find please let me know.
>Thanks

Hi

There are scanners for the ST's, but I don't know if they will work on
the Mega series. All the ones I've had use the cartridge slot.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

733. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36E39F5B.EB67E636@directprovider.REMOVETHECAPITALS.net>
Source record: 10234

David Donachie a ï¿½crit :
>
> Hi, as someone who's rarely used his ST in the last few questions I've got
> a couple of questions to ask before I buy a Falcon I've been offered.
>
> 1 Is 200 pounds a good price for a 4MB machine with 127MB Hard drive?

Yes, that sounds like an adequate price.

> 2 Has anything ever been developed for the Lan port?

The LAN port is actually a serial port in disguise. You can use modems
on it, as long as you use a Mac type cable.

> 3 What is the easiest/cheapest/best way to give it more Ram??

A second hand RAM board would be the cheapest, either the Atari one or a
3rd party SIMM board, but these are all hard to come by.

> 4 What are the best currently available ways to upgrade the performance of
> the machine (other than adding an FPU) ? Perferably ways that don't
> require too much soldering... I've seen all the problems people seem to be
> having with Nemesis...

The best way seems to be the CenTurbo II board, but it costs the 300
pounds. It also includes a RAM upgrade that adds TT ram (faster and more
expandable than the 14Mb of ST RAM).

> now to consult the bank and see if I can afford it.....
>

Go for it, but don't forget you'll need a VGA monitor to go with it.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

734. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: David Donachie <geas@holyrood.ed.ac.uk>
Message-ID: <Pine.GSO.3.95.990308104229.14715A-100000@holyrood.ed.ac.uk>
Source record: 10235

> The LAN port is actually a serial port in disguise. You can use modems
> on it, as long as you use a Mac type cable.

Does it work at the same speed as the modem port? And can I just use a
normal modem as long as the cable is right or do I need a Mac type
modem??? (Ignorant me!)

> > 3 What is the easiest/cheapest/best way to give it more Ram??
> A second hand RAM board would be the cheapest, either the Atari one or a
> 3rd party SIMM board, but these are all hard to come by.
Are there any other options? Since I don't think my chances of finding
them are great.

> Go for it, but don't forget you'll need a VGA monitor to go with it.

Thats ok, I've managed to find a PC owner with one too many monitors...

Thanks

Thomas

735. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c0eehrob1@nnrp1.dejanews.com>
Source record: 10236

In article <#Ofc85Pa#GA.348@nih2naae.prod2.compuserve.com>,
WALTER R <74553.651@CompuServe.COM> wrote:
> Can anyone tell if it is possible to use a Hand scanner with an Atari Mega ST?

Once upon a time there was plenty of hand-scanners available, but now I don't think they make them anymore. I have an old Daatascan scanner myself, and it works flawlessy on all my Ataris. It has been used on a STE, a MegaSTE, a TT, a Falcon and a Mega ST.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

736. Atari 19" monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c0enc$s3d$1@nnrp1.dejanews.com>
Source record: 10237

Does anyone have a complete list over TT-high compatible monitors made by Atari? I know about the TTM194 and TTM195, but I wondered if any of the other monitors (i.e. the ones made for the Megabus graphics-card) was compatible. I vaguely recalls that they're not, but right now I need to know for certain ;-)

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

737. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36E3B937.3B3006C2@directprovider.REMOVETHECAPITALS.net>
Source record: 10238

David Donachie a ï¿½crit :
>
> > The LAN port is actually a serial port in disguise. You can use modems
> > on it, as long as you use a Mac type cable.
>
> Does it work at the same speed as the modem port? And can I just use a
> normal modem as long as the cable is right or do I need a Mac type
> modem??? (Ignorant me!)

It's a 115Kb/s port. There is normally no particular difference between
a Mac modem and a PC modem except the cable. I'm not talking about those
silly "WinModems" of course.

> > > 3 What is the easiest/cheapest/best way to give it more Ram??
> > A second hand RAM board would be the cheapest, either the Atari one or a
> > 3rd party SIMM board, but these are all hard to come by.
> Are there any other options? Since I don't think my chances of finding
> them are great.

Nope. The Falcon uses a proprietary memory connector, so it's going to
have to be one of the above. 3rd party board are avaible new from
several dealers in the UK. Not sure about the prices, but it should be
around 30 or 40 UKP, plus a 16Mb SIMM.

> > Go for it, but don't forget you'll need a VGA monitor to go with it.
>
> Thats ok, I've managed to find a PC owner with one too many monitors...

Oh, and a VGA adapter. The Falcon uses a special monitor connector that
needs an adapter, whetever kind of monitor you decide to attach to it.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

738. Re: 8 MEG in MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: pls@no.spam
Message-ID: <7c0ikbhu1@zharh00t.europe.nortel.com>
Source record: 10239

In article <dt%D2.103$Rx6.213@198.235.216.4>, madmax@bfree.on.ca (Brian Van TIlborg) wrote:
>I am probably going to pick up a couple of Mega STs. Has anyone installed
>the 8meg RAM boards and if so how do they work? Any problems. Are they
>useful? Do they work with the Mega 2s?

Are these the Marpet boards?

AFAIR, they need TOS 2.06 to work & you must have 4 Megs on the main board already. Don't they need a square (PLCC) CPU, which (AFAIR) was in the STE & Mega STE only?

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

739. Re: Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: David Henderson <dh219@cam.ac.uk>
Message-ID: <Pine.LNX.4.10.9903081324180.11612-100000@gin.ucam.org>
Source record: 10240

On Mon, 8 Mar 1999, Pascal Ricard wrote:

> Well, it just needs one normal 72 pins SIMM. Maybe EDO can work, I don't
> know cause mine is older. AFAIK, the Falcon needs RAM faster than 100
> ns. So 70 ns is ok (that's what I have), better use 60 ns for an
> accelerated Falcon.
> Is it the info you're looking for ? :-)

well all the 72pin simms I've tried have failed. I need /details/.

60ns? OK. EDO? OK. Parity?

yours etc. [aibs.pem.cam.ac.uk]
01223 523183
David. (direct line/v-mail)

davidh@arsenalfc.net

740. Re: HD FALCON?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <36E3E098.B6858B89@patent.gov.uk>
Source record: 10241

If by 'put into' you mean internally, with the case on, you need a 2.5" IDE drive eg from a notebook type computer. If it is 3.5" you need an adapter cable and house externally

Bopb King

rking@zetnet.co.uk

enbordal@online.no wrote:
>
> Hallo helpful people.
>
> I have got a Falcon 030 without an internal HD. (I use
> a Gasteiner SCSI-disk)
> Now I have got an IDE-disk from a thrown-away PC. Is
> it possible to put it into my Falcon?
> I can find these information on it:
> CONNER CFS210A
> CCA3QAF
> BCS01
> 9429
> D62114
> The interface/cable has 40 pins.
>
> Thank you for answering!
>
> MOH NORVALD
>
> enbordal@online.no
> Norvald Bordal
> Mï¿½st
> 6523 FREI
>
> ï¿½ ATARI FALCON ï¿½

741. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <36E3E25E.3AF4A961@patent.gov.uk>
Source record: 10242

Why not try to get OUTSIDE. this is Software that allows allocation of
at least part of a partition to be virtual RAM. You can tag each
application to run in and/or take memory from virtual memory. Magic has
a special loader to work with it. I think that there is a demo available
PD that is limited to the size of VM.

Bob King

rking@zetnet.co.uk

Nicholas Bales wrote:
>
> David Donachie a ï¿½crit :
> >
> > > The LAN port is actually a serial port in disguise. You can use modems
> > > on it, as long as you use a Mac type cable.
> >
> > Does it work at the same speed as the modem port? And can I just use a
> > normal modem as long as the cable is right or do I need a Mac type
> > modem??? (Ignorant me!)
>
> It's a 115Kb/s port. There is normally no particular difference between
> a Mac modem and a PC modem except the cable. I'm not talking about those
> silly "WinModems" of course.
>
> > > > 3 What is the easiest/cheapest/best way to give it more Ram??
> > > A second hand RAM board would be the cheapest, either the Atari one or a
> > > 3rd party SIMM board, but these are all hard to come by.
> > Are there any other options? Since I don't think my chances of finding
> > them are great.
>
> Nope. The Falcon uses a proprietary memory connector, so it's going to
> have to be one of the above. 3rd party board are avaible new from
> several dealers in the UK. Not sure about the prices, but it should be
> around 30 or 40 UKP, plus a 16Mb SIMM.
>
> > > Go for it, but don't forget you'll need a VGA monitor to go with it.
> >
> > Thats ok, I've managed to find a PC owner with one too many monitors...
>
> Oh, and a VGA adapter. The Falcon uses a special monitor connector that
> needs an adapter, whetever kind of monitor you decide to attach to it.
>
> Nick
> --

> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

742. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <36E3E4D5.E3BB92BC@patent.gov.uk>
Source record: 10243

Have you considered the flat bed scanners. I have one (PrintTechnik)
from Germany, (a modified scanner/copier) that couples to the printer
port of my MegaST4 and directly scans into Calamus 1.09n and Megapaint 4
Pro. It is mono 200dpi and up to 16 dithered grayscale. I tried to sell
it on this board but no luck.

Bob King (UK)

rking@zetnet.co.uk

WALTER R wrote:
>
> Can anyone tell if it is possible to use a Hand scanner with an Atari Mega ST?
> The only hand scanneres that I can find are the ones used for the PC's. I
> have not been able to locate a scanner that will work with any atari computer.
> If anyone has a glue where to find please let me know.
> Thanks

743. Re: 8 MEG in MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c10gc$bu6$1@nnrp1.dejanews.com>
Source record: 10244

In article <7c0ikbhu1@zharh00t.europe.nortel.com>,
pls@no.spam (Gerry O'Rourke) wrote:

> Are these the Marpet boards?
>
> AFAIR, they need TOS 2.06 to work & you must have 4 Megs on the main board
> already. Don't they need a square (PLCC) CPU, which (AFAIR) was in the STE &
> Mega STE only?

I remember the Mega ST-version (Marpet) from a test in ST-Format. It was a
huge Megabus-board with 8 30-pin SIMM-slots, it will only work if the ST
already has 4Mb. I believe the MagnumST will work with a Mega 2ST, but I
can't say for sure.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

744. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c10rlcbi1@nnrp1.dejanews.com>
Source record: 10245

In article <36E3B937.3B3006C2@directprovider.REMOVETHECAPITALS.net>,
Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:

> It's a 115Kb/s port. There is normally no particular difference between

Actually both the LAN and serial-port is capable of 230Kb/s :-) A normal Mac
modem-cable can be used to connect ordinary modems, but the LAN-port is not
supported by all software.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

745. Re: HD FALCON?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c113mcgi1@nnrp1.dejanews.com>
Source record: 10246

In article <920661508-514869AEicMi@online.no>,
<enbordal@online.no> wrote:

> Now I have got an IDE-disk from a thrown-away PC. Is
> it possible to put it into my Falcon?

Sure, with some shoe-horning ;-)

If you're coming to Trondheim next weekend you can see how it's done in my Falcon. It's also possible that I can hack together the required cable for you.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

746. Re: 8 MEG in MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <920914846-764985AEicMi@ping.be>
Source record: 10247

Brian Van Tilborg <madmax@bfree.on.ca> wrote :

>Has anyone installed
>the 8meg RAM boards and if so how do they work? Any problems. Are they
>useful? Do they work with the Mega 2s?

A couple of months ago I installed one for someone I know, but let us not
make any mistakes here, there have been several boards on the market.
AFAIK the only one for sale now is the MAGNUM RAM expansion board.....
The Magnum card comes in four flavours: the MAGNUM ST for all ST's and
Mega ST's, The MAGNUM Falcon ,the MAGNUM TT and the MAGNUM STE for the
Mega STE, the 1040STE computer is not supported..
Only the MAGNUM ST card needs a bit of work done:

The board has four sockets: one for the 68000 processor, one to hold a
8Mb or 16Mb SIMM and two for TOS 2.06
If the processor on the motherboard sits in a socket (very unlikely) then
installing the board is a straightforward five minutes job. Supposing the
processor is soldered on the mainboard, it will have to come out and be
replaced with a socket. You can desolder the processor very carefully or
do it the "rough way": cut of the legs from the processor and solder the
socket straight onto the legs, the last method ruins the processor, but
is a lot easier to do. The price for a new 68000 is very low.

The card needs TOS 2.06 to be able to see and use the extra memory, if TOS
2.06 is already installed on the Mega ST, take them out and put them on
the
board, if you still have TOS 1.02 or 1.04 installed leave them where they
are, but you will have to buy a TOS 2.06 to put on the board.

The extra memory is handled as FAST RAM, when you install a 8Mb SIMM you
will have 10Mb in Total => 8Mb Fast Ram + 2Mb normal Ram.

All that is left to do now, is to solder one wire to a pin on the DMA-
chip,
and if TOS 1.02 or TOS 1.04 are installed and you want to be able to do
TOS Switching you'll have to solder about 6 wires to different legs of the
ROMS. I can't recall what legs but the board come with a very detailed
manual. If you don't want TOS switching, remove the TOS, and you dont have
to bother about soldering the wires to the different legs either...

Basicaly that's it so cross your fingers and start up the computer,
the first thing You'll notice is the TOS 2.06 Atari Logo, press space and
go to the desktop. The board comes with a disk containing two apps for the
AUTO folder,they have to be the first apps in the Auto folder. Reboot
again

and let TOS 2.06 do the memory test....you should have 9, 10 or 12 Mb depending on the ST RAM which is on your motherboard

So, if your processor is socketed, all it takes is soldering just one wire.
otherwise you have to install a socket for the card, this can be a bit tricky if you never soldered anything before in your life.

The board is installed now for over 6 months and AFAIK everything works just fine. Sometimes a app doesn't run, but that's because of TOS 2.06, if you install the TOS Switcher, no problems.

Take a look at http://www.aixit.de for some more info

The card can be bought from SEIDEL Software Service, 199DM for a bare board
and 279DM for a card with TOS 2.06 and a 8Mb which in my opinion is very cheap compared to what a normal memory upgrade costs, they do international
orders and take credit card. http://www.seidel-soft.de

Oh yes, a new 68000 cost 7DM

If something is not very clear yet, just drop me a mail...

Cheers from Belgium

Dennis

747. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7c14kh$m7p$2@news2.xs4all.nl>
Source record: 10248

On 8 Mar 1999 10:45:12 , David Donachie wrote:
>
--knip---
>
>> > 3 What is the easiest/cheapest/best way to give it more Ram??
>> A second hand RAM board would be the cheapest, either the Atari one or a
>> 3rd party SIMM board, but these are all hard to come by.

I have here the Atin memory board for Falcon
Uses 4x 4 Mb SIMMM 30p (old type). Old 4 Mb board out, this one in.
When using low-profile SIM's they fit in the casing. Otherwise you
are a few mm. short (with the keyboard).
Sell the bare boards for cost of production and garantee: not working
send back, money back.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

748. Re: Atari 19" monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7c14kk$m7p$3@news2.xs4all.nl>
Source record: 10249

On 8 Mar 1999 12:10:24 , joska@nuts.edu wrote:
>
>
>Does anyone have a complete list over TT-high compatible monitors made by
>Atari? I know about the TTM194 and TTM195, but I wondered if any of the other
>monitors (i.e. the ones made for the Megabus graphics-card) was compatible. I
>vaguely recalls that they're not, but right now I need to know for certain ;-)
>
For the STE there was the SM 194. Same factory as TTM 194 but with
some slight changes for other pixelclock and linedrivers (soldered
jumper configurations)

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

749. Q: MegaBus Expansion Port in Mega ST 2 computer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Markus Egg <Markus.Egg@vcpc.univie.ac.at>
Message-ID: <36E42C44.A3B5E466@vcpc.univie.ac.at>
Source record: 10250

I read that the Mega ST 2 has a

"MegaBus Expansion Port"

[http://www.netlink.co.uk/users/markn/16Bit/megast.html]

What "expansions" can be put into this port?
(I already have a ACSI->SCSI adapter).

Thanks in advance
ME

750. Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Markus Egg <Markus.Egg@vcpc.univie.ac.at>
Message-ID: <36E42D25.12BC29F2@vcpc.univie.ac.at>
Source record: 10251

At

http://www.netlink.co.uk/users/markn/16Bit/16bitcom.html

I found some other hardware things which I never heard of
(until recently I didn't hear much about the ATARI hardware sector,
I just had my 1040 STF and used it for years):

Atari STacy: is this a kind of ATARI "laptop"?
Is it still out there?
Looks like heavy stuff ;)

Atari STylus: "never released" - was this at the end when
ATARI hardware production was closed down?

Atari STBook: no more information at the above WWW-site.
Was it released?
Is it still out there? It looks quite neat.

Atari Portfolio: looks like a Psion ;)
Any more informations about this item?

Atari ATW: are there some of these out there?
I heard from my colleague that colleagues of him were building
compilers for this machine in those days.
He was not sure, if they finished this work.

Thanks in advance
ME

751. VME graphics card in megaste

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Gaz <superh8@nastything.com>
Message-ID: <36E432D7.E8FB4BFA@nastything.com>
Source record: 10252
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

Has any1 got drivers 2 make this work..

or help,
'anything??

Gary

752. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: kevin dermott <kevin@kdermott.freeserve.co.uk>
Message-ID: <7c1f8t$s6$1@news4.svr.pol.co.uk>
Source record: 10253

```
--
--
oh how i like atari better
kevin@kdermott.freeserve.co.uk
kdermott@zetnet.co.uk
mug shot at http://www.users.zetnet.co.uk/kevin/
Markus Egg wrote in message <36E42D25.12BC29F2@vcpc.univie.ac.at>...
>At
>
>http://www.netlink.co.uk/users/markn/16Bit/16bitcom.html
>
>I found some other hardware things which I never heard of
>(until recently I didn't hear much about the ATARI hardware sector,
>I just had my 1040 STF and used it for years):
>
>Atari STacy: is this a kind of ATARI "laptop"?
> Is it still out there?
> Looks like heavy stuff ;)
yes i have one it's just an stfm with a mono lcd screen,built in hard
drive,quite heavy,battery is a waste of time,they still fetch good money
as they are getting rare and are popular with musicians like myself,i
have put a 1 gig drive and a hd floppy in mine
>
>Atari STylus: "never released" - was this at the end when
> ATARI hardware production was closed down?
>
>Atari STBook: no more information at the above WWW-site.
> Was it released?
> Is it still out there? It looks quite neat.
not many made ,no floppy,the battery is even rarer than the machine,
>
>Atari Portfolio: looks like a Psion ;)
> Any more informations about this item?
there is a whole user group ,and hardware mods
>
>
>Atari ATW: are there some of these out there?
> I heard from my colleague that colleagues of him were
building
> compilers for this machine in those days.
> He was not sure, if they finished this work.
Kevin
```

753. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36E449EC.BCE472C3@cable.A2000.nl>
Source record: 10254

kevin dermott wrote:

> Markus Egg wrote in message <36E42D25.12BC29F2@vcpc.univie.ac.at>...
> >At
> >
> >http://www.netlink.co.uk/users/markn/16Bit/16bitcom.html
> >
> >I found some other hardware things which I never heard of
> >(until recently I didn't hear much about the ATARI hardware sector,
> >I just had my 1040 STF and used it for years):
> >
> >Atari STacy: is this a kind of ATARI "laptop"?
> > Is it still out there?
> > Looks like heavy stuff ;)
> yes i have one it's just an stfm with a mono lcd screen,built in hard
> drive,quite heavy,battery is a waste of time,they still fetch good money
> as they are getting rare and are popular with musicians like myself,i
> have put a 1 gig drive and a hd floppy in mine
> >
> >Atari STylus: "never released" - was this at the end when
> > ATARI hardware production was closed down?
> >
> >Atari STBook: no more information at the above WWW-site.
> > Was it released?
> > Is it still out there? It looks quite neat.
> not many made ,no floppy,the battery is even rarer than the machine,
> >
> >Atari Portfolio: looks like a Psion ;)
> > Any more informations about this item?
> there is a whole user group ,and hardware mods
> >
> >
> >Atari ATW: are there some of these out there?
> > I heard from my colleague that colleagues of him were
> > building
> > compilers for this machine in those days.
> > He was not sure, if they finished this work.
> Kevin

Only 350 ATW's were ever made.
If I had the money 6 years ago I would have bought 1 from
ACN in the Netherlands, when they were sold out for a fraction
of the original price.

Visit NG comp.sys.transputer

Henk.

754. Re: HD FALCON?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7c1i9o$at5$1@roch.zetnet.co.uk>
Source record: 10255

--
--
oh how i like atari better
kevin@kdermott.freeserve.co.uk
kdermott@zetnet.co.uk
mug shot at http://www.users.zetnet.co.uk/kevin/
BobKing gave some false advise in
message<36E3E098.B6858B89@patent.gov.uk>...
>If by 'put into' you mean internally, with the case on, you need a 2.5"
>IDE drive eg from a notebook type computer. If it is 3.5" you need an
>adapter cable and house externally
>
>Bopb King
FALCON ï¿½

it's a squeeze but i have a 3.5" inside a falcon
Kevin

755. Re: Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <36e420541853310@club-internet.fr>
Source record: 10256

Hello,

in article <Pine.LNX.4.10.9903081324180.11612-100000@gin.ucam.org>
David Henderson wrote on Mon 08-03-99 13:25 (GMT):

> well all the 72pin simms I've tried have failed. I need /details/.
>
> 60ns? OK. EDO? OK. Parity?

Mine is not EDO. I don't know about its parity but AFAIK it's not a
problem with Ataris. The SIMM is single sided (ships on one side only),
its speed is 70ns. For more sensible details, Robert is the good person
to ask.

Good luck.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
I often daydream about my inability to fantasize

756. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Ralf_Stutzenberger@LU.maus.de
Message-ID: <199903082354.a65314@lu.maus.de>
Source record: 10257

Hi Walter,

I once developed an interface for Logitech-Handscanners (256
Greyscale-type)
It worked together with REPRO-STUDIO on all Atari-ST/TT-machines.
If you are interested look for the German magazin ST-Computer. In one of
the next numbers I will introduce the interface and the software.

In the meanwhile: maybe one is offered by an user who doesn't need it
anymore?

Greetings

Viele Grüße aus Ketsch am Rhein
sendet
Ralf Stutzenberger

from the greatest area of Germany
- the wild south

757. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Callum Lerwick <"[SPAM]lerwick[SPAM]"@[SPAM]>
Message-ID: <Vz2F2.2945$E4.14179104@rsnws01.mn.mediaone.net>
Source record: 10258

Hey Hey. I have a Migraph hand scanner that was bought new from Toad a few years back. Hooks up to the cartridge port, has Touch Up software for scanning, (requires 1mb ram but the more the merrier, and a HD. Software runs on ST, STe and TT's that meet these requirements. Can't guarantee Falcon compatibility.) and a 'demo' version of Migraph OCR. (It won't load images. Only takes input hot off the scanner.) Good condition, pretty much used only for one project. Its a monochrome scanner, up to 400dpi, has a line art mode, or can do dithering internally inside the scanner, but this brings down the effective DPI quite a bit. The Touch Up software can fake greyscale by reducing the image and averaging pixels, though a PC with Photoshop can do a much better job of that... :) http://members.xoom.com/scanner.html I've jumped ship to the Power without the Price of today, a nice homebrew PC... considering $50 can get you a color flatbed parallel port scanner these days, (rummages though wallet, "Hey, I have $50...") its really not worth it for me to mess with anymore...

Hmmm, I have a scanning tray for it too.

758. Re: Atari 19" monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36E4A973.FB15C36@earthlink.net>
Source record: 10259

Didn't Moniterm make a 19" monitor at on time? Or was it just for the ST/e line?

Harold Alley Jr.

joska@nuts.edu wrote:

> Does anyone have a complete list over TT-high compatible monitors made by
> Atari? I know about the TTM194 and TTM195, but I wondered if any of the other
> monitors (i.e. the ones made for the Megabus graphics-card) was compatible. I
> vaguely recalls that they're not, but right now I need to know for certain ;-)
>
> Jo Even Skarstein
>
> ------------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

759. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7c419a$20l$1@news3.isdnet.net>
Source record: 10260

Markus Egg a crit dans le message <36E42D25.12BC29F2@vcpc.univie.ac.at>...
>At
>
>http://www.netlink.co.uk/users/markn/16Bit/16bitcom.html
>
>I found some other hardware things which I never heard of
>(until recently I didn't hear much about the ATARI hardware sector,
>I just had my 1040 STF and used it for years):
>
>Atari STacy: is this a kind of ATARI "laptop"?
> Is it still out there?
> Looks like heavy stuff ;)

This one was released, but is still very rare. Those who have one cling on
to it or sell it for $$$$$$.

>Atari STylus: "never released" - was this at the end when
> ATARI hardware production was closed down?
>

No, it was well before the Falcon. A sort of Newton, years before Apple or
the Palm Pilot.

>Atari STBook: no more information at the above WWW-site.
> Was it released?
> Is it still out there? It looks quite neat.

There are some rare pre-production units. I think it had a problem with
battery technology. All of the above were ST based.

>Atari Portfolio: looks like a Psion ;)
> Any more informations about this item?

It's an 8086 PC XT with DOS in ROM. Again, years before anyone else had the
idea of palmtop PCs.

>
>Atari ATW: are there some of these out there?
> I heard from my colleague that colleagues of him were building
> compilers for this machine in those days.
> He was not sure, if they finished this work.

Again, proto or pre-prod units were built. The ATW was actually driven by an
Atari Mega ST which was used as an I/O board for the transputer.

Nicholas
--

||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

760. Re: HD FALCON?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7c1odeblq3@roch.zetnet.co.uk>
Source record: 10261

On 5 Mar 1999 20:17:20 , <enbordal@online.no> wrote:
>Hallo helpful people.
>
>I have got a Falcon 030 without an internal HD. (I use
>a Gasteiner SCSI-disk)
>Now I have got an IDE-disk from a thrown-away PC. Is
>it possible to put it into my Falcon?
>I can find these information on it:
>CONNER CFS210A
>CCA3QAF
>BCS01
>9429
>D62114
>The interface/cable has 40 pins.
>
>Thank you for answering!

OK...this is a bit of an advert, but Abingdon Synthesis Projects do a coinverter for the Falcon IDE port to 3.5" drives....it's called the IDE-Burster, and the standard installation set that you need is 10 UKP to post to Norway. I would need funds in UK pounds though as I have no foreign currency account with my bank. Alternatively I am willing to swap for interesting hard or software....I do stuff for Atari's not to make money, but becasue I love them so much :-))

chrisc

761. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7c1olqblq4@roch.zetnet.co.uk>
Source record: 10262

On 8 Mar 1999 23:06:36 , Henk Robbers wrote:

>> >
>> >Atari ATW: are there some of these out there?
>> > I heard from my colleague that colleagues of him were
>> > building
>> > compilers for this machine in those days.
>> > He was not sure, if they finished this work.
>> Kevin
>
>Only 350 ATW's were ever made.
>If I had the money 6 years ago I would have bought 1 from
>ACN in the Netherlands, when they were sold out for a fraction
>of the original price.
>
>Visit NG comp.sys.transputer
>
>
I'm looking for an ATW800 (preferably fully loaded) if anyone sees one
lying around not doing anything.....I'm, pretty poor though...:-))

chrisc

762. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36E473EE.96D769AD@cable.A2000.nl>
Source record: 10263

Chris Crosskey wrote:
> >
> >Only 350 ATW's were ever made.
> >If I had the money 6 years ago I would have bought 1 from
> >ACN in the Netherlands, when they were sold out for a fraction
> >of the original price.
> >
> I'm looking for an ATW800 (preferably fully loaded) if anyone sees one
> lying around not doing anything.....I'm, pretty poor though...:-))
>
> chrisc

ACN sold with IO and 1 farmcard incl 4 T800 for EUR 820.

A few weeks later I saw (I couldnt believe my eyes) a wrecked
ATW800 with all its guts hanging out, in a obscure junkshop.

The boss wasnt in and the bloke that was couldnt tell me anything
about it. I am not a technician, so I left it there.

A true horrible experience of which I occasionally have bad dreams.

Henk.

763. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7c1tbn$2kh$1@barcode.tesco.net>
Source record: 10264

```
...
>Chris Crosskey wrote:
>> >
>> >Only 350 ATW's were ever made.

What are they?
```

764. Re: Falcon RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: David Henderson <dh219@cam.ac.uk>
Message-ID: <Pine.LNX.4.10.9903090203550.12958-100000@gin.ucam.org>
Source record: 10265

On Mon, 8 Mar 1999, Pascal Ricard wrote:

> Mine is not EDO. I don't know about its parity but AFAIK it's not a
> problem with Ataris. The SIMM is single sided (ships on one side only),
> its speed is 70ns. For more sensible details, Robert is the good person
> to ask.

OK, thanks. Who is Robert then?

yours etc. [aibs.pem.cam.ac.uk]
01223 523183
David. (direct line/v-mail)

davidh@arsenalfc.net

765. www.atari-users.net is OPEN

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: rmahlert@my-dejanews.com
Message-ID: <7c276penh1@nnrp1.dejanews.com>
Source record: 10266

Attention Fellow Atari Users,

Do you have an Atari Related web page?

Then Take a few minutes to add Your site to the
Links Engine on www.Atari-Users.Net!

Thanks,
Rob
webmaster@atari-users.net

Atari Chat, Forums, Links Engine and Web Ring
http://www.Atari-Users.Net
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

766. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Callum Lerwick <"[SPAM]lerwick[SPAM]"@[SPAM]>
Message-ID: <dQ2F2.2947$E4.14188456@rsnws01.mn.mediaone.net>
Source record: 10267

> > Does it work at the same speed as the modem port? And can I just use a
> > normal modem as long as the cable is right or do I need a Mac type
> > modem??? (Ignorant me!)
>
> It's a 115Kb/s port. There is normally no particular difference between
> a Mac modem and a PC modem except the cable. I'm not talking about those
> silly "WinModems" of course.

Of course, WinModems are internal by definition, and kinda hard to plug into anything but a PC anyway. :)

Callum Lerwick (PC service tech, who gets to deal with lusers's nonfunctional winmodems, among other things.)

767. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Callum Lerwick <"[SPAM]lerwick[SPAM]"@[SPAM]>
Message-ID: <QZ2F2.2948$E4.14193839@rsnws01.mn.mediaone.net>
Source record: 10268

> I'm looking for an ATW800 (preferably fully loaded) if anyone sees one
> lying around not doing anything.....I'm, pretty poor though...:-))

Go build yourself a beowulf cluster. Mwahahaha. *sigh* The things you
can do with enough money...

Callum Lerwick (Sitting in front of a measily P200, dreaming of
simulating reality...)

768. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36E4ABF4.F2130596@earthlink.net>
Source record: 10269

ATW (800) = Atari Transputer Workstation. The super computer that could have..... Housed in a full tower case the system board allowed for plug in multiprocessor daughter cards utilizing T800 RISC chips capable of massive parallel processing. I believe they shipped with Atari System V Unix (really does exist!) originally. I would almost kill (not really) just for the System five OS.

Harold Alley Jr.

sausages wrote:

> ...
> >Chris Crosskey wrote:
> >> >
> >> >Only 350 ATW's were ever made.
> >
> What are they?

769. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Callum Lerwick <"[SPAM]lerwick[SPAM]"@[SPAM]>
Message-ID: <RR3F2.2956$E4.14226539@rsnws01.mn.mediaone.net>
Source record: 10270

> better job of that... :) http://members.xoom.com/scanner.html I've

http://members.xoom.com/8088/scan/ that is.
#include <stditsbeenalongdayandiamstillupat1amexcuse.h>

Callum Lerwick (Pity, Xoom used to be so not evil.)

770. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36E4D67A.2E66E9@directprovider.REMOVETHECAPITALS.net>
Source record: 10271

"Harold R.G. Alley Jr." a ï¿½crit :
>
> ATW (800) = Atari Transputer Workstation. The super computer that could
> have..... Housed in a full tower case the system board allowed for plug
> in multiprocessor daughter cards utilizing T800 RISC chips capable of
> massive parallel processing. I believe they shipped with Atari System V
> Unix (really does exist!) originally. I would almost kill (not really)
> just for the System five OS.

No, Atari Unix System V was initially planned for the TT much later.
Actually the ATW was supposed to run the Helios parallel OS. It had a
Mega ST attached to it which was used for all the I/O stuff, keyboard,
video, etc... I seem to remember that the OS was hardly ever finished
and there was definitely no specific software for it, although the Mega
ST part of it would behave exactly as a normal ST.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

771. Re: Atari 19" monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990309112609.28102A-100000@hal.fishpool.com>
Source record: 10272

> Does anyone have a complete list over TT-high compatible monitors made by
> Atari? I know about the TTM194 and TTM195, but I wondered if any of the other
> monitors (i.e. the ones made for the Megabus graphics-card) was compatible. I
> vaguely recalls that they're not, but right now I need to know for certain ;-)

The truth is down there, Mulder...

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

772. WANTED: A Good Quality SCSI Cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <fGEBeDALXP52Ew7r@steverosie.demon.co.uk>
Source record: 10273
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.advert,uk.adverts.computer

Hi

I'm in need of a couple of good quality external SCSI cables (centronics style).

I'm a little low on cash at the moment, so can offer 20GBP's worth of Atari software/hardware, PD software or the first (this is what I am told) CD-ROM for the Atari.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk
Nick: Mocknbird Tel: (+44) 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

773. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <36e47d4a.9242859@news.jax.bellsouth.net>
Source record: 10274

On Sun, 07 Mar 1999 19:56:21 -0500, WALTER R
<74553.651@CompuServe.COM> wrote:

>Can anyone tell if it is possible to use a Hand scanner with an Atari Mega ST?
>The only hand scanneres that I can find are the ones used for the PC's. I
>have not been able to locate a scanner that will work with any atari computer.
>If anyone has a glue where to find please let me know.
>Thanks

Yes, its possible for both hand scanners and other scanners which
connect to the cartidge port on the ST series to be used.
Migraph made the most popular model of hand scanner
along with Golden Image and I think there was a 3rd brand
but the name I can't think of right now.

Mike

774. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <36e47f0b.9692172@news.jax.bellsouth.net>
Source record: 10275

On Mon, 08 Mar 1999 21:03:49 +0100, Markus Egg
<Markus.Egg@vcpc.univie.ac.at> wrote:

>At
>
>http://www.netlink.co.uk/users/markn/16Bit/16bitcom.html
>
>I found some other hardware things which I never heard of
>(until recently I didn't hear much about the ATARI hardware sector,
>I just had my 1040 STF and used it for years):
>
>Atari STacy: is this a kind of ATARI "laptop"?
> Is it still out there?
> Looks like heavy stuff ;)

It was basicly a 1040 packed into a portable box with a screen
that worked like the monochrome SM-124 monitor.
Batteries never worked well on this, it ate thru them too quickly but
was very popular with musicians and MIDI.

>Atari STylus: "never released" - was this at the end when
> ATARI hardware production was closed down?

Only have sceen pictures of this one.

>
>Atari STBook: no more information at the above WWW-site.
> Was it released?
> Is it still out there? It looks quite neat.

Never sceen it in person, but have sceen it in a number of
photo's and somewhere I think I got a brocure that Atari made
for it. It was only sold in limited numbers and never went into
full production. Nice machine, but it has no floppy as they
tried making it more energy effecient than the Stacy made
a number of years prior. Much better (Clearer) screen than the Stacy

>Atari Portfolio: looks like a Psion ;)
> Any more informations about this item?

This was one of the First palm held PC computers, it runs on
AA batteries and is PC based (8088 or simliar chip)
Sold well for awhile, but then HP got big into these and
Atari did nothing on releasing newer faster models..
Sort of trying to sell a 286 system after 386's became the
norm and 486's are starting to come out..

>Atari ATW: are there some of these out there?
> I heard from my colleague that colleagues of him were building
> compilers for this machine in those days.
> He was not sure, if they finished this work.

Yes, there were some of these release. I think they used special software. I know of one guy who was in a user group that I use to belong to in San Diego who said he owned one for awhile and traded it for a TT I think. These are very rare, but theres a few web pages out on the net telling you more about all of these models.

Search on Yahoo or another search engine for Atari, TOS or other names and see what you find.. You can spend awhile getting thru all the good Atari pages out there.

Glad to see others still enjoy there Atari computers as do I.

Mike

775. Re: Q: MegaBus Expansion Port in Mega ST 2 computer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36E50F13.1F1BECC9@directprovider.REMOVETHECAPITALS.net>
Source record: 10276

```
Markus Egg a ï¿½crit :
>
> I read that the Mega ST 2 has a
>
> "MegaBus Expansion Port"
>
> [ http://www.netlink.co.uk/users/markn/16Bit/megast.html ]
>
> What "expansions" can be put into this port?
> (I already have a ACSI->SCSI adapter).
>

That's about all that was available. It's a proprietary port. There may
have been some graphics adapters too, but that's about it.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

776. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7c336ggrh1@epos.tesco.net>
Source record: 10277

>>Atari STBook: no more information at the above WWW-site.
>> Was it released?
>> Is it still out there? It looks quite neat.
Nice machine, but it has no floppy as they
>tried making it more energy effecient than the Stacy made
>a number of years prior. Much better (Clearer) screen than the Stacy

but no backlight

777. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <36e51034.436233054@news1.telia.com>
Source record: 10278

On Mon, 08 Mar 1999 21:03:49 +0100, Markus Egg
<Markus.Egg@vcpc.univie.ac.at> wrote:

>Atari STylus: "never released" - was this at the end when
> ATARI hardware production was closed down?
>

Is this the pen-controlled (no keyboard) ST? If not there's also an ST
Pad that never got sold but was a great thing

>Atari Portfolio: looks like a Psion ;)
> Any more informations about this item?

When my Psion recently bit the dust I use Portfolio and it's still
usable.

regards, K.Hampf
e-mail: kare.hampf@pp.inet.fi

- email: kare.hampf@pp.inet.fi -

778. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Markus Egg <Markus.Egg@vcpc.univie.ac.at>
Message-ID: <36E52EFA.7B43754F@vcpc.univie.ac.at>
Source record: 10279

"K. Hampf" wrote:

[...]
> >Atari Portfolio: looks like a Psion ;)
> > Any more informations about this item?
>
> When my Psion recently bit the dust I use Portfolio and it's still
> usable.

:)
On one hand these machines are like dinosaurs (age)
but otoh they are not (they don't die) ;)

ME

P.S.: I won't tell this story to my colleague - he's
a hardcore PSION fan and I guess he would hang himself...
;)

779. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Markus Egg <Markus.Egg@vcpc.univie.ac.at>
Message-ID: <36E530A2.AC81C428@vcpc.univie.ac.at>
Source record: 10280

"Harold R.G. Alley Jr." wrote:
>
> ATW (800) = Atari Transputer Workstation. The super computer that could
> have..... Housed in a full tower case the system board allowed for plug
> in multiprocessor daughter cards utilizing T800 RISC chips capable of
> massive parallel processing. I believe they shipped with Atari System V
> Unix (really does exist!) originally. I would almost kill (not really)
> just for the System five OS.

Sounds like a very interesting machine.
If only 350 ATW's were ever made, it will be quite difficult to get a hand
on it though...

ME

780. Re: Atari 19" monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c3dtl$f3n$1@nnrp1.dejanews.com>
Source record: 10281

In article <7c14kk$m7p$3@news2.xs4all.nl>,
atarist@xs4all.nl (Stichting ST) wrote:

> For the STE there was the SM 194. Same factory as TTM 194 but with
> some slight changes for other pixelclock and linedrivers (soldered
> jumper configurations)

I can get a virtually unused SM194 very cheap, do you know if it's possible to modify it to work with my TT? If you have any schematics or specs on those jumpers I'd be very grateful, a step-by-step-DIY-convert-the-SM194-to-a-TTM194 woulb be even better :-)

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

781. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c3ebnfie1@nnrp1.dejanews.com>
Source record: 10282

In article <36e47d4a.9242859@news.jax.bellsouth.net>,
mharvey5@bellsouth.net (Mike Harvey) wrote:

> Migraph made the most popular model of hand scanner
> along with Golden Image and I think there was a 3rd brand
> but the name I can't think of right now.

There was atleast two other scanners, Naksha made atleast one and then it was
the Daatascan. And what was the name of that Falcon-only colour-scanner?

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

782. Re: Q: MegaBus Expansion Port in Mega ST 2 computer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c3elqfnc1@nnrp1.dejanews.com>
Source record: 10283

In article <36E42C44.A3B5E466@vcpc.univie.ac.at>,
Markus Egg <Markus.Egg@vcpc.univie.ac.at> wrote:

> What "expansions" can be put into this port?
> (I already have a ACSI->SCSI adapter).

I believe your SCSI-adapter is connected to the 20-pin port at the rear left in your Mega. This is a duplicate of the ACSI-port at the back, and not the Megabus.

The Megabus is basically just the entire CPU-bus on one connector, but it was not used very much. The only accessories I can recall that use this bus is Atari's own graphics-card for the SM194/Viking Moniterm 19" monochrome monitor, Titan's Reflex graphics-card, some old ET4000 graphics-cards, Marpet's 8Mb RAM- card and perhaps an ethernet-card.

Jo Even Skarstein

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

783. Re: Not released?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c3flfgmg1@nnrp1.dejanews.com>
Source record: 10284

In article <36E4ABF4.F2130596@earthlink.net>,
"Harold R.G. Alley Jr." <ataripc@earthlink.net> wrote:

> in multiprocessor daughter cards utilizing T800 RISC chips capable of

Actually, the Inmos T800 wasn't a RISC-chip, but a transputer which is an architecture of it's own. I found some info at...

http://www.cs.jcu.edu.au/~ling/transputer.html

> massive parallel processing. I believe they shipped with Atari System V
> Unix (really does exist!) originally. I would almost kill (not really)
> just for the System five OS.

It was shipped with Helios, an OS which still is used and partially supported by some individuals. The ATW does have a network-card (optional?) and a pretty complete C-compiler so it can still be used for a lot of things. And it runs X.

There is a lot more ATW-info at...

http://columbia.digiweb.com/kiffer/ATW/main.html

Btw. I actually saw one of the original ABAQ prototypes at Microdata '89 in Oslo, it was an impressive sight for an owner of a poor 1040ST :-) It was connected to a 19" colour-monitor running X and some X-demos at an (for the time) incredible speed.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

784. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: David Donachie <geas@holyrood.ed.ac.uk>
Message-ID: <Pine.GSO.3.95.990309164836.13641A-100000@holyrood.ed.ac.uk>
Source record: 10285

> I have here the Atin memory board for Falcon
> Uses 4x 4 Mb SIMMM 30p (old type). Old 4 Mb board out, this one in.
> When using low-profile SIM's they fit in the casing. Otherwise you
> are a few mm. short (with the keyboard).
> Sell the bare boards for cost of production and garantee: not working
> send back, money back.

Sounds not bad, where can I get them from and how much do they cost?

Thomas

785. test, ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7c3qkp$js7$1@SOLAIR2.EUnet.yu>
Source record: 10286

```
This is just a test.
It seems there is some trouble with my ISP's news server and
some of my posts disappeared. I hope this gets through.
```

786. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <7c41sb$6m62@news.ajou.ac.kr>
Source record: 10287

On 9 Mar 1999 15:22:42 G, joska@nuts.edu wrote:
>In article <36e47d4a.9242859@news.jax.bellsouth.net>,
> mharvey5@bellsouth.net (Mike Harvey) wrote:
>
>> Migraph made the most popular model of hand scanner
>> along with Golden Image and I think there was a 3rd brand
>> but the name I can't think of right now.
>
>There was atleast two other scanners, Naksha made atleast one and then it was
>the Daatascan. And what was the name of that Falcon-only colour-scanner?
>
>Jo Even Skarstein
>
>------------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Hi folks,

MiGraph made the ColorBurst Color hand scanner for the Falcon.
I have one and it does a pretty good job. (Uses the parallel port)
According to the manual it is a 18-bit color hand scanner that will
scan images in 262,144 colors, 4096 colors, 64 true greyscales and
monochrome.

The Super Color Scan Mode reads 262,144 colors in resolutions of
50/100/150/200 dpi.

Color Mode reads 4096 colors in resolutions of 50/100/150/200 dpi.

Monochrome Grey reads true greyscales with 64 levels in resolutions
of 100/200/300/400 dpi.

Monochrome Text will also do 100/200/300/400 dpi.

I think the software will also increase the 64 grey
scales up to 256 shades when saving out to a .TGA or TIFF.
It also came with some OCR software.

It's a nice looking scanner. The software lacks alot of options.
Mainly it just allows you to scan, clip, and save your images.
The file support is good though. Allowing scans to be saved in
TGA, TIFF, .IMG, and .IFF. Which can be loaded into just about
any good Falcon graphics software for editing or etc. Apex Media,
True Paint/True Image and others are good for editing/file conversion.

Also I have the Golden Image 64 grey scale hand scanner that I
have used on a 4 meg STe with Tos 1.62 with the most excellent

Touchup software. The scanner uses the cartridge port and
according to the box works on all the ST and Mega Atari computers.
Not sure if it will work on the Mega STE or TT. I know for sure that
it will not work on the Falcon due to incompatibility with the
cartridge port. Migraph was suppose to make a cartridge port adapter
that would allow these types of hand scanners to be used with the
Falcon. Not sure if any where made or not. I post a question about
the adapter along time ago in CSAST but got no replys on it.

With the Touchup software you can do 256 greyscales. The Golden
Image hand scanner supports 100/200/300/400 dpi. And does a
excellent job. It's Great for doing a Black and White newsletter
or any DTP work. The GreyScale scans look very good on a Falcon.
Touchup has GDOS support and printing ability built in.
Many nice editing functions and drawing capability. Although the
these type of scanners are monochrome or greyscale
only. And Touchup does not support color. Only monochrome and
greyscales. Also Touchup has many file supports such as .TIF, .IMG,
IFF, and even .GIF. Deluxe Paint on the ST can be used to color
the 16 level greyscale scans that you can save out with Touchup.
Falcon graphics software can also be used to color and edit
the 16, 64, 256 levels of greyscale scans that can be saved out
with Touchup.

The Touchup Software is Falcon compatible. I have version 2.52.
Not sure what the last version is. Would like to know.
Also have the SCAN n SAVE hand scanner software that runs as a
Accessory on the ST series. It is just for doing scans, no real
editing features other than clipping your scan. Nice for doing
scans when using a DTP program like PageStream and etc.

I am considering selling the Golden Image hand scanner with the
Touchup/Scan n Save software. It is in excellent condition with
all manuals, instructions, newsletters and etc.
It has been stored in its original Box for awhile now. I'm
using the ColorBurst scanner on the Falcon for my
scanning needs and don't really need the Golden Image one.

I think there was some other scanning software for the ST and
maybe the Falcon called GT Look II or something like that.
Not sure what scanners it supported. I seem to remember that
it was fairly expensive.
Anyone have details on this scanning software and the scanners
it supports? Is it still available to purchase?

Thanks,
phantomm@eastky.net

787. Hand-scanner!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: enbordal@online.no
Message-ID: <921017308-004850AEicMi@online.no>
Source record: 10288

Hallo! (Now in Norwegian-Enlish!)
If interesting for anyone??:
I have used a Mitsubishi MH105AG-Y1 handscanner
connected to my ST through the Cartridge port.
(I am not sure if I dear to try it on my Falcon?)
--
NORVALD

ATARI FALCON 030

788. Zip drive compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-09 00:00:00 UTC
From: Steve Nelson <steveyray@tomah.com>
Message-ID: <36E5F65F.F0EB5D5@tomah.com>
Source record: 10289

Can the Iomega ZIP Plus be used with an Atari 1040 or Stacy? Email with reply, please.....I tried it with my Mega 4, and I've forgotten how to create a new drive for the computer to see the Zip. The drive does have SCSI, by the way, so that's not it.

Thanks,
Steve Nelson
steveyray@tomah.com

789. Re: Overclocking MC68000 again

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7c642l$qq6$1@nnrp1.dejanews.com>
Source record: 10150

In article <36E67398.436F4E9C@tcpip-gmbh.de>,
=?iso-8859-1?Q?J=FCrgen?= Oppermann <juergen.oppermann@tcpip-gmbh.de> wrote:
>
> Djordje Vukovic wrote:
> > It seems there was an agreement that, with a little luck, a standard
> > 8MHz CPU may work happily on 16MHz. I AM QUITE AWARE that without a cache
> never tried to overclock an Atari 68k, but some i desoldered from old MACs
> only went til 12MHz.
>
> how ever i got me a 16MHz 68k and put it in my ST - never took the time to
> optimise this, but all internal accesses e.g. DIV & MUL run at 200%
> (what's of course quite reasonable, if you asked me as i double clock it)
>
> > * CPU is switched to 8MHz by AS active or UDS/LDS active for bus access-
> > seems VERY reasonable, as the MMU and RAM would not follow the 16MHz
clock;
> i too tried to improve RAM access as i have a 4MB F030 board in there and do
not
> see the reason why it couldn't be read/write with 16MHz i.e. an access would
be
> at least 2-3 clock cycles = 64.5ns * 2 = 125ns so i'd expect an 80ns RAM to be
> quite sufficent - however the ST never booted with a 16MHz driven RAM.
> 74LS244 bus drivers too slow ?

I had to replace these when I installed the HBS T-36 in my Mega. It was also
necessary to replace them when installing an SST board.

>
> > * Mario Becroft suggested to me that ROM access might be done on 16MHz, with
> > a noticeable speed improvement. Seems reasonable, too; maybe I should
> > inhibit switching to 8MHz while ROM-select lines are active; does anybody
> > have any experience with this? I guess that my FPU can also be accessed
> > on 16MHz then?
> i have only a quite simple TTL circuit to switch 8/16MHz but tried to double
> clock ROM - for some strange reasons - gembench gives 114% on ROM |:
>
> to be precise if my circuit works right 16MHz should be on ROM access and
> CPU internal access. 8Mhz on all other periphal accesses (e.g. the PSG shall
> gets a too "long" CS (or DTACK?) from the MMU which might be overdriven by
16MHz
> accesses ... so you'd have to buffer and shorten it with monoflops or sth.)
>
> some SCSI-adapter shall be to slow on byte-accesses on 16MHz
>

> > * Both circuits also switch the CPU to 8MHz while BG (bus grant) is active.
> > The last item I DO NOT UNDERSTAND! Documentation for the MC68000 says that
> doesn't makes to me any sense either as i think to remember the ST won't
> use it anyways - perhaps for DMA ?
>
> it's just a way of easyly being sure CPU works on internal opcodes i believe.
> or, no i think it was used to determine the right clock phase to toggle
8/16MHz
> without danger of crashing CPU - i should look it up agin at home ...
>
> > Any comments / experience on this?
> i stopped working on the 16Mhz improvement just on lack of dicipline and
> sparetime, but i'm quite intrested to get more out of the thing besides speedy
> DIVs and MULs (:
>
> > Switch CPU to 8MHz IF
> > there is a bus access (AS active)
> > AND NOT
> > bus-granted OR rom-select OR fpu-select
> hm, should think this over - did all this last year, you know - tend to
> back up "elderly data" deep into my brains (=
>
> feel free to get in touch if you like to evolve this ...
> --
> Dipl.Inf.(FH) J&#65533;rgen Oppermann mailto:technik@liquidaudio.de
> TCP/IP GmbH, Berlin (Germany) http://www.tcpip-gmbh.de
> Phone/Fax: +49.30.44 33 66 - 0/15
>
> Liquid-Audio im Vertrieb der TCP/IP GmbH http://www.liquidaudio.de
> ==========
> "We apologize for the inconvenience" http://www.joogn.de
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

790. Matrix Graphic card

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: rmahlert@delphi.com
Message-ID: <7c4dfgcie1@nnrp1.dejanews.com>
Source record: 10290

Hi,

I have a Matrix TC 1203 or 8 (Can't read the label) with a DB-9 female connector on a TT030.
I tried using a DB-9 Male to HD-15 Female adaptor to connect it to my SVGA monitor. But no luck..

Can anyone help out? Any Ideas?

Thanks in Advance...
Rob Mahlert
Rmahlert@delphi.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

791. Re: Overclocking MC68000 again

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7c4ecvdou1@SOLAIR2.EUnet.yu>
Source record: 10291

I apologize in advance to everybody if you have already seen my post
almost identical to this. It seems that my ISP has had some troubles
and the message just vanished- at least from my point of view. So, here
it is again, re-written form memory:

On 8 Mar 1999 00:50:17 G, Branko Badrljica wrote:

>I would think about switching clock into high gear only when CPU is doing nothing
>on the bus, which would be
>when CPU's BG is inactive AND all strobe lines are inactive or at least some of
>them (AS OR (LDS and UDS))or when
>CPU is reading TOS 2.06 EPROMs....
>Note that there is difference in AS and UDS/LDS timings. Later two are activated
>a full cycle later during the write cycle, so
>using that might mean a few % more speed, if machine accepts that...

I am aware of the one-period difference. But maybe the MMU expects it
to be just so, in order to do WRITEs correctly?

BTW is there somewhere a source available where one can find COMPLETE
description of MMU's operation? Internal counters, timings, etc...

>Prepare yourself for many strange effects, like slight variations in the machine
>speed, depending
>on the machine temperature, intermittent lockups, etc. But with a little luck it
>might even work.

Of course. I wouldn't be surprised if it didn't work at all.

>> Switch CPU to 8MHz IF
>> there is a bus access (AS active)
>> AND NOT
>> bus-granted OR rom-select OR fpu-select
>>
>I would define criteria for 16 MHz work rather than for 8 MHz.
>I would say something like that:
>switch to 16MHz only if:
>-BG is active (since then CPU is doing internal op's anyway- might help during
>long DIV instruction...)
>-or if BG is inactive and:
> -bus is inactive (AS or LDS/UDS, try both combinations)
> -or bus is active but adress is in range of 14-15 Mb (TOS 2.06) or maybe
>12-13 Mb (old TOS if memory serves me)

It seems to me that your and mine conditions are logically equivalent,
except for the fpu bit.

>If you want to further complicate things, you might want to add input for turbo
>switch, but it should be latched, since frequency swithing
>is possible only at certain moments and not whenever you please....

That is understood. Manual switching has to be correctly synchronized. And
I think that there MUST be a manual switch, just in case...

>Good luck,
>
>Brane

Thanks for the useful information.

Cu.

792. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7c4ed7dou3@SOLAIR2.EUnet.yu>
Source record: 10292

I apologize in advance to everybody if you have already seen my post
almost identical to this. It seems that my ISP have had some troubles
and the message just vanished- at least from my point of view. So, here
it is again, re-written form memory:

>WALTER R wrote:
>>
>> Can anyone tell if it is possible to use a Hand scanner with an Atari Mega ST?
>> The only hand scanneres that I can find are the ones used for the PC's. I
>> have not been able to locate a scanner that will work with any atari computer.

I have a Logitech Scanman b/w hand scanner that is connected to the cartridge
port by an adaptor, and using an external power supply (12V 700mA).
It scans up to 400dpi. I bought it second-hand without any documentation, so
I do not know about the number of grayscale levels, real or emulated. The
connector on the scanner cable is identical to those on PC scanners
(small round one with a lot of pins), so I guess that just the adaptor is
specific to the Atari.

The drawback of my scanner/adaptor combination is that apparently the
only application with a driver for it is Repro Studio Jr (not very good).

BTW. I got the scanner with a stupid unregulated power supply containing
just a transformer, a rectifier and a condenser. I added a 7812 voltage
regulator into power supply and that improved the quality of the
scanned pictures significantly.

On 8 Mar 1999 14:55:17 +, BobKing wrote:
>Have you considered the flat bed scanners. I have one (PrintTechnik)
>from Germany, (a modified scanner/copier) that couples to the printer
>port of my MegaST4 and directly scans into Calamus 1.09n and Megapaint 4
>Pro. It is mono 200dpi and up to 16 dithered grayscale. I tried to sell
>it on this board but no luck.

I have tried this scanner and didn't like it very much. The 200dpi
resolution can be very awkward if you want to print at 1:1 scale in
300dpi resolution- software magnification by 150% just never works right.
And the resolution is not even 200dpi. It is, if I remember correctly,
195x205 dpi (same as on a fax machine), so that it distorts each
picture slightly.

Generally speaking, though, flatbed scanners are much easier to use
than handheld- if you have enough desktop space.

Cu.

793. Re: Q: MegaBus Expansion Port in Mega S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7c4ed2dou2@SOLAIR2.EUnet.yu>
Source record: 10293

On 9 Mar 1999 15:28:07 G, joska@nuts.edu wrote:

>The Megabus is basically just the entire CPU-bus on one connector, but it was
>not used very much. The only accessories I can recall that use this bus is
>Atari's own graphics-card for the SM194/Viking Moniterm 19" monochrome
>monitor, Titan's Reflex graphics-card, some old ET4000 graphics-cards,
>Marpet's 8Mb RAM- card and perhaps an ethernet-card.

It is not EXACTLY identical to the entire CPU-bus, though the pin layout
is very similar to that on the dual-in-line MC68000. But there are no
+Vcc pins on the Megabus, and some of the bus-arbitration signals
(I think BG) do not come directly from the CPU but through a couple
of additional chips.

I think there were several FPU cards (one made by Atari) that fitted into
this port.

Cu.

794. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36E62D1E.695329FA@directprovider.REMOVETHECAPITALS.net>
Source record: 10294

David Donachie a ï¿½crit :
>
> > I have here the Atin memory board for Falcon
> > Uses 4x 4 Mb SIMMM 30p (old type). Old 4 Mb board out, this one in.
> > When using low-profile SIM's they fit in the casing. Otherwise you
> > are a few mm. short (with the keyboard).
> > Sell the bare boards for cost of production and garantee: not working
> > send back, money back.
>
> Sounds not bad, where can I get them from and how much do they cost?
>
> Thomas

I wish you good luck in finding 4Mb 30pin SIMMs. These were never
standardized and therefore, if ever you find any (they are quite rare),
you might have to deal with compatibility issues. I would suggest
finding the SIMMs first, then ordering the Falcon board.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

795. Re: Zip drive compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36E62C8B.C0A499DF@directprovider.REMOVETHECAPITALS.net>
Source record: 10295

Steve Nelson a ï¿½crit :
>
> Can the Iomega ZIP Plus be used with an Atari 1040 or Stacy? Email with
> reply, please.....I tried it with my Mega 4, and I've forgotten how to
> create a new drive for the computer to see the Zip. The drive does have
> SCSI, by the way, so that's not it.

Yes, it works as a SCSI device with a SCSI host adapter, NOT on the
parallel port.

You don't actually "create" a new drive, you add the icon to the desktop
and maybe format and partition the drive with AHDI (not sure how well it
handles Zips) or HD Driver (strongly recommended for Zip drives).

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

796. Re: How do I get on the net with an Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36E64C8F.96F28D7A@directprovider.REMOVETHECAPITALS.net>
Source record: 10296

fraser a ï¿½crit :
>
> Can someone please tell me everything I need to have to get internet
> access for an Atari ST. I would like to have access to e-mail and (if
> possible) web browsing. I can transfer files from the PC to the Atari ST
> in order to get any software required. Is there any info I need to get
> from my ISP in order to make the internet connection work?
> Thanks everyone for your help.

There are several pages that will tell you all you need to know to get
on the net with an ST, including the Quick FAQ and
http://www.acay.com.au/~stevebj/sting.txt

Basically, you need
Hardware
-At least 1Mb RAM (more if you want to browse the web comfortably).
-A hard drive (you can use a floppy, but where will you store you email
messages? and browsing the web is way toooo slooooow).
-A Modem (more than 14.4K is pointless on an unmodified ST).

Software
-A proper serial port driver: HSModem
-A TCP/IP stack and dialer: STinG
-A mail/newsreader: Newsie
-A WWW browser: CAB
-Any other client, FTP, IRC, telnet...

Follow the instructions delivered in the Quick FAQ and you should be
set...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

797. Re: Atari 19" monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7c5o0s$ql6$7@news2.xs4all.nl>
Source record: 10297

On 9 Mar 1999 15:15:11 , joska@nuts.edu wrote:
>
>I can get a virtually unused SM194 very cheap, do you know if it's possible to
>modify it to work with my TT? If you have any schematics or specs on those
>jumpers I'd be very grateful, a step-by-step-DIY-convert-the-SM194-to-a-TTM194
>woulb be even better :-)
>
The story behind this is as followes:
Jeffrey Willemsen is an active contributor to the magazine and the
Stichting.
To have bread on the table he works with a big firm that repairs all
kind of computer stuff for bigger firms.

They were offered a contract for taking care of many b/w monitors.
They did not want until Jefferey told them that Moniterm monitors are
also know as Atari 19 " b/w screens.
And that he knows how to get them (working or for spare parts.)
I have here 2 TTM 194 and a SM 194. Working but not in a good
condition at all.
He takes them, I buy other (better) ones, I can deliver maybe more of
those and everybody is happy.
He told met that that SM 194 was also welcome because it is the same
except..... (technic talk, not reproduceble).

But I will ask him to get the info on paper.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

798. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7c5o10$ql6$8@news2.xs4all.nl>
Source record: 10298

On 9 Mar 1999 16:49:11 , David Donachie wrote:
>> I have here the Atin memory board for Falcon
>> Uses 4x 4 Mb SIMMM 30p (old type). Old 4 Mb board out, this one in.
>> When using low-profile SIM's they fit in the casing. Otherwise you
>> are a few mm. short (with the keyboard).
>> Sell the bare boards for cost of production and garantee: not working
>> send back, money back.
>
>Sounds not bad, where can I get them from and how much do they cost?
>
I Holland I sell thenm for Hfl 25,-.
As you sure know :-) a Hfl is 2.20371 Euro.
And without doubt you know the Pound/Euro exchange rate.
Put some extra with it for the postal stamps *about $1 to keep it
simple* and you have your cost.

I send you the card when I have an adress, wait till I hear from you
again and if it works we can figure out how to get the money here.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

799. Re: Overclocking MC68000 again

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-10 00:00:00 UTC
From: Jürgen Oppermann <juergen.oppermann@tcpip-gmbh.de>
Message-ID: <36E67398.436F4E9C@tcpip-gmbh.de>
Source record: 10299

Djordje Vukovic wrote:
> It seems there was an agreement that, with a little luck, a standard
> 8MHz CPU may work happily on 16MHz. I AM QUITE AWARE that without a cache
never tried to overclock an Atari 68k, but some i desoldered from old MACs
only went til 12MHz.

how ever i got me a 16MHz 68k and put it in my ST - never took the time to
optimise this, but all internal accesses e.g. DIV & MUL run at 200%
(what's of course quite reasonable, if you asked me as i double clock it)

> * CPU is switched to 8MHz by AS active or UDS/LDS active for bus access-
> seems VERY reasonable, as the MMU and RAM would not follow the 16MHz clock;
i too tried to improve RAM access as i have a 4MB F030 board in there and do not
see the reason why it couldn't be read/write with 16MHz i.e. an access would be
at least 2-3 clock cycles = 64.5ns * 2 = 125ns so i'd expect an 80ns RAM to be
quite sufficent - however the ST never booted with a 16MHz driven RAM.
74LS244 bus drivers too slow ?

> * Mario Becroft suggested to me that ROM access might be done on 16MHz, with
> a noticeable speed improvement. Seems reasonable, too; maybe I should
> inhibit switching to 8MHz while ROM-select lines are active; does anybody
> have any experience with this? I guess that my FPU can also be accessed
> on 16MHz then?
i have only a quite simple TTL circuit to switch 8/16MHz but tried to double
clock ROM - for some strange reasons - gembench gives 114% on ROM |:

to be precise if my circuit works right 16MHz should be on ROM access and
CPU internal access. 8Mhz on all other periphal accesses (e.g. the PSG shall
gets a too "long" CS (or DTACK?) from the MMU which might be overdriven by 16MHz
accesses ... so you'd have to buffer and shorten it with monoflops or sth.)

some SCSI-adapter shall be to slow on byte-accesses on 16MHz

> * Both circuits also switch the CPU to 8MHz while BG (bus grant) is active.
> The last item I DO NOT UNDERSTAND! Documentation for the MC68000 says that
doesn't makes to me any sense either as i think to remember the ST won't
use it anyways - perhaps for DMA ?

it's just a way of easyly being sure CPU works on internal opcodes i believe.
or, no i think it was used to determine the right clock phase to toggle 8/16MHz
without danger of crashing CPU - i should look it up agin at home ...

> Any comments / experience on this?
i stopped working on the 16Mhz improvement just on lack of dicipline and
sparetime, but i'm quite intrested to get more out of the thing besides speedy
DIVs and MULs (:

> Switch CPU to 8MHz IF
> there is a bus access (AS active)
> AND NOT
> bus-granted OR rom-select OR fpu-select
hm, should think this over - did all this last year, you know - tend to
back up "elderly data" deep into my brains (=

feel free to get in touch if you like to evolve this ...
--
Dipl.Inf.(FH) Jï¿½rgen Oppermann mailto:technik@liquidaudio.de
TCP/IP GmbH, Berlin (Germany) http://www.tcpip-gmbh.de
Phone/Fax: +49.30.44 33 66 - 0/15

Liquid-Audio im Vertrieb der TCP/IP GmbH http://www.liquidaudio.de
==========
"We apologize for the inconvenience" http://www.joogn.de

800. Migraph

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <36e5c550.11374672@news.jax.bellsouth.net>
Source record: 10151

Does anyone know, is Migraph still in business?

They had developed so much for the ST and I'm not sure they ever
really moved into the PC market much. Are they still around today?

801. Re: 8 MEG in MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7c7phppbg1@news8.svr.pol.co.uk>
Source record: 10152

On 8 Mar 1999 18:23:24 G, Dennis Vermeire wrote:
>Brian Van Tilborg <madmax@bfree.on.ca> wrote :
>
>>Has anyone installed
>>the 8meg RAM boards and if so how do they work? Any problems. Are they
>>useful? Do they work with the Mega 2s?
>
>A couple of months ago I installed one for someone I know, but let us not
>make any mistakes here, there have been several boards on the market.
>AFAIK the only one for sale now is the MAGNUM RAM expansion board.....

Indeed - Marpet have long since gone out of business, with System Solutions taking on production of their memory upgrade boards. The bigger memory upgrades never made it to the marketplace for whatever reason.

>Only the MAGNUM ST card needs a bit of work done:
I reviewed this card in Atari Computing some time ago BTW.

>installing the board is a straightforward five minutes job. Supposing the
>processor is soldered on the mainboard, it will have to come out and be
>replaced with a socket. You can desolder the processor very carefully or
It might also be possible to solder a DIL socket on top of the processor, depending upon the particular positioning of components etc. However, putting in a socket as you've described is a much more elegant method!

>The card can be bought from SEIDEL Software Service, 199DM for a bare
In the UK the dealer is Nick Harlow (nharlow@cix.co.uk) of 16/32.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

802. Re: Clock patch problem...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7c7phqpbg2@news8.svr.pol.co.uk>
Source record: 10153

On 6 Mar 1999 14:31:29 G, Levien van Zon wrote:
>Robert Schaffner (robscha@data.rhein-main.de) wrote:
>
>: Normaly this clock patch works perfectly. Mean that the machine
>: must run, SCSI transfer is another story.
>
>Well, I looked it up in your DOIT archive, I think I now see what went
>wrong: I also need to remove R221, R222 and R216
>I overlooked that in the text I originally used (in the CBHD manual),
>as I had no German dictionary at hand at the time...

A bit late for you now, but I have an English translation of the CBHD
distribution on my web site.

The original archive is still needed if you want to use the driver itself.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

803. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7c7phrpbg3@news8.svr.pol.co.uk>
Source record: 10154

On 8 Mar 1999 10:58:51 +, Nicholas Bales wrote:
>
>
>David Donachie a crit :

```
>> 4 What are the best currently available ways to upgrade the performance of
>> the machine (other than adding an FPU) ? Perferably ways that don't

>The best way seems to be the CenTurbo II board, but it costs the 300
>pounds. It also includes a RAM upgrade that adds TT ram (faster and more
>expandable than the 14Mb of ST RAM).

System Solution's current price is 199GBP - soon to rise, but not to that
dizzy height I trust! :-))

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

804. Re: Zip drive compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <36E78E4D.134F@ooc.de>
Source record: 10155

Steve Nelson wrote:

> Can the Iomega ZIP Plus be used with an Atari 1040 or Stacy? Email with
> reply, please.....I tried it with my Mega 4, and I've forgotten how to
> create a new drive for the computer to see the Zip. The drive does have
> SCSI, by the way, so that's not it.

HDDRIVER supports ZIP drives including all their special features:
http://acp5.chemie.uni-kl.de/seimet/atari_english.html

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

805. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c88mintb1@nnrp1.dejanews.com>
Source record: 10156

In article <7c41sb$6m62@news.ajou.ac.kr>,
phantomm@eastky.net (Phantom) wrote:

> I think there was some other scanning software for the ST and
> maybe the Falcon called GT Look II or something like that.
> Not sure what scanners it supported. I seem to remember that

It support(ed?) Epson SCSI flatbed-scanners.

> it was fairly expensive.
> Anyone have details on this scanning software and the scanners
> it supports? Is it still available to purchase?

I have no idea, sorry.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

806. Re: Atari 19" monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7c88t7$o66$1@nnrp1.dejanews.com>
Source record: 10157

In article <7c5o0s$ql6$7@news2.xs4all.nl>,
atarist@xs4all.nl (Stichting ST) wrote:

> But I will ask him to get the info on paper.

Thanks, I'd appreciate that. Sending away the SM194 or trade it for a TTM is not really an option for me because of the high cost. Unless I can do it myself (or get someone to do it locally) the SM is not worth buying.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

807. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <36E7C582.FEC373F5@cfc.dnd.ca>
Source record: 10158

David Donachie wrote:
> > The LAN port is actually a serial port in disguise. You can use modems
> > on it, as long as you use a Mac type cable.
> Does it work at the same speed as the modem port? And can I just use a
> normal modem as long as the cable is right or do I need a Mac type
> modem??? (Ignorant me!)
> > > 3 What is the easiest/cheapest/best way to give it more Ram??
> > A second hand RAM board would be the cheapest, either the Atari one or a
> > 3rd party SIMM board, but these are all hard to come by.
> Are there any other options? Since I don't think my chances of finding
> them are great.

Wizztronics sells a Falcon RAM board for 72 pin 16 MB RAM.
Try http://www.wizztronics.com/memory.htm
not hard to come by for 100$ USA :-)

> > Go for it, but don't forget you'll need a VGA monitor to go with it.
> Thats ok, I've managed to find a PC owner with one too many monitors...
> Thanks
> Thomas

808. FS, Swap or P/X: Atari Stuff. GBP or USD;) (11/3/99) Update.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <QI+i9RAvcB62Ewjp@steverosie.demon.co.uk>
Source record: 10159
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer,netcom.uk.forsale

Please Note: I am willing to accept US Dollars in cash only.

The Atari Software eXchange

Updated: Thursday 11th March 1999

All prices are in GBP's.

I am willing to accept US DOLLARS (USD) as well as GB pounds for
Atarian's outside of the UK.

I have the following Atari gear for sale. Prices do not include
postage, please
ring for postage costs etc...

Atari ST Compilation Packs
Atari STE Discovery Xtra Pack,
featuring: Final Fight, Sim City, Escape from the Planet of
the Robot
Monsters, 9 Lives and the Language Disk. 5
Atari 520STE Turbo Pack,
Featuring: STOS, Hyperpaint 2, Music Maker 2, FirST BASIC,
Blood Money,
Anarchy, Human Killing Machine, Impossible Mission,
Dragon's
Breath, Indianna Jones and the Last Crusade, Outrun,
and Super
Cycle. 15

Compilations
3 Each
Top Shots, featuring: Kick Off + Extra Time.

4 Each
Hollywood Collection, featuring: Ghostbusters II, Indiana Jones and
the Last
Crusade & Robocop. No Batman or
instructions.

5 Each
Champions, featuring: Manchester Untied, World Boxing Championship &
Jahangir
Khan Squash. No Box.
Finale, featuring: Overlander, Ghosts 'n' Goblins, Paperboy & Space
Harrier.
TNT, featuring: Xybots, Toobin, APB, Dragon Spirit & hard drivin'.

Star Wars Trilogy, featuring: Star Wars, The Empire Strikes Back &
Return of the
Jedi. NO box.
Mega-lo-Mania & First Samurai.

Adventure, Strategy, Puzzle & Trivia type
1 Each
Spidertronic
Tau-Ceti. No box or instructions.

2 Each
Archipelagos
Crash Garrett
Deflektor
Go-Moku/Renju
Quizam!
Skweek
The Quest for the Time Bird
Tower of Babel

3 Each
Advanced Dundgeons and Dragons 'Heroes of the Lance'. No box.
Borodino
Chess Player 2150
Corporation
Curruption. No Box.
Driller. Including a model of the planets surface.
Dungeon Master Editor. No box.
Dungeon Master Expansion Set #1 - Chaos Strike Back & Utility Disk.
Federation of Free Traders (F.O.F.T.). No box.
Last Ninja 3
Lords of Chaos
Murder
Populous

4 Each
Operation Stealth

5 Each
Dungeon Master
Kings Quest I. No Box.
Kings Quest II. No Box
Kings Quest III. No Box.
Buy all 3 Kings Quest Adventures for 15 inclusive of postage (UK only).
Leasure Suit Larry in 'The Land of the Lounge Lizards'.
*** WARNING ***
Leasure Suit Larry contains ADULT Material. Parental guidance is
suggested.
Shadowlands
Space Quest. No box.
Terrorpods

10 Each
Frontier - Elite II. 1 meg.
Indy - Indianna Jones and the Last Crusade 'The Graphic Adventure' (6
disks).
I've no idea if this needs 1 meg! It comes with The Arcade game as
well.
Populous II. Both 1 meg and 512k versions.

Simulations
2 Each
Hunter Killer

3 Each
Falcon The Mission Disk Volume 1.

5 Each
Battlehawks 1942
Falcon. The F-16 Fighter Simulation. ï¿½7 including Mission disk 1.
Flight of the Intruder. Additional Features for 1 meg owners.
Mig-29 Fulcrum. 1 meg needed.

7.50 Each
Flight Simulator II. Including Western Europe Scenery disk.
Formula One Grand Prix (Microprose)
Gunship

10 Each
Reach for the Skies. 1 meg.
Silent Service II. Requires 1 meg.

Sports
2 Each
Football Director
Hyperbowl. No Box.
Super League Soccer
World Cricket

4 Each
Kick Off 2 + World Cup 90

5 Each
Sensible Soccer. 1992/3 Season Edition. Computer Game of the Year 1993.

10 Each
Championship Manager End of 1994 Season Data up-Date disk.
Comes with Championship Manager (1 meg) and Championship Manager
Italia.
Altogether 8 disks.

Arcade
1 Each
Hard Drivin'. No instructions or box.
Nitro Boost Challenge

2 Each
Alpha Waves
Bad Company
Ballistix
Cabal
Defenders of the Earth
Fast Food. Featuring Dizzy.
Flood
Formula 1 Grand Prix (not Microprose)
Hard Drivin'
Hong Kong Phooey
Mean Machine
Outrun. No instructions, you don't need them.
Popeye 2
Robocop
Steg The Slug
The Light Corridor
Whirligig
Yogi Bear & Friends in the 'Greed Monster'

3 Each
Awesome
Championship Wrestling
Barbarian (Palace). The one with gladiator 'Wolf' on the box.
Barbarian (Psygnosis)
Cap'n Carnage
Captain America. No Box.
Chase HQ II. No Box.
Defender II
Dragon Breed
First Samuri. No Box.
Golden Axe
Harley-Davidson 'The Road to Sturgis'
Hudson Hawk
Impossamole
Mach 3
Menace
Operation Thunderbolt
Operation Wolf
Oxxonian
Prince of Persia
Risky Woods
Robocop 2
Shadow of the Beast
Speedball 2
Spindizzy Worlds
Spitting Image
Star Breaker (Brand New) Still Shrink wrapped.
Star Wars
Switchblade II
Teenage Mutant Hero Turtles

The New Zealand Story
The Simpsons - Bart V's The Space Mutant
The Untouchables
Thunder Blade
Total Recall
Vigilante
Wizkid. No Box.

4 Each
Ghostbusters II
Lotus III

5 Each
Street Fighter II
Millenium 2.2

Serious Stuff

C-Breeze. 'The C Programmers Editor'.....
5
CAD-3D .....
4
Easy Text Professional 'Desktop Publishing System'.....
10
Fontpac Plus. GEM Fonts for the Atari ST. A set of 300x300 fonts for
Laser and
Deskjet printers. Castleton Roman & Matlock Roman.....
5
Gnu 'C' .....
4
Golden Image hand Scanner manual & Touch-Up (No box) .....
5
HiSoft BASIC .....
10
HiSoft 'C' Interpreter .....
10
HiSoft Tempus 2 'The Editor'.....
5
Hyperpaint .....
3
Hyperpaint 2 .....
5
Kcomm .....
5
Lattice C v5 .....
20
Lattice C v5.6 .....
25
MacSEE, 'The Macintosh - ST Connection' .....
3
Prodata 'The Ideal Database Solution'.....

10
Redacteur 3. Requires 1 meg memory. No box .....
20
Shoot 'em Up Construction Kit (S.E.U.C.K.) .....
4
ST BASIC, Revised Edition .....
5
S.T.O.S Compiler .....
3
Superbase Personal 'Relational Database System' .....
10
Talespin 'An Adventure Game Creation Program' .....
5
Timeworks Desktop Publisher .....
15
Ultimate Virus Killer (UVK) 6.6 .....
3

CD-ROM's
The First Atari CD-ROM. Possible collectors item .....
15

Hardware
Multi-Face ST ripper cartridge by Romantic Robot (NOT STE) .....
15
STOS Maestro Plus. Software and sound sampling cartridge .....
25
Syncro Express Disk back up hardware .....
25

Books
Atari ST Internals by Abacus .....
5
Discovery Pack Book 2, S.T.O.S. The Game Creator Manual .....
3

Please remember prices DO NOT include postage.

ALL prices are in GBP's

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk
Nick: Mocknbird Tel: (+44) 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

809. Graphics cards/ accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: bbox <info@brain-box.demon.co.uk.nospam>
Message-ID: <01be6bfd$c461e340$02c809c0@purple>
Source record: 10160

Hi,

Does anyone know of any graphics cards, or CPU accelerators
that are/or have been available for the Atari ST/STe? Any web
sites where these things are detailed? I know of the new clones,
etc but wondered if there are any actual add on boards/etc.

Thanks

Bob.

810. Ok, to attach an RGB monitor to the Falcon...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: "Jim W. Krych" <jwkrych@n2net.net>
Message-ID: <7c9edjmpj1@athena.netset.com>
Source record: 10161

Here I am again:

To attach an RGB monitor to the Falcon030. WHAT setting should M1 and M0 be?
This would be a Magnavox 1CM135, 15.75KHz.

Thank you very much! Please respond via email!

Jim

811. Re: Graphics cards/ accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7c9fmg$em7$2@roch.zetnet.co.uk>
Source record: 10162

On 11 Mar 1999 20:27:42, "bbox" wrote:
>Hi,
>
>Does anyone know of any graphics cards, or CPU accelerators
>that are/or have been available for the Atari ST/STe? Any web
>sites where these things are detailed? I know of the new clones,
>etc but wondered if there are any actual add on boards/etc.
>

The only STe one (apart from old stock PAK68's etc) that is available right
now is the Veloce for the STe by the Upgrade Shop. There is a 68030 based
accelerator being designed at the moment, release hopefully in teh late
summer, it'll have VGA, IDE and a lot of extra RAM too, TT processing aand
better than Falcon graphics is the aim...

chrisc

812. Re: Graphics cards/ accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: bbox <info@brain-box.demon.co.uk.nospam>
Message-ID: <01be6c11$44e2a320$02c809c0@purple>
Source record: 10163

Thanks for the info. Sounds good.

Bob.

>
> The only STe one (apart from old stock PAK68's etc) that is available
right
> now is the Veloce for the STe by the Upgrade Shop. There is a 68030 based

> accelerator being designed at the moment, release hopefully in teh late
> summer, it'll have VGA, IDE and a lot of extra RAM too, TT processing
aand
> better than Falcon graphics is the aim...
>
> chrisc
>

813. Re: Vintage Atari Program disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: johnr@thedruid.demon.co.Remove.To.Reply.uk
Message-ID: <G755YJAV4D62EwCZ@thedruid.demon.co.uk>
Source record: 10164

Hi thete,

> I'm no lawyer, folks, but I find these comments interesting.
> How do we regard a computer author, who simply disappears from view,
> refusing to acknowledge any connection with his program or
> refusing to reply to requests...? Or another who simply disappears
> from view, with no trace of his existence?
>
> What rights do they have?

In terms of the UK. Copyright exists automatically in a copyrightable work until the author/creator has either been dead (I think it is now 75 years), or he passes the copyright onto someone else.

He has the right to copy the work and to prevent others from doing so, hence 'copyright'. If a person is violating copyright the author may apply to court for an injunction and damages. (Violating an injunction is contempt of court and hence imprisonable.) In the UK a court will NEVER make punitive awards, damages then will be limited to the amount lossed directly and indirectly as a result of the violation - containing no element of punishment.

Essentially that is all there is to it.

John.

--

--
+---+
| ====== The Druid Wales UK >*< InterNet GateWay |
| I I gatekeeper@thedruid.demon.co.REMOVE.TO.REPLY.uk |
+---+

814. Re: Software required!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-11 00:00:00 UTC
From: "Harold R.G. Alley Jr." <ataripc@earthlink.net>
Message-ID: <36E898C3.9530A18D@earthlink.net>
Source record: 10165

martin_wootton@hotmail.com wrote:

> I'm not exactly sure what I'm after, but a friend has a 520 ST and requires a
> boot disk/system disk? (Presuming it's something like the amiga workbench)
> Can anyone point me to a site where I can download this, or obtain a disk(s)
> from?
>
> Thanks in advance,
>
> Martin
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

If it is an original 520 ST your machine most likely needs a TOS 1.0 floppy. The very first 520's did not have TOS in rom. I used to have one before I got my first Mega ST. I will check to see if I still have the disk (will have to do some digging)

Harold Alley
AlleyCat Computer Systems

Atari Mega 4, TT 030, Mega STe, Portfolio, PC5, CDAR 504, SX212
Atari 400, 800xl, 130xegs, 130xe, ATR 8000, XMM 801, 1020, XM301,
Atari 2600, 7800, Jaguar/CD, Touch Me, LynxII

815. Re: Atari Hand Scanner ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <7c9ltu$fq1$1@roch.zetnet.co.uk>
Source record: 10166

On 7 Mar 1999 19:56:21 -, WALTER R wrote:
>Can anyone tell if it is possible to use a Hand scanner with an Atari Mega ST?
>The only hand scanneres that I can find are the ones used for the PC's. I
>have not been able to locate a scanner that will work with any atari computer.
>If anyone has a glue where to find please let me know.
>Thanks

Wait a minute: I have one somewhere. It worked on a Mega but will not
work on my TT. If you're patient, I may even find it and you can have it.

Cheers,
Charles.

816. Re: WANTED: A Good Quality SCSI Cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <7c9lu4$fq1$2@roch.zetnet.co.uk>
Source record: 10167

On 9 Mar 1999 10:19:55 +, Steve Stupple wrote:
>
>Hi
>
>I'm in need of a couple of good quality external SCSI cables (centronics
>style).
>
>I'm a little low on cash at the moment, so can offer 20GBP's worth of
>Atari software/hardware, PD software or the first (this is what I am
>told) CD-ROM for the Atari.

You can probably get your required cable from PC WORLD stores for about
20 ukp.

Charles.

817. Re: How do I get on the net with an Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: Markus Egg <Markus.Egg@vcpc.univie.ac.at>
Message-ID: <36E85E63.978BDBB9@vcpc.univie.ac.at>
Source record: 10168

Nicholas Bales wrote:

[...]
> Basically, you need
> Hardware
> -At least 1Mb RAM (more if you want to browse the web comfortably).
> -A hard drive (you can use a floppy, but where will you store you email
> messages? and browsing the web is way toooo slooooow).
> -A Modem (more than 14.4K is pointless on an unmodified ST).

E.g. with my normal 3com 56k Modem I get 19200 all the time.
And 56k modems aren't that expensive these days.

I used a Zyxel modem with 14.4K before and imho it is a
difference...

> Software
> -A proper serial port driver: HSModem
> -A TCP/IP stack and dialer: STinG
> -A mail/newsreader: Newsie
> -A WWW browser: CAB
> -Any other client, FTP, IRC, telnet...

Btw. do some others have the same problem:
sometimes some not-so-good-software has problems
when connecting to the net.
In the end I cannot use the Quit or Exit of the program
but I can use the ACCs.
Now when I reboot, the timing and cost information from the
dialer(CR by Rottengatter) is gone.
Are there any ACCs that do a hangup and write the
appropriate DIALER-information for connection-time and
costs to the appropriate file?

Thanks in advance
ME

818. Re: Falcon Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <7ca6ji$27e$1@remarQ.com>
Source record: 10169

>> 2 Has anything ever been developed for the Lan port?

>The LAN port is actually a serial port in disguise. You can use modems
>on it, as long as you use a Mac type cable.

Some drivers have been written for CuBase Audio Falcon to take
advantage of a few MACintosh MIDI interfaces and such. I'm not sure
the 'exact' devices supported, but there are some.

>> 3 What is the easiest/cheapest/best way to give it more Ram??

>A second hand RAM board would be the cheapest, either the Atari one or a
>3rd party SIMM board, but these are all hard to come by.

I recommend checking into a Centek Centurbo II card...
One of these will not only take a ton FAST (or TT) RAM of memeory in
the form of SIMMS, it will also boost your Falcon to 50mhz range!

For a less expensive card, I seem to recall a FAST RAM card that
isn't very expensive. This may be a better option since it is FAST
RAM, and would world with NOVA graphics cards and the like. Check
out HOMA systems, as Nima usually keeps some of these in stock.

Brian

819. h e l p!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: Jeff Ganaposki <jgmail@No.Spam.bellsouth.net>
Message-ID: <36E8BABB.A349333C@No.Spam.bellsouth.net>
Source record: 10170

Dear Fellow Atari-philes:
I'm an owner of an orphan Atari 520ST (w/color monitor) that may or may not be using
the 512 KB upgrade soldered in it.

What I need:
I'd like to connect the high speed port to a hard drive.
What's still available?
Can I jury rig an IDE drive to the bus? Or SCSI?

After that is achieved, what's available in C and C++ compilers for
the Atari?

Lastly, if I need pub domain MIDI editor / sequencers for it to make it somewhat more useful with my sound
machines.

Dream list:
Copy of developer's kit documentation and software to use in porting
LINUX to it. OR. Linux kernal compiled for ST.

IS there any company making upgrade motherboards for the ST?

please email to me 'cause I may not be able to download it from this
site in time.
--
==========

|Jeff Ganaposki mailto:jgmail@bellsouth.net
|404-361-9972 http://www.freeyellow.com/members/living-word
==========

820. Re: h e l p!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36E8D009.A2222E46@directprovider.REMOVETHECAPITALS.net>
Source record: 10171

Jeff Ganaposki a ï¿½crit :
>
> Dear Fellow Atari-philes:
> I'm an owner of an orphan Atari 520ST (w/color monitor) that
> may or may not be using
> the 512 KB upgrade soldered in it.
>
> What I need:
> I'd like to connect the high speed port to a hard drive.
> What's still available?
> Can I jury rig an IDE drive to the bus? Or SCSI?

There is an IDE adapter board for internal 2.5" IDE drives, depending on what type of ST you have (STE/STF). Then there are SCSI host adapters for external drives.

> After that is achieved, what's available in C and C++
> compilers for
> the Atari?

Pure C or Sozobon C which are commercial. Then there's the good old GNU stuff.

> Lastly, if I need pub domain MIDI editor / sequencers
> for it to make it somewhat more useful with my sound
> machines.

The only freeware stuff still supported is Sweet16, which is pretty nice, but doesn't compare to the serious apps like Cubase or Notator.

> Dream list:
> Copy of developer's kit documentation and software to use in
> porting
> LINUX to it. OR. Linux kernal compiled for ST.

Linux requires an 030, an MMU and an FPU, plus lots of RAM, non of which you have in your ST, I'm afraid. There seems to be a 68K version out there somewhere, but it's an unstable beta.

> IS there any company making upgrade motherboards for the ST?

Not that I know of anymore. It would be cheaper to get a faster machine, like a Falcon or a TT.

> please email to me 'cause I may not be able to download it
> from this
> site in time.

In time for what? Sorry, but if you have the time to post a question in here, and we take the time to answer you, you should be able to find 5 minutes to come in and check your replies. Besides, if you had done that before, you'd probably have found the answers to most of the questions.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

821. Re: WANTED: A Good Quality SCSI Cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <xXkaaPAG6O62EwWQ@steverosie.demon.co.uk>
Source record: 10172

In article <7c9lu4$fq1$2@roch.zetnet.co.uk>, Charles Stanley
<cstanley@zetnet.co.uk> writes
>
>You can probably get your required cable from PC WORLD stores for about
>20 ukp.
>
>Charles.

Hi

I can also get them from Maplins at between 13-20 GBP.

The problem I have is that, as my posting suggests, I am short on
funds:(

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

822. Flash upgrading Hayes Optima 288

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <36E9314D.F96B6C@patent.gov.uk>
Source record: 10173

I use a Hayes Optima 288, external. Can it be flash upgraded to 336? I have trawled the web and found various FTP sites - but which file to down load? I assume I'll need access to a PC.

Don't be fazed by the PC mob. I down loaded a 870k PDF manual for the modem last night in only 31 secs. and managed to display the first 7 pages in GEMGS (in 15 mins). Anything they can do we can do - albeit a bit slower.

Bob King

<rking@zetnet.co.uk>

823. WANTED: Budgie UK Games Disk 115

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <HZ2n5AANQV62Ewg8@steverosie.demon.co.uk>
Source record: 10174
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I'm after Budgie UK game disk 115. In return you can pick a Budgie UK
game disk of your choice sent to you, via post in the UK only.

Thanks

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

824. Falcon 030 & Mega ST2 for sale (USA)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: maurice0515@my-dejanews.com
Message-ID: <7cbvse$29l$1@nnrp1.dejanews.com>
Source record: 10175
Cross-posted to: comp.sys.atari.st,Comp.sys.atari.st.tech

I have the following items for sale!
Mega St 2. 2 Megs Ram, Mouse & keyboard $75
Falcon 030 with fpu, 810 Megs Hard Drive & zram 14meg upgrade (Bid on this until 25 March Highest bidders wins)

Send e-mail to Maurice0515@my-dejanews.com or Mobie@yahoo.com

Thanks I must sell these item ASAP

Moe

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

825. Re: h e l p!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7cc55pprr2@roch.zetnet.co.uk>
Source record: 10176

On 12 Mar 1999 09:27:53, Nicholas Bales wrote:

>> What I need:
>> I'd like to connect the high speed port to a hard drive.
>> What's still available?
>> Can I jury rig an IDE drive to the bus? Or SCSI?
>
>There is an IDE adapter board for internal 2.5" IDE drives, depending on
>what type of ST you have (STE/STF). Then there are SCSI host adapters
>for external drives.
>

This is Mario's ST and STE to IDE host, very stabel, very fast too...fit
entirely internally ...

>> After that is achieved, what's available in C and C++
>> compilers for
>> the Atari?
>
>Pure C or Sozobon C which are commercial. Then there's the good old GNU
>stuff.
>

Don't forget Lattice, mit was very popul;ar in the English speaking world,
in the way that Pure was in Germany...

>> Lastly, if I need pub domain MIDI editor / sequencers
>> for it to make it somewhat more useful with my sound
>> machines.
>
>The only freeware stuff still supported is Sweet16, which is pretty
>nice, but doesn't compare to the serious apps like Cubase or Notator.
>

Try for a S/H reall copy of Cubase v2 or upwards, you'll need more memory
thank 512 kb though....

>> Dream list:
>> Copy of developer's kit documentation and software to use in
>> porting
>> LINUX to it. OR. Linux kernal compiled for ST.
>
>Linux requires an 030, an MMU and an FPU, plus lots of RAM, non of which
>you have in your ST, I'm afraid. There seems to be a 68K version out
>there somewhere, but it's an unstable beta.
>

>> IS there any company making upgrade motherboards for the ST?
>
>Not that I know of anymore. It would be cheaper to get a faster machine,
>like a Falcon or a TT.
>

There is a 68030/VGA/IDE/TT-RAM board in devlopemnt ATM, projected release
is this summer/autumn.....should work with Linux68K though...or someone
will port it....

>> please email to me 'cause I may not be able to download it
>> from this
>> site in time.
>
>In time for what? Sorry, but if you have the time to post a question in
>here, and we take the time to answer you, you should be able to find 5
>minutes to come in and check your replies. Besides, if you had done that
>before, you'd probably have found the answers to most of the questions.
>

Ditto.....read the manual, read the FAQ, read the NG.....

Engineers can ignore point one unless as a last resort :-))...if all else
fails read the README.1ST file...:-)))

chirsc
>Nick
>--
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net
>.

826. Re: Flash upgrading Hayes Optima 288

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7cc58cprr3@roch.zetnet.co.uk>
Source record: 10177

On 12 Mar 1999 15:22:53, BobKing wrote:
>I use a Hayes Optima 288, external. Can it be flash upgraded to 336? I
>have trawled the web and found various FTP sites - but which file to
>down load? I assume I'll need access to a PC.
>
>Don't be fazed by the PC mob. I down loaded a 870k PDF manual for the
>modem last night in only 31 secs. and managed to display the first 7
>pages in GEMGS (in 15 mins). Anything they can do we can do - albeit a
>bit slower.
>

Most of the upgreade files are straight Hayes commands and can be sent from
a terminal program to the modem....sounds strange but it works....

chrisc

827. Re: h e l p!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-12 00:00:00 UTC
From: Jeff Ganaposki <jgmail@No.Spam.bellsouth.net>
Message-ID: <36E9EC47.BDC7F6E0@No.Spam.bellsouth.net>
Source record: 10178

Chris Crosskey wrote:

> >> please email to me 'cause I may not be able to download it
> >> from this
> >> site in time.
> >
> >In time for what? Sorry, but if you have the time to post a question in
> >here, and we take the time to answer you, you should be able to find 5
> >minutes to come in and check your replies. Besides, if you had done that
> >before, you'd probably have found the answers to most of the questions.

I've lost responses before reading them because the usenet bumped them by the
time I got back on.

Chill out...

==========
|Jeff Ganaposki mailto:jgmail@bellsouth.net
|404-361-9972 http://www.freeyellow.com/members/living-word
==========

828. User Group Meeting, USA

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-13 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <7cef18$c2q$1@alexander.INS.CWRU.Edu>
Source record: 10179

Hello!

The Atari Users Group in Northeast Ohio, USA, is meeting at
7:30 PM at Peoples Community Church, 631 North Rocky River Drive,
Berea Ohio. This also includes 8-bit users too. I am brining my
Falcon030 setup, to demo and show.

Any questions, feel free to email me.

Regards,

Jim W. Krych
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

829. Live Chat with Roger Burrows (Maker of ExtenDos)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36EAD55F.3C93@geocities.com>
Source record: 10180
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,,comp.sys.atari.programmer,stgt.atari,alt.steinberg.cubase

Scheduled Chat Sessions

Click the Main Chat Room menu option to join us for the scheduled chats. Chats are schedule every Saturday night at 8:00PM CST.ï¿½ Please stop by for a while.ï¿½ Note the special chat nights listed below.ï¿½

Saturday, March 13th 8:00pm (Central Standard Time USA)
We invite Roger Burrows, Anodyne Software, maker of ExtenDOS to join us to discuss his newest software and support of other Atari products as he champions one of the biggest aspects of current Atari users--compatibility.

THAT TONIGHT ON HTTP://WWW.ATARIUSERS.COM/AUNT

(PS: We would like to set up a chat session during the European hours for our site since many have voiced an interest. If you would like to be our guest or know of someone who would be a good guest speaker, contact me at clu-da-bard@geocities.com)

830. upgrading Ram in 1040stf

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-13 00:00:00 UTC
From: kalivale@aol.com
Message-ID: <19990313173924.28395.00000296@ng-ft1.aol.com>
Source record: 10181

Hello ,I was wanting to upgrade my 1040stf's each to 4 meegs does any know How I would go about this?? Please E-mail me Dirrect at Kalivale@aol.com thank you. Nicholas

831. Re: Atari in the Future?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-13 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36EAE5E1.2EEF@geocities.com>
Source record: 10182

Iggy Drougge wrote:

> Whereas I'd love to see that happen, I can't see that happening in the foreseeable future.
> What I'd like to see, though, is the Atari regaining its position as a hobbyist/hacker's machine, at a rather cheap price but with power. Perhaps if we'd send all our old STs to Poland? =)

Hmm, Poland? Is there anyone there who upgrades STs? I'm going to be getting a 1040ST soon. ;)

Well guys, how about a positive note. I'm old to the Atari world and new to the ST world. Used a Atari 400 modified with a 1200 keyboard bolted to the top and 48K of memory from 1982-1989, though the keyboard is going out big time, it still is really reliable and if my backup computer to my current dream machine, a Atari 800!

Got a Macintosh in 1989, and have used them ever since.
Got a Newton MessagePad in 1995, and have used them ever since.

I rediscovered the Atari world in November of last year. I found that after all this time, there was still a Atari group, the Atari Users of North Texas. I stepped into their group like a guy coming out of a time portal. They helped me get my 8-bit system running (my original drives had died after mulitiple resurrections... however, I might still try to get those percom drives going again someday..) and amoungst my hanging out with them, a new newsletter editor was needed, and so I took on the job, and got the club computer .. a 520 STfm with 4 meg of ram, Cd rom, and harddrive with SLM804 printer.
Nice machine! And I said that before today, when I learned that not only were these good Macintosh-ish machines, but they had COLOR! Damn impressive! Though only 16 color, the ST had some nice games too. (I prefer 2-D shoot em ups)

I am now into everything Atari EXCEPT the Portfolio. :)

I figure someday I'll pick up a Atari TT, Falcon, or another clone. I do look forward to it. Why? Because it is a fun alternative to the standard desktop. Atari's can do a lot of what is out there, and if they can't, they are WAITING for the code to be written, and I see there is a lot of effort being put forth by USERS.

Not quite up to the Amiga, but yet a living platform, the Atari has been quite impressive to me. From what I've seen... still very active in the publishing and music side of things. And then there are us in the Atari Users of North Texas with STs, TTs, Hades, C-Lab Falcons... that just enjoy seeing what this thing can do. :)

Hobby machine? You bet! And here's something more... if you have vendors and people making third party devices... gentlemen.. you have life. In the Newton world, Apple held all technology when the Newton PDA was cancelled. Would not let it be cloned, would not sell the technology for a reasonable price. The Newton users are strong, but we have little hope in site but to modify existing Newtons.
But in the Atari world, look at all the options you have open to you.. the Hades, the Milan, the C-Lab Falcon, and I believe there are several others. Sure, development is slow, but new machines are being made, and THAT is a large step!

I'm excited with the Atari platform, and all I have to say is.... hey, Microsoft PC's are toasters... tools, utilities. You use them at work, they are no more than a fax machine, a pencil, or a notepad.

But then you come home, and there is a Atari COMPUTER.. the way computers were meant to be... mysterious, and yet fun. A user base that is unique and makes you feel like you are out of the ordinary...

Love it.. it's all fun, and the power is worth the price!

Talk soon,

Doctor Clu

PS: Emulated Atari ST on a PC or Mac.. hey, that is a nice standby should your Atari hardware go out.. thank you developers.
But true fun is OWNING a Atari or Atari specific clone. :)

832. Hard Drive Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-13 00:00:00 UTC
From: Ted Leonard <tleonard@netzone.com>
Message-ID: <HPGG2.163$45.5728@news.goodnet.com>
Source record: 10183

I have an Atari St Metafile 30 hard drive. The power supply board has gone out. I can see the parts that have gone bad, but they are burnt and I can't identify them. Does any one have a schematic you could email to me, or does anyone have a similar power board you would sell?

You can email me at: tleonard@netzone.com

833. Re: Hard Drive Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-14 00:00:00 UTC
From: spamnot@spamnot.com
Message-ID: <36ebd209.8841365@news.igs.net>
Source record: 10184

On Sat, 13 Mar 1999 21:23:08 -0700, "Ted Leonard"
<tleonard@netzone.com> wrote:

>I have an Atari St Metafile 30 hard drive. The power supply board has gone
>out. I can see the parts that have gone bad, but they are burnt and I can't
>identify them. Does any one have a schematic you could email to me, or does
>anyone have a similar power board you would sell?
>
>You can email me at: tleonard@netzone.com
>

I'm guessing it's a regular 5v+ and 12V+ power supply
any external drive cae would have one...
trace back from the leads going to the drive itself.

Beemn a while since I opened one, but I don't remember anuthing
special about it..

cheers.. B/H
b_helling@hotmail.com

834. Re: h e l p!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7cguq1smu4@news4.isdnet.net>
Source record: 10185

Jeff Ganaposki a &#65533;crit dans le message
<36E9EC47.BDC7F6E0@No.Spam.bellsouth.net>...
>
>
>Chris Crosskey wrote:
>
>> >> please email to me 'cause I may not be able to download it
>> >> from this
>> >> site in time.
>> >
>> >In time for what? Sorry, but if you have the time to post a question in
>> >here, and we take the time to answer you, you should be able to find 5
>> >minutes to come in and check your replies. Besides, if you had done that
>> >before, you'd probably have found the answers to most of the questions.
>
>I've lost responses before reading them because the usenet bumped them by
the
>time I got back on.

```
http://www.dejanews.com

Do a search on 'Jeff Ganaposki' and then 'view thread'.

There's always a way.
```

>
>Chill out...

Nice...

```
Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

835. Re: upgrading Ram in 1040stf

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7cguq1smu5@news4.isdnet.net>
Source record: 10186

Kalivale a &#65533;crit dans le message
<19990313173924.28395.00000296@ng-ft1.aol.com>...
> Hello ,I was wanting to upgrade my 1040stf's each to 4 meegs does any
know
>How I would go about this?? Please E-mail me Dirrect at Kalivale@aol.com
thank
>you. Nicholas

```
Hi Nicholas (nice name, really!)

Read the Quick FAQ.

Please, newsgroups are not 'write only'. Please read them for a few days
before posting questions. You'll find that most of the time, it'll be a FAQ.
Then, please read the answers in the newsgroup instead of forcing people who
take the time to reply to do some gymnastics, just because you can't be
bothered.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

836. Re: Hard Drive Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7cguq2smu6@news4.isdnet.net>
Source record: 10187

Ted Leonard a crit dans le message ...
>I have an Atari St Metafile 30 hard drive. The power supply board has gone
>out. I can see the parts that have gone bad, but they are burnt and I can't
>identify them. Does any one have a schematic you could email to me, or does
>anyone have a similar power board you would sell?
>

```
You'll find the schematics for one type of PSU in the Quick FAQ. However
there were several different models, although all interchangeable between
STF/STE and Megafiles. Try finding an old 520STF and cannibalize the PSU.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

837. Re: Y2K compliance

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: Max Kramer <maxk@tig.com.au>
Message-ID: <36ECC6EB.6A24CC5F@tig.com.au>
Source record: 10188

Hello there!

Just a simple question:

Will my old reliable 1040 & 520 ST's make it into the next century?

With thanks,

Max Kramer

838. Atari ST stuff -- Dutch users only!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: Freek Suyver <suyver@phys.uu.nl>
Message-ID: <Pine.OSF.4.03.9903151122290.21860-100000@ruunat.phys.uu.nl>
Source record: 10189

Hi,
This message is ment for Atari ST users living in The Netherlands.
Therefore, this message is in Dutch. No flames please!!

Hoi!

Ik heb nog een heleboel Atari ST spul waar ik nooit meer wat mee doe
(software, blad STart compleet, blad ST compleet, boeken etc.). Als je
geinteresseerd bent in het overnemen van deze spullen (tegen ZEER laag
tarief) en je bereid bent de spullen te komen ophalen in Bunnik (naast
Utrecht), neem dan contact met me op via e-mail. Wie het eerst komt, die
het eerst maalt!!

Vriendelijke groeten,
Freek Suyver.

Drs. Freek Suyver (suyver@phys.uu.nl)
Debye Institute, Department of Condensed Matter, Utrecht
University, P.O. Box 80 000, 3508 TA Utrecht, The Netherlands
Tel: +31-30-2532214, Fax: +31-30-2532403, www.chem.uu.nl/gm/www
----

839. Re: Y2K compliance

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7cj106$16k$1@roch.zetnet.co.uk>
Source record: 10190

unless some of your programs really need the dates it won't make any
difference as there is no clock inside them

--
Atari still lives
kevin@kdermott.freeserve.co.uk
Lancashire England kdermott@zetnet.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

Max Kramer wrote in message <36ECC6EB.6A24CC5F@tig.com.au>...
>Hello there!
>
> Just a simple question:
>
> Will my old reliable 1040 & 520 ST's make it into the next century?
>
> With thanks,
>
> Max Kramer
>

840. Re: Y2K compliance

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: support@aktienman.de
Message-ID: <1dopjh8.1fxol9unly968N@isdn216-10.rz.uni-karlsruhe.de>
Source record: 10191

Max Kramer <maxk@tig.com.au> wrote:

> Will my old reliable 1040 & 520 ST's make it into the next century?

See http://www.snailshell.de/y2k.html, there's a link to an Atari IKBD
bugfix.

bye, Thomas

841. Re: Y2K compliance

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7cjg19$8df$1@news4.isdnet.net>
Source record: 10192

Max Kramer a ?crit dans le message <36ECC6EB.6A24CC5F@tig.com.au>...
>Hello there!
>
> Just a simple question:
>
> Will my old reliable 1040 & 520 ST's make it into the next century?
>
> With thanks,

```
http://quickfaq.atari.org

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

842. STacy questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7cjj20qbm1@snipp.uninett.no>
Source record: 10193

Hi folks!

I might get my hands on a STacy in the near future, but I don't know too
much about this computer.

1. I know the batteries is a joke, but what's using most power? Is it the
HD, the CPU, monitor or what? I guess it would be possible to both
reduce weight and power-consumption by replacing the SCSI-card and old
SCSI-drive with a IDE-card and a light-weight, modern IDE-drive with
powersaving.

2. Memory. I believe the STacy I've set my eyes on is a 1Mb machine, is it
difficult to upgrade? A MagnumST would be great, is this compatible
with the STacy?

3. Is it possible to connect an external monitor and perhaps keyboard?

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

843. Re: Y2K compliance

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7cjmc7$43j$1@roch.zetnet.co.uk>
Source record: 10194

Thomas Much wrote in message
<1dopjh8.1fxol9unly968N@isdn216-10.rz.uni-karlsruhe.de>...
>Max Kramer <maxk@tig.com.au> wrote:
>
>> Will my old reliable 1040 & 520 ST's make it into the next century?
>
>See http://www.snailshell.de/y2k.html, there's a link to an Atari IKBD
>bugfix.
>
>bye, Thomas

i downloaded this to see if it would do anything with my cartridge clock
but the text file is in some weird format
Kevin
Atari still lives
kevin@kdermott.freeserve.co.uk
Lancashire England kdermott@zetnet.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

844. Vote Today

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <36ED5D16.6623@geocities.com>
Source record: 10195
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

The House has a bill set up for a vote ASAP on whether to charge LD charges for Internet access even if you dial-up locally. This is something that affects each of us. Please read and forward:

Congress will be voting in less than two weeks. CNN stated that the Government would, in two weeks time, decide to allow or not allow a charge to your phone bill equal to a Long Distance call EACH time you access the Internet.

The address is http://www.house.gov/writerep/

If you choose, visit the address above and fill out the necessary form! If EACH one of us, forwards this message on to others in a hurry, we may be able to prevent this injustice from happening!

PLEASE PASS THIS ON!!!

845. DSP clocks...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7cjth6$565$1@roch.zetnet.co.uk>
Source record: 10196

Hi Folks,
I expect it is in DoitF030 somewhere but my copy of CAB 2.5 doesn't seem to like the site.....

I'm trying to find out about how the Falcon's DSP port gets external clock sources in. I plan on building an ultra-cheap 44.1kHz only DSP clock. With more people having access to CDR these days a straight mastering system direct to CD makes more sense to me than spending money on a 48kHz option I don't need.....

chrisc

846. Re: Y2K compliance

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <HtuwQBAxFP72Ewrw@my-ste.demon.co.uk>
Source record: 10197

In article <36ECC6EB.6A24CC5F@tig.com.au>, Max Kramer <maxk@tig.com.au>
writes
>Hello there!
>
> Just a simple question:
>
> Will my old reliable 1040 & 520 ST's make it into the next century?

Yes they should. As for the clock, that depends on whether the XBIOS
clock is used, or just the GEMDOS clock. The GEMDOS clock will go on
well into the next century whereas the XBIOS one won't without a patch.
This appears to apply to all the versions of TOS, as well as Magic 5.11,
and probably the other versions.

If anyone wants to know how to patch Magic 5.11 to get rid of the
problem, mail me and I'll send you the required info.

--
David Bolt

847. Re: STacy questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7ck1hh$h9c$1@news4.isdnet.net>
Source record: 10198

Jo Even Skarstein a écrit dans le message <7cjj20qbm1@snipp.uninett.no>...
>Hi folks!
>
>I might get my hands on a STacy in the near future, but I don't know too
>much about this computer.
>
>1. I know the batteries is a joke, but what's using most power? Is it the
> HD, the CPU, monitor or what? I guess it would be possible to both
> reduce weight and power-consumption by replacing the SCSI-card and old
> SCSI-drive with a IDE-card and a light-weight, modern IDE-drive with
> powersaving.

I would guess it's the LCD that sucking up the batteries, especially if it's a backlit unit (not sure about that). A 2.5" IDE drive would probably be better, but I doubt that the powersaving functions would be used. Oh, and I don't think there's room to fit any extra cards inside.

>2. Memory. I believe the STacy I've set my eyes on is a 1Mb machine, is it
> difficult to upgrade? A MagnumST would be great, is this compatible
> with the STacy?

Probably not. This is a very compact machine. I've even heard horror stories from people of things falling apart from merely opening it up.

>3. Is it possible to connect an external monitor and perhaps keyboard?
>
No idea.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

848. Re: Vote Today

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7cmaolmeb1@news4.isdnet.net>
Source record: 10199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

Doctor Clu a ?crit dans le message <36ED5D16.6623@geocities.com>...
>The House has a bill set up for a vote ASAP on whether to charge LD
>charges for Internet access even if you dial-up locally. This is
>something that affects each of us.

Not me. And it has nothing to do with Atari specifically.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

849. Re: Y2K compliance

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-16 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <36edae35.11449086@news2.tmisnet.com>
Source record: 10100

On Mon, 15 Mar 1999 13:12:25 -0000, "kevin dermott"
<kdermott@zetnet.co.uk> wrote:

>unless some of your programs really need the dates it won't make any
>difference as there is no clock inside them

Sure there's a clock in there! It just resets to zero whenever you
turn the power off! (Just like all the original personal computers).

-- George Crissman
-- strads@tmisnet.com

"There is no need to criminalize millions of legitimate and responsible
businesses and individuals in order to stop a very small group of
irresponsible people, particularly when there are other ways already
working ." says Mr. Dan Hufnal of the 10,000 member DEAA
<http://www.deaa.com>. What does he mean by "already working"?
Maybe: <http://www.tmisnet.com/~strads/spamhunt/index.html>
---

850. Re: STacy questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-16 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7ckdu7$78k$1@roch.zetnet.co.uk>
Source record: 10101

```
--
Jo Even Skarstein wrote in message <7cjj20$qbm$1@snipp.uninett.no>...
>Hi folks!
>
>I might get my hands on a STacy in the near future, but I don't know too
>much about this computer.
>
>1. I know the batteries is a joke, but what's using most power? Is it
the
> HD, the CPU, monitor or what? I guess it would be possible to both
> reduce weight and power-consumption by replacing the SCSI-card and
old
> SCSI-drive with a IDE-card and a light-weight, modern IDE-drive with
> powersaving.

many people have gone mad trying to open and put a stacy back together
again
if the screen is backlit it requires the internal voltage to be converted
to something like 70 volts.forget the battery alltogether
>
>2. Memory. I believe the STacy I've set my eyes on is a 1Mb machine, is
it
> difficult to upgrade? A MagnumST would be great, is this compatible
> with the STacy?

mine is a stacy 2,it has a trap door for extra memory which i upped to 4
meg special low profile skinny simms from best electronics
>
>3. Is it possible to connect an external monitor and perhaps keyboard?

certainly a monitor,no socket for a keyboard ,if you want to do this what
do you want a stacy for? :-)
Kevin
Atari still lives
kevin@kdermott.freeserve.co.uk
Lancashire England kdermott@zetnet.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

>
>--
>
>/*
>** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
>**
>** beer - maria mckee - atari falcon - babylon 5
```

```
>*/
```

851. Re: DSP clocks...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-16 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36EE1D2F.3A6DE5A3@directprovider.REMOVETHECAPITALS.net>
Source record: 10102

```
Chris Crosskey a ï¿½crit :
>
> Hi Folks,
> I expect it is in DoitF030 somewhere but my copy of CAB 2.5 doesn't seem to
> like the site.....
>
> I'm trying to find out about how the Falcon's DSP port gets external clock
> sources in. I plan on building an ultra-cheap 44.1kHz only DSP clock. With
> more people having access to CDR these days a straight mastering system
> direct to CD makes more sense to me than spending money on a 48kHz option I
> don't need.....

Not sure about, but someone told me once that it's just a matter of
getting a quartz oscillator attached to the +5V, GND and DSP CLK pins of
the DSP connector.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

852. Re: STacy questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990316133642.8748C-100000@hal.fishpool.com>
Source record: 10103

> 1. I know the batteries is a joke, but what's using most power? Is it the
> HD, the CPU, monitor or what? I guess it would be possible to both
> reduce weight and power-consumption by replacing the SCSI-card and old
> SCSI-drive with a IDE-card and a light-weight, modern IDE-drive with
> powersaving.

Yes, I was thinking of getting Mario's IDE card and try it on mine too.

> 2. Memory. I believe the STacy I've set my eyes on is a 1Mb machine, is it
> difficult to upgrade? A MagnumST would be great, is this compatible
> with the STacy?

Compatible yes, but where would you put it? Lack of space is the real
problem here....

> 3. Is it possible to connect an external monitor and perhaps keyboard?

There is the usual 13-pin Atari ST monitor plug.

As for keyboard, it should be possible to install a MEGA keyboard
without too much hacking, but then again, the built-in keyboard is
already _much_ better than the one on my TT, so... ;-)

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

853. Re: DSP clocks...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-16 00:00:00 UTC
From: nemziv@PTT.yu
Message-ID: <7clfci$a9j$1@SOLAIR2.EUnet.yu>
Source record: 10104

Hi Chris!
>I'm trying to find out about how the Falcon's DSP port gets external clock
>sources in. I plan on building an ultra-cheap 44.1kHz only DSP clock.

Well, I had the same idea a while ago. Here is some info from the DOIT030 archive:
****
DSP Connector, DB26, three row female:

```
-----------------------------------------------------------
1 GP0 10 GND 19 R_DATA *
2 GP1 11 SC0 20 R_CLK
3 GP2 12 SC1 21 R_SYNC
4 P_Data 13 SC2 22 EXT_INT
5 P_CLK 14 GND 23 STD
6 P_SYNC 15 SRD 24 SCK
7 n/c 16 cRD 25 GND
8 GND 17 +12v 26 EXCLK
9 +12v 18 GND
-----------------------------------------------------------
```

* pin 19 was not listed in the document I read.

EX_CLK I External master clock

+12v- +12v power. Do not draw more than 300mA on this pin.

The signals on this port include several high speed clock and data
lines. It is therefore essential that developers use correct drive and
termination. In general, all signals should be terminated with a
ferrite bead followed by a 68ohm resistor in series. This is the same
type of termination used inside the Atari Falcon030 on all DSP port
signals. A ferrite bead should be chosen that does not begin cutoff
until 20MHz to 30MHz. Input signals from the peripheral should be
driven by CMOS devices such as 74HCxx or 74HCTxx.
******
Robert Schaffner also wrote that he has opened his DSPclock and that he found "an
oscillator, IC na some resistors". Funny, I thought the only
thing inside should be an Oscillator of desired frequency...
However, the +12v supply must be turned into a +5v and that is probably
the job of an IC he mentioned. It must be an 78L05;three pins, converts
whatever voltage between 6v-30v into a straight +5v and gives max 100mA.
Resistors?! I do not know...(Robert, wir bitten Sie um Hilfe... Welche Widerstï¿½nde haben
Sie gesehen?)
Another rather annoying problem is The CLOCK (oscillator) itself. It must
be an 22.5792 MHz clock. Where to find such an oscillator?!!! (But hey, I live
Yugoslavia... Maybe it is available to you?)
But I think that if you find the right clock and convert voltage there should be no

problems, I know some people that have made the External clocks. (but with a 24 MHz osc= 46.8 kHz...)
Anyway, goodluck, and please if you have the time E-mail me your results and ideas, sugestions, whatever...

All the best,

Nemanja.

854. FS: 520ST (US Only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-16 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990316081740.20298.00000018@ng134.aol.com>
Source record: 10105

Complete 520ST upgraded with a 4 meg ram board. Lots of games and software to
go with machine. Included, 2 joysticks and a trackball.
Will consider all serious offers.
Thanks,
Sam Ferrer :)
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

855. STiNG under TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-16 00:00:00 UTC
From: v952647 <v952647@si.hhs.nl>
Message-ID: <36EE569C.3C4E5F8@si.hhs.nl>
Source record: 10106

I have a few questions because I am still having trouble connecting
an Atari TT030 to a Mac with MagiC 6.0. It should work with a
serial cable. One side in the LAN port from the TT, on the other
side in the Modem port from the Mac.

Does STiNG work with TOS? I tried STiNG with a TOS version from 1991,
but it can't find the default.cfg
Should I install MagiC 6.0?
Does Aftp work with STiNG?
How should I setup STiNG to have the two computers communicating
with eachother. It's just to transfer files from 100 Mb...

Thank you in advance,
Fokko Veegens

856. Re: STiNG under TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-16 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36EE6508.7AAC6A9D@directprovider.REMOVETHECAPITALS.net>
Source record: 10107

v952647 a ï¿½crit :
>
> I have a few questions because I am still having trouble connecting
> an Atari TT030 to a Mac with MagiC 6.0. It should work with a
> serial cable. One side in the LAN port from the TT, on the other
> side in the Modem port from the Mac.
>
> Does STiNG work with TOS? I tried STiNG with a TOS version from 1991,
> but it can't find the default.cfg

Put STING.PRG in your AUTO folder, just after HSMODEM (DRVIN.PRG and
SCC.PRG). The STING.INF should be in the AUTO folder too, and should
contain the pathname where the rest of you STING files are, including
default.cfg (C:\STING for example)

STinG was made to work with TOS. It is also MiNT and MagiC compatible.

> Should I install MagiC 6.0?

You shouldn't need to.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

857. Re: STacy questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-16 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <36eeb82a1858dd2@tripnet.se>
Source record: 10108

On Mon 15-03-99 18:20 (GMT) Jo Even Skarstein wrote:

>Hi folks!
>
>I might get my hands on a STacy in the near future, but I don't know too
>much about this computer.
>

>
>2. Memory. I believe the STacy I've set my eyes on is a 1Mb machine, is it
> difficult to upgrade? A MagnumST would be great, is this compatible
> with the STacy?

I have put a ExtraRAM deluxe with 4MB sim in my 1MB Stacy. The card is
partly located where the battery would be and I had to solder it in
place.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

858. Re: Quantum ProDrive LPS 525S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-17 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7cp2pffbk1@athena.netset.com>
Source record: 10109

In article <7bv23c$f6f$1@news2.xs4all.nl>,
Jos Vlietstra <jovlie@xs4all.nl> wrote:
>On 6 Mar 1999 07:01:28 G, Robert Schaffner wrote:
>hello Ronald,
>I think SS means : Spindle Synchronisation !! I read that from specs
>of a Seagate harddisk. I still got problems with booting.This time I
>have a beautiful Seagate ST12400N of 2.1 Gb.At the moment my Seagate
>ST3610N of 520 MB is running in my TT030 splendidly .It boot with
>HDDRIVER as it should, so I made the same jumpersettings on this
>bigger Seagate, which looked the same as it is of the same brand and
>tried to boot it but no sir, it won't succeed. I don't know at this
>moment what to do, I don't think it's the Seagate this time(referring
>to the Quantum Atlas, which was indeed impossible to get it bootable)
>but it's HDDRIVER and the complicated settings of jumpers and
>software. Then I have a strange feeling, that my TT030 seems to
>recall former settings of HDDRIVER, even when you reset.........
>It's kind of spooky !
>I hope somebody can help me....
>Jos Vlietstra (jovlie@xs4all.nl)

Go to http://www.seagate.com, they have specs and jumper settings
for their drives on their page. I just recently installed a Seagate
st-32430N on my TT and no problems with it that I didn't have before.

Dan Ackerman
baldrick@netset.com

859. Re: circuit layout for ST to IDE?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7cp4f2pgr1@snipp.uninett.no>
Source record: 10110

Christian <zipser@algonet.se> wrote:
> anyone??

It was described in C't 9/93 (IIRC), the PCB and GAL can still be bought
from eMedia. If you want more info on it please mail me and I'll send you
the GAL-listing and scans of the PCB and circuit-layout.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

860. Re: circuit layout for ST to IDE?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-17 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7cp8mh$1gm$1@roch.zetnet.co.uk>
Source record: 10111

On 17 Mar 1999 15:14:17, "Christian" wrote:
> anyone??
>
>CT
>

If you mean like Mario's then it is .....one huge programmable logic chip, into all of the different processor busses by th elooks of things and out to the hard drive, add a couple of resistorass and a few decoupluing caps and that's it....one chip, programmed by Mario....If you're willing to try to build it, surely 50 UKP isn't too higha price to pay for the built board?

chrisc

861. Stacy experiences + questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-17 00:00:00 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <36f02780.3139834@news.cableinet.net>
Source record: 10112

First glad to see others coaxing old Stacys to keep going. One comment I've read is about the trackball buttons - I have removed the spring loading provided by the buttons and just rely on tactile feel given by the micro switches (as an ordinary mouse) Much better.
I have cut and shut the shielding inside mine to accomodate extra height needed to raise the internal PSU for space for a T28 accelerator in the CPU socket but have never managed to get all upgrades working together. The last straw when running the T28 and 4mb RAM and a 248mb HD is when the system looks at the FD as well. I suspect a PSU component upgrade would solve this but this is too tech for me. A post here many months ago asking for help was fruitless. Maybe what I've read about an IDE interface would reduce load and allow all to coexist ?
I seem to have read hundreds of messages but I have somehow missed information about Mario and ASP can someone please help me?

Cheers for now
Bryan

862. Re: Stacy experiences + questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-18 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7crd2f$u8p$1@nnrp1.dejanews.com>
Source record: 10113

In article <36f02780.3139834@news.cableinet.net>,
bwiltshire@cableinet.co.uk wrote:
> First glad to see others coaxing old Stacys to keep going. One comment
> I've read is about the trackball buttons - I have removed the spring
> loading provided by the buttons and just rely on tactile feel given by
> the micro switches (as an ordinary mouse) Much better.
> I have cut and shut the shielding inside mine to accomodate extra
> height needed to raise the internal PSU for space for a T28
> accelerator in the CPU socket but have never managed to get all
> upgrades working together. The last straw when running the T28 and 4mb
> RAM and a 248mb HD is when the system looks at the FD as well. I
> suspect a PSU component upgrade would solve this but this is too tech
> for me. A post here many months ago asking for help was fruitless.
> Maybe what I've read about an IDE interface would reduce load and
> allow all to coexist ?
> I seem to have read hundreds of messages but I have somehow missed
> information about Mario and ASP can someone please help me?
>
> Cheers for now
> Bryan
>

There are a couple of fixes that can be done to get the T28 working properly
on ST based machines. There is a text called "Georges Hard Disk Fix" that was
included in the SST documentation that details those mods. I have this file
at home. Email me and I will send it off for your review.

Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

863. Re: Atari OS Software for falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-18 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7crvevvuq5@news4.svr.pol.co.uk>
Source record: 10114

:>If you take a 8Gb device you got 8 partitions, 1GB each.., as example

:>Enough space for ye a r s ....

Very rash statement. 8~)))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

864. Re: ALICE with Magic 6

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-18 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7crvf0vuq6@news4.svr.pol.co.uk>
Source record: 10115

Yo! All Dude!

Has anyone in here found out why ALICE cant live with MAGIC 6. It still does it iconify party trick but in doing so wrecks M6's winframe RSC doohickie!!.

Anyone got an answer.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

865. Mega STe running Mac software?? Will it?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-18 00:00:00 UTC
From: Steve Nelson <steveyray@tomah.com>
Message-ID: <36F1C37B.A6A6BA56@tomah.com>
Source record: 10116

I thought I saw something in an old Toad catalog about a ST running Mac programs, did I get this backwards, or does it work? What software do you need?

Steve Nelson
steveyray@tomah.com

866. FS: Scanner for ST + more...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-19 00:00:00 UTC
From: Adrian Bradshaw <adrian@usanda.co.uk>
Message-ID: <7ctp8k$o6v$1@newnews.global.net.uk>
Source record: 10117

I have th following items for sale:

Naksha Mono Hand Scanner for ST (incl leads & s/w)
8bit audio sampler (+s/w)
VidiST mono video grabber (+s/w)
VidiChrome colour separator for above (+s/w)

Manchester/Lancs area (United Kingdom)

867. Re: circuit layout for ST to IDE?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-19 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <36F2813B.83A1707A@france2.fr>
Source record: 10118

Jo Even Skarstein a ï¿½crit:

> It was described in C't 9/93 (IIRC), the PCB and GAL can still be bought
> from eMedia. If you want more info on it please mail me and I'll send you
> the GAL-listing and scans of the PCB and circuit-layout.

I could be interresting too, could you send to me the CAL listing and
the PCB, i would like to have a look to this one.
a little question: Which kind of driver can be used with this
interface ?

Thank for your response !

868. Re: circuit layout for ST to IDE?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7cu1g8mcn1@snipp.uninett.no>
Source record: 10119

Laurent FAVARD <l.favard@france2.fr> wrote:
> Jo Even Skarstein a ï¿½crit:

>> It was described in C't 9/93 (IIRC), the PCB and GAL can still be bought
>> from eMedia. If you want more info on it please mail me and I'll send you
>> the GAL-listing and scans of the PCB and circuit-layout.

> I could be interresting too, could you send to me the CAL listing and
> the PCB, i would like to have a look to this one.

I will come back to you in private mail tomorrow.

> a little question: Which kind of driver can be used with this
> interface ?

It's 100% TOS 2.06 compatible, so all IDE-capable drivers will work.
You'll need 2.06 to boot from IDE (there are ROM-sockets on the PCB), but
if you boot from floppy or SCSI any TOS will work if the harddisk-driver
is IDE-capable.

I have one of these cards in my Mega ST and it works perfectly. If you
don't want to build the interface yourself or can't get cheap parts you'll
probably better off buying Mario Becroft's IDE-interface
(www.pl.net/~mario/).

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

869. Re: STacy questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-19 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <19990319183258.11298.00000052@ngol01.aol.com>
Source record: 10120

In article <7co42rina2@news2.xs4all.nl>, jovlie@xs4all.nl (Jos Vlietstra)
writes:

>> But let's start with my question : WHAT'S THE BEST WAY OF DISMOUNTING A
>> STACY ???
>
>
>Taking the Stacy apart is a bit tedious. You have to get the display apart
>and the trick is to undo the screws behind the 'Stacy' label. Then the
>fiddly bit is carefully unclipping the two halves without damaging the
>plastic. We used a small screwdriver to wedge the case in the right way
>so the little clipping system holding the two halves together would
>unclip! There are a few of these around the display, take it slow and
>carefully.
>
>You can either unplug the display to make further disassembly possible, in
>this case you need to make a note of where all the wires go. Either way,
>you need to unscrew a metal strap to give you more room to move with the
>wires - you have to do what you think is sensible.
>
I do not understand this part as I have taken my STacy apart many times and
have never had to take apart the screen section. I just remove the screws from
the bottom and carefully release the clips at the front and sides with a small
screwdriver. With the two halves separated there is just enough room to remove
the shielding and access the inner workings. the first time I took it apart was
to replace the keyboard mylar, that was a long job but just a couple of days
ago I had to replace the floppy, and it only took approx. 45 min, and it was
back together and working. I have a parts STacy that I picked up cheap and I
have taken apart the screen section on it, I failed to see how that would help
in accessing the lower portions of the machine. I am not intending to crtizise
but I do not understand how this makes the job easier.

Stephen Davis
steamer954@aol.com

870. Re: Mega STe running Mac software?? Will it?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7d0o3hsbk1@news3.isdnet.net>
Source record: 10121

Steve Nelson a crit dans le message <36F1C37B.A6A6BA56@tomah.com>...
>I thought I saw something in an old Toad catalog about a ST running Mac
>programs, did I get this backwards, or does it work? What software do
>you need?

You need a mac emulator. The only one I know of is Spectre GCR, which is very good, includes a cartridge for the Mac ROMs. However it only emulates a mac plus with system 6.0 (a 1985 machine) and is out of production for years. Apart from the nostalgia factor, it's pretty useless. Nowadays, the ST has more support than a Mac of the same era.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

871. legal printing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-20 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7cuqpl$11u$1@nnrp02.primenet.com>
Source record: 10122

Can anyone please tell me why my ste or my falcon do not print the full
legal page from imagecopy 4, pagestream 2.2se or Calamus SL.

I own a deskjet 660cse and it will do fine with 8 1/2 x 11 but it wont
print out the bottom parts when printing legal. only once in a while
will it print it if im in (no seperation) and using the laserjet4
driver in pagestream and only the cyan page prints down lower.
If anyone else has this problem please let me know. Otherwise i will
assume it is not the computers or the softwares but the printer!

gene

872. Re: Y2K compliance

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-20 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7d0fak$41m$1@barcode.tesco.net>
Source record: 10123

>
>i downloaded this to see if it would do anything with my cartridge clock
>but the text file is in some weird format
>Kevin

so no one else can read it then?

873. Re: STacy questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-20 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7d0h3l$585$1@barcode.tesco.net>
Source record: 10124

a renound keyhole surgon wrote
>I do not understand this part as I have taken my STacy apart many times
and
>have never had to take apart the screen section.

this is bad advice to anyone wanting to do any soldering

874. Re: STacy questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-21 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <19990320190927.15983.00000245@ngol04.aol.com>
Source record: 10125

In article <7d0h3l$585$1@barcode.tesco.net>, "sausages" <sausages@tesco.net>
writes:

>a renound keyhole surgon wrote
>>I do not understand this part as I have taken my STacy apart many times
>and
>>have never had to take apart the screen section.
>
>this is bad advice to anyone wanting to do any soldering
>
>

Granted, I have never had to solder anything inside, but the screen plugs in to the motherboard under the internal power supply so you can completely remove the top section if any is required. After, of course, removing the internal powersupply which IMHO is simpler than taking apart the screen section. Again I am not trying to contradict those who have been very helpful, but I an trying to understand why many people maintain that disecting the screen is the easiest way.

Stephen Davis
steamer954@aol.com

875. HELLLLPPPPP!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-21 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7d1vfg$9p8$1@nnrp03.primenet.com>
Source record: 10126

PLEASE READ MY POST "LEGAL PRINTING" I NEED HELP! BABY IM BEGGING YOU!

876. Re: Mega STe running Mac software?? Will i

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-21 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <H61J2.24$ih3.247@198.235.216.4>
Source record: 10127

On 18 Mar 1999 21:24:45 , Steve Nelson wrote:
>I thought I saw something in an old Toad catalog about a ST running Mac
>programs, did I get this backwards, or does it work? What software do
>you need?

Probably got this Backwards.
MagicMac runs Atari Software on Macs.

Spectra 128 runs Older Mac software on Atari.

>
>Steve Nelson
>steveyray@tomah.com
>
>.

877. Atari Network Connectivity pages are back !

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-21 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <36F55043.CF9AF83B@village.uunet.be>
Source record: 10128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hello folks,

Saka is back after a dark connection-less period of 4 months.

This means the "Atari Network Connectivity" pages are also back.
The URL of these pages changed :
http://gallery.uunet.be/saka/atari.htm
So pleace adapt the links on your pages. THX :-)
Well there is a lot going on at the atari-ethernet scene. Maybe we'll
get an ethernet adaptor after all for our beloved Atari computers. More
info on the pages.

Maybe there will be some minor html errors, sorry for that... If you
would see some, would you be so kind to let me know where it's going
wrong?

I also would like to thank Martin "Nightowl" Byttebier for keeping the
Belgian FTP-site up to date while I was gone.
The Belgian FTP site is still available (no plans to give it up in the
near or far future) at ftp://193.190.205.13/atari/
If all goes well, the DNS name should change soon to somethins that's
easy to remember. I'll keep you posted about this.

Friendly greetings,

Saka -- Karl Samyn

878. Mega Disczine issue 3

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-21 00:00:00 UTC
From: Chris Swinson <chris.swinson@zetnet.co.uk>
Message-ID: <7d3tho$f3u$2@roch.zetnet.co.uk>
Source record: 10129

Mega disczine issue 3 is now avaliable, Its currently being uploaded onto a
FTP site, so the link will be avaliable shortly. If you are on IRC then
stop by my chat room and I could send it to you from there.

Watch this space !!

Chris.swinson@zetnet.co.uk
www.users.zetnet.co.uk/mega.disczine/
Chatroom #Mega_disczine on X-net server (9PM GMT)
ICQ number, 25028406
---

879. Re: Atari Network Connectivity pages are back !

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-21 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <36f572e219c021d0@holleman.demon.nl>
Source record: 10130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

on Sun 21-03-99 21:02 Karl Samyn wrote:

>I also would like to thank Martin "Nightowl" Byttebier for keeping the
>Belgian FTP-site up to date while I was gone.

Hi Karl,

he sure did...

>The Belgian FTP site is still available (no plans to give it up in the
>near or far future) at ftp://193.190.205.13/atari/
>If all goes well, the DNS name should change soon to somethins that's
>easy to remember. I'll keep you posted about this.
>
What about the rma.ac.be name? I never tried feeding aFTP that name, but I
think it works just the same as 193.190.205.13 or am I wrong?

But it's nice to hear it will continue, as more and more Atari ftp servers
are closing down :-(

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

880. Re: Atari Network Connectivity pages are back !

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <36F60A09.EA12B5E8@directprovider.REMOVETHECAPITALS.net>
Source record: 10131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Karl Samyn a ï¿½crit :
>
> hello folks,
>
> Saka is back after a dark connection-less period of 4 months.
>
> This means the "Atari Network Connectivity" pages are also back.
> The URL of these pages changed :
> http://gallery.uunet.be/saka/atari.htm
> So pleace adapt the links on your pages. THX :-)
> Well there is a lot going on at the atari-ethernet scene. Maybe we'll
> get an ethernet adaptor after all for our beloved Atari computers. More
> info on the pages.
>
> Maybe there will be some minor html errors, sorry for that... If you
> would see some, would you be so kind to let me know where it's going
> wrong?
>

Oops, I just got a File not found error on that link!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

881. Re: STiNG under TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-22 00:00:00 UTC
From: res1@vcf-com.fr
Message-ID: <7d5iv7mpl2@news4.isdnet.net>
Source record: 10132

On 16 Mar 1999 14:03:24 , v952647 wrote:

>I have a few questions because I am still having trouble connecting
>an Atari TT030 to a Mac with MagiC 6.0. It should work with a
>serial cable. One side in the LAN port from the TT, on the other
>side in the Modem port from the Mac.

Correct, try with terminal program (with downloads) before for
to be sure that serial cable is correct.

>Does STiNG work with TOS?

Yes, only recent STinG version have problems with TOS, so it crash,
You need so a little TOS patch.

>I tried STiNG with a TOS version from 1991,
>but it can't find the default.cfg

Strange, is a new problem :(

>Should I install MagiC 6.0?

Not neccessary if STinG run correctly under TOS.

>Does Aftp work with STiNG?

Yes, the STinG version.

>How should I setup STiNG to have the two computers communicating
>with eachother. It's just to transfer files from 100 Mb...

Is with sting port CPX, set IP address, protocol and active it.

Regards,
Olivier.

From Boulogne Billancourt FRANCE
Email : res1@vcf-com.fr
HomePage: http://services.worldnet.net/vcf-com/olivier.htm (194.2.128.248)
CabOvl : http://194.2.128.248/vcf-com/download/cabovl.lzh
WebLight: http://194.2.128.248/vcf-com/download/weblight.lzh

882. PC <-> ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-22 00:00:00 UTC
From: Henrik Johannisson <vinco@ebox.tninet.se>
Message-ID: <01be7494$6b971d80$02e664c3@mclaren>
Source record: 10133

Hi !

Is there anyone out there who have tried to connect the Atari
to the PC via serial cable and mapping a PC HD so you can
read the info on the Atari ?
I've tried Ghostlink but I just cant get it working. When I try
to reach the HD on the PC the PC just hangs and I must
restart it. Anyone tried something similar
with good result ?

Thanks !

/Slangen

883. Falcon/ Cubase Audio help

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-22 00:00:00 UTC
From: ckg@mindspring.com
Message-ID: <36f7f41e.97302951@news.mindspring.com>
Source record: 10134

Hi, thanks for checking my message!

I have a 4 meg Falcon and Cubase Audio Falcon 2.06.
CAF is the only program other than TOS on the hard
drive and I'm only using the sequencer portion of it.
Last night in the middle of writing a song Cubase locked
up (suprise, but at least it's not as bas as the PC version!).
I re booted and when I opened the Cubase folder there were
only 2 files of the approximately 40 or so that are part of the
program. One of the to files name was just random non
alphabetical characters and the other was my backup.all
file which was 0 bytes.

Does anyone know what this is about? How does a program
run one minute and the next lock up and erase itself?

I just dragged the Falcon out of the closet after not using it for a
while and formatted and error checked the hard drive and there were
no problems reported and also just for note, I do have the dongle
installed.

Any help will be greatly appreciated!!!!!!!!

Thanks!, Chris

884. Re: PC <-> ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-22 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <KzQUTKAKAq92Ewq0@steverosie.demon.co.uk>
Source record: 10135

In article <01be7494$6b971d80$02e664c3@mclaren>, Henrik Johannisson
<vinco@ebox.tninet.se> writes
>Hi !
>
>Is there anyone out there who have tried to connect the Atari
>to the PC via serial cable and mapping a PC HD so you can
>read the info on the Atari ?
>I've tried Ghostlink but I just cant get it working. When I try
>to reach the HD on the PC the PC just hangs and I must
>restart it. Anyone tried something similar
>with good result ?
>

Hi

I've had no problem with Ghostlink. You may try going through the
transfer speeds slowly. To exit the program on the PC end, press the
relevant button.

--
Cheers! for now
Steve

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 07971 742708
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

885. st and hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-22 00:00:00 UTC
From: Fr Azodai <azodai@fairy-jig.freeserve.co.uk>
Message-ID: <7d69f0$3mb$1@news8.svr.pol.co.uk>
Source record: 10136

hi
is there anyway i can attatch a hard drive to a ST? do i need to buy an
external adapter? if so,where do i get one :)
thanks

mark

886. Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-22 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <36F6B3C6.DE64B093@ping.be>
Source record: 10137

A few weeks ago a friend of mine gave me an ISA Mach32 card which I was
able to put in the slot of my Nova card ... I already own a Mach32 but
my surprise was great when I discovered the new one worked immediately
though it was not the same model ...
Even nicer I became able to reach newer resolutions and deeper bits :
before up to 24 bits and now up to 32 bits ...

Jo

887. Atari ST Software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-22 00:00:00 UTC
From: Lytsell <lytsell@mail.bright.net>
Message-ID: <922240718.195.6@news.remarQ.com>
Source record: 10138

Anyone,

Looking for places to buy Atari ST Software. I would love to find a copy of Autoduel (origin) (16 bit).

moonbaby@sssnet.com

888. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-23 00:00:00 UTC
From: atari@bright.net
Message-ID: <7d6qib$cq5$1@cletus.bright.net>
Source record: 10139

On 22 Mar 1999 22:19:03 , Jo Vandeweghe wrote:
>A few weeks ago a friend of mine gave me an ISA Mach32 card which I was
>able to put in the slot of my Nova card ... I already own a Mach32 but
>my surprise was great when I discovered the new one worked immediately
>though it was not the same model ...
>Even nicer I became able to reach newer resolutions and deeper bits :
>before up to 24 bits and now up to 32 bits ...

Interesting indeed, but can get NVDI 5.x to drive the card and
completely toss out the Nova drivers?

I could not get my Nova to work fully with NVDI so I yanked the
Nova out and replaced it with a CrazyDots card which does.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

889. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-23 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <922159392-631174AEicMi@ping.be>
Source record: 10140

Lonny Pursell <atari@bright.net> wrote on 23-03-99:

>Interesting indeed, but can get NVDI 5.x to drive the card and
>completely toss out the Nova drivers?
>
>I could not get my Nova to work fully with NVDI so I yanked the
>Nova out and replaced it with a CrazyDots card which does.

They work in perfect harmony..... but (there's always a but) there's a mistake in the docs of NVDI. The NOVA Drivers should be in FRONT of NVDI and not started afterwards....
Your auto folder should look like this:

EMULATOR.PRG
MENU.PRG
STA_VDI.PRG
NVDI.PRG
etc....

Latest version of the NOVA drivers is 2.67, If you have anything less, mail me, and I'll send them to You.

Cheers from Belgium
Dennis

890. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-23 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36F7B594.150F0F0B@cable.A2000.nl>
Source record: 10141

Jo Vandeweghe wrote:
>
> A few weeks ago a friend of mine gave me an ISA Mach32 card which I was
> able to put in the slot of my Nova card ... I already own a Mach32 but
> my surprise was great when I discovered the new one worked immediately
> though it was not the same model ...
> Even nicer I became able to reach newer resolutions and deeper bits :
> before up to 24 bits and now up to 32 bits ...

I have a 1Mb 16M nova 90 Mhz on a TT.
Can I do the same as you?
I could use more Herzen.
Or did you have the SuperNova originally.

Greetings.
Henk.

891. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-23 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7d8fk4$3hr$1@nnrp1.dejanews.com>
Source record: 10142

In article <7d6qib$cq5$1@cletus.bright.net>,
atari@bright.net (Lonny Pursell) wrote:
> On 22 Mar 1999 22:19:03 , Jo Vandeweghe wrote:
> >A few weeks ago a friend of mine gave me an ISA Mach32 card which I was
> >able to put in the slot of my Nova card ... I already own a Mach32 but
> >my surprise was great when I discovered the new one worked immediately
> >though it was not the same model ...
> >Even nicer I became able to reach newer resolutions and deeper bits :
> >before up to 24 bits and now up to 32 bits ...
>
> Interesting indeed, but can get NVDI 5.x to drive the card and
> completely toss out the Nova drivers?
>
> I could not get my Nova to work fully with NVDI so I yanked the
> Nova out and replaced it with a CrazyDots card which does.

The CrazyDots is an ET4000 card, right? The ATI NOVA does not utilize those drivers which are included with NVDI (for the ET4000), but the Computerinsel set for the ATI cards (completely different chip set). I'm sure that fVDI supports the ATI Mach model NOVA cards fitted to a NOVA adapter. I think Jo was surprised that there was something actually interchangable on an Atari between different versions of the same model card:).

What might be confusing within the NVDI setup is the selection of the type of graphics card. If you select an ATI NOVA card, NVDI is smart enough to not install its VDI drivers (actually it renames them), but it is left up to the user to install the correct drivers. It's easiest to install the Computerinsel drivers first, then install NVDI. Even the older versions would recognize the NOVA VDI drivers, and archive its (NVDI) own VDI drivers.

Mike
(I hope I was accurate:).

Mike
>
> ____
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

892. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7d8ishehf1@snipp.uninett.no>
Source record: 10143

magicmac@my-dejanews.com wrote:

> drivers first, then install NVDI. Even the older versions would recognize the
> NOVA VDI drivers, and archive its (NVDI) own VDI drivers.

Since when? NVDI 4.12 most certainly didn't do this, 5.0x don't either. I
have to disable NVDI's screen-drivers myself (with a little program I've
made).

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

893. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-23 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7d8v1jgsu1@nnrp1.dejanews.com>
Source record: 10144

In article <7d8ishehf1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> magicmac@my-dejanews.com wrote:
>
> > drivers first, then install NVDI. Even the older versions would recognize
the
> > NOVA VDI drivers, and archive its (NVDI) own VDI drivers.
>
> Since when? NVDI 4.12 most certainly didn't do this, 5.0x don't either. I
> have to disable NVDI's screen-drivers myself (with a little program I've
> made).
>
> --

You sure? I'm pretty sure that when NVDI wasn't installed, and the NOVA drivers were installed (and in the auto folder), when I installed NVDI 4.11r2, the VDI drivers were renamed in the NVDI folder. I've used your program. Unless it has been updated sence then, it renames the NVDI drivers, but you have to manually go back and rename them if you want to use them again (that is what I remember). I'm 99.9% sure that when installing the latest NVDI, that it does take care of the NVDI drivers upon installation if you have a NOVA installed. I remember because I didn't have to rename the files. This was a new installation, not an update.

Mike
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> **
> ** beer - maria mckee - atari falcon - babylon 5
> */
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

894. Re: st and hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-23 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7d8thb$es5$1@roch.zetnet.co.uk>
Source record: 10145

```
On 22 Mar 1999 20:33:37, "Fr Azodai" wrote:
>hi
>is there anyway i can attatch a hard drive to a ST? do i need to buy an
>external adapter? if so,where do i get one :)
>thanks
>
>
There are internal ones availabel, I sell Mario Becrofts one....email me
for more details (the list must be getting sick of me :-))

chrisc
```

895. Re: st and hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-23 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JCXQADDHUP@data.rhein-main.de>
Source record: 10146

In <7d69f0$3mb$1@news8.svr.pol.co.uk> "Fr Azodai" wrote:

>is there anyway i can attatch a hard drive to a ST? do i need to buy an
>external adapter? if so,where do i get one :)

Well, i use an DMA->SCSI Adaptor called LINK '97
Best what i can found! Works perfectly with all my
drives an CD-ROMs. Using HDDriver 7.x

Use the same (6 devices) SCSI devices on falcon, with LINK '97
on ST, no different handling.

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

896. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-23 00:00:00 UTC
From: atari@bright.net
Message-ID: <7d91gb$8n$1@cletus.bright.net>
Source record: 10147

On 23 Mar 1999 04:20:08 , Dennis Vermeire wrote:
>Lonny Pursell <atari@bright.net> wrote on 23-03-99:
>
>>Interesting indeed, but can get NVDI 5.x to drive the card and
>>completely toss out the Nova drivers?
>>
>>I could not get my Nova to work fully with NVDI so I yanked the
>>Nova out and replaced it with a CrazyDots card which does.
>
>They work in perfect harmony..... but (there's always a but) there's a
>mistake in the docs of NVDI. The NOVA Drivers should be in FRONT of
>NVDI and not started afterwards....
>Your auto folder should look like this:
>
>EMULATOR.PRG
>MENU.PRG
>STA_VDI.PRG
>NVDI.PRG
>etc....
>
>Latest version of the NOVA drivers is 2.67, If you have anything less,
>mail me, and I'll send them to You.

So the Nova's VME adapter is why NVDI cannot drive it alone I guess?
Thanks for the offer. Having used the Nova for sometime I grew very
used to the speed. The CrazyDots seems a tad snappier and a much
cleaner installation so I think I'll stay with the CDII card now.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

897. Re: STiNG under TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-24 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7dabmknbi1@SOLAIR2.EUnet.yu>
Source record: 10050

On 22 Mar 1999 14:09:43 , Olivier Booklage wrote:

>>Does STiNG work with TOS?
>
>Yes, only recent STinG version have problems with TOS, so it crash,
>You need so a little TOS patch.

Which is this "recent STinG version"? And what patch is required to TOS?
I have STinG 1.15 and it works nicely with TOS2.06, as far as I can see.

Thanx in advance.

898. Re: Audio AVR, WAV, SND and other audio-format decription wanted !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-24 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7dapck$1ec$1@nnrp1.dejanews.com>
Source record: 10051
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Ej0K2.24$481.127@news.get2net.dk>,
<psloth@post2.tele.dk> wrote:
> I am looking for a AVR, WAV, SND and other audio file format decription -
> byte by byte.
> I am making a converter - I know there are some PDs but they are not fast
> and with the
> right options.
> If you got decriptions, or know where I can find some please mail me on
> psloth@post2.tele.dk

How about using the open source "sox" package as a starting point and optimize
it if you think that you can speed it up?

--
Julian Reschke (mailto:reschke@muenster.de)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

899. TT-Digger V5.4

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-24 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <36F8E2A4.1C4D894B@cable.A2000.nl>
Source record: 10052
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi you all.

A new spring,
a new version of the this interactive disassembler.

You now can:

Mark 16 bit PC relative jumptables and generate corresponding labels.
Quick find the appropppriate indirect jmp's and jsr's.
Give names to 'absolute word' operand addresses.
Give names to standard labels.
Attach a short comment to an address.

It is on my web page: http://people.a2000.nl/hrobbers/Homepage.html

Have fun

Henk Robbers.

900. Driver for Mustek scanner

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-24 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7dantg$k5q$1@zingo.tninet.se>
Source record: 10053

I have been offered a Mustek scan express 6000p secondhand and i was wondering if anyone knows if it works with the driver for Mustek Paragon from Homa.

Cheers J�rgen

901. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7dbb6fsus1@snipp.uninett.no>
Source record: 10054

magicmac@my-dejanews.com wrote:

>> Since when? NVDI 4.12 most certainly didn't do this, 5.0x don't either. I
>> have to disable NVDI's screen-drivers myself (with a little program I've
>> made).

> You sure? I'm pretty sure that when NVDI wasn't installed, and the NOVA
> drivers were installed (and in the auto folder), when I installed NVDI
> 4.11r2, the VDI drivers were renamed in the NVDI folder. I've used your

I installed the NOVA-drivers after I installed NVDI 4.12, but when I
recently installed 5.0 (and later 5.01 and 5.02) it didn't care about the
Nova.

Anyway, that's a rather braindead way of doing it since you might want to
boot without the graphics-card driver but with NVDI... NVDI should simply
check for known VDI-cookies before it loads it's own screen-drivers.

> program. Unless it has been updated sence then, it renames the NVDI drivers,
> but you have to manually go back and rename them if you want to use them

My program will rename the drivers to *.SYX if the Nova-cookie is present,
if the cookie is absent it will rename them to *.SYS. So as long as
NVDI_TGL.PRG runs after MENU.PRG but before NVDI.PRG you can boot with and
without NOVA-VDI without problems.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

902. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-24 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <36F938CD.93A8C8DC@ping.be>
Source record: 10055

```
Jo Even Skarstein a ï¿½crit:
> if the cookie is absent it will rename them to *.SYS. So as long as
> NVDI_TGL.PRG runs after MENU.PRG

What is this program intended for ?

Jo
```

903. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-24 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7dbsps$2ns$1@nnrp1.dejanews.com>
Source record: 10056

In article <7dbb6fsus1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> magicmac@my-dejanews.com wrote:
>
> >> Since when? NVDI 4.12 most certainly didn't do this, 5.0x don't either. I
> >> have to disable NVDI's screen-drivers myself (with a little program I've
> >> made).
>
> > You sure? I'm pretty sure that when NVDI wasn't installed, and the NOVA
> > drivers were installed (and in the auto folder), when I installed NVDI
> > 4.11r2, the VDI drivers were renamed in the NVDI folder. I've used your
>
> I installed the NOVA-drivers after I installed NVDI 4.12, but when I
> recently installed 5.0 (and later 5.01 and 5.02) it didn't care about the
> Nova.
>
> Anyway, that's a rather braindead way of doing it since you might want to
> boot without the graphics-card driver but with NVDI... NVDI should simply
> check for known VDI-cookies before it loads it's own screen-drivers.

:) I guess thats why fVDI is being worked on...
>
> > program. Unless it has been updated sence then, it renames the NVDI drivers,
> > but you have to manually go back and rename them if you want to use them
>
> My program will rename the drivers to *.SYX if the Nova-cookie is present,
> if the cookie is absent it will rename them to *.SYS. So as long as
> NVDI_TGL.PRG runs after MENU.PRG but before NVDI.PRG you can boot with and
> without NOVA-VDI without problems.

I didn't RTFM. I never tried to use it without dumping the NOVA cookie first.

Mike
> --
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> **
> ** beer - maria mckee - atari falcon - babylon 5
> */
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

904. Re: STiNG under TOS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-24 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <fNZJ2.124$bH4.498@198.235.216.4>
Source record: 10148

On 22 Mar 1999 14:09:43 , Olivier Booklage wrote:

>
>>Does STiNG work with TOS?
>
>Yes, only recent STinG version have problems with TOS, so it crash,
>You need so a little TOS patch.

What version of STing is This? I have what I thought was the last off of Peters Web page roughly Jan. 1998 and various later modules. Although I am to stupid to look right now I believe I have 1.12 and 1.15 dialer. And these work fine on my TOS 1.0 (1985) 520 ST with 2 meg and hs modem.

>
>>I tried STiNG with a TOS version from 1991,
>>but it can't find the default.cfg

Check your dialer path and your sting path. Only fool around with the STing CPX and not the NETWORK CPX (which I was doing when I first setup sting over 1 year ago.

Now that I have quite a few computers to network I will play with the rest of STing:-).
>
>Strange, is a new problem :(
>
>>Should I install MagiC 6.0?
>
>Not neccessary if STinG run correctly under TOS.
>
>>Does Aftp work with STiNG?
>
>Yes, the STinG version.
>
>>How should I setup STiNG to have the two computers communicating
>>with eachother. It's just to transfer files from 100 Mb...

You will need to edit your ROUTE.TAB file.

Something like this.

192.168.128.2 255.255.255.255 Modem2 0.0.0.0
0.0.0.0 0.0.0.0 Modem2 0.0.0.0

For main computer and IP MASQUERADING

Second computer ROUTE.TAB

0.0.0.0. 0.0.0.0. Modem 0.0.0.0

However you should just work on getting your internet setup correct first.

For transferring files, just use a terminal prg or ghostlink. But thats
another thread.

As far as I know STing works with TOS.

And if patches are required, I would like to know what these are?

Later Brian.

P.S. Oliver should know more about the TOS/STing combination and I may
just be very lucky:-).

Of course I use somebody elses overlay;-).
But I am willing to try something NEW.

For I have had problems with the latest overlays not working with
CAB 1.5 and my TOS 1.0 setup.

>
>Is with sting port CPX, set IP address, protocol and active it.
>
>Regards,
>Olivier.
>
>
>--
>From Boulogne Billancourt FRANCE
>Email : res1@vcf-com.fr
>HomePage: http://services.worldnet.net/vcf-com/olivier.htm (194.2.128.248)
>CabOvl : http://194.2.128.248/vcf-com/download/cabovl.lzh
>WebLight: http://194.2.128.248/vcf-com/download/weblight.lzh
>.

905. Audio AVR, WAV, SND and other audio-format decription wanted !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-24 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <Ej0K2.24$481.127@news.get2net.dk>
Source record: 10149
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for a AVR, WAV, SND and other audio file format decription -
byte by byte.
I am making a converter - I know there are some PDs but they are not fast
and with the
right options.
If you got decriptions, or know where I can find some please mail me on
psloth@post2.tele.dk

906. Re: Nova cards are updatable ....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-25 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7dda0g$8fs$1@nnrp1.dejanews.com>
Source record: 10057

In article <36F938CD.93A8C8DC@ping.be>,
Jo Vandeweghe <dipching@ping.be> wrote:
> Jo Even Skarstein a écrit:
> > if the cookie is absent it will rename them to *.SYS. So as long as
> > NVDI_TGL.PRG runs after MENU.PRG
>
> What is this program intended for ?

The point with this program is to disable NVDI's screendrivers if Nova-VDI is running, and enable the screen-drivers if Nova-VDI isn't running. This way I can boot into both the Videl and Nova without having to manually rename the screendrivers.

Jo Even Skarstein
(http://atari.nvg.org/)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

907. FS 520ST (USA only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-25 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990325084201.26492.00000014@ng18.aol.com>
Source record: 10058

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, Alpha
Data trackball, manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry Populous
MetroCross Star Glider Conquest of Camelot

Guild of Thieves Star Ray Shadow of the
Beast II
Zork I AD&D Hillsfar Gold Runner II
Station Fall Golden Path Grid Iron
HitchHiker's Guide to the Galaxy The Black Cauldron Swiftar
Battleship Obitus Alcon
Pirates of the Barbary Coast Flight Simulator II

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

908. FS 520ST (USA only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-25 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990325084710.27704.00000034@ng19.aol.com>
Source record: 10059

Note: The Falcon is not for sale as yet. It is listed only as my signature file.
thanx. :)
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

909. registering shareware

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-25 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7de6kojug1@barcode.tesco.net>
Source record: 10060

is there any point registering shareware like Junior Office that is no longer supported or being developed ? and if you do where does the money go?,compaired to something like Thing it seems like an expensive gesture

910. Keyboard am PC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-25 00:00:00 UTC
From: Sascha Piculjan <audiofreak@austro.net>
Message-ID: <922401124.265890@news.vbs.at>
Source record: 10061
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,fido.ger.atari,fido.ger.musik,fido.ger.musiker,ger.atari

Hi Leute

Hab folgendes Anliegen:

Hab mir ein 08 / 15 - Keyboard mit Midi - Schnittstelle (in / out)
ausgeborgt und m�chte es an meinem PC (233 MMX, Win95, 64MB Ram, AWE64Gold)
betreiben. Nun habe ich folgendes Problem: Ich schaffe es nicht, am PC �ber
die Soundkarte irgendeinen Ton des Keyboards zu h�ren, geschweige denn
einzuspielen. Ich m�chte Midi - Daten ins "Cubasis AV" u.�. einspielen und
dort weiterbearbeiten. Nur habe ich dabei anscheinend irgendein Treiber- und
Installationsproblem, bei dem ich anstehe. Die Verkabelung pa�t 100%ig, nur
ich kann der Soundkarte keinen Ton entlocken. Nun meine Frage: Was mu� im
Punkt "Multimedia" in der Systemsteuerung alles installiert sein, da� ich
die Midi-Daten, die ich in den PC schicke, in Musik umsetze? Was mir
aufgefallen ist: Beim Mischpult (Play Control) ist der Punkt "Ton aus" bei
Midi deaktiviert. Vielleicht weis irgendwer eine L�sung f�r blutige Anf�nger
wie mich, denn ich hab (bis jetzt noch) absolut keinen Tau, wie ich das
machen kann. Weis wer Rat? Wenn geht, bitte Antwort an meine e-mail-adresse
klaxmax123@yahoo.com

Herzlichen Dank f�r die M�he,
Sascha

911. Re: Keyboard am PC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-25 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7degor$r19$1@barcode.tesco.net>
Source record: 10062
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,fido.ger.atari,fido.ger.musik,fido.ger.musiker,ger.atari

>Hab folgendes Anliegen:
>
>Hab mir ein 08 / 15 - Keyboard mit Midi - Schnittstelle (in / out)
>ausgeborgt und mï¿½chte es an meinem PC (233 MMX, Win95, 64MB Ram,
AWE64Gold)
>betreiben. Nun habe ich folgendes Problem: Ich schaffe es nicht, am PC
ï¿½ber
>die Soundkarte irgendeinen Ton des Keyboards zu hï¿½ren, geschweige denn
>einzuspielen. Ich mï¿½chte Midi - Daten ins "Cubasis AV" u.ï¿½. einspielen
und
>dort weiterbearbeiten. Nur habe ich dabei anscheinend irgendein Treiber-
und
>Installationsproblem, bei dem ich anstehe. Die Verkabelung paï¿½t 100%ig,
nur
>ich kann der Soundkarte keinen Ton entlocken. Nun meine Frage: Was muï¿½
im
>Punkt "Multimedia" in der Systemsteuerung alles installiert sein, daï¿½
ich
>die Midi-Daten, die ich in den PC schicke, in Musik umsetze? Was mir
>aufgefallen ist: Beim Mischpult (Play Control) ist der Punkt "Ton aus"
bei
>Midi deaktiviert. Vielleicht weis irgendwer eine Lï¿½sung fï¿½r blutige
Anfï¿½nger
>wie mich, denn ich hab (bis jetzt noch) absolut keinen Tau, wie ich das
>machen kann. Weis wer Rat? Wenn geht, bitte Antwort an meine
e-mail-adresse
>klaxmax123@yahoo.com
>
>Herzlichen Dank fï¿½r die Mï¿½he,
>Sascha

first of all you need to take the rear wheels off

912. Atari Sites to Visit

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-26 00:00:00 UTC
From: Roy Goring <roy@incontrolinternet.co.uk>
Message-ID: <36fb6030.0@news.madhouse.uk.com>
Source record: 10063
Cross-posted to:
alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.atari,pnet.comp.atari

```
The Atari WebRing - http://www.incontrolinternet.co.uk/atariwebring/
Links to 150+ Atari related sites.
STs, 2600, Jaguars, 8-bit, emulation, all catered for.

Atari WWW Message Board - http://www.incontrolinternet.co.uk/atari/
Just leave a message to say `Hi' or ask a question.

Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk
```

913. FS 520ST (U.S.A. only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-26 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990326121112.22305.00000271@ng-fy1.aol.com>
Source record: 10064

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, Alpha
Data trackball, manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry Populous
MetroCross Star Glider Conquest of Camelot

Guild of Thieves Star Ray Shadow of the
Beast II
Zork I AD&D Hillsfar Gold Runner II
Station Fall Golden Path Grid Iron
HitchHiker's Guide to the Galaxy The Black Cauldron Swiftar
Battleship Obitus Alcon
Pirates of the Barbary Coast Flight Simulator II

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

914. FS: MEGA ST2 & STE 1040 w/EXTRAS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-26 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <vIPK2.4875$my.9877@monger.newsread.com>
Source record: 10065

```
MEGA ST2
Monitor
Keyboard
Mouse
$ 180.00
shipping is extra
```

For more information ---
Please visit http://www.vcnet.com/jsfcomsrv/Inventory-sale'98-All.html
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12" Monitors
Printers
Atari Systems
Music & MIDI
Handmade P-Bass
Pictures are available
This is a private Sale!
Once these items are sold " that"s it!
Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv
Click the picture icons for ---
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom"s Folk Music History Page or
Guitar Lessons and more"

```
Thank You
```

915. Null modem cable ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-26 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7dgicoffi4@news.campuscwix.net>
Source record: 10066

Okay, I have a question. Can you use a null-modem cable (and if so, where do you get them - Redmond cable?) to hook up a TT that is running MiNT, and a Mega ST that is not? Do both machines have to be running MiNT?

Examine this scenario: The TT is runnig MiNT, will have a static IP adress on the 'Net, and needs to be able to communicate with the Mega ST in such a way that BBS software on the Mega will recognize the incoming call from the TT as a phone call and then respond to it.

All help is sincerely appreciated! ;-)

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

916. WANTED: Budgie UK Demo Disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-26 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <vBZ2YBAAGA$2EwdD@steverosie.demon.co.uk>
Source record: 10067
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I am after the following Budgie UK Demo disks:

(2) Aenigmatica
(3) Ooh Crikey What A Scorcher
(4) Fantasy Slideshow

In exchange for other PD software or Budgie UK Titles;)

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: LAPD@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

917. Re: Null modem cable ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-26 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JC1TBBAXUP@data.rhein-main.de>
Source record: 10068

In <7dgicoffi4@news.campuscwix.net> Ronald J. Hall wrote:

> Okay, I have a question. Can you use a null-modem cable (and if

Both machines have to run a terminal software. Works fine.
Cable schematics: DOIT_ST

> Examine this scenario: The TT is runnig MiNT, will have a static
> IP adress on the 'Net, and needs to be able to communicate with
> the Mega ST in such a way that BBS software on the Mega will
> recognize the incoming call from the TT as a phone call and then

Sorry, can't help with IP. Not tested. STinG handle LAN !?

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

918. Re: Vote Today

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-26 00:00:00 UTC
From: ¿ - Infinity Rising - ? <www@geocities.com/~timanov>
Message-ID: <7dhq7f$sv0@enews3.newsguy.com>
Source record: 10069
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

Well, the US invented the bloody internet so I'm glad somebody's spreading the word. All I can hope is that the person who's spreading is telling the truth.

David Bolt wrote:

> In article <36ED5D16.6623@geocities.com>, Doctor Clu <clu-da-
> bard@geocities.com> writes
>
> <snip>
>
> >PLEASE PASS THIS ON!!!
>
> Please don't!!! It looks awfully like one of the Urban Legends listed
> at:
>
> <URL:http://www.scambusters.org/Scambusters22.html>
>
> The difference being that the one listed there refers to the FCC rather
> than Congress.
>
> This is totally off-topic and, even if true, wouldn't affect any of
> those net users outside the US.
>
> --
> David Bolt

--
"SMAQFWB: Small Mammals Are Quite Flavorsome When Baked."
Eat up!

http://www.geocities.com/~timanov --> New and improved, with only 25 percent recycled material!

919. Re: Driver for Mustek scanner

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-27 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <922497401.322.103@news.remarQ.com>
Source record: 10070

On 24 Mar 1999 13:04:48 , J�rgen Nyberg wrote:
>I have been offered a Mustek scan express 6000p secondhand and i was wondering
>if anyone knows if it works with the driver for Mustek Paragon from Homa.

You can get a demo of Nova Scan from Homa Systems...
Or just email and ask :)

nima@canada.com

Brian

920. Re: Driver for Mustek scanner

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-27 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <922503736-875053AEicMi@ping.be>
Source record: 10071

On 24-03-99 Jorgen Nyborg wrote:

>>I have been offered a Mustek scan express 6000p secondhand and i was
>wondering if anyone knows if it works with the driver for Mustek
>Paragon from Homa.

NO, the Mustek Scan Express 6000P is a scanner with paralel interface,
you need a scanner with a SCSI interface....

Scanners wich are OK:
Mustek Scan Express 6000SP
Mustek Scan Express 12000SP
Mustek Paragon 1200SP

Get the drivers from NOVA instead of HOMA, cheaper and more recent...

Cheers from Belgium
Dennis

921. TOS 4.01 -> TOS4.04

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-27 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JC2HEJAFUP@data.rhein-main.de>
Source record: 10072

Do anybody knows the differences/errors about TOS 4.01 -> TOS 4.04?

Short description is enough. I like to add this into DOITF030.
Thank you for answering. Email welcome.

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

922. legal printing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-27 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7di0nvbsd1@nnrp02.primenet.com>
Source record: 10073

Can anyone tell me why pagestream, calamus and image copy will not print the bottom portions of a 8.5 x 14 page. I have set the printer settings and even put "legal" in the pagestream special command field, I have set the settings in Calamus sl and yet all of them seem to just skip it and treat the page like a 8.5 x 11. If anyone knows of any auto prg i need or something like that then please let me know.
im using a deskjet 660cse (which is reall a 660c).

thank.

gene

923. Re: PC <-> ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-27 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <36fcf678.17582001@news.easynet.co.uk>
Source record: 10074

On 22 Mar 1999 18:47:04 GMT, "Henrik Johannisson"
<vinco@ebox.tninet.se> wrote:

>Hi !
>
>Is there anyone out there who have tried to connect the Atari
>to the PC via serial cable and mapping a PC HD so you can
>read the info on the Atari ?
>I've tried Ghostlink but I just cant get it working. When I try
>to reach the HD on the PC the PC just hangs and I must
>restart it. Anyone tried something similar
>with good result ?
>
>Thanks !
>
>/Slangen
>

I had Ghostlink working on my Falcon and PC. Its not 100%
stable but its pretty good although its hopeless if you
don't have any serial software like hsmodem installed. I get
20k a second connection speed. So approximately disk drive
speed which isn't too impressive.

Obviously you need the right type of cable and you might
need to run pcslave from the dos prompt.

You also have to setup a drive to be the ghostlink
connection.

924. /]\ Sears Super Aracde II Very Rare will trade for Atari 1040 st

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-27 00:00:00 UTC
From: katom96@aol.com
Message-ID: <19990327110905.23486.00001301@ng-ch1.aol.com>
Source record: 10075

Sears Super Arcade II This is VERY RARE and hard to find for those who don't know what it is. It looks like the Atari 7800 but only plays the 2600 games. And, it has four ports for four contollers. This is a really cool system. The controls are shaped like a rectangle and are two way controls. You can us them as paddles or a joystick. I only have three controls. Eveything is in good shape. This is a must for any collector. I will also will throw in a few games. they are Target Fun, missle Command, Asteroids and Space Invaders these are all Sears games

Email offers to

katom96@aol.com

thanks Tom
Video games

925. WANTED: Happy Parameter for Dungeon Master

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-27 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <76CIxiAJ7T$2EwMU@steverosie.demon.co.uk>
Source record: 10076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I'm experimenting with some disk archive procedures, and I need a
parameter file for Dungeon Master.

I have tried the ones supplied but they fail with flying colours.

Any help is much appreciated.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

926. ST Items FS CHEAP!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-27 00:00:00 UTC
From: eweaver@gte.net
Message-ID: <7djkpf$6fi$1@news-1.news.gte.net>
Source record: 10077

I have the following ST equipment for sale:

2 x Atari 520 ST Power Supply $20.00 Each
Atari SF FDD Power Supply $10.00

Atari ST to SCSI Host Adapters $25.00
Supra ST SCSI Host Adapter $35.00
(this is the one w/o the clock)

Astra ST HD Host Adapter $35.00
This is still in the box that it came it. The power supply is shot,
but if you want to put a small power supply in, you have a ready-built
HD system for your ST. Just add HD.

Magic Sac w/Translator One Box / All Cables / Cart w/ Mac Roms
w/Disks. I don't know if it works, but it used to.
$40.00

Z-Time Chip (Real Time Clock) with Software $15.00

QMI Desk Cart $10.00

All prices are "plus shipping."
All items are in Durham, NC USA

927. Re: Driver for Mustek scanner

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-27 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7djlvhhbc1@cubacola.tninet.se>
Source record: 10078

On 27 Mar 1999 03:16:14 , Dennis Vermeire wrote:
>On 24-03-99 Jorgen Nyborg wrote:
>
>>>I have been offered a Mustek scan express 6000p secondhand and i was
>>wondering if anyone knows if it works with the driver for Mustek
>>Paragon from Homa.
>
>NO, the Mustek Scan Express 6000P is a scanner with paralel interface,
>you need a scanner with a SCSI interface....
>
>Scanners wich are OK:
>Mustek Scan Express 6000SP
>Mustek Scan Express 12000SP
>Mustek Paragon 1200SP
>
>Get the drivers from NOVA instead of HOMA, cheaper and more recent...
>
>Cheers from Belgium
>Dennis
>
Hi Dennis

Well the guy said it was a SCSI but his using Windows so what can you expect?
Anyways thanks for the clarification.

Cheers J�rgen

928. Atari Cubase wanted - something in it for you!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-28 00:00:00 UTC
From: j_dahl@my-dejanews.com
Message-ID: <7dkmcv$g08$1@nnrp1.dejanews.com>
Source record: 10079

Hi everyone,

I'm looking for a copy of Cubase for the old Atari 520ST/fm computer. I've used it before and it's great! I recently picked up one of these old gems and want to fire the synth on my secondary sound card with it.

I am willing to trade PC software or trade my exceptional talents as a MIDI drum programmer. This the most common fault with most MIDI-based music I hear - no funk! I can make that s**t sound REAL, man. email me if you'd like a sample!

Thanks
JD

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

929. Re: Atari Cubase wanted - something in it f

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-28 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7dl5sh$4qj$1@roch.zetnet.co.uk>
Source record: 10080

On 28 Mar 1999 07:40:16, j_dahl@my-dejanews.com wrote:
>Hi everyone,
>
>I'm looking for a copy of Cubase for the old Atari 520ST/fm computer. I've
>used it before and it's great! I recently picked up one of these old gems and
>want to fire the synth on my secondary sound card with it.
>
>I am willing to trade PC software or trade my exceptional talents as a MIDI
>drum programmer. This the most common fault with most MIDI-based music I hear
>- no funk! I can make that s**t sound REAL, man. email me if you'd like a
>sample!
>

You'll need a memory upgrade to run Cubase on a 520, you could try Sweet
16, that should be OK, and it hasd as very similar feel to Cubase, buit it
doesn't have some of the advanced editors...

chrisc

930. Atari monitors - quick question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-28 00:00:00 UTC
From: Geoffacakes <new-wave@argonet.co.uk>
Message-ID: <na.a5a95f48e9.a70260new-wave@argonet.co.uk>
Source record: 10081
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I have just acquired a dusty old Atari 1040ST. There is a 13-pin monitor socket on the back - is this for an RGB monitor? Is there anyway one can use a SVGA monitor with the machine?

Geoff

--

931. Re: Atari Network Connectivity pages are back !

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-28 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <36FE5570.1123814@village.uunet.be>
Source record: 10082
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Louis wrote:
>
> >The Belgian FTP site is still available (no plans to give it up in the
> >near or far future) at ftp://193.190.205.13/atari/
> >If all goes well, the DNS name should change soon to somethins that's
> >easy to remember. I'll keep you posted about this.
> >
> What about the rma.ac.be name? I never tried feeding aFTP that name, but I
> think it works just the same as 193.190.205.13 or am I wrong?

Not possible. This server is only one of the computers in the domain
rma.ac.be
Each computer has already a DNS name, but the name for the ftp-server at
the moment is as difficult to remember as the numbers.

Greetings,

Saka

932. FS: MegaSTE SM144 SpectreGCR ATonce386SX Supercharger....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-28 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <7344_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 10083

Please email me if you want to know more about the system, many software
pieces and hardware addons, make an offer.... I'm in Italy !

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

933. FS: Atari Mega STE - USA

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-28 00:00:00 UTC
From: "Eric J. Feldhusen" <ejfeldhu@mtu.edu>
Message-ID: <36FE7137.7392A2FC@mtu.edu>
Source record: 10084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Since I don't have the time to use this computer, I'm selling it for
someone who'll use it.
Here's the specs..

Atari Mega STE - 4MB Ram, 40MB hard drive that was just replaced,
keyboard, mouse,
power cable.

I'm asking $100, buyer pays shipping. I'll most likely ship UPS Ground
COD. That way, the
buyer gets the computer in hand before paying. Any interested parties,
email me.

Eric Feldhusen
ejfeldhu@mtu.edu

934. FS: Atari Mega STE - USA

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-28 00:00:00 UTC
From: "Eric J. Feldhusen" <ejfeldhu@mtu.edu>
Message-ID: <36FE8A4D.47B14F17@mtu.edu>
Source record: 10085
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sold.

935. Re: Atari Cubase wanted - something in it f

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-28 00:00:00 UTC
From: j_dahl@my-dejanews.com
Message-ID: <7dma62$ob6$1@nnrp1.dejanews.com>
Source record: 10086

In article <7dl5sh$4qj$1@roch.zetnet.co.uk>,
chrisc@zetnet.co.uk (Chris Crosskey) wrote:
> On 28 Mar 1999 07:40:16, j_dahl@my-dejanews.com wrote:
> >Hi everyone,
> >
> >I'm looking for a copy of Cubase for the old Atari 520ST/fm computer. I've
> >used it before and it's great! I recently picked up one of these old gems and
> >want to fire the synth on my secondary sound card with it.
> >
> >I am willing to trade PC software or trade my exceptional talents as a MIDI
> >drum programmer. This the most common fault with most MIDI-based music I hear
> >- no funk! I can make that s**t sound REAL, man. email me if you'd like a
> >sample!
> >
>
> You'll need a memory upgrade to run Cubase on a 520, you could try Sweet
> 16, that should be OK, and it hasd as very similar feel to Cubase, buit it
> doesn't have some of the advanced editors...
>
> chrisc
>

OUCH!

How do I upgrade the memory? I'll try to find out on my own, but I don't
suspect it'll be easy.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

936. Revised FS 520ST (U.S.A. only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-28 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990328174845.03802.00001787@ng05.aol.com>
Source record: 10087

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, Alpha
Data trackball, manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry
MetroCross Star Glider

Guild of Thieves Star Ray Shadow of the
Beast II
AD&D Hillsfar Gold Runner II
Station Fall Golden Path Grid Iron
The Black Cauldron
Battleship
Pirates of the Barbary Coast Flight Simulator II

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

937. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-28 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JC3UBGATUP@data.rhein-main.de>
Source record: 10088
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <na.a5a95f48e9.a70260new-wave@argonet.co.uk> Geoffacakes wrote:

>I have just acquired a dusty old Atari 1040ST. There is a 13-pin monitor
>socket on the back - is this for an RGB monitor? Is there anyway one can use
>a SVGA monitor with the machine?

You can connect any SM124 (MONO), SM1242 (RGB).
VGA Display must start with 15Khz! -> NEC 3D as example.

ODIT_ST contains any cable adaptor, colorised schematics,

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

938. 3x midi port from modem or parallel

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-29 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <36FF49A3.C47879CF@studio9.demon.co.uk>
Source record: 10089

Hiya ... want to DIY extra midi ports, I know this is possible from parallel or modem port. I have schematic for one extra port from modem but not three. We have three multi-timbral boxes now so we need the extra. Any help appreciated :)

jim

939. ATARI REPAIR CENTRE IN BELGIUM?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-29 00:00:00 UTC
From: Johan Vergote <johan.vergote@vsk.be>
Message-ID: <7dnlrrpma1@news1.skynet.be>
Source record: 10090

Hello
I am looking for the address or phone of a person/company who can repair or help to repair an Atari ST (of which the mouse doesnt respond after bootup)

940. Gemulator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-29 00:00:00 UTC
From: visitor <nm93008@central.ntua.gr>
Message-ID: <7do1nd$729$1@ulysses.noc.ntua.gr>
Source record: 10091

does anyone knows how to find GEMULATOR (emulates AtariST on a fu**ing PC)?

941. Re: Atari Cubase wanted - something in

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-29 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7docqj$j9k$3@roch.zetnet.co.uk>
Source record: 10092

On 28 Mar 1999 22:24:09, j_dahl@my-dejanews.com wrote:

>>
>> You'll need a memory upgrade to run Cubase on a 520, you could try Sweet
>> 16, that should be OK, and it hasd as very similar feel to Cubase, buit it
>> doesn't have some of the advanced editors...
>>
>> chrisc
>>
>
>OUCH!
>
>How do I upgrade the memory? I'll try to find out on my own, but I don't
>suspect it'll be easy.
>

There's details of a 4Mb upgrade on the DOITF030 archive, sorry can't
remember the URL...
ASP will be selling them soon, but ifg you're in the states then the
postage and currency fees will make it a non-starter....

chrisc

942. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-29 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7dojv9csk4@news3.isdnet.net>
Source record: 10093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Geoffacakes a crit dans le message ...
>Hello,
>
>I have just acquired a dusty old Atari 1040ST. There is a 13-pin monitor
>socket on the back - is this for an RGB monitor? Is there anyway one can
use
>a SVGA monitor with the machine?

```
The answer my friend, is blowing in the wind...
and in the Quick FAQ

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

943. Re: Atari Cubase wanted - something in it f

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-29 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7dojv8csk3@news3.isdnet.net>
Source record: 10094

j_dahl@my-dejanews.com a crit dans le message
<7dma62$ob6$1@nnrp1.dejanews.com>...
>In article <7dl5sh$4qj$1@roch.zetnet.co.uk>,
> chrisc@zetnet.co.uk (Chris Crosskey) wrote:
>> On 28 Mar 1999 07:40:16, j_dahl@my-dejanews.com wrote:
>> >Hi everyone,
>> >
>> >I'm looking for a copy of Cubase for the old Atari 520ST/fm computer.
I've
>> >used it before and it's great! I recently picked up one of these old
gems and
>> >want to fire the synth on my secondary sound card with it.
>> >
>> >I am willing to trade PC software or trade my exceptional talents as a
MIDI
>> >drum programmer. This the most common fault with most MIDI-based music I
hear
>> >- no funk! I can make that s**t sound REAL, man. email me if you'd like
a
>> >sample!
>> >
>>
>> You'll need a memory upgrade to run Cubase on a 520, you could try Sweet
>> 16, that should be OK, and it hasd as very similar feel to Cubase, buit
it
>> doesn't have some of the advanced editors...
>>
>> chrisc
>>
>
>OUCH!
>
>How do I upgrade the memory? I'll try to find out on my own, but I don't
>suspect it'll be easy.

```
Check out the Quick FAQ...

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

944. Re: 3x midi port from modem or parallel

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-29 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7dol15rmu1@news4.isdnet.net>
Source record: 10095

jim harris a crit dans le message
<36FF49A3.C47879CF@studio9.demon.co.uk>...
>Hiya ... want to DIY extra midi ports, I know this is possible from
>parallel or modem port. I have schematic for one extra port from modem
>but not three. We have three multi-timbral boxes now so we need the
>extra.

No you don't, what about MIDI Thru ?

>Any help appreciated :)
>

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

945. Re: Atari Network Connectivity pages are back !

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-29 00:00:00 UTC
From: denesh@cyberstrider.org
Message-ID: <36ffdbf7.5990503@news.demon.co.uk>
Source record: 10096
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 21 Mar 1999 21:02:11 +0100, Karl Samyn <saka@village.uunet.be>
wrote:
>I also would like to thank Martin "Nightowl" Byttebier for keeping the
>Belgian FTP-site up to date while I was gone.
>The Belgian FTP site is still available (no plans to give it up in the
>near or far future) at ftp://193.190.205.13/atari/
>If all goes well, the DNS name should change soon to somethins that's
>easy to remember. I'll keep you posted about this.

Yes, I noticed there is no forward or reverse name mapping on this
name - and I looked at whom the range of IPs belongs to.

If it is OK with the authority, I can give forward name mapping to
this... i was thinking of something like atari.cybes.co.uk ? Would
that suit people? short and sweet?

If so, email me and I'll complete the task in hardly any time.

Regards
Danny
--
Denesh Bhabuta

946. Mike In Canada w/Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-29 00:00:00 UTC
From: Christopher Warney <audiointelek@earthlink.net>
Message-ID: <36FFF809.A0E2A559@earthlink.net>
Source record: 10097
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.music.midi

To mike in Canada w/Falcon. I lost your email, please reply.

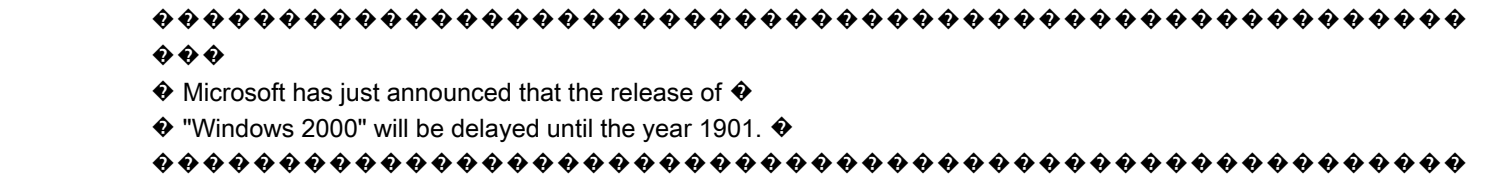
Christopher

947. Re: SOS Hard drive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-29 00:00:00 UTC
From: clab@buffnet.net
Message-ID: <37002e99.0@news3.buffnet.net>
Source record: 10098

i have a syquest syjet as well connected to my Falcon. What else do
you have in the Scsi daisy chain? The syjet had problems when the chain
wasn't properly terminated. The manual also syays not to locate it
after a cd drive. It didn;t like the termination I had on a Toshiba
5 gig I had bought from Toad computers. Try running it all alone
See if that helps. It has auto termination built in. It also operates
in two modes according to Syquest, one for regular data and one for
streaming (according to syquest) although,as far as I know, there is
no setting for this on HD. ALSO, check the cables!!!! Are you getting
weird filenames?, could be the cable or lack of proper termination.
Without knowing your setup its hard to tell. I went through a lot of
crap getting mine to behave until I cut back on the number of devixes I had
in the Scsi chain. This Falcon just doesn't like too many Scsi devises
connected to it. Alex at AY computers told me to limit the number
of devises to 2 or 3 to be safe.

On 30 Mar 1999 03:14:23 , "Brian Lang" wrote:
>
> I have serious hard drive problems, with a syquest syjet 1.5 gig removable
>drive. I am a composer and have a whole cd of my work stored on a syjet
>cartridge with 3 partitions. I am using HDDriver 7.00.
> I couldn't read any of the partitions at first, but after restoring
>partition info I got the first and last partitions back, but not the middle
>one.
> In diamond edge I get Dos error # 32768 reading boot sector location 1,
>then unrecognised boot sector , (whilst trying to choose the middle
>partition as the active drive)
>I also have another cartridge that I cannot read the middle partition, it
>comes up with dos Error #11 Reading directory sectors location 6729 and
>9912. (in diamond edge) I have restored partition info on this cartridge
>also. using HD Driver.
> Is there any hope that I may be able to retreive any of this data, it's
>almost a years work.
>Can anyone offer some help,any advice greatly appreciated. 8-(
>Brian Lang
>
>
>.



948. Re: 3x midi port from modem or parallel

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-30 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <3700104B.5D2B9E2A@studio9.demon.co.uk>
Source record: 9950

Nicholas Bales wrote:

> jim harris a ï¿½crit dans le message
> <36FF49A3.C47879CF@studio9.demon.co.uk>...
> >Hiya ... want to DIY extra midi ports, I know this is possible from
> >parallel or modem port. I have schematic for one extra port from modem
> >but not three. We have three multi-timbral boxes now so we need the
> >extra.
>
> No you don't, what about MIDI Thru ?
>

hi nicholas ... multi-timbral boxes typically respond to all sixteen midi channels, sysex notwithstanding midi does not support addressing separate instruments on the same midi channel . This is why they need isolating to their own midi out. Notes played on channel 1 of one box will also play on the other if daisy chained with 'thru' socket. The workaround is to midi mute unwanted channels. This is workable but fiddly, particularly on older or less sophisticated boxes that don't remember settings. A multiple out is more convenient ... or at least I'm pretty sure this is the score, let me know if I'm wrong!

Cheers,.
jim

>
> >Any help appreciated :)
> >
>
> Nicholas
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402

---

949. FS: Falcon System in the UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-30 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@syn.beetee.co-uk>
Message-ID: <3700985C.DCB8D2A0@syn.beetee.co-uk>
Source record: 9951
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech,uk.adverts.computer

```
Hello,

I have a complete Atari Falcon 030 system for sale for 350gbp ono.

This does not include shipping - I would prefer a buyer to
collect so that they can assure themselves that everything
is working before taking it away - I live in Newcastle upon Tyne.

See below for a complete description. Any questions, feel free to
email me.

Michael
--
# To send me an email substitute @ for % in this address:
# michael.clemmetsen%syntegra.bt.co.uk

------------------ cut here ------------------
** Falcon System **
4MB RAM, no internal IDE
External 520MB SCSI drive and Falcon SCSI to 50w SCSI connector.
Loaded and configured with the software listed below as well as
loads of freeware, shareware and demos mainly downloaded from the
internet.
(Seagate mechanism - ST3655N, including technical
documentation.
The drive is internally terminated so you do not need a
terminator, but will have to put it at the end of the SCSI
chain if you use any other devices.)
ClockPatch fitted (by System Solutions)
(Required for accurate Direct to Disk recording)
TT Keys fitted
(High quality replacement keyboard contact cups that
improve the keyboard feel -you'll definitely notice
the difference if you are a touch typist)
Falcon VDU port to VGA adapter cable
(required to connect to a SVGA or VGA monitor)
BlowUp Hard II
(Hardware attachment that plugs into the cartridge port
providing a faster horizontal sync, thereby allowing
higher resolutions on suitable monitors, i.e. those
that can take a variable horizontal synch signal up to
50KHz. Includes software drivers and manual. The software
can be used without the hardware if the monitor is
unsuitable, i.e. lower refresh rates have to be used.)
2 Mice
```

(Not Atari, i.e. better microswitched devices)

Tabby graphics tablet
(Approximately A5 size, including software drivers and manual)

SVGA Monitor
(Includes Polarising screen filter. Works well with the BlowUp
software, providing resolutions around 800x520,
depending on colour depth.)

Epson LQ100 24pin dot-matrix printer including Manual

** Commercial Software **
All are english language versions and are complete with
original disks and manuals.
* System
HD Driver 6
(Hard disk driver including format and setup)
NVDI 4.02
(Display accelerator and TrueType and Speedo Font
display and printing.
Including over 40 high quality Truetype fonts.)
Magic 5.13
(Pre-emptive multi-tasking operating system,
including support for Windows compatible
long file names)
Kobold 2.5
(Fast file copier and file management tool)
Geneva 006
(Co-operative multi-tasking operating system)
NeoDesk 4 005
(Replacement Desktop integrates seamlessly
with Geneva but also works with Magic)
NeoDesk CLI 2
(Command line interface that integrates with NeoDesk)

* Productivity
Papyrus 5.15
(The best word processor/pagelayout application
on the Atari platform. Includes features, such as
discontinuous selection not available in MS Word.
Can import and export to MS Word)
Calamus S
(Premier DTP app.)
Twist 2
(Relational Database)
Apex Media
(Falcon only graphics and animation app.)

* Programming
Lattice C 5.52
(Professional C compiler that can target all 680x0

processors. Comes with libraries and documentation for
creating fully compliant GEM programs.)
HiSoft C
(C interpreter. May not work on the Falcon, but useful
for its GEM library which could be used with Lattice)

* Games
The Killing Cloud
(3D point of view strategy/flight sim/shootemup in
21st Century Los Angeles.
May work on the Falcon using one of the ST
compatability programs e.g. Backwards)
Epic
(3D point of view strategy/flight sim/shootemup in
space and on distant planets.
May work on the Falcon using one of the ST
compatability programs e.g. Backwards)
Frontier - Elite II
(This works fine on the Falcon and can run from the
hard disk)

** Books & Manuals & Magazines **
Falcon System Manual
CalApp User Guide
(Calendar and Appointment Software supplied with Falcon)

The Atari Compendium by Scott Sanders (2 volumes)
Modern Atari System Software (HiSoft)
(Both these books are essential for any serious
Atari software development as they document all
the system calls and style guidelines for all
released versions of the TOS operating system.
As far as I know none of them are published anymore

Atari World - issues 1 to 11 inclusive

** Other **
Box of floppy disks with a variety of public domain, freeware
and shareware software, e.g. MiNT and a bunch of MiNT related
tools and utilities.

A few cables that may be of use.

950. FS 520ST (North America only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-30 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990330105042.08713.00000065@ng22.aol.com>
Source record: 9952

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE:
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, 1,
manual, System & language disks, and mouse cleaning ball.

GAMES:
GBA Championship Basketball The Sentry
MetroCross Star Glider
Star Ray Shadow of theBeast II
Guild of Thieves Golden Path
AD&D Hillsfar Gold Runner II
Station Fall Grid Iron
The Black Cauldron Flight Simulator II
Battleship
Pirates of the Barbary Coast

APPLICATIONS:
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

BTW, I am not leaving the Atari scene.

951. 3x midi : bad news :(

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-30 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <3700FFFA.B8EBA82@studio9.demon.co.uk>
Source record: 9953

Hi all ... I contacted electronics and midi guru ;) Xav direct, part of his reply follows

Xav wrote:

>
> I presume that they fool the extra 2 ports out of the modem connector by
> switching some of the handshake lines on and off. If so, and if you've got
> access to an oscilloscope, you could probably work out which, but looking
> for the pins that are changing at 31250 baud when you send a sequence out.
> The rest of the circuit should then be fairly straightforward - just a
> "normal" MIDI transmitter, as shown in a number of books (such as Robert
> Penfold's MIDI projects books).

bad news as the circuit isn't trivial, Xav also told me he has never found a schematic anyhow. A DIY for the experienced and knowledgeable only.

however, keep searching!
jim

952. Help w. Atari 520STfm and FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-30 00:00:00 UTC
From: Mike <changm@aracnet.net>
Message-ID: <3701395C.F1CDAB0@aracnet.net>
Source record: 9954

Hi,

New to the ST scene. I picked up an Atari 520 ST and an Atari 520STfm.

The 520 ST does not have any cables and the only has a monitor out
(multipin).
Without a monitor, when it boots, the attached external floppy drives
turn on like they are looking for a boot disk. Is that correct ? (no
built-in floppy).

Picked up the 520STfm hoping to use it with the above setup. Hook up the

TV out to a switchbox to a VCR to Video and Audio outs. All I see is a
blank white screen. Nothing else. Built-in floppy does nothing. Power
light on.

Anyone have ideas of the 520STfm's problem ? Is there a tech FAQ that I
can read to troubleshoot ?

Any help is appreciated,
Thanks.
-Mike

953. Re: Keyboard am PC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-30 00:00:00 UTC
From: Marty@bigfoot.de
Message-ID: <372947af.40774790@news.nacamar.de>
Source record: 9955
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,fido.ger.atari,fido.ger.musik,fido.ger.musiker,ger.atari

On Thu, 25 Mar 1999 23:31:55 +0100, "Sascha Piculjan"
<audiofreak@austro.net> wrote:

>Hi Leute

Hi Sascha!

>Hab folgendes Anliegen:
>
>Hab mir ein 08 / 15 - Keyboard mit Midi - Schnittstelle (in / out)
>ausgeborgt und mï¿½chte es an meinem PC (233 MMX, Win95, 64MB Ram, AWE64Gold)
>betreiben. Nun habe ich folgendes Problem: Ich schaffe es nicht, am PC ï¿½ber
>die Soundkarte irgendeinen Ton des Keyboards zu hï¿½ren, geschweige denn
>einzuspielen. Ich mï¿½chte Midi - Daten ins "Cubasis AV" u.ï¿½. einspielen und
>dort weiterbearbeiten. Nur habe ich dabei anscheinend irgendein Treiber- und
>Installationsproblem, bei dem ich anstehe. Die Verkabelung paï¿½t 100%ig, nur
>ich kann der Soundkarte keinen Ton entlocken. Nun meine Frage: Was muï¿½ im
>Punkt "Multimedia" in der Systemsteuerung alles installiert sein, daï¿½ ich
>die Midi-Daten, die ich in den PC schicke, in Musik umsetze? Was mir
>aufgefallen ist: Beim Mischpult (Play Control) ist der Punkt "Ton aus" bei
>Midi deaktiviert. Vielleicht weis irgendwer eine Lï¿½sung fï¿½r blutige Anfï¿½nger
>wie mich, denn ich hab (bis jetzt noch) absolut keinen Tau, wie ich das
>machen kann. Weis wer Rat? Wenn geht, bitte Antwort an meine e-mail-adresse
>klaxmax123@yahoo.com

Hast Du einen 08/15-Midi-Adapter von Karstadt oder einem anderen Kaufhaus
gekauft? Daran *kï¿½nnte* es liegen, da bei mir ein solcher Midi-Adapter
ebenfalls nicht funktioniert: Weder bei meiner jetzigen Diamond Sonic
Impact S90 sonst bei der Soundkarte davor - Soundblaster AWE 16.

Gruï¿½

Martin
--
Meine Homepage unter dem Motto "Music is my life" mit Demo-Songs
von mir, einer Film-Ecke sowie Hï¿½rproben einiger meiner Lieblingssongs:
browse.to/Marty oder home.centernet.de/~karrasch

954. Re: Atari Cubase wanted - something in

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-30 00:00:00 UTC
From: Robert_Schaffner@OF2.maus.de
Message-ID: <199903301725.a17280@of2.maus.de>
Source record: 9956

```
c> There's details of a 4Mb upgrade on the DOITF030 archive, sorry can't
c> remember the URL...

www.rhein-main.de/people/robert/index.htm

-= Home of DOIT-Archives =-

-----------------------------------------------

F030 CENTurbo2 520ST YG3 Mac Lynx Jaguar

Email: robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm
```

955. SOS Hard drive problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-30 00:00:00 UTC
From: Brian Lang <jagger@connexus.apana.org.au>
Message-ID: <36ffb53b.0@news.internex.net.au>
Source record: 10099

I have serious hard drive problems, with a syquest syjet 1.5 gig removable drive. I am a composer and have a whole cd of my work stored on a syjet cartridge with 3 partitions. I am using HDDriver 7.00.
I couldn't read any of the partitions at first, but after restoring partition info I got the first and last partitions back, but not the middle one.
In diamond edge I get Dos error # 32768 reading boot sector location 1, then unrecognised boot sector , (whilst trying to choose the middle partition as the active drive)
I also have another cartridge that I cannot read the middle partition, it comes up with dos Error #11 Reading directory sectors location 6729 and 9912. (in diamond edge) I have restored partition info on this cartridge also. using HD Driver.
Is there any hope that I may be able to retreive any of this data, it's almost a years work.
Can anyone offer some help,any advice greatly appreciated. 8-(
Brian Lang

956. falcon & ste wont print legal

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-31 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7drrgvdtg1@nnrp03.primenet.com>
Source record: 9957

HEEELLLPPPP
niether my Falcon or my ste will print legal in 3 programs.
imagecopy4, pagestream, calamussl.
all 3 quit printing from 10.5 on down and i tried my falcon on a laserjet
and it did the same thing which tells me it isnt the printer.
does anyone know whats wrong.
ive set my page dimenstions
then i set my printer paper size in all 3 programs.
then each one fails
HeLLLLPPP!!!!!

957. Re: Help w. Atari 520STfm and FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-31 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7dsd16$b28$1@news3.isdnet.net>
Source record: 9958

Mike a &#65533;crit dans le message <3701395C.F1CDAB0@aracnet.net>...
>Hi,
>
>New to the ST scene. I picked up an Atari 520 ST and an Atari 520STfm.
>
>The 520 ST does not have any cables and the only has a monitor out
>(multipin).
>Without a monitor, when it boots, the attached external floppy drives
>turn on like they are looking for a boot disk. Is that correct ? (no
>built-in floppy).
>

Yes, it always checks for a bootable disk, even though it doesn't need one.

>Picked up the 520STfm hoping to use it with the above setup. Hook up the
>
>TV out to a switchbox to a VCR to Video and Audio outs. All I see is a
>blank white screen. Nothing else. Built-in floppy does nothing. Power
>light on.
>

This is typical of a machine with no disk in the drive. The drive might be
shot. Try leaving it on for a few minutes, the desktop should come up on
it's own. If not, then it could be some other hardware problem.

>Anyone have ideas of the 520STfm's problem ? Is there a tech FAQ that I
>can read to troubleshoot ?
>

The Quick FAQ might help you for the basic troubleshooting, but there is no
quick fix guide if it is really broken.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

958. Installing MagiC on a TOS TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-31 00:00:00 UTC
From: Fokko Veegens <v952647@si.hhs.nl>
Message-ID: <37023033.C456DB28@si.hhs.nl>
Source record: 9959

Hi There,

Does anyone know what the result is from installing
MagiC on a TT030 with TOS? Is MagiC a whole
new system or is it just an interface? What happens
when you install it?

Thanx,
Fokko Veegens

959. Re: Help w. Atari 520STfm and FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-31 00:00:00 UTC
From: Mike <changm@aracnet.net>
Message-ID: <37026C22.49D54B22@aracnet.net>
Source record: 9960

Hello Nicholas,

Merci beacoup. The 520 ST I was not able to check out as I do not have
a ST monitor but it sounds to me it is fine (looking for disk). The 520STfm
checked out fine. Let it sit for a while and it was ok.

Thanks,
-Mike

Nicholas Bales wrote:

> Mike a ï¿½crit dans le message <3701395C.F1CDAB0@aracnet.net>...
> >Hi,
> >
> >New to the ST scene. I picked up an Atari 520 ST and an Atari 520STfm.
> >
> >The 520 ST does not have any cables and the only has a monitor out
> >(multipin).
> >Without a monitor, when it boots, the attached external floppy drives
> >turn on like they are looking for a boot disk. Is that correct ? (no
> >built-in floppy).
> >
>
> Yes, it always checks for a bootable disk, even though it doesn't need one.
>
> >Picked up the 520STfm hoping to use it with the above setup. Hook up the
> >
> >TV out to a switchbox to a VCR to Video and Audio outs. All I see is a
> >blank white screen. Nothing else. Built-in floppy does nothing. Power
> >light on.
> >
>
> This is typical of a machine with no disk in the drive. The drive might be
> shot. Try leaving it on for a few minutes, the desktop should come up on
> it's own. If not, then it could be some other hardware problem.
>
> >Anyone have ideas of the 520STfm's problem ? Is there a tech FAQ that I
> >can read to troubleshoot ?
> >
>
> The Quick FAQ might help you for the basic troubleshooting, but there is no
> quick fix guide if it is really broken.
>
> Nicholas
> --

```
> ||| Nicholas Bales, Toulouse, France
> ===|||================================================
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net
```

960. Re: Installing MagiC on a TOS TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-03-31 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7du9dg$c1d$1@roch.zetnet.co.uk>
Source record: 9961

Fokko Veegens wrote in message <37023033.C456DB28@si.hhs.nl>...
>Hi There,
>
>Does anyone know what the result is from installing
>MagiC on a TT030 with TOS? Is MagiC a whole
>new system or is it just an interface? What happens
>when you install it?
>
>Thanx,
>Fokko Veegens

quite a lot of things it is a full multitasking replacement operating system,at startup the machine double boots,the code is highly optimized and most things run faster than tos,Magic has many fans and I would not be without it,in fact I can say if it wasn't for Magic I would have abandoned my Ataris years ago
Kevin Atari still lives
kevin@kdermott.freeserve.co.uk
Lancashire England kdermott@zetnet.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

961. Re: Installing MagiC on a TOS TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-01 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3702A8C5.6502DB13@ihug.co.nz>
Source record: 9962

Hi there,

Fokko Veegens wrote:
>
> Hi There,
>
> Does anyone know what the result is from installing
> MagiC on a TT030 with TOS? Is MagiC a whole
> new system or is it just an interface? What happens
> when you install it?
>
> Thanx,
> Fokko Veegens

MagiC does replace TOS/GEM when booted. It is very similar
to use compared to TOS, but it also allows multi-tasking.

When you install it not too much will appear to change but
you will be able to multitask. The interface is similar to
GEM so programs look the same. It took me some time to get
MagiC working nicely on my Falcon, but now that I have I
don't run TOS hardly at all. If I need to use TOS all I do
is reboot the computer and use an autofolder program that
allows me to choose TOS or MagiC (or otherwise).

Hope this helps...

Regards,

Chris Wilkinson,
/|\ ATARI Falcon030 owner.

962. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-01 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7dug2l$2a6$3@plutonium.compulink.co.uk>
Source record: 9963
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Geoffacakes wrote in message ...
>I have just acquired a dusty old Atari 1040ST. There is a 13-pin monitor
>socket on the back - is this for an RGB monitor? Is there anyway one can
use
>a SVGA monitor with the machine?
The 13 pin socket is for a mono monitor, typically a SM124/SM125 but you can
connect any S/VGA monitor to this socket using a suitable adapter.
Mario Becroft has recently released his adapters and I have a bunch of them
here to sell at the Neuss show - they work fine and are inexpensive.

963. Re: Gemulator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-01 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <36fff249.1856747@news.jax.bellsouth.net>
Source record: 9964

On Mon, 29 Mar 1999 17:08:10 +0300, "visitor"
<nm93008@central.ntua.gr> wrote:

>does anyone knows how to find GEMULATOR (emulates AtariST on a fu**ing PC)?
>
>
>

Simple

http:\\www.emulator.com

964. Re: Installing MagiC on a TOS TT030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-01 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7dvgnq$gq7$1@roch.zetnet.co.uk>
Source record: 9965

On 31 Mar 1999 16:24:51 , Fokko Veegens wrote:

>Does anyone know what the result is from installing
>MagiC on a TT030 with TOS? Is MagiC a whole
>new system or is it just an interface? What happens
>when you install it?

It's a complete replacement operating system so the TOS on ROM will
only be used to load it.

You will get multi-tasking, a new Magxdesk desktop and around 30%
increase in perceived speed. It's certainly worth having (and NVDI if
you can afford it!).

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

965. advice on flat bed scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: atari@bright.net
Message-ID: <7e11ji$rj8$1@cletus.bright.net>
Source record: 9966

Can someone in the know help me with some scanner questions...

A while back I purchased a used Falcon setup and aquired the
GT Look software however I can't seem to locate an Espson
Action series scanner. This is an older Epson line I assume?

Anyway will this GT Look software work with newer Epson scanners or
should I toss it out and get some other brand? I would prefer to use
the sotware I already have if at all possible.

I want to run this on my TT if that helps to advice me. I don't fully
understand why each maker needs special software and so I don't want
to buy a newer Espon scanner and then have to return it if it don't
work.

Thanks much in advance.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

966. Re: advice on flat bed scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <370411ce.8420512@news2.tmisnet.com>
Source record: 9967

Check with Homa Systems House in Canada
to see what scanners operate with the version
of the software you have. (Or upgrade and get
a manual in the process).

-- George Crissman
-- strads@tmisnet.com

Homa is listed at my Falcon Resource Page:
<http://www.tmisnet.com/~strads/hq/sources.html>

On 2 Apr 1999 00:05:06 GMT, atari@bright.net (Lonny Pursell) wrote:

>Can someone in the know help me with some scanner questions...
>
>A while back I purchased a used Falcon setup and aquired the
>GT Look software however I can't seem to locate an Espson
>Action series scanner. This is an older Epson line I assume?
>
>Anyway will this GT Look software work with newer Epson scanners or
>should I toss it out and get some other brand? I would prefer to use
>the sotware I already have if at all possible.
>
>I want to run this on my TT if that helps to advice me. I don't fully
>understand why each maker needs special software and so I don't want
>to buy a newer Espon scanner and then have to return it if it don't
>work.
>
>Thanks much in advance.
>
>____
>Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
>WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

---
"There is no need to criminalize millions of legitimate and responsible
businesses and individuals in order to stop a very small group of
irresponsible people, particularly when there are other ways already
working ." says Mr. Dan Hufnal of the (relatively small) 10,000 member
DEAA. What does he mean by "other ways already working"?
Maybe: <http://www.tmisnet.com/~strads/spamhunt/index.html>
---

967. DOIT-Archive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JDCIBDCDUP@data.rhein-main.de>
Source record: 9968
Cross-posted to: comp.sys.atari.st.tech,da.comp.sys.st,comp.sys.atari.st

```
DOIT-Archive Mirror-Site

www.atari-computer.de/doitarchive/index.htm

Not all files avaiable in this moment!!

--
-= Home of DOIT-Archives =-
_____________________________________________
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm
```

968. Re: advice on flat bed scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <7e2dt3srl1@roch.zetnet.co.uk>
Source record: 9969

On 2 Apr 1999 00:05:06 G, Lonny Pursell wrote:
> A while back I purchased a used Falcon setup and aquired the
> GT Look software however I can't seem to locate an Espson
> Action series scanner. This is an older Epson line I assume?
>
> Anyway will this GT Look software work with newer Epson scanners or
> should I toss it out and get some other brand? I would prefer to use
> the sotware I already have if at all possible.

I have GT-Look v2.04 and an Epson GT-5500 scanner. This is not the
very latest model but then again I presume it's more recent than the
"Action" series. I would imagine that any Epson GT scanner will work
with GT-Look! Is there anything in the manual?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

969. FS Jaguar Game System North America only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990402082657.15604.00001243@ng-ba1.aol.com>
Source record: 9970

I have the following for items for sale. The only rule is that the Jag, Jag CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 2 Power Pads, manuals, and boxes.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning Myst Vid Grid
BTW, I am not leaving the Atari scene.

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

970. Re: advice on flat bed scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7e2sn4$v3v$3@roch.zetnet.co.uk>
Source record: 9971

On 2 Apr 1999 00:41:40 G, George Crissman wrote:
>Check with Homa Systems House in Canada
>to see what scanners operate with the version
>of the software you have. (Or upgrade and get
>a manual in the process).
>
>-- George Crissman
>-- strads@tmisnet.com
>
>Homa is listed at my Falcon Resource Page:
><http://www.tmisnet.com/~strads/hq/sources.html>

I have a GT-4000 scanner with the GT-Look software. However I cannot get the scanner to work. I don't have a manual for either the scanner or the software. I've also got a cable that goes into the Atari's serial and midi ports (a y-split cable).

Does anyone know whether I can get Epson to repair it, and if so, have you got any contact nos? I've tried their website but it was of no help.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

971. FS: Atari ST Software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: Dwarf Friend <glennwilson@my-dejanews.com>
Message-ID: <7e346b$s4u$1@nnrp1.dejanews.com>
Source record: 9972
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.classic,rec.games.video.marketplace

We am regretfully selling off our Atari ST software. 8^{(

Here is what the first batch my family has to offer, all prices do NOT include the cost of mailing these items, which the buyer will be asked to pay.

Microprose: Silent Service - $10
SSI: Stellar Crusade $15
SSI: Hillsfar $10
SSI: Star Command $10
SSI: Colonial Conquest $10
SSI: Warship $10
SSI: Phantasie $12
SSI: Phantasie II $12
SSI: Phantasie III $12
all three Phantasie games $25 - they really should be a set. 8^)
Ultima III $12
Great Battles (Austerlitz, Waterloo, Gettysburg and Shiloh) $15
Their Finest Hour, the Battle of Britain $15
Fire Brigade (WW2 East Front) $5
Gridiron (1 or 2 player) $12
Marble Madness $5
Financial Cookbook $5
Sierra: Camelot, The Search for the Grail $10
Epyx: Sub Battle Simulator $10

Please contact us at Wilson_family@juno.com (checked daily) or here at glennwilson@my-dejanews.com (most weekdays).

Gracias.

Glenn M. Wilson, jr. - Historical wargamer, D&D Fan; Cartographer; Lover of: wife/kids/friends, Gimli's kin, Gnomes, Good food, Combat Engineers, Artillery and Infantry; Tolerant of: Elves, Mages, Cavalry, non-Presbyterians and pragmatists. Mail - WargamerGMW@Juno.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

972. Wanted: An Atari Disk Magazine

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <f7ERRzApbSB3Ews3@steverosie.demon.co.uk>
Source record: 9973
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,demon.adverts,uk.adverts.computer,netcom.uk.forsale

Hi

I'm trying to locate an Atari disk mag: The Ledger Disk Magazine 10 by
the Untouchables.

The copy I have has been placed on a high density disk, bad move, and
has gone bad (they usually do eventually when written using a standard
720k drive).

In return I am offering 2 disks out of the FORMER LAPD disk catalogue.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: LaST@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

973. Re: ATARI REPAIR CENTRE IN BELGIUM?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <370539B7.A37655C9@village.uunet.be>
Source record: 9974

Johan Vergote wrote:
>
> Hello
> I am looking for the address or phone of a person/company who can repair or
> help to repair an Atari ST (of which the mouse doesnt respond after bootup)

Hi,

Did you already try Willaert Computers in Roeselaere? Guess that's one
of the last persons who can and will repair atari's in Belgium.
His phone number is 051/22.14.28

Greets,

Saka -- Karl Samyn

974. Re: advice on flat bed scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: atari@bright.net
Message-ID: <7e3fpbipn2@cletus.bright.net>
Source record: 9975

```
On 2 Apr 1999 16:53:56 G, James F. Haslam wrote:
>On 2 Apr 1999 00:41:40 G, George Crissman wrote:
>>Check with Homa Systems House in Canada
>>to see what scanners operate with the version
>>of the software you have. (Or upgrade and get
>>a manual in the process).
>>
>>-- George Crissman
>>-- strads@tmisnet.com
>>
>>Homa is listed at my Falcon Resource Page:
>><http://www.tmisnet.com/~strads/hq/sources.html>
>
>I have a GT-4000 scanner with the GT-Look software. However I cannot get
>the scanner to work. I don't have a manual for either the scanner or the
>software. I've also got a cable that goes into the Atari's serial and midi
>ports (a y-split cable).
>
>Does anyone know whether I can get Epson to repair it, and if so, have you
>got any contact nos? I've tried their website but it was of no help.

The GT-Look software seems to scan the scsi port whne searching for
the scanner, I think that might be your problem.

-----------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

975. Re: advice on flat bed scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-02 00:00:00 UTC
From: atari@bright.net
Message-ID: <7e3flfipn1@cletus.bright.net>
Source record: 9976

On 2 Apr 1999 12:41:07 G, Chris Simon wrote:
>On 2 Apr 1999 00:05:06 G, Lonny Pursell wrote:
>> A while back I purchased a used Falcon setup and aquired the
>> GT Look software however I can't seem to locate an Espson
>> Action series scanner. This is an older Epson line I assume?
>>
>> Anyway will this GT Look software work with newer Epson scanners or
>> should I toss it out and get some other brand? I would prefer to use
>> the sotware I already have if at all possible.
>
>I have GT-Look v2.04 and an Epson GT-5500 scanner. This is not the
>very latest model but then again I presume it's more recent than the
>"Action" series. I would imagine that any Epson GT scanner will work
>with GT-Look! Is there anything in the manual?

Yes the manual mentions some GT-xxxx models none of which I can find
and the guy that previously had this software pacakge told me he had
an "Epson Action II". So I was seeking the same model just to be
safe. I think what Epson has done is just renamed the product line
"Expression" but I was not 100% sure.

____
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

976. Re: ATARI REPAIR CENTRE IN BELGIUM?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3705581cb0f4c50@ping.be>
Source record: 9977

on Fri 02-04-1999 23:42 Karl Samyn wrote:

>Johan Vergote wrote:
>>
>> Hello
>> I am looking for the address or phone of a person/company who can repair or
>> help to repair an Atari ST (of which the mouse doesnt respond after bootup)
>
>Hi,
>
>Did you already try Willaert Computers in Roeselaere? Guess that's one
>of the last persons who can and will repair atari's in Belgium.
>His phone number is 051/22.14.28

Yep, he is a very skilled man but alas since he has made the move to Mac
he has hardly the time to do anything besides answering phonecalls of Mac
user who where in trouble with their beast.
It's not very lickely he will repair your broken machine but give it a try
you never know.

You can also try the Dutch firm MABN
Griegplein 279
3122 VN Schiedam
Phone: 010-4703904
Fax: 010-4701320
e-mail: mabn@xs4all.nl
webpage: http://www.xs4all.nl/~mabn

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

977. Re: * Atari ST FTP site list *

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <KXjN2.5$gs3.388@news1.atlantic.net>
Source record: 9978

On 1 Apr 1999 15:44:40 +, Hallvard Tangeraas wrote:
>This month's FTP site list...
>No changes unfortunately -the umich site (atari.archive.umich.edu) is still
>not responding. Hopefully it's not closed down, but until it starts working
>again I'm not having it on my list.

4/3/99 3:00am I've gotten response (downloads) at
http://www.umich.edu/~archive/atari (&) /falcon.
The address you're using is different.
John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/Iomega jaz/CD-ROM/Supra56k/CAB/Newsie

978. UMICH/ATARI

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <C0kN2.6$gs3.598@news1.atlantic.net>
Source record: 9979

In case my follow-up did'nt follow-up:
The active address I've had success with (as of 4/3/99 at 3:00am) is
http://www.umich.edu/~archive/atari (&) /falcon

John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/Iomega jaz/CD-ROM/Supra56k/CAB/Newsie

979. Re: UMICH/ATARI

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <oekN2.7$gs3.510@news1.atlantic.net>
Source record: 9980

On 3 Apr 1999 08:09:06 G, John Garone wrote:
>In case my follow-up did'nt follow-up:
>The active address I've had success with (as of 4/3/99 at 3:00am) is
>http://www.umich.edu/~archive/atari (&) /falcon
>
> John
However, 20 minutes later, at 3:20am 4/3/99 the site stopped responding

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/Iomega jaz/CD-ROM/Supra56k/CAB/Newsie

980. UMICH/ATARI site down

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <KikN2.8$gs3.615@news1.atlantic.net>
Source record: 9981

However, at 3:20am, 4/3/99, the site was not responding!
Re: http://www.umich.edu/~archive/atari/falcon

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/Iomega jaz/CD-ROM/Supra56k/CAB/Newsie

981. Megafile 44 and scsi

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3706074E.5C90E92@village.uunet.be>
Source record: 9982

Hello,

A friend of me has a megafile 44 with a atari bus -> scsi converter in?
Is it possible to connect other scsi devices to the megafile 44. If so,
how can I do this and how many devices can he put on the megafile (I
guess 6 other devices = 8 - megafile - scsi-controller).
I opened the box of the megafile once, and from whet I could see there
was no scsi-out on the device.
Will he need an external host adaptor like the link97? How much extra
devices can be used then?
Any suggestions?

--
Saka -- Karl Samyn
ir telecommunications

982. Re: Megafile 44 and scsi

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37064C4C.477E6DC6@ping.be>
Source record: 9983

Karl Samyn a ï¿½crit:
>
> Hello,
>
> A friend of me has a megafile 44 with a atari bus -> scsi converter in?
> Is it possible to connect other scsi devices to the megafile 44. If so,
> how can I do this and how many devices can he put on the megafile (I
> guess 6 other devices = 8 - megafile - scsi-controller).

You will not be able to use/connect more than 2 SCSI devices inside the
Megafile 44.
I have tried to put more but the inner scsi interface doesn't allow that :(.

> I opened the box of the megafile once, and from whet I could see there
> was no scsi-out on the device.

There are two SCSI connectors inside the Megafile 44, one is already used to
connect the Syquest 44 mechanism and the other is free, it's just aside the
first one. Also you normally have a spare power supply connector coming from
the power supply unit.

> Will he need an external host adaptor like the link97?

If you want to drive the Megafile directly from SCSI you will have to build
yourself a SCSI in/out on the back panel .... while you were looking inside
the box you surely have seen there IS definitely ROOM to build one and Atari
had planed to put one because if you look closer there is room on the main
board to receive a SCSI connector and the board is printed to achieve that BUT
there are bo holes in the board.

In my Megafile 44 I build a SCSI in/out connector but this only allowed me to
drive one of the mounted hard disks which was not linked to the Megafile board
.... thought the power supply will support two devices.
But of course you can connect both hard disks to the mother board and drive
them thru the ASCI input .... be carefull with the ID assignements ... a pity
is the ID dip switch is located inside the box with no external control: I
made a little modification to this: desolder the dip switch and resold it on
the BACK SIDE of the mother board, then cut a little window in the plastic
box, so you will have good access when ID change is needed.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

983. Re: Wanted: An Atari Disk Magazine

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: webdesign@accrington-web.co.uk
Message-ID: <372b7060.41632715@news.freeserve.co.uk>
Source record: 9984

** CyberSTrider Web Services http://web.cyberstrider.net **

Hey! Steve Stupple <Steve@steverosie.demon.co.uk>
>Hi
>
>I'm trying to locate an Atari disk mag: The Ledger Disk Magazine 10 by
>the Untouchables.

If your still having trouble getting a copy then your best bet maybe
the DHS message board..all the demo scene people are on there and not
so many use usenet.. they would be your best source.. try
http://www.dhs.atari.org

>In return I am offering 2 disks out of the FORMER LAPD disk catalogue.

Still wading through it all then? :)

ST+Fanzine "Best ATARI Paper based magazine of 1998"
As voted for by the ATARI Community
http://www.users.zetnet.co.uk/10s_Spot/stp/index.html

984. Re: Megafile 44 and scsi

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7e5uv6$co5$1@roch.zetnet.co.uk>
Source record: 9985

On 3 Apr 1999 14:19:26 , Karl Samyn wrote:
>Hello,
>
>A friend of me has a megafile 44 with a atari bus -> scsi converter in?
>Is it possible to connect other scsi devices to the megafile 44. If so,
>how can I do this and how many devices can he put on the megafile (I
>guess 6 other devices = 8 - megafile - scsi-controller).
>I opened the box of the megafile once, and from whet I could see there
>was no scsi-out on the device.
>Will he need an external host adaptor like the link97? How much extra
>devices can be used then?
>Any suggestions?
>

Gut the host board out of the MF44, put it in a PC case, get an internal SCSI cable from any PC shop or a SCSI-Burster from ASP and add as many drives (up to limit of SCSI) as you like, SCSI-Burster will give you external SCSI connector too.....Mind how you terminate...

chrisc

985. BMS-100

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7e5v3q$co5$2@roch.zetnet.co.uk>
Source record: 9986

Hi Folks, I became the proud if bemused owner of a BM<S-100 system a couple of days ago...there's a BMS ACSI-SCSI adapter, an Adaptec SCSI-RLL (or MFM?) adapter and a 20Mb 5 1/4 foprmat Seagate HD......It doesn't have a lead from the BMS for an Atari, does anyone know the pinout, I have the lead from an old micros-SCSI to hand, and can adapt that to suit no doubt....

chrisc

986. FS: ATARI FALCON, INTERNET READY

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: jonny.uk@usa.net
Message-ID: <7e625l$n2i$2@news4.svr.pol.co.uk>
Source record: 9987

I need to sell my Atari Falcon which i got a few months ago becuase i need the money to buy a new car.

Hardware includes...
14mb RAM (Which cost me ?100 to upgrade to).
256Mb IDE hard drive.
FPU math co-processor installed.
Microphone IN port adapted to work with Standard Line-IN levels, for HI-FI sound recording.
Monitor adaptor to plug in a TV with a RGB-Scart socket or VGA monitor.
33600Bps Modem, complete set of Internet software, and a account with Freeserve.
2 Mice.
2 Game Pads.
1 Jag Pad.
1 Joystick.
External keyboard (Not connected, I only use the Internal one).
Screen Blaster resolution enhancer.

Software Includes...
STinG Internet connection software, Configured with Freeserve. Just plug into a phone line and your on the Internet.
CAB (Crystal atari browser) 2.7, WWW browser similar to Netscape.
Newsie, News group reader.
Mymail, E-mail Reader.
Atari-IRC, Internet Chat Software.
FTP software.
Xboot, Boot manager.
MaGIC 6 Operating System.
True Paint.
2 CD's of Software.
Papyrus version 4 (english).
Papyrus version 6 (german).
Calamus.
Everest.
Do It Falcon, Hardware manual in HTML.
50 Mb's of Graphics and Sound Demos, And Falcon specific Games.. Including Substation, obssesion, transartica and loads of others.
50 Mb partition of Music and Music software.. MOD Players and loads of Module files. Mpeg2 audio player. Sample editors and recorders.
Videlity video resolution enhancer(Overscan for RGB monitors/TV's)
Orginal atari disks and Manual.
Backward 3 for running ST games.
Kobold high speed file copyer.
Several Doom clones, Doom2 installed.
NVDI 4.11

Harddisk Driver 7
The list of software on the harddisk is just endless!

I bought the computer a few months ago for £300 and I've put in the 14mb memory module for £100. So i'm looking for around £350 for the lot.
I live in Hereford, UK.. You may come and pick up the computer your self or i will post it to you, You pay the postage.

If your interested E-mail me at: Jonny.UK@usa.net
Thanks, Jon.

987. LOOKING TO BUY "CREATOR" W/ROM CART

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-03 00:00:00 UTC
From: VoodooMan <cmaffia@nyct.net>
Message-ID: <F9Mz8x.Gvs@news2.new-york.net>
Source record: 9988

If anyone is selling or knows where to purchase the sequencing software CREATOR by EMAGIC with the ROM cartridge as well PLEASE PLEASE email me at cmaffia@nyct.net

Thanks

988. software updating

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <7e6a97oqr2@news.imaginet.fr>
Source record: 9989

Hello

This is the update of the new files available on our web site:

Centinel demo from 07/18/1998
Sandrine demo 4.3 from 01/31/1999

C�cile 2.0.1 from 03/27/1999
cctools 3.0 from 04/01/1999
CENTbench from 08/24/1998
CENTvidel 3.2.4 from 02/15/1999
CENTview 2.9.0 from 25/11/1998
CENTscreen 3.5.0 from 03/16/1999
VIDEOMOD 1.2.2 from 02/15/1999

To install the new flash, you to need to update all the pack of the
following items:

PUTFLASH 1.2.2 from 03/24/1999
FLASH.BIN 1.3.0 (c�cile 2.0.1) from 04/01/1999
CBOOT 1.1.2 from 03/15/1999

The big news is that C�cile is now in public domain. So you
can install a boot on a hard disk or a floppy (for Tos with
big SCSI hard drives).

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

989. FS 520ST (North America only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990403193242.21885.00002367@ng41.aol.com>
Source record: 9990

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE: $200.00 + $15.00 S&H
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, 1,
manual, System & language disks, and mouse cleaning ball.

GAMES: $5.00 each + $5.00 S&H
GBA Championship Basketball The Sentry
MetroCross Star Glider
Star Ray Shadow of theBeast II
Guild of Thieves Golden Path
AD&D Hillsfar Gold Runner II
Station Fall Grid Iron
The Black Cauldron Flight Simulator II
Battleship
Pirates of the Barbary Coast

APPLICATIONS: $7.00 each + $5.00 S&H
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

ENTIRE PACKAGE: $250.00 +$20.00 S&H
BTW, I am not leaving the Atari scene.

990. Re: advice on flat bed scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7e7sec$od5$4@roch.zetnet.co.uk>
Source record: 9991

On 2 Apr 1999 22:19:23 G, Lonny Pursell wrote:
>On 2 Apr 1999 16:53:56 G, James F. Haslam wrote:

>>I have a GT-4000 scanner with the GT-Look software. However I cannot get
>>the scanner to work. I don't have a manual for either the scanner or the
>>software. I've also got a cable that goes into the Atari's serial and midi
>>ports (a y-split cable).
>>
>>Does anyone know whether I can get Epson to repair it, and if so, have you
>>got any contact nos? I've tried their website but it was of no help.
>
>The GT-Look software seems to scan the scsi port whne searching for
>the scanner, I think that might be your problem.

Hi Lonny!

No there is an option on the connect screen for serial+midi, which is what
I've selected, but although the scanner seems to recognise when the Atari
is turned on (the lcd screen changes) the software doesn't. :(

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

991. Re: Megafile 44 and scsi

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7e7sek$od5$5@roch.zetnet.co.uk>
Source record: 9992

On 3 Apr 1999 19:13:49 +, Jo Vandeweghe wrote:

Hi Jo!

>If you want to drive the Megafile directly from SCSI you will have to build
>yourself a SCSI in/out on the back panel .... while you were looking inside
>the box you surely have seen there IS definitely ROOM to build one and Atari
>had planed to put one because if you look closer there is room on the main
>board to receive a SCSI connector and the board is printed to achieve that BUT
>there are bo holes in the board.

Maybe Atari REMOVED the original SCSI board, because when these were made,
Ataris only had DMA access to hard drives, and SCSI converters such as the
Link weren't available.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

992. Re: Wanted: An Atari Disk Magazine

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <audAEZAOU3B3Ewdu@steverosie.demon.co.uk>
Source record: 9993

Hi

In article <372b7060.41632715@news.freeserve.co.uk>, Tony Greenwood
<webdesign@accrington-web.co.uk> writes
>
>If your still having trouble getting a copy then your best bet maybe
>the DHS message board..all the demo scene people are on there and not
>so many use usenet.. they would be your best source.. try
>http://www.dhs.atari.org

Some very kind chap sent it me:)))) Many thanks again if you are reading
this;)
>
>>In return I am offering 2 disks out of the FORMER LAPD disk catalogue.
>
>Still wading through it all then? :)

Yep! going through the software I KNOW I've got;) I dreading getting to
the ones I DON'T know I've got;)))

Ah well! Life goes on.

ATB
--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

993. Re: Wanted: An Atari Disk Magazine

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: webdesign@accrington-web.co.uk
Message-ID: <370777d8.18355877@news.freeserve.co.uk>
Source record: 9994

** CyberSTrider Web Services http://web.cyberstrider.net **

Hey! Steve Stupple <Steve@steverosie.demon.co.uk>

>>>In return I am offering 2 disks out of the FORMER LAPD disk catalogue.
>>
>>Still wading through it all then? :)
>
>Yep! going through the software I KNOW I've got;) I dreading getting to
>the ones I DON'T know I've got;)))

If it is any consolation ..I know that the person who bought the exact
same collection (the back up from the library) is having the same
nightmare sorting through his :)

Rather you than me...my eyes would drop out wading through all them
disks :)

--
Tony Greenwood webdesign@accrington-web.co.uk
http://www.accrington-web.co.uk

994. Re: Wanted: An Atari Disk Magazine

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <7e886mqgp1@roch.zetnet.co.uk>
Source record: 9995

On 4 Apr 1999 14:34:07 G, Tony Greenwood wrote:
** CyberSTrider Web Services http://web.cyberstrider.net **

Hey! Steve Stupple <Steve@steverosie.demon.co.uk>

#If it is any consolation ..I know that the person who bought the exact
#same collection (the back up from the library) is having the same
#nightmare sorting through his :)

#Rather you than me...my eyes would drop out wading through all them
#disks :)

Hey,but think of the wonderful time you would have trying all those
programmes that you have never seen before. Heck if you tried them
all you might not get them sorted before the Millenium,if then.

Derek

--
Tony Greenwood webdesign@accrington-web.co.uk
http://www.accrington-web.co.uk

995. Re: BMS-100

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7e8a0tqoe2@roch.zetnet.co.uk>
Source record: 9996

On 3 Apr 1999 20:53:14 G, Chris Crosskey wrote:
>Hi Folks, I became the proud if bemused owner of a BM<S-100 system a couple
>of days ago...there's a BMS ACSI-SCSI adapter, an Adaptec SCSI-RLL (or
>MFM?) adapter and a 20Mb 5 1/4 foprmat Seagate HD......It doesn't have a
>lead from the BMS for an Atari, does anyone know the pinout, I have the
>lead from an old micros-SCSI to hand, and can adapt that to suit no
>doubt....

What a great bit of history :-)

I have just dug out ST World of October 87 which shows how to build
just this drive kit 'for under £300'.

Unfortunately there is no diagram of the ST->BMS card wiring - it just
says 'use the cable supplied' :-((

Good luck.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

996. Re: Wanted: An Atari Disk Magazine

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <fSIBbAAZX7B3Ew+X@steverosie.demon.co.uk>
Source record: 9997

In article <7e886mqgp1@roch.zetnet.co.uk>, Derek W W Hunt
<dhunt@zetnet.co.uk> writes
> Hey,but think of the wonderful time you would have trying all those
> programmes that you have never seen before. Heck if you tried them
> all you might not get them sorted before the Millenium,if then.
>
> Derek
>

It's not that much of a problem. I'd already knew what I was letting
myself in for as I bought DigiView (that was Byte Back a couple of years
ago).

The hardest part is going to be adding them in a database, so that I
know EXACTLY what I have got;)

I may have to put my plans for a BBS this year on hold; I was suppose to
have it up and running last year:(I'll have to see (fingers crossed)
what happens this year.

I'm a glutton for punishment. As long as I've got one running ST, I'll
still be here.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

997. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: Bill Pike <wpike@doitnow.com>
Message-ID: <923266738.972.50@news.remarQ.com>
Source record: 9998
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Geoffacakes <new-wave@argonet.co.uk> wrote in message
news:na.a5a95f48e9.a70260new-wave@argonet.co.uk...
> I have just acquired a dusty old Atari 1040ST. There is a 13-pin monitor
> socket on the back - is this for an RGB monitor?
Yes it is an analog RGB monitor that works at NTSC Sync
settings(15khorz,60hzvert)

>Is there anyway one can use a SVGA monitor with the machine?
Only if it is a multi-sync, however there are only 3 resolutions on the ST
machines and the high res is monochorme only. PACMan

998. Re: advice on flat bed scanners

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: atari@bright.net
Message-ID: <7e8qtd$81m$1@cletus.bright.net>
Source record: 9999

On 4 Apr 1999 14:19:56 G, James F. Haslam wrote:
>On 2 Apr 1999 22:19:23 G, Lonny Pursell wrote:
>>On 2 Apr 1999 16:53:56 G, James F. Haslam wrote:

[snip]

>>The GT-Look software seems to scan the scsi port whne searching for
>>the scanner, I think that might be your problem.
>
>Hi Lonny!
>
>No there is an option on the connect screen for serial+midi, which is what
>I've selected, but although the scanner seems to recognise when the Atari
>is turned on (the lcd screen changes) the software doesn't. :(

I tried to run GT Look without a scanner and it gave me a SCSI
device not found error, so I made the assumption it only looked
there. ;-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

999. FS: MEGA ST2 $180.00obo +

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-04 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <D1TN2.678$Ex3.82831@newshog.newsread.com>
Source record: 10000

Please visit http://www.vcnet.com/jsfcomsrv/Inventory-sale'98-All.html
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12" Monitors
Printers
Atari Systems **********
Music & MIDI
Handmade P-Bass
Pictures are available
This is a private Sale!
Once these items are sold - that's it!
Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv
Click the picture icons for ---
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom's Folk Music History Page or
Guitar Lessons and more.

Thank You

Note to the Newsgroup Leader or Webmaster:
If this material is offensive, spam or a problem to be listed here, please
contact me at jsfcomsrv@vcnet.com and I will remove myself from your group.

Thank you,
Jerry S. Faigin

1000. Megafile FAQ wanted...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-05 00:00:00 UTC
From: A_S_DE_JAGER@HOTMAIL.COM
Message-ID: <7ea2ljdqc1@news.casema.net>
Source record: 10001

Hi there...

I'm a newbie on the Atari ST (and related products), but as i have got one a couple of days ago i would like to have more info about it... i.e. what kind of hdd is mounted inside a megafile 30 etc. etc.

A faq would be very handy !!!

Berry

1001. Re: Help w. Atari 520STfm and FAQ

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-05 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7eatca$5iu$2@roch.zetnet.co.uk>
Source record: 10002

On 31 Mar 1999 13:40:35 , Mike wrote:
>Hello Nicholas,
>
>Merci beacoup. The 520 ST I was not able to check out as I do not have
>a ST monitor but it sounds to me it is fine (looking for disk). The 520STfm
>checked out fine. Let it sit for a while and it was ok.

Hi Mike!

You might save yourself some time waiting, by sticking any old disk (even an unformatted one) in the drive, and then the desktop will come up really quick!

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

1002. Re: Megafile FAQ wanted...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eb48p$s26$4@news2.isdnet.net>
Source record: 10003

A_S_DE_JAGER@HOTMAIL.COM a &#65533;crit dans le message
<7ea2ljdqc1@news.casema.net>...
>Hi there...
>
>I'm a newbie on the Atari ST (and related products), but as i have got one
a
>couple of days ago i would like to have more info about it... i.e. what
kind
>of hdd is mounted inside a megafile 30 etc. etc.
>
>A faq would be very handy !!!
>
There is no FAQ dedicated specifically to each and every type of hard drive available for the ST. The Megafile is a RLL or MFM drive attached to a board that converts ACSI/DMA signals to SCSI, then from SCSI to RLL/MFM. You cannot replace the drive with anything else than an RLL or MFM drive, but you can actually put a second such drive inside.

```
Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1003. Tony C's "Knightmare" and "Captive"

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-05 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990405183838.05337.00002500@ng-fy1.aol.com>
Source record: 10004

hi,
I seem to be thinking that these games were released on the ST.
If they were, does anyone know where I can get the St files (running
a pacifist) for these classics? Truly time cannot destroy their
memories. Possible monetary reward.
thanks,
j.

1004. Re: WANTED: Happy Parameter for Dungeon Master

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-05 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990405185334.05335.00002592@ng-fy1.aol.com>
Source record: 10005

hi,
I love DM too. I found this site online
just now, maybe it will help you.
j.

http://freespace.virgin.net/daniel.durgan/index3.htm

1005. "Drive Not Responding"

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-05 00:00:00 UTC
From: Lou Lew <loulewlj@gte.net>
Message-ID: <7ebl21$j4q$1@news-2.news.gte.net>
Source record: 10006

Hi,
I've got a 1040 STe, and it had been working fine, but then I started getting the "Drive not responding" message. At first, if I let it "warm up", it would start to work, now nothing.

Is there anything I can clean, check, tinker with, or is this internal drive shot, and I need a new one?

Where can I get one (cheap)?

I'm in Califonia, USA, by the way.

Thank you very much,
JL

1006. STacy memory upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7ebk39$18ml$1@hub.org>
Source record: 10007

Whats the easiest way to upgrade the STacy memory? Just find 2
one-meg 30pin SIPPs and plug 'em in? Or is there a better way [tm]? How
about to upgrade the processor? Any chance at all? (I've got the Stacy2
2MB)

Jeff
--
--
"It's murder out there. You can't even travel around in your own micro
circuits without permission from 'Master Control Program'. I mean,
sending *ME* down here to play games.... Who does he calculate he is?"

1007. FS:ICD LINK2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: mark arstall <mark@fairy-jig.freeserve.co.uk>
Message-ID: <01be8005$911029e0$cd0c883e@fairy-jig.freeserve.co.uk>
Source record: 10008

ICD LINK2
DMA CABLE
SOFTWARE,PARTITIONING,FORMATING ETC...
ORIGINAL MANUAL
�40
mark@fairy-jig.freeserve.co.uk

1008. FS: Atari Falcon (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@syn.beetee.co-uk>
Message-ID: <3709D894.89261AB@syn.beetee.co-uk>
Source record: 10009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello,

I have a complete Atari Falcon 030 system for sale for 275gbp.
Buyer collects or pays delivery.

4MB RAM, 520MB HardDisk, Epson LQ 100 Printer, SVGA monitor, Graphics
Tablet, loads of commercial and public domain software, books and
magazines. Email me for a complete description.

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

1009. Need locations of files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: fraser <fraserck@flexi.net.au>
Message-ID: <3709E2A9.737B9BDC@flexi.net.au>
Source record: 10010

Could someone please advise me of the location where I can download the following file/files needed for connecting an Atari STfm to the internet, which has a dead link in the Atari Quick FAQ...

HSModem serial port driver

Also, the site linked in the FAQ which has the STING software seems to always be too busy for me to download from. Is there an alternative site which contains an up-to-date version of Sting?

Thank you

Fraser

1010. Re: Need locations of files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <yqpO2.503$XX.6696@news1.atlantic.net>
Source record: 10011

This URL usually works for me:

For STinG pkg--
http://www.stud.uni-hannover.de/~perot/STinG.dl-bay-e.html

For HSMODEM7--
http://www.stud.uni-hannover.de/~perot/misc.dl-bay-e.html

On 6 Apr 1999 20:32:09 +, fraser wrote:
>Could someone please advise me of the location where I can download the
>following file/files needed for connecting an Atari STfm to the
>internet, which has a dead link in the Atari Quick FAQ...
>
>HSModem serial port driver
>
>Also, the site linked in the FAQ which has the STING software seems to
>always be too busy for me to download from. Is there an alternative site
>which contains an up-to-date version of Sting?
>
>Thank you
>
>Fraser
>
>.

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

1011. Is it possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <oLvTIAAiRiC3Ewwx@steverosie.demon.co.uk>
Source record: 10012
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

Is it possible to transfer files between Portfolio and Windoze 98/95
using the Smart Parallel Interface, without having to restart in DOS
mode?

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1012. Re: Need locations of files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <370a062c838e0@zetnet.co.uk>
Source record: 10013

on Tue 06-04-99 20:32 fraser wrote:

>Could someone please advise me of the location where I can download the
>following file/files needed for connecting an Atari STfm to the
>internet, which has a dead link in the Atari Quick FAQ...
>
>HSModem serial port driver
>
>Also, the site linked in the FAQ which has the STING software seems to
>always be too busy for me to download from. Is there an alternative site
>which contains an up-to-date version of Sting?

You can download the latest STiNG from my website.Address in sig.Not too
sure where you can get HSModem from...If you still have problems locating
it,mail me and I will send it to you.

Gordy.

--
E-mail:tesla1@zetnet.co.uk
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk for details
Otagger ss1.22: "Monopoly? No, we just don't want competition."

1013. Re: Is it possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7edf11$36k$2@spnode25.nerdc.ufl.edu>
Source record: 10014
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

use a Modem cable (special cable) and Ghostlik (exe and prg)
It works, just load dos command from within Wintrouble 95 98 :)

Raymond

>
> Is it possible?
>
> From: Steve Stupple <Steve@steverosie.demon.co.uk>
> Reply to: Steve Stupple
> Date: Tue, 6 Apr 1999 16:12:34 +0100
> Organization: The Atari Software eXchange
> Newsgroups:
> comp.sys.atari.st,
> alt.atari,
> comp.sys.atari.st.tech
> Followup to: newsgroup(s)
>
>Is it possible to transfer files between Portfolio and Windoze 98/95
>using the Smart Parallel Interface, without having to restart in DOS
>mode?
>
>--
> Cheers! for now
> Steve <><
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
>Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
>Email: Last@steverosie.demon.co.uk
>
>Nick: Mocknbird Tel: 0870 7402518
>ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

1014. Re: How much RAM do you reckon I have?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: Andy Blakely <Andy.Blakely@pnl.gov>
Message-ID: <370A4304.89CBAC5F@pnl.gov>
Source record: 10015

The STfm's came with either 512k or 1024k of RAM. These were soldered directly to the board and are located in the front left side of the machine (under the keyboard, on the opposite side of the mouse port). On my 1024k STf, there's two rows of RAM chips, each row having about 8 chips if I remember correctly. Each row is equivilant to one RAM slot and can handle a maximum of 2048k of RAM. Hence, you can have a maximum of 4 megabytes of RAM. Adding RAM requires that you unsolder the chips and solder in new ones of higher capacity. I wasn't daring enough to try it. I don't remember all the details... but for more information you can visit the ST Hardware Hacks page (by Vezz) at:

http://www.freeweb.org/computer/vezz/atari/hardware/index.htm

Note: bookmark it. It took me forever to find it again!

The two chips (where you saw six marked spaces) are your TOS chips. Version 1.4 (Rainbow TOS) used six chips, but later versions only used two. I'm not sure about earlier versions.

For using the internet, I've been told it's possible with 512k or 1024k, but you wouldn't like it. I don't use my Ataris for the internet, so I don't know first hand.

Hope this helps... check out the Hardware Hacks page!

Andy Blakely

fraser wrote:

> Is there an easy way to tell how much RAM is in my STfm? Inside the ST I
> have there are no SIMMs or DIMMS or whatever, however, there is what
> looks like a bank of memory chips under a raised PCB containing the
> power supply. Are these chips under the power supply the RAM? They are
> all soldered straight into the board. I didn't bother taking the power
> supply off the main board to get a better look at them. The only other
> chips I can see that look like they could be RAM are two push-in chips
> approximately 1x4.5cm (that size is a guess) which have something like
> 256K or 1M or something printed next to them on the motherboard. There
> are about 6 spaces marked out on this area of the board but only two of
> the spaces are populated by the push-in chips. These 2 chips are located
> under the bottom left corner of the keyboard. They don't look like any
> RAM chips I've ever seen, but the markings on the board suggest to me
> that they could be RAM. What are they, and how much RAM is in my Atari
> STfm? Will I need to solder more or different chips onto the motherboard
> in order to acces the internet or is upgrading the RAM not an option
> with these soldered-in chips?
>

> Fraser

1015. Re: Is it possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <TNFyMDAhbkC3EwWK@steverosie.demon.co.uk>
Source record: 10016
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

In article <7edf11$36k$2@spnode25.nerdc.ufl.edu>, guitarra@afn.org
writes
>
>
>
> use a Modem cable (special cable) and Ghostlik (exe and prg)
> It works, just load dos command from within Wintrouble 95 98 :)

Hi

I want to use the parallel interface via parallel port. What I could do
with is a driver for that port or something!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1016. Re: How much RAM do you reckon I have?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7edi0q$78a$3@news3.isdnet.net>
Source record: 10017

fraser a crit dans le message <3709E6B9.34E9375B@flexi.net.au>...
>Is there an easy way to tell how much RAM is in my STfm?

<snip>

Not as complicated as you make it sound. Look at the sticker. If it's a 1040 it has 1Mb, if it's a 520 it has 512K.

This is unless it has been modified, but you make it sound like it doesn't have an extra RAM board or any hand-soldered extra chips on it. If you really want to look at the board, there are 2 banks, the 520 will have aall the markings for the 2nd bank, but it won't be populated.

The easier way is to download sysinfo.prg from the Quick FAQ. This will tell you how much ram you have, which TOS you run, and sorts of useful stuff you'd like to know.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1017. Re: Is it possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7edn8psmg1@news4.isdnet.net>
Source record: 10018
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

Steve Stupple a crit dans le message ...
>In article <7edf11$36k$2@spnode25.nerdc.ufl.edu>, guitarra@afn.org
>writes
>>
>>
>>
>> use a Modem cable (special cable) and Ghostlik (exe and prg)
>> It works, just load dos command from within Wintrouble 95 98 :)
>
>Hi
>
>I want to use the parallel interface via parallel port. What I could do
>with is a driver for that port or something!
>

Tried ParCP or Paralink 2000 ???

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1018. New Website Open!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7ednrrhmr3@roch.zetnet.co.uk>
Source record: 10019

Hi All!

This is a message to announce the opening of my own website! It's rather basic at the moment, but that's only because I'm a novice at HTML! ;-))

I used a program called Web Wizard, published by Cadenza Software for the Atari series of computers. It's a great program that enables the putting together of web pages with background images and sound files, and I think they look pretty good! ;-))

At present I have four main sections: My Homepages, My Atari Page, Atari Downloads, and a Links section; but I plan to expand these further with new sections.

The Downloads page only has two files to download, and they are Demos for the Atari Falcon, but I'm open to suggestions on what else to put on there. I only want to put Atari stuff there, and not commercial stuff neither!! :) The demos are: Sonoluminesenz by Avena, and The Lost Blubb by Lazer. These can be hard to track down on the Web, so that's why I've put them on!!

The Links section I think is pretty good, as well as Atari websites there are more general stuff there too, including a section of Online Newspapers that are around (only UK ones at the mo'!).

Whats the address, I hear you cry? Well its:

http://www.users.zetnet.co.uk/jfhaslam/index.htm

Any comments/suggestions on the site are welcome, just email to the address below!

Cheers!

James

+--+------------------------------+
James F. Haslam	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

1019. Re: Need locations of files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <E2uO2.673$XX.7736@news1.atlantic.net>
Source record: 10020

On 6 Apr 1999 20:32:09 +, fraser wrote:
>Could someone please advise me of the location where I can download the
>following file/files needed for connecting an Atari STfm to the
>internet, which has a dead link in the Atari Quick FAQ...
>
>HSModem serial port driver
>
>Also, the site linked in the FAQ which has the STING software seems to
>always be too busy for me to download from. Is there an alternative site
>which contains an up-to-date version of Sting?

Have you tried:
http://www.stud.uni-hannover.de/~perot/STinG.dl-bay-e.html and
" " " " " " " /misc.dl-bay-e.html
For StinG and HSMODEM (respectively).

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

1020. Re: Need locations of files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <VduO2.675$XX.7896@news1.atlantic.net>
Source record: 10021

On 6 Apr 1999 20:32:09 +, fraser wrote:
>Could someone please advise me of the location where I can download the
>following file/files needed for connecting an Atari STfm to the
>internet, which has a dead link in the Atari Quick FAQ...
>
>HSModem serial port driver
>
>Also, the site linked in the FAQ which has the STING software seems to
>always be too busy for me to download from. Is there an alternative site
>which contains an up-to-date version of Sting?
>
>Thank you
>
>Fraser

Have you tried:
http://www.stud.uni-hannover.de/~perot/STinG.dl-bay-e.html and
" " " " " " " /misc.dl-bay-e.html
For StinG and HSMODEM (respectively).

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

1021. Re: STacy memory upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7edr7s$25m6$1@hub.org>
Source record: 10022

>Upgrading the processor raised a problem in my Stacy (4mb RAM -
>248mb HD) I have succeeded in fitting a T28 Physically making it fit

T28? Whats that?

>at least with the desoldering iron that I used. The problem I have is
>that everything works fine until a floppy disc access is needed.
>Having experimented I'm pretty certain that the internal PSU board is
>shutting down albeit briefly-must be the last straw!

Weird; perhaps you shorted something on the floppy controller?

>upgrade and how you subsequently manage. I would also be happy to help
>with my experience of the dismantle and spacing etc etc.

My first jobs are simple; pop in some SIPPs, and then pop in a
500MB SCSI hard disk. Any tips on opening the case? People have said its a
rough procedure...

Jeff
--
--
"It's murder out there. You can't even travel around in your own micro
circuits without permission from 'Master Control Program'. I mean,
sending *ME* down here to play games.... Who does he calculate he is?"

1022. Re: STacy memory upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7eduvb$7vd$1@snipp.uninett.no>
Source record: 10023

bwiltshire@cableinet.co.uk wrote:

> at least with the desoldering iron that I used. The problem I have is
> that everything works fine until a floppy disc access is needed.
> Having experimented I'm pretty certain that the internal PSU board is
> shutting down albeit briefly-must be the last straw!

Try spinning down the HD or switch of the back-lighting before you access
the floppy and see if the problems persists. You can also replace the old
floppydrive and harddrive with newer and more efficient devices.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1023. Re: Is it possible?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904061721410.9383-100000@moose.erie.net>
Source record: 10024
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

On Tue, 6 Apr 1999, Nicholas Bales wrote:

> >> use a Modem cable (special cable) and Ghostlik (exe and prg)
> >> It works, just load dos command from within Wintrouble 95 98 :)
> >
> >I want to use the parallel interface via parallel port. What I could do
> >with is a driver for that port or something!
>
> Tried ParCP or Paralink 2000 ???
>

No, but I plan to. Which is better?

1024. Re: BMS-100

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7edttsidr4@roch.zetnet.co.uk>
Source record: 10025

Right then folks...

It is a Berkely Microsystems 100 version 2 if that hepls....

Anyone know the pin-out for the inward cable from the Atari...

chrisc

1025. Atari Sites to Visit

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <370aff16.0@news.madhouse.uk.com>
Source record: 10026
Cross-posted to:
alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.atari,pnet.comp.atari

```
The Atari WebRing - http://www.incontrolinternet.co.uk/atariwebring/
Links to 150+ Atari related sites.
STs, 2600, Jaguars, 8-bit, emulation, all catered for.

Atari WWW Message Board - http://www.incontrolinternet.co.uk/atari/
Just leave a message to say `Hi' or ask a question.

Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk
```

1026. WEB Site update about the PHENIX 060

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-06 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <7eh2a8rsr2@news.imaginet.fr>
Source record: 10027

PHENIX 060 - Version R1

We enjoy to announce you an updating of our site, particularly important
in the domain of the PHENIX, our computer.

Here are the last changes :

1 - the 040 version of the PHENIX is abandoned !
The PHOENIX will be therefore a computer basicly provided with the
mythical 68060 at 80MHz, giving 120 MIPS
(040 provides 32 MIPS at 40 MHz!).
Don't be affraid, prices of this 060 have quite changed and we are
therefore in measure to propose a 3 or 4 times
more powerful machine for only 2000 FF more in the full configuration.
This tariff could decrease according to providing of 060 because this
tariff takes account of the worst offer of our suppliers.

2 - LINUX 060 already exists!
Whereas with one or two 040, LINUX would have been just usable, the 060
offers the necessary strength for a comfortable utilization...
Let's not speak of two 060 (240 MIPS).

3 - the DSP56301 works at 100 MHz and its SRAM descends to 12ns. A light
increase of cost for 20 MIPS more(by DSP!).
The addition of a daughter card fitted with 3 DSP at 100 MHz is more
that ever of actuality with recent and new objectives of some of our
customers and partners.
This daughter card will be connected in the PCI slot #3 but it will be
possible to add an identical second of it in the PCI slot #2 (the #1 is
occupied by the graphic card).
Total, 7 DSP at 100 MIPS each (700 MIPS) and 3 DSP connectors offering
each 4 high bi-directional debit serial channels (either 12) of
33Mbits/s for all numeric application ways...

4 - The utilization of SDRAM instead of EDO is essentially reported to
an ulterior version of the PHENIX 060 for cost reasons and time of
development. The SDRAM supports are 4 times cheaper than the EDO
supports (so 60 FFS more) and besides it's necessary to harmonize SDRAM
signals in 3.3 V and signals of the 060 bus in 5V with very speed
buffers (2ns) and costly (60 FF of supplement).
Total, the added 120 FF on the motherboard compensate the gap of tariff
between a 32 Mo SIMM and a 32 Mo SDRAM.
For those that know the 060, it is true that he is compatible with
signals in 3.3V, but our PCI bridge is not: what obliges us to choose 5
V for all components of the 060 local bus.

Until 40 MHz as regards to performances, the SDRAM doesn't offer ANY advantage on the EDO 60ns: accesses are made on all sides in 1 cycle. Between 40 and 80 MHz, the SDRAM makes difference because she always permits BURST accesses in 1 cycle whereas the EDO obliges accesses in 2 cycles (that why the SDRAM imposed itself on computers where processsors reach 66, 80 MHz, and more...

On the PHENIX 060, the only way to take profit from the SDRAM is to pass the 060 in ' FULL SPEED' mode on its bus.
It means that instead of accessing the bus to an half frequency of its execution units (in our case 40 and 80 MHz), the 060 would access the bus to the same frequency than its units, so 80 MHz.
The gain is immediate: with EDO 60 nses, we can access at 80 MHz in BURST in 2 cycles, whereas the SDRAM offers 1 cycle.
It means that the 060 bandwith in RAM is 2 times more important !
Unfortunately, our PCI bridge can't be matched with the 060 beyond 45 MHz (verified timing for CENTEK by manufactory), what obliges us 060 accesses at half speed (HALF-SPEED mode) in bridge (toward the PCI bus).
We have a solution to this problem, but it will be for a little bit later, even though the challenge to wire a 060 in full speed on the SDRAM is exciting enough because that has never been achieved!
Imagine that the 060 in FULL-SPEED mode at 80 MHz is able" to swallow " 320 Mo/s with BURST of 1 cycle 80 MHz!
On Phenix R1, we should be sufficient with BURST 1 cycle 40 MHz, so 160 Mo/s... It is already excellent.

The PHENIX should be produced from JUNE 99.

For all question, we recommand you to visit our site before addressing you to our services, because we are already overflowed by numerous questions...

Thank you for your attention.

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

1027. Re: Need locations of files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_370b2f5e_derryck@news.freeserve.net>
Source record: 10028

in message <E2uO2.673$XX.7736@news1.atlantic.net>
John Garone wrote about 'Re: Need locations of files'

>>HSModem serial port driver

> Have you tried:
> http://www.stud.uni-hannover.de/~perot/STinG.dl-bay-e.html and
> " " " " " " " /misc.dl-bay-e.html
> For StinG and HSMODEM (respectively).

And the full English documentation for HSModem is available from ny web
site, address in sig.

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1028. canon LBP 460/laser

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-07 00:00:00 UTC
From: fugitive@zetnet.co.uk
Message-ID: <7efghpgkp1@irk.zetnet.co.uk>
Source record: 10029

hi,
is there anyone who can help me with a printing problem.
Someone has given me a canon printer lbp 460,i have tried
running it with nvdi3 but have had no luck.
can anyone help!!!
cheers Paul

1029. FA: Falcon 030 800MBHD 14MB Ram No Reserve!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-07 00:00:00 UTC
From: maurice0515@my-dejanews.com
Message-ID: <7efrsc$5rt$1@nnrp1.dejanews.com>
Source record: 10030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Only Few hours left a Falcon 030 for under $300
Bid on this item
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86061823

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1030. Re: STacy memory upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-07 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7egdosflp1@hub.org>
Source record: 10031

In article <370bb539.4265082@news.cableinet.net>,
<bwiltshire@cableinet.co.uk> wrote:
>> T28? Whats that?
>The T28 is a processor upgrade board that predates the PAK . It is a
>68000 as opposed to THE PAK 's 68030. The processor runs at 28 mhz

Ahh. So its something I'm not going to come across then :)

What about the PAK? Whats thast? :)

>I hope your Stacy has simm sockets not sipp holes. 1mb x 8 or 9bit
>simm are cheap if you know where to look..

SIPPs :/

>A sharp blade to lift the corner of the STACY 2 logo INSIDE reveal 2
>screws then prise off the whole top cover all the way around bit by
>bit.

Ah. Thats the rub. We couldn't open the back right, so you have to
go the top, from the back left. That makes sense, since they wanted to
charge by the hour for repairs :P

Thanks for the tips!

I'll try again once I get some suitable RAM worked out.. so I can
upgrade the disk and the RAM.

Jeff
--
--
"It's murder out there. You can't even travel around in your own micro
circuits without permission from 'Master Control Program'. I mean,
sending *ME* down here to play games.... Who does he calculate he is?"

1031. old frenc atari's magazine

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-07 00:00:00 UTC
From: Antoine Gomez <antgomez@club-internet.fr>
Message-ID: <370BC0DA.88CC11D6@club-internet.fr>
Source record: 10032

hello !!! i'm french and i have old atari's magazines to sell
if someone is interested mail me

thanks
antoine

1032. FS: 14meg Falcon w/audio SW/HW, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-07 00:00:00 UTC
From: Cory Bonnett <guitarmn@execpc.com>
Message-ID: <7eh9k8$8e3$1@usenet44.supernews.com>
Source record: 10033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

14meg Atari Falcon030, audio mods done; 2.1 gig Micropolis external SCSI drive (A/V specs); Soundpool FA-8 (eight audio outs) box; Logic Audio Falcon w/LOG3 interface (adds 3 more MIDI outs); external SCSI CD-ROM/Syquest 44 (w/one cartridge) housed in one box; Wizztronics cartridge port expander (from one to four); two mice (one original, one ITSA); joystick; trackball; tons of discs including some Iomega Zips with commercial, freeware, and shareware SW; and serial port A-B switch. Would prefer to sell as package, but will piece out. Shipping is from Milwaukee, WI. I love the Atari platform, but am selling the last of my three systems as I continue to upgrade my new PARIS-equipped recording studio. I have many references on the web, including several Atarians both US and abroad. Please feel free to e-mail with offers and I will respond immediately. Don't forget to include your address and phone number. Thanks! BTW, the highest offer does _not_ necessarily mean anything to me. I want this gear to go to people who appreciate the inherent quality of the Atari system. Don't get me wrong, I want to make $$$ (maybe even $$$$$:) from this deal, but I also don't need to sell to a jerk who won't use it. Socialist panty-waist? Not hardly. Objectivist? Proudly.

Cory Bonnett
www.artbeyondimage.com

1033. FS: 14meg Falcon w/audio SW/HW, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <jhO+3JAJpID3Ewag@steverosie.demon.co.uk>
Source record: 10034
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <7eh9k8$8e3$1@usenet44.supernews.com>, Cory Bonnett
<guitarmn@execpc.com> writes
>14meg Atari Falcon030, audio mods done; 2.1 gig Micropolis external SCSI
>drive (A/V specs); Soundpool FA-8 (eight audio outs) box; Logic Audio Falcon
>w/LOG3 interface (adds 3 more MIDI outs); external SCSI CD-ROM/Syquest 44
>(w/one cartridge) housed in one box; Wizztronics cartridge port expander
>(from one to four); two mice (one original, one ITSA); joystick; trackball;
>tons of discs including some Iomega Zips with commercial, freeware, and
>shareware SW; and serial port A-B switch. Would prefer to sell as package,
>but will piece out. Shipping is from Milwaukee, WI. I love the Atari
>platform, but am selling the last of my three systems as I continue to
>upgrade my new PARIS-equipped recording studio. I have many references on
>the web, including several Atarians both US and abroad. Please feel free to
>e-mail with offers and I will respond immediately. Don't forget to include
>your address and phone number. Thanks! BTW, the highest offer does _not_
>necessarily mean anything to me. I want this gear to go to people who
>appreciate the inherent quality of the Atari system. Don't get me wrong, I
>want to make $$$ (maybe even $$$$$:) from this deal, but I also don't need
>to sell to a jerk who won't use it. Socialist panty-waist? Not hardly.
>Objectivist? Proudly.
>

Blummin 'eck!!! Heavy duty reading or what!

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1034. Re: canon LBP 460/laser

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_370c783c_derryck@news.freeserve.net>
Source record: 10035

in message <7efghpgkp1@irk.zetnet.co.uk>
paul churchill wrote about 'canon LBP 460/laser'

> is there anyone who can help me with a printing problem.
> Someone has given me a canon printer lbp 460,i have tried
> running it with nvdi3 but have had no luck.

I assume that the printer will print plain text sent to it from the
desktop. If so, all you need do is try likely looking drivers from NVDI
until you find one that works. It may be that you can set the printer to
emulate another - Epson or Hewlett Packard would be favourites.

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1035. Online chat with Kent Kordes of Systems for Tomorrow!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <370E2A22.762F@geocities.com>
Source record: 10036
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

/|\ Scheduled Chat Sessions

Visit our club website and Click the Main Chat Room menu option to join us for the scheduled chats. Chats are schedule every Saturday night at 8:00PM CST.ï¿½ Please stop by for a while.ï¿½

We are asking Kent Kordes, Systems for Tomorrow to join us. From my experience, Kent has been a wonderful distributor of Atari hardware and software here in North America. Not only does he carry products for the ST computer line, but the Jaguar and Lynx systems as well! Got a question about products and the future products being released? Stop in and asked.

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

Also....

We have a project going on right now to build up the Atari fandom in the United States, Canada, and other parts of our dear land mass. The belief is that there are many Atarians out there going on without a user group when hundreds (maybe thousands) of people still use Atari computers.

So if you are in America and Canada especially, just send your name, E-mail address, and State to:

Greg@atariusers.com

We'll be setting up a webpage soon. Who knows? A user group may be just waiting to be started in YOUR AREA!

1036. Old ST Disk Format - HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-09 00:00:00 UTC
From: Alan Holding <specto@spam.com>
Message-ID: <7eleh8$e7t$1@plug.news.pipex.net>
Source record: 10037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy.

I stumbled across an old ST floppy of mine the other day but can't read it with the PC because it was formatted a weird way. All I know about the disk format is that it enabled me to cram 990k onto the floppy. (Great idea at the time - not really future-proof though. Ho hum...)

If any of you clever lot out there know of a way I could get at the data on the floppy using a PC alone (haven't got access to my old 520STFM) I'd be more than chuffed. I'd even buy you a Combustible Edison.

Thanks in advance,
ALAN.

--

ICQ 27372656
specto@spam.com
Replying direct? Change spam to hotbot or you won't get through!

1037. Re: Old ST Disk Format - HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-09 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <7elti7spc1@news8.svr.pol.co.uk>
Source record: 10038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Offered help by e.mail.

All the best,
Keith & Laura

keith@lever.freeserve.co.uk
k.lever@zetnet.co.uk
ICQ:- 24493663
http://www.lever.freeserve.co.uk

Alan Holding wrote in message <7eleh8$e7t$1@plug.news.pipex.net>...
>Howdy.
>
>I stumbled across an old ST floppy of mine the other day but can't read it
>with the PC because it was formatted a weird way. All I know about the
disk
>format is that it enabled me to cram 990k onto the floppy. (Great idea at
>the time - not really future-proof though. Ho hum...)
>
>If any of you clever lot out there know of a way I could get at the data on
>the floppy using a PC alone (haven't got access to my old 520STFM) I'd be
>more than chuffed. I'd even buy you a Combustible Edison.
>
>Thanks in advance,
>ALAN.
>
>--
>
>ICQ 27372656
>specto@spam.com
>Replying direct? Change spam to hotbot or you won't get through!
>
>

1038. Re: Old ST Disk Format - HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-09 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <7elti8spc2@news8.svr.pol.co.uk>
Source record: 10039
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Offered help by e.mail.
All the best,
Keith & Laura

keith@lever.freeserve.co.uk
k.lever@zetnet.co.uk
ICQ:- 24493663
http://www.lever.freeserve.co.uk

Alan Holding wrote in message <7eleh8$e7t$1@plug.news.pipex.net>...
>Howdy.
>
>I stumbled across an old ST floppy of mine the other day but can't read it
>with the PC because it was formatted a weird way. All I know about the
disk
>format is that it enabled me to cram 990k onto the floppy. (Great idea at
>the time - not really future-proof though. Ho hum...)
>
>If any of you clever lot out there know of a way I could get at the data on
>the floppy using a PC alone (haven't got access to my old 520STFM) I'd be
>more than chuffed. I'd even buy you a Combustible Edison.
>
>Thanks in advance,
>ALAN.
>
>--
>
>ICQ 27372656
>specto@spam.com
>Replying direct? Change spam to hotbot or you won't get through!
>
>

1039. ST in pc case?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-10 00:00:00 UTC
From: MadCat13 <madcat13@bellsouth.net>
Message-ID: <370ECDAD.534E3EB7@bellsouth.net>
Source record: 10040
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I know that people have done this. I would like to, but first I want to hear from some people who have done it.

Any info or thoughts appreciated.

MadCat13

1040. AC Mag #13

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-10 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <7en4kg$rq1$1@roch.zetnet.co.uk>
Source record: 10041

Hi All,

Just got my copy of the mag through the door this morning - Thanks guys !

Unfortunately, it seems that a couple of pages did not get printed for
some reason or other (22 & 35).......

Nor did my copy have the Sharwood flyer mentioned in the SAMS99 article.

I enjoyed the last show but, regretfully, will not be able to make it to
Stafford this time - see you all again in November, though !

Have Fun.

Jim.

1041. Re: ST in pc case?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-10 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JDKFAFCPUP@data.rhein-main.de>
Source record: 10042
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <370ECDAD.534E3EB7@bellsouth.net> MadCat13 wrote:

>I know that people have done this. I would like to, but first I want to
>hear from some people who have done it.

Atari -> TowerCase

DOITF030

www.atari-computer.de/doitarchive/index.htm
www.rhein-main.de/people/robert/index.htm

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

1042. Re: AC Mag #13

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-10 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7eo2unvgb1@roch.zetnet.co.uk>
Source record: 10043

On 10 Apr 1999 09:11:44 , James Smith wrote:
>
>Hi All,
>
>Just got my copy of the mag through the door this morning - Thanks guys !
>
>Unfortunately, it seems that a couple of pages did not get printed for
>some reason or other (22 & 35).......
>
>Nor did my copy have the Sharwood flyer mentioned in the SAMS99 article.

Hi James!

Odd that! My copy also has some blank pages, though in my case they are page 9 and 48. Page 9 I can live without, as its the Readers Offers page, but page 48 is the first page of the Maggie pages, which is my favourite part of the mag.

If Joe Connor or Mike Kerslake reads this, any chance of a photocopy of the pages?

My Sharward flyer was also missing, but as Sharward Promotions sent me a few in the post recently that won't matter.

Cheers!

James

+--+-------------------------------+
James F. Haslam	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

1043. file conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-10 00:00:00 UTC
From: Trevor Butler <tblx@mweb.co.za>
Message-ID: <370fa9db.0@news1.mweb.co.za>
Source record: 10044

HELP!

My atari 520stfm motherboard has died while converting all my Cubase files
to midi file so that I can use them on my PC.
Has anyone got a programme that will convert?
50 floppies still to go!

Thanx

Trevor

1044. Calamus98 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-10 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7eoisc$893$1@nnrp03.primenet.com>
Source record: 10045

Does anyone use calamus 98 on a Falcon. It wont seem to run properly
in 256 or true color. I tried installing a program called falcon8.prg
into the auto folder (since this program came in a auto folder when
I bought the program from MGI). At boot up when the falcon8.prg is
installed it always gives me 2 bombs and i have nothing else installed.
The only thing installed is x boot but all autos and accelerators are
turned off except falcon8.prg. Has anyone got good advice for me.
please help!

Gene

1045. !!!! WARNING -ericdan1@gte.net possible fraud.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-10 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <37100694@news.inil.com>
Source record: 10046
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

erikdan1@gte.net recently posted here for 'Cubase 3.01 with all modules'

I have contacted him stating i wanted it, sent the payment, and after making several attempts to verify payment received, he had not responded nor did I recieve the package.

I've stated my piece, awaiting replies...

Rory

1046. Noise remover

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-11 00:00:00 UTC
From: robert@riddell4.freeserve.co.uk
Message-ID: <7eqlu8$5mc$1@news7.svr.pol.co.uk>
Source record: 9900

Hello

Is their any STE software that can remove noise from old recordings .
?

Cheers

Rob

1047. Re: Old ST Disk Format - HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqrht$7po$6@news2.isdnet.net>
Source record: 9901
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Alan Holding a crit dans le message <7eleh8$e7t$1@plug.news.pipex.net>...
>Howdy.
>
>I stumbled across an old ST floppy of mine the other day but can't read it
>with the PC because it was formatted a weird way. All I know about the
disk
>format is that it enabled me to cram 990k onto the floppy. (Great idea at
>the time - not really future-proof though. Ho hum...)
>
>If any of you clever lot out there know of a way I could get at the data on
>the floppy using a PC alone (haven't got access to my old 520STFM) I'd be
>more than chuffed. I'd even buy you a Combustible Edison.
>

```
Nope. No PC will ever read that floppy. Send that disk to a nearby ST user
so that he can copy the files over to a standard DOS floppy.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1048. Re: file conversion

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqri1$7po$10@news2.isdnet.net>
Source record: 9902

Trevor Butler a ?crit dans le message <370fa9db.0@news1.mweb.co.za>...
>HELP!
>
>My atari 520stfm motherboard has died while converting all my Cubase files
>to midi file so that I can use them on my PC.
>Has anyone got a programme that will convert?

Nope there isn't one, except Cubase on the PC.

How did the ST die ? It could be the PSU (you change it easily with one from an old ST or a megafile drive) or you could try taking the machine apart and pressing down all the socketed chips which might have come loose.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1049. Re: Noise remover

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqri1$7po$11@news2.isdnet.net>
Source record: 9903

Robert Riddell a crit dans le message <7eqlu8$5mc$1@news7.svr.pol.co.uk>...
> Hello
>
> Is their any STE software that can remove noise from old recordings .

Zero-X maybe.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1050. Re: AC Mag #13

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7epreu$il4$5@news4.svr.pol.co.uk>
Source record: 10047

On 10 Apr 1999 09:11:44 , James Smith wrote:
:>
:>Hi All,
:>
:>Just got my copy of the mag through the door this morning - Thanks guys !

Eh!!, Where's mine, <thinks> oops!!, subs run out.

Oy!, Al Goold, whats the status of my SUB.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1051. Re: * Atari ST FTP site list *

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-11 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <EC3Q2.149$OB.495@198.235.216.4>
Source record: 10048

Hi Hallvard.

The web page is up and down infrequently. Howard Chu says there are a number of changes going on over the last few months. There was an upload on the ftp site for testing a month ago. Perhaps it was Dan Ackerman? I am not certain. The ftp site is not erased as far as I know. We just can't seem to access it. I will let you know as soon as there is a change.

Therefore keep everything status quo for the time being.

Later Brian.

P.S. and thanks for maintaining the ftp site listings.

On 4 Apr 1999 00:14:34 +, Hallvard Tangeraas wrote:

>
>What do you mean?
>The FTP site list covers *FTP* sites, not *HTTP* (web) sites.
>Although the Umich website supposedly carries the same files it is not
>applicable for my list.
>On the other hand I do have a link to the Umich website (same as above)
>in my "Atari software" section I believe.
>
>I recently changed it, as I found the new (above) URL to work, so I
>deleted the old one (something with a ":80" in or something, can't
>remember).
>
>So what you're saying is that the above URL doesn't work any longer
>either?
>
>
>
>Hallvard
>--
>Hyperlink Launchpad: <http://www.post1.com/~hall/>
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://members.forfree.at/~notator/>
>.

1052. Re: FS: 14meg Falcon w/audio SW/HW, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-11 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7eqlgv$e0l$1@roch.zetnet.co.uk>
Source record: 10049

On 8 Apr 1999 11:51:53 +, Steve Stupple wrote:
>In article <7eh9k8$8e3$1@usenet44.supernews.com>, Cory Bonnett
><guitarmn@execpc.com> writes

>>14meg Atari Falcon030, audio mods done; 2.1 gig Micropolis external SCSI
<SNIP!>
>>

>Blummin 'eck!!! Heavy duty reading or what!
^^^^^^^^^^^^^^^

Steve, I don't think Cory will understand that, being American and all!
;-)))

Cheers!

James

+--+------------------------------+
James F. Haslam	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

1053. Re: 14meg Falcon w/audio SW/HW, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-12 00:00:00 UTC
From: JoNk <atari@wcoil.com>
Message-ID: <6KfQ2.707$Fu5.117406@news2.randori.com>
Source record: 9904
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You still have this? I miss my Falcon soooooo bad!

JoNk

Cory Bonnett wrote in message <7eh9k8$8e3$1@usenet44.supernews.com>...
>14meg Atari Falcon030, audio mods done; 2.1 gig Micropolis external SCSI
>drive (A/V specs); Soundpool FA-8 (eight audio outs) box; Logic Audio
Falcon
>w/LOG3 interface (adds 3 more MIDI outs); external SCSI CD-ROM/Syquest 44
>(w/one cartridge) housed in one box; Wizztronics cartridge port expander
>(from one to four); two mice (one original, one ITSA); joystick; trackball;
>tons of discs including some Iomega Zips with commercial, freeware, and
>shareware SW; and serial port A-B switch. Would prefer to sell as package,
>but will piece out. Shipping is from Milwaukee, WI. I love the Atari
>platform, but am selling the last of my three systems as I continue to
>upgrade my new PARIS-equipped recording studio. I have many references on
>the web, including several Atarians both US and abroad. Please feel free
to
>e-mail with offers and I will respond immediately. Don't forget to include
>your address and phone number. Thanks! BTW, the highest offer does _not_
>necessarily mean anything to me. I want this gear to go to people who
>appreciate the inherent quality of the Atari system. Don't get me wrong, I
>want to make $$$ (maybe even $$$$$:) from this deal, but I also don't
need
>to sell to a jerk who won't use it. Socialist panty-waist? Not hardly.
>Objectivist? Proudly.
>
>Cory Bonnett
>www.artbeyondimage.com
>
>
>

1054. Re: FS: 14meg Falcon w/audio SW/HW, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-12 00:00:00 UTC
From: Cory Bonnett <guitarmn@execpc.com>
Message-ID: <7es12u$a8f$1@usenet46.supernews.com>
Source record: 9905

James F. Haslam wrote in message <7eqlgv$e0l$1@roch.zetnet.co.uk>...
>On 8 Apr 1999 11:51:53 +, Steve Stupple wrote:
>>In article <7eh9k8$8e3$1@usenet44.supernews.com>, Cory Bonnett
>><guitarmn@execpc.com> writes
>
>>>14meg Atari Falcon030, audio mods done; 2.1 gig Micropolis external SCSI
><SNIP!>
>>>
>
>>Blummin 'eck!!! Heavy duty reading or what!
> ^^^^^^^^^^^^^^^
>
>Steve, I don't think Cory will understand that, being American and all!
>;-)))
>
>
>
>Cheers!
>
>
>James

I not smart but I do the best with what I gots.

Cory

1055. Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-12 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <D_fQ2.14$HV1.167@news.get2net.dk>
Source record: 9906
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

What is the newest version of AHDI harddisk-driver for Atari Falcon,
and where can it be downloaded ???

Thanx, Preben Sloth, Denmark
Please reply direct to psloth@post2.tele.dk

1056. Re: !!!! WARNING -ericdan1@gte.net possible fraud.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-12 00:00:00 UTC
From: Rory Dow <rory@centrescreen.co.uk>
Message-ID: <3711A037.F25EFCD1@centrescreen.co.uk>
Source record: 9907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been talking to this guy too, but decided it was a bad plan when he admitted that there was no dongle, manuals, box or anything else to verify that he was selling legal software.

Guess $40 for Cubase 3.01 was too good to be true.......

Rory (another Rory)

Rory McMahon wrote:

> erikdan1@gte.net recently posted here for 'Cubase 3.01 with all modules'
>
> I have contacted him stating i wanted it, sent the payment, and after making
> several attempts to verify payment received, he had not responded nor did I
> recieve the package.
>
> I've stated my piece, awaiting replies...
>
> Rory

1057. /i\RARE Supervision Handheld W/27 games will trade for Falcon Computer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-12 00:00:00 UTC
From: katom96@aol.com
Message-ID: <19990412090541.04140.00002828@ng-fi1.aol.com>
Source record: 9908

I will tade for a Atari Falcon Computer

Here is what you get The Supervision Handheld System in the box like new. Boxed TV Link its in Pal (dont know if it works on America TVs) and 27 games This is very RARE to find especially with all the games I have plus some are still sealed WOW. A must for Collectors. Only serious offer pleaseThanks

For those who dont know what the Supervision is , its a handheld game thats similar to the GameBoy The screen is bigger and the carts look about the same its a lot cooler looking to it also bends in the middle so you can angle the screen and it has legs that flip out so you can set it on the table and play it. It was released in 1992 and disappeared fast Its very RARE and hard to Find.

The games are:
2-in -1 Game (box)
Ssnake (box)
Chimera (box)
Pyramid (box)
Honey Bee (box)
Bubble World (box)
Pacific Battle (box)
Kitchen War (box)
Hero Hawk (box)
Treasure (box)
Grad Prix (Box)
Kabi Island (sealed)
Changeller Tank (sealed)
Egale Plan (sealed)
Dream World (sealed)
Ballon Fight (sealed)
P52 Sea Battle (sealed)
Popo Team (sealed)
Matta Blatta (sealed)
Penguin Hideout (loose)
Olymic Trail (loose)
Jaguar Bomber (Loose)
Alien (loose)
Police Bust (loose)
Scaffolder (loose)
Super Kong (loose)

E-mail offers to
katom96@aol.com

Thanks Tom
Video games

1058. Re: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <JDMPADANUP@cabal.shnet.org>
Source record: 9909
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
>What is the newest version of AHDI harddisk-driver for Atari Falcon,
>and where can it be downloaded ???

6.061, ask any archie for an appropriate ftp site.

Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
cantact Uwe Seimet and get a recent version of his HDDRIVER. That
software will be compatible with new hd and exchangeable media drives
(PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

Thorsten

--

1059. FA: Atari ST software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-12 00:00:00 UTC
From: r0et@yahoo.com
Message-ID: <r0et-1204991548310001@ip95.chicago3.il.pub-ip.psi.net>
Source record: 9910
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

auctions end on 04/09/99. no reserves.

- Games:

Populous
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90306042

Interphase
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90304472

Gravity
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90303687

Deep Space
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90302104

- Utility:

Wercs
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90307240

1060. Re: Calamus98 problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <7eu64e$or3$1@news.imaginet.fr>
Source record: 9911

broncos@primenet.com a ?crit dans le message
<7eoisc$893$1@nnrp03.primenet.com>...
>Does anyone use calamus 98 on a Falcon. It wont seem to run properly
>in 256 or true color. I tried installing a program called falcon8.prg
>into the auto folder (since this program came in a auto folder when
>I bought the program from MGI). At boot up when the falcon8.prg is
>installed it always gives me 2 bombs and i have nothing else installed.
>The only thing installed is x boot but all autos and accelerators are
>turned off except falcon8.prg. Has anyone got good advice for me.
>please help!

Try our Falcon8.prg for CENTurbo II because i found the same
bug and change the falcon8. The goal of this software is to
convert the internal format of Calamus to the video format.
It works only with 256 colours like Falcon (or TT) and it
will be easy to make the same program for ntc or tc mode.

Don't forget to check the flags of your Falcon8.prg: i found
it without any flags !!!

Sacha
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr <- go the CENTurbo software, and take patchs.zip
vxp@imaginet.fr

1061. Re: ST in pc case?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: Laurent Favard <l.favard@france2.fr>
Message-ID: <37133824.B5F4EAE9@france2.fr>
Source record: 9912
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

MadCat13 a ï¿½crit:
>
> I know that people have done this. I would like to, but first I want to
> hear from some people who have done it.

To a tower case ?

it's a lot of work, but at the end, a interresting result. You need to be a
friend
of screewdriver and iron soldier ;-)...if you understand me.
I did it and it's not very easy, but...Absolutly not impossible !
else you can try to put your ST into a 19'' Rack...I will try with my Falcon.

Laurent

1062. FS Jaguar Game System North America only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990413092016.09318.00000038@ng-cc1.aol.com>
Source record: 9913

I have the following for items for sale. The only rule is that the Jag, Jag CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 1 Power Pad, manuals, and boxes.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning Myst Vid Grid
BTW, I am not leaving the Atari scene.

1063. Re: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7evmobcaa1@feresa.bio.vu.nl>
Source record: 9914
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
: >What is the newest version of AHDI harddisk-driver for Atari Falcon,
: >and where can it be downloaded ???

: 6.061, ask any archie for an appropriate ftp site.

: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
: cantact Uwe Seimet and get a recent version of his HDDRIVER. That
: software will be compatible with new hd and exchangeable media drives
: (PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

: Thorsten

:
: --

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

1064. Re: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7evo0pcai1@feresa.bio.vu.nl>
Source record: 9915
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thorsten Guenther (guenther@cabal.shnet.org) wrote:

: 6.061, ask any archie for an appropriate ftp site.
: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
: cantact Uwe Seimet and get a recent version of his HDDRIVER.

Or try CBHD (which is free).

-=LvZ

1065. MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7evo5tcai2@feresa.bio.vu.nl>
Source record: 9916
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can anyone tell me for how much can a new MC68882 FPU can be obtained these days? Thanks,

-=Levien

1066. Re: Newest version of AHDI - harddisk d

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7f0227$6f$2@roch.zetnet.co.uk>
Source record: 9917

On 13 Apr 1999 15:31:36 , Levien van Zon wrote:

>: 6.061, ask any archie for an appropriate ftp site.
>: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
>: cantact Uwe Seimet and get a recent version of his HDDRIVER.
>
>Or try CBHD (which is free).

... and excellent!

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1067. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f052n$9h4$1@news3.isdnet.net>
Source record: 9918
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Levien van Zon a crit dans le message <7evo5tcai2@feresa.bio.vu.nl>...
>Can anyone tell me for how much can a new MC68882 FPU can be obtained
>these days? Thanks,

I think the main question is WHERE can a new MC68882 FPU can be obtained
these days?

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1068. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <3713ab223738a0@zetnet.co.uk>
Source record: 9919
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I think the main question is WHERE can a new MC68882 FPU can be obtained
these days?

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

Oh I do'nt know I have one laying about somewhere.
Pete.

1069. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3713BB05.853FA601@cable.A2000.nl>
Source record: 9920

Levien van Zon wrote:
>
> Can anyone tell me for how much can a new MC68882 FPU can be obtained
> these days? Thanks,
>
> -=Levien
Just got a catalogue from MABN Schiedam;
They have one for Hfl 99. Doesnt say 68881 or 68882 though.

Henk.

1070. Re: Newest version of AHDI - harddisk d

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-13 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f172i$q34$1@news2.isdnet.net>
Source record: 9921

Roger Cain a crit dans le message <7f0227$6f$2@roch.zetnet.co.uk>...
>On 13 Apr 1999 15:31:36 , Levien van Zon wrote:
>
>>: 6.061, ask any archie for an appropriate ftp site.
>>: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
>>: cantact Uwe Seimet and get a recent version of his HDDRIVER.
>>
>>Or try CBHD (which is free).
>
>... and excellent!

and SCSI only :-(

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1071. SV: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <tGQQ2.9203$x43.15802@nntpserver.swip.net>
Source record: 9922
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Levien van Zon <lvzon@bio.vu.nl> skrev i
diskussionsgruppsmeddelandet:7evmobcaa1@feresa.bio.vu.nl...
> Thorsten Guenther (guenther@cabal.shnet.org) wrote:
> : In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
> : >What is the newest version of AHDI harddisk-driver for Atari
Falcon,
> : >and where can it be downloaded ???
>
> : 6.061, ask any archie for an appropriate ftp site.
>
> : Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
> : cantact Uwe Seimet and get a recent version of his HDDRIVER. That
> : software will be compatible with new hd and exchangeable media
drives
> : (PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

I would also recommend HDDriver, but otherwise, you can find an updated
version of AHDI on www.soundpool.de .

Best regards,
Claes
claes.holmerup@swipnet.se
http://come.to/claes.holmerup

1072. Re: Online chat with Kent Kordes of Systems for Tomorrow!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990413204350.03515.00000295@ng15.aol.com>
Source record: 9923

Is this chat new? You just had one with Kent the other day.

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

1073. Flash.bin correction

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: centek <vxp@imaginet.fr>
Message-ID: <7f0tpj$6lf$3@news.imaginet.fr>
Source record: 9924

Hello

The zip files of the Flash.bin are correct now! The problem
comes from st-zip 2.6: you cannot add caracters on a file in the
zip. After it, you cannot use st-zip to deflate ...

The beta version is for 128 MB EDO Ram and a better access to the
cardridge port (for Logic 2.5 and logic audio).

Sacha
--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

1074. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <1dq7shn.43497p1ajnuteN@pm-d08.rhein-main.de>
Source record: 9925
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> Can anyone tell me for how much can a new MC68882 FPU can be obtained
> these days? Thanks,

68882-16 30-50DM
68882-33 60-90DM

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.rhein-main.de/people/robert/index.htm

1075. PC keyboard for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: Ireneusz Pelech <irekp@cu2000.com.pl>
Message-ID: <37145242.70897244@cu2000.com.pl>
Source record: 9926

Does anyone knows what is the latest information on connecting
a PC Keyboard to the atari st (falcon) computer and where i can find
such
info?

--
Pozdrowka
Monsoft

irekp@cu2000.com.pl | ->Atari Internet Magazyn <-
irekp@atari.org.pl | http://www.cu2000.com.pl/guma
tel. 0603 439 935 |

1076. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f1ju5flh1@news1.xs4all.nl>
Source record: 9927

On 13 Apr 1999 15:34:21, Levien van Zon wrote:
>Can anyone tell me for how much can a new MC68882 FPU can be obtained
>these days? Thanks,
>
Depends mostly on the MHz and the shop. Sometimes a 16 MHz is second
hand fl25,-

new ones (50 MHz) can be as much as fl 185,- or more.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
See the dutch mailing list:
atari-nederland@egroups.com

1077. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <371469AC.826F75D6@studio9.demon.co.uk>
Source record: 9928
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

can you ram an fpu in any ST and expect better performance? A bargain if you can surely?

jim

Levien van Zon wrote:

> Can anyone tell me for how much can a new MC68882 FPU can be obtained
> these days? Thanks,
>
> -=Levien

1078. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: dh219@cam.ac.uk
Message-ID: <slrn7h981f.31e.dh219@gin.ucam.org>
Source record: 9929
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <7evo5tcai2@feresa.bio.vu.nl>, Levien van Zon wrote:
>Can anyone tell me for how much can a new MC68882 FPU can be obtained
>these days? Thanks,

I paid about 30 pounds sterling for mine, then promptly broke the socket
on the motherboard so it's now useless!

--
yours etc. [gin and tonic.ucam.org]
01223 523183
David. (direct line/v-mail)

davidh@arsenalfc.net

1079. Re: Newest version of AHDI - harddisk d

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: dh219@cam.ac.uk
Message-ID: <slrn7h9838.31e.dh219@gin.ucam.org>
Source record: 9930

In article <7f172i$q34$1@news2.isdnet.net>, Nicholas Bales wrote:
>>>Or try CBHD (which is free).
>>... and excellent!
>and SCSI only :-(

and not! I had cbhd doing my IDEs.

--
yours etc. [gin and tonic.ucam.org]
01223 523183
David. (direct line/v-mail)

davidh@arsenalfc.net

1080. Re: PC keyboard for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3714B714.890074AB@ping.be>
Source record: 9931

Ireneusz Pelech a *crit :

> Does anyone knows what is the latest information on connecting
> a PC Keyboard to the atari st (falcon) computer and where i can find
> such
> info?

You must ask this to Mario Becroft he has build an interface to allow
that, but anyone rember his email adress or web site ?

Jo--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1081. Re: Still trying to get on the 'net with Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <7f2n3d$8q3$1@roch.zetnet.co.uk>
Source record: 9932

fraser <fraserck@flexi.net.au> wrote in message
news:3714419F.7E4B4C99@flexi.net.au...
> Hello all.
>
> I am trying to get my Atari 1040 STfm machine setup to access the
> internet
> for the purpose of sending/receiveing e-mail. I have so far got together
> a
> 20Mb Atari style Hard drive, a 14.4Kbps modem, Sting, HSModem, Newsie
> and
> Xcontrol.
>

Try my support site

http://www.users.zetnet.co.uk/rgoring/support/

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk

1082. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f2n9n$p7n$1@news3.isdnet.net>
Source record: 9933
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jim harris a crit dans le message
<371469AC.826F75D6@studio9.demon.co.uk>...
>can you ram an fpu in any ST and expect better performance? A bargain if
>you can surely?

Not in an ST. The STE has an empty socket for a 68881/68882, I beleive, and so does the Falcon. The TT has an FPU as standard.

It will only be used by programs specifically compiled to take advantage of the FPU. These programs usually come as 2 executables, one that doesn't use the FPU and the that doesn't.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1083. Re: Still trying to get on the 'net with Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f2n9p$p7n$2@news3.isdnet.net>
Source record: 9934

fraser a crit dans le message <3714419F.7E4B4C99@flexi.net.au>...
>Hello all.
>

>Would someone be willing to give me some help on setting this up? Some
>step-by-step
>instructions would help. I've not installed anything as complicated as
>this
>on the Atari before...

There's a step-by-step howto in the QuicK FAQ

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1084. Re: Newest version of AHDI - harddisk d

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f2n9q$p7n$3@news3.isdnet.net>
Source record: 9935

David Henderson a crit dans le message ...
>In article <7f172i$q34$1@news2.isdnet.net>, Nicholas Bales wrote:
>>>>Or try CBHD (which is free).
>>>... and excellent!
>>and SCSI only :-(
>
>and not! I had cbhd doing my IDEs.
>

Well, the english docs say it's SCSI only... I might give it a try then.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1085. Re: Still trying to get on the 'net with Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <nIGv9bAypRF3Ew4V@steverosie.demon.co.uk>
Source record: 9936

In article <3714419F.7E4B4C99@flexi.net.au>, fraser
<fraserck@flexi.net.au> writes
>Hello all.
>
>I am trying to get my Atari 1040 STfm machine setup to access the
>internet
>for the purpose of sending/receiveing e-mail. I have so far got together
>a
>20Mb Atari style Hard drive, a 14.4Kbps modem, Sting, HSModem, Newsie
>and
>Xcontrol.
>
>I have been able to install Xcontrol panel without too much trouble. Now
>I'm
>trying to setup/configure HSModem, but I'm not getting very far. I have
>so far only
>copied everything in the hsmodem.lzh archive onto the Atari's hard
>drive.
>Would someone be willing to give me some help on setting this up? Some
>step-by-step
>instructions would help. I've not installed anything as complicated as
>this
>on the Atari before... I'm used to PC/Windows/Mac based machines so all
>this
>is new to me. Some help with setting up Sting would be appreciated too
>if you
>can. I installed the cpx's from sting into the control panel, but that's
>
>about as far as I've been able to get.
>

Hiya

Where abouts in the UK are you?

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1086. Re: Newest version of AHDI - harddisk d

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: dh219@cam.ac.uk
Message-ID: <slrn7ha738.3cv.dh219@gin.ucam.org>
Source record: 9937

In article <7f2n9q$p7n$3@news3.isdnet.net>, Nicholas Bales wrote:
>>>>>Or try CBHD (which is free).
>>>>... and excellent!
>>>and SCSI only :-(
>>and not! I had cbhd doing my IDEs.
>Well, the english docs say it's SCSI only... I might give it a try then.

I'm on a falcon with a 63 and a 150 Meg HD if that's of use.

--
yours etc. [gin and tonic.ucam.org]
01223 523183
David. (direct line/v-mail)

davidh@arsenalfc.net

1087. Floppy help

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-14 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <7f37u0$7eu$1@irk.zetnet.co.uk>
Source record: 9938

Can anyone help me.
I droped on an extrnal floppy a few week ago just to find when I
tried it it didn`t work. When I opened up the case I found that the
connector had been cut off, so I`am after the pin-out of the rear
of the floppy so I can rewire a new connector.
Does anyone know or know someome or somewher were I can get the
info I need.

Thanks
Karl.

1088. Re: !!!! WARNING - ERICDAN1@GTE.NET IS A RIPOFF ARTIST.!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <37168c71@news.inil.com>
Source record: 9850
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Do NOT buy from this person. HE IS NOT TO BE TRUSTED!!

1089. Re: FS:Atari Mega st w/Cubase 3.01

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <3716a2da@news.inil.com>
Source record: 9851
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!

He has changed providers.

>erikdan1@gte.net recently posted here for 'Cubase 3.01 with all modules'
>
>I have contacted him stating i wanted it, sent the payment, and after
making
>several attempts to verify payment received, he had not responded nor did I
>recieve the package.
>
>I've stated my piece, awaiting replies...
>
>Rory

1090. DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <3716a388@news.inil.com>
Source record: 9852
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
```

1091. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <1dq9env.1jzw8jx1r692nsN@pm-d03.rhein-main.de>
Source record: 9939
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> can you ram an fpu in any ST and expect better performance? A bargain if
> you can surely?

No, only if you have software for..
(NeoN Grafix as example) (Neon needs an TT or an F030)

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.rhein-main.de/people/robert/index.htm

1092. Re: Still trying to get on the 'net with At

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f423qvhn2@news5.svr.pol.co.uk>
Source record: 9940

On 14 Apr 1999 17:19:59 , fraser wrote:

>Would someone be willing to give me some help on setting this up? Some

Surf to http://www.whalley.demon.co.uk/atari/texts/

There's some helpful stuff there for setting up HSModem and STinG.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1093. WANTED: Manual and info for the Mega STE's

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <SWSC6OAjZfF3Ewfj@steverosie.demon.co.uk>
Source record: 9941
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

I am after a manual and details fro the Mega STE computer. I need to
know what is what inside; where the internal SCSI fits and the pinouts,
and what fills an empty socket.

I would also like info on the 'LAN' socket.

ANY help & info for this machine will be VERY appreciated.

Thanx

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1094. Re: WANTED: Manual and info for the Mega STE's

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f51ke$8fu$1@news3.isdnet.net>
Source record: 9942
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

Steve Stupple a crit dans le message ...
>
>I am after a manual and details fro the Mega STE computer. I need to
>know what is what inside; where the internal SCSI fits and the pinouts,
>and what fills an empty socket.

From what I've seen of Atari manuals, it wouldn't tell you much of this I guess. The manuals cover how to use the desktop and that's about it.

>I would also like info on the 'LAN' socket.
>

The "LAN" socket is an appletalk compatible serial port. You can use it to connect a Mac modem cable.

>ANY help & info for this machine will be VERY appreciated.
>
>Thanx

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1095. FS: MEGA ST2 $180.00obo or STE1040 Fully Loaded $700 +

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <x6oR2.237$IS2.15693@monger.newsread.com>
Source record: 9943

Please visit http://www.vcnet.com/jsfcomsrv/Inventory-sale'98-All.html
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12" Monitors
Printers
Atari Systems ********** FS: MEGA ST2 $180.00obo or STE1040 Fully Loaded
$700 +

Music & MIDI
Handmade P-Bass
Pictures are available
This is a private Sale!
Once these items are sold - that's it!
Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv
Click the picture icons for ---
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom's Folk Music History Page or
Guitar Lessons and more.

Thank You

Note to the Newsgroup Leader or Webmaster:
If this material is offensive, spam or a problem to be listed here, please
contact me at jsfcomsrv@vcnet.com and I will remove myself from your group.

Thank you,
Jerry S. Faigin

1096. Re: Still trying to get on the 'net with At

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f5aml$3le$1@news1.xs4all.nl>
Source record: 9944

On 14 Apr 1999 17:19:59, fraser wrote:

[...]
>I have been able to install Xcontrol panel without too much trouble. Now
>I'm
>trying to setup/configure HSModem, but I'm not getting very far. I have
>so far only
>copied everything in the hsmodem.lzh archive onto the Atari's hard
>drive.
There is not much to do. Simply follow manual and set what is needed
in the auti-folder. Defaults are OK.

read Sting manual.
make sure you have the CPX-es for STing.
Do not forget to set then right (Activate, protocol etc.)

>Would someone be willing to give me some help on setting this up? Some
>step-by-step
>instructions would help. I've not installed anything as complicated as
>this
>on the Atari before... I'm used to PC/Windows/Mac based machines so all
>this
>is new to me. Some help with setting up Sting would be appreciated too
>if you
>can. I installed the cpx's from sting into the control panel, but that's
>
>about as far as I've been able to get.

I can only say: read the *(&^% manuals.
I did. And needed still some help.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1097. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f5amn$3le$2@news1.xs4all.nl>
Source record: 9945

On 14 Apr 1999 11:10:52, jim harris wrote:
>can you ram an fpu in any ST and expect better performance? A bargain if
>you can surely?
>
With a special card you can, but....
the chip is plugged in as a I/O device and not as a co-processor.
And then you hope your sofwatre is so intelligent to see the chip

and the software needs to do a lot of FP-actions.
Then you can see some more velocity.

Mostly now people seem to put co-pro's in Falcons to make them POvRay
compatible or Linux-compatible.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1098. Atari Show UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <37163406.0@news.madhouse.uk.com>
Source record: 9946
Cross-posted to:
alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.atari,pnet.comp.atari

Hi All,

Good news :-)

Due to a change of plan I will now be attending the Atari Show :-)

I will be wearing a badge, please come and chat with me :-)

You will find me on Chris Crosskey's stand or wandering around :-)

I look forward to chatting to you all :-)

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk

1099. WANTED: TOS 2.06 chips set.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <$tB5EKAv1kF3EwpH@steverosie.demon.co.uk>
Source record: 9947
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer

Hi

I am after a set of TOS 2.06 chips.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1100. Re: Atari Show UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <FA90Gx.Dnt@cix.compulink.co.uk>
Source record: 9948
Cross-posted to:
alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.atari,pnet.comp.atari

>From: "Roy Goring" <roy@REMOVEincontrolinternet.co.uk>
>Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.>atari,pnet.comp.atari
>Subject: Atari Show UK
>Date: Thu, 15 Apr 1999 19:46:24 +0100
>

Hi Roy,

>Due to a change of plan I will now be attending the Atari Show :-)

I'll see you there then :-) Pity nobody else seems to be going:(

Chris

1101. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-15 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37165161.6988BE96@cable.A2000.nl>
Source record: 9949

Stichting ST wrote:
>
> On 14 Apr 1999 11:10:52, jim harris wrote:
> >can you ram an fpu in any ST and expect better performance? A bargain if
> >you can surely?
> >
> With a special card you can, but....
> the chip is plugged in as a I/O device and not as a co-processor.
> And then you hope your sofwatre is so intelligent to see the chip
>

I have such a card (Weide Elektronik) in my 1040ST.
A 68881 runs at 16 MHz. Basic arithmatic is about 10 times faster than
software routines, but only if you write directly to
the IO registers in assembler. The trigonometry and logarithmics
however are about a 100 times faster. The IO interface is very
cumbersome and takes a lot out of the performance, hence the difference
between these figures.

But I already have a TT030 since 1991, I keep this 1040St alive only
to be able to keep my programs compatable, and for old times sake.

I have a userfriendly set of assembler macros.
If anybody is interested, mail me. But it has been long ago I used
them, so I have to dig them up.
I can also put them on my homepage.

Henk.

1102. jag cd broken need help

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: Sinive Seely <rollsl@uleth.ca>
Message-ID: <7f5t85$cqf1@mars.online.uleth.ca>
Source record: 9853

i have a jaguad cd and the motor seized is is possble to fix these or order
a new lazer assebly for it.
Its a Philips laser i guess and a part # would help
thanks
dave

1103. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: Wavemaker <wavemaker@my-dejanews.com>
Message-ID: <bMBR2.4880$E66.123512@news2.randori.com>
Source record: 9854
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rory McMahon wrote in message <3716a388@news.inil.com>...
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>
>

Who?

1104. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7f78p4$hv3$1@epos.tesco.net>
Source record: 9855
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rory McMahon wrote in message <3716a388@news.inil.com>...
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!

??

1105. Re: Still trying to get on the 'net wit

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f7baj$5lb$1@news.campuscwix.net>
Source record: 9856

On 16 Apr 1999 18:26:43 , fraser wrote:

->Sorry to bother you all again, but now I have some new problems...

Don't worry-almost everyone has problems at first. ;-)

->Should I post a copy of the sting dial script I am using here for the techy
->people to analyse where the problem might be? What other info do I need? My

<snip>

Yes, post it (minus password) and let us look it over. Also, one of the best
things you can do for yourself is to dial your ISP using a comms program like
CoNnect, Flash, FDT, etc,... Watch the login process as you do it manually,
note what it expects and when. This information can then be used to write
your script.

See ya later... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1106. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <fqcOwMAxlzF3Ewd8@steverosie.demon.co.uk>
Source record: 9857
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3716a388@news.inil.com>, Rory McMahon <mcmahon@inil.com>
writes
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>
>

It wouldn't be the person that wrote it, would it!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1107. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7f7h1bhiv1@barcode.tesco.net>
Source record: 9858
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!

thanks for the tip,it's this sort of vigilance that keeps the Atari scene thriving

1108. FS Jaguar Game System (North America only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990416115606.00691.00001457@ng67.aol.com>
Source record: 9859

Hello,
I am selling my Jag stuff. Take a look and and let me know if you would be interested in buying anything.
Thanks,
Samuel A. Ferrer

Atari Jaguar & Cybermorph cart. with Jag CD and 2 Power Pads, manuals, boxes, Atari Jaguar Official Gamer's Guide, Blue Lightning CD, and Vid Grid CD

Note: The above will only be sold as a package unit..I will not sell it piece by piece.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val di¿½Isere Skiing & Snowboarding

CD Games: Myst

email: angief18@aol.com

1109. test

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7f7pv9dcr1@irk.zetnet.co.uk>
Source record: 9860

```
test...please ignore

E-mail:tesla1@zetnet.co.uk
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England
```

1110. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7f829m$r1q$1@roch.zetnet.co.uk>
Source record: 9861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!

Who is he and what's he selling???
```

1111. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: Wavemaker <wavemaker@my-dejanews.com>
Message-ID: <dWNR2.85$kp3.12227@news2.randori.com>
Source record: 9862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Stupple wrote in message ...
>In article <3716a388@news.inil.com>, Rory McMahon <mcmahon@inil.com>
>writes
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>
>>
>
>It wouldn't be the person that wrote it, would it!

That's what I thought!

LOL!

1112. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-16 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3717983D.C07262A4@ping.be>
Source record: 9863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

kevin dermott a *crit :

> >>DO NOT BUY FROM THIS PERSON!!!!
> >>DO NOT BUY FROM THIS PERSON!!!!
> >>DO NOT BUY FROM THIS PERSON!!!!
> >>DO NOT BUY FROM THIS PERSON!!!!
>
> Who is he and what's he selling???

The devil himself and he wants to sell some souls ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1113. Anyone Know what this is!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-17 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <DpG21PA9IAG3EwWO@steverosie.demon.co.uk>
Source record: 9864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I'll describe this to the best I can:

I have an STE that has the standard 4 SIMM sockets. 2 of the slots are filled with the standard 520 configuration.

In the other 2 (other memory bank) is 2 SIMM like boards that lead to another circuit board that has 2 1 meg SIMM's solder directly to the board and 2 empty SIMM sockets!!!

This gives 2.5 meg of memory! What is it?

There is no clues on the board, and it is of a commercial quality.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1114. Re: Atari Show UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-17 00:00:00 UTC
From: Nik Simmonds <nik@bhace.demon.co.uk>
Message-ID: <ZnXoGCACIAG3EwVd@bhace.demon.co.uk>
Source record: 9865
Cross-posted to:
alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.atari,pnet.comp.atari

Well where is it and I'll try and attend.

knowing my luck it'll be in Burundi or somewhere else out of the way.

In article <FA90Gx.Dnt@cix.compulink.co.uk>, Christopher Good
<cgood@cix.compulink.co.uk> writes
>>From: "Roy Goring" <roy@REMOVEincontrolinternet.co.uk>
>>Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,
>demon.ip.support.atari,dennon.ip.support.>atari,pnet.comp.atari
>>Subject: Atari Show UK
>>Date: Thu, 15 Apr 1999 19:46:24 +0100
>>
>
>Hi Roy,
>
>>Due to a change of plan I will now be attending the Atari Show :-)
>
>I'll see you there then :-) Pity nobody else seems to be going:(
>
>Chris
>

--
Nik Simmonds

1115. test

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-17 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7f9entjpg1@irk.zetnet.co.uk>
Source record: 9866

```
test
E-mail:tesla1@zetnet.co.uk
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England
```

1116. Re: AC Mag #13

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-17 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7f9me8sb1@roch.zetnet.co.uk>
Source record: 9867

On 10 Apr 1999 17:49:11 , James F. Haslam wrote:

>>Unfortunately, it seems that a couple of pages did not get printed for
>>some reason or other (22 & 35).....

>Odd that! My copy also has some blank pages, though in my case they are
>page 9 and 48. Page 9 I can live without, as its the Readers Offers page,
>but page 48 is the first page of the Maggie pages, which is my favourite
>part of the mag.
>
>If Joe Connor or Mike Kerslake reads this, any chance of a photocopy of
>the pages?

If they do read it now, don't worry. We've got together by email and
exchanged photocopies, so we should have complete mags by now.

If anyone else wants the missing pages, let me know and I'll sort them
out.

Cheers!

James

+--+------------------------------+
James F. Haslam	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

1117. Re: Anyone Know what this is!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37186E1E.37E0@geocities.com>
Source record: 9868
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

My guess is the original owner bought a 4 meg upgrade board but could only afford 2 meg worth. I remember those days.

I bought a new-life board for a Macintosh 128K... was only able to afford two simms and the other two were later populated. Of course, the other two slots went flakey and the computer was downgraded to a 2 meg machine till it finally found silicon heaven.
The dead carcas of my Macintosh 128 is buried somewhere in my living room. :)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1118. Building an Atari ST/TT....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37186F50.5E99@geocities.com>
Source record: 9869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Alright, I figure this question should be asked once in my Atari career in computerdom....

Got parts lying around... mainly from my Macintosh days. I see the inside of an Atari and then a Mac... a lot of similar pieces. What are the chances of salvaging parts off the Macintosh, getting parts from elsewhere, and building an Atari computer?

(Bracing for the barage of XM301s that will be thrown at me...)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1119. Cartridges for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37187142.1D42@geocities.com>
Source record: 9870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I am an Atarian from the 8-bit days. To me there is no greater device to use for storing and constantly using a program than ram/rom based. No mechanical components to go out, nothing to lubricate... to me, it's heaven.

The only modern day equivalents that come close to the bliss of a cartridge is a flash-ram card (that I tend to use on a Newton) and of course rewritable CD ROM's are nice. (While the drive has mechanical parts, at least the CD platter will survive...)

So I'm curious... the Atari ST has a cartridge port that can handle a 128K cartridge (been into the ST scene for only five months tops). So far I've heard of a terminal cartridge and the Spectrum (Macintosh emulator) cartridge.

What else on the ST was/is cartridge based?

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1120. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-17 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7fb7uf$hn2$1@cubacola.tninet.se>
Source record: 9871
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

If you don't mind shopping from Sweden (Norrk&#65533;ping) you can probably find a
68882 by Bebbe Adolfsson. He also has an enormous inventory of other Atari
hardware and software. Ask him. If he says he hasn't any, ask him again, because
he has it but don't know where...

For instance, he had the Hotz sequenser software without knowing it...
:^)

Write to Bebbe at this address:

bebbe_adolfsson@hotmail.com

Martin Graiter (Bebbes friend)

1121. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <iUSu6OAvpdG3Ewh3@steverosie.demon.co.uk>
Source record: 9872
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

In article <37187142.1D42@geocities.com>, Doctor Clu <clu-da-bard@geocities.com> writes
>I am an Atarian from the 8-bit days.

I'm from the 8-bit school. I started with a ZX81 with a massive 1k memory, way back in 1981!

>To me there is no greater device
>to use for storing and constantly using a program than ram/rom based.
>No mechanical components to go out, nothing to lubricate... to me, it's
>heaven.

Yes but can be an expensive way.

>
> So I'm curious... the Atari ST has a cartridge port that can handle a
>128K cartridge (been into the ST scene for only five months tops). So
>far I've heard of a terminal cartridge and the Spectrum (Macintosh
>emulator) cartridge.

Unfortunately the boffins at Atari decided to leave the WRITE line out of the cartridge memory area. Most cartridges that need to send data use the read line to tell the cartridge to read etc.

>
> What else on the ST was/is cartridge based?
>

There are all sorts of cartridges, one operating system springs to mind but I can't remember what it is.

I do have a terminal cartridge (VT100) in my cartridge collection.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1122. Calling Atari Artists or Anyone that can do animated GIF's

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <UXyT6qAvWeG3Ew2o@steverosie.demon.co.uk>
Source record: 9873
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,demon.adverts,uk.advert.computer,uk.advert.other

Hi

I'm trying to track down a spinning Fuji (the Atari symbol), can anyone help. Ideally it would have to be in GIF format for use on my web site.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1123. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37196F58.5F03@geocities.com>
Source record: 9874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple said...

I'm from the 8-bit school. I started with a ZX81 with a massive 1k memory, way back in 1981!

Pity, you could have had an Atari 400 with 16K for only $400 in 1979. :)

By 1982 I was buying that very 400 for $150 with a $50 rebate at Best Buy. It was at that point Atari was affordable enough to step into my home. ;)

Well, I'm currently trying to secure one of those VT100 cartridges for my BBS usage. Hope to get an answer back soon.

In the meantime.. hey.. does anyone here make cartridges? I would like to find out what cartridge based programs existed.. maybe pick up a few in the future. Since I like collecting Star Raider items.. a ST cartridge of Star Raiders would be cute. :)

And if we can make cartridges.. I would like to find a program that supports ansi that I could port to a cartridge. The first big trick is finding on under 128K. Freeze Dried term for example handles ANSI.. but unfortunately is 441K. :(
But then it has a lot of bells and whistles.

Hey.. let's talk.. it's good to talk!

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1124. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924458261.5288.1.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 9875
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Doctor Clu wrote in message <37187142.1D42@geocities.com>...
> So I'm curious... the Atari ST has a cartridge port that can handle a
>128K cartridge (been into the ST scene for only five months tops). So
>far I've heard of a terminal cartridge and the Spectrum (Macintosh
>emulator) cartridge.
>
> What else on the ST was/is cartridge based?

Not much. I have heard of an Atari diagnostic cartridge and a kit for making your own cartridges. Otherwise it's been mostly used for dongles (eg Cubase, Notator), real time clocks (eg Forget-me-clock) and scanner connections (eg Golden image, AlfaData, Naksha).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1125. MagicMac

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3719757D.7193@geocities.com>
Source record: 9876
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Alright.. I hang my head and admit.. my 68030 Macintosh under MagicMac is becoming a better Atari computer than a Macintosh. This is crazy! I thought emulators were supposed to DETRACT from the processor speed.

Please write me at greg@atariusers.com

Would like to hear from other MagicMac users, hear the pros and cons about it.. I'm thinking of registering but just trying to gather some information first.

That is the main bulk of the message...

Doctor Clu
Enjoying MagicMac demo on the 68030 Macintosh.

Other thoughts for those reading onward...

-Page Stream... runs blindingly fast (at least compared to the club 4 meg 520 ST fm). It's had trouble recognizing GIF files. Is this a page Stream setting I need to set, or a MagicMac compatibility problem?

-Freeze Dried term.... freezes. :) Is there a special way you need to set up the modem port? This is VERY important since I am planning on experiementing with CAB.

- Here's a fun question... is there any way to have Magic Mac setup so you don't need the Macintosh System at all.. but can run it STRAIGHT OFF MagicMac? (grin)

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1126. floppy drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <371a2c36$0$26339@znews.zetnet.co.uk>
Source record: 9877

Could how ever sent me mail resend it as some got deleted before I
recivied it.
Thanks
Karl

1127. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <0L2b9HA99iG3EwTs@steverosie.demon.co.uk>
Source record: 9878
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

In article <924458261.5288.1.nnrp-03.9e985e5c@news.demon.co.uk>, John
Whalley <news@whalley.demon.co.uk> writes
>
>Not much. I have heard of an Atari diagnostic cartridge and a kit for making
>your own cartridges. Otherwise it's been mostly used for dongles (eg Cubase,
>Notator), real time clocks (eg Forget-me-clock) and scanner connections (eg
>Golden image, AlfaData, Naksha).
>

EPROM Programmers, backpack (all the code is in cartridge and the acc
accesses it), Robokit (robotic type interface), Fast BASIC, stereo
output devices, ripper (inc. multiface ST), cartridge prototyping
interface (allows experimenting like a breadboard) there is more but
can't think at the moment.

There's more than you think.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1128. FA: atari ST software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: r0et@yahoo.com
Message-ID: <r0et-1804991427320001@ip42.chicago3.il.pub-ip.psi.net>
Source record: 9879

auctions end on 04/19/99. no reserves.

- Games:

Populous
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90306042

Interphase
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90304472

Gravity
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90303687

Deep Space
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90302104

- Utility:

Wercs
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90307240

1129. TTM 195

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: tkelly@pressenter.com
Message-ID: <7fdk12vlc1@jair.pressenter.com>
Source record: 9880

I just went to turn on my TT and find that my TTM 195 19 inch monitor will not come on. I've had the monitor almost three years now with no problems whatsoever. The power led does not light up, so I'm assuming the power supply has problems. I'm sure I remember reading about failing power supplies in this monitor, and I'm wondering if any experienced Atarians can point me in the direction of what might be wrong. I already checked the fuse and don't see any obvious signs of overheating or burnt out components.

I've tried to reach Martin Eric Racine's TTO30 websight, but I get the wonderful "waiting to connect" message and CAB locks up everytime. (Hasn't anyone come up with a solution for that yet? CAB is just torture to use because of it.)

If anyone can offer helpful advice I'd appreciate it. 640 x 480 is remarkably confining after using the big monitor. I'm not afraid to do some home servicing, but it would be nice to know if there is a likely component that has failed and where any capacitors might be retaining a jolt for the unfamiliar repairman.

--Terry Kelly

1130. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924473221.15725.0.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 9881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple wrote in message <0L2b9HA99iG3EwTs@steverosie.demon.co.uk>...

>There's more than you think.

I stand corrected!

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1131. SH204 Hard Disk--drive is MFM or SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <371A327D.1BC60863@plano.net>
Source record: 9882

I have an SH204 Atari shoebox hard disk and I am using the cards inside to put together something in another case. The power supply is non-functional, and I am going to use and old PC power supply.

So I bought a Seagate 251 drive, which is MFM, but it has an edge card connection on the back. Now someone told me I need a SCSI drive instead. So what are the real facts? Does the drive have to be MFM is it is SCSI?

(I had been using a Seagate 251-N drive in the SH204.)

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

1132. Need Help on 1040stf and Hard Drive Please.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: Jason Anderson <Jason@datascan-inc.com>
Message-ID: <371AB3F8.2B5FF86B@datascan-inc.com>
Source record: 9883
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi everybody,

I've been in the 8bit scene now for a while and have a full collection of every Atari 8bit item made. Now, I'm starting to get into the 16bit arena now and just bought a 1040STf with a 1224 color monitor for $25. Everything works, it boots up but I want to hook up a Hard Drive to it.

My two questions are,

1. Which would be better, IDE or SCSI. I've seen alot on both

2. Which ever one is better, what device would be the best way to interface to the 1040 and other St's.

I did not get any disks with the system, if anybody know a FTP site with images of the original disks, that would be great..

Thanks everybody,
Jason(Mr.3DFX)

1133. Re: Last Day's Prophecy Website

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <371A2D83.2EE1@geocities.com>
Source record: 9884

Tim Conrardy wrote:

> >.It is sites like this that drag Christ's name thru the mud!
> there is too much hype on the y2k thing and a lot of false
> information. The bible versions we have today are perhaps more
> accurate then in King James day due to recent manuscript evidence.
> I know this is an Atari newsgrp, but I HAD to say something!
> (I use the atari concordance program...great app!!)
> **********

TECHnically speaking.. (pun for this newsgroup).. it is written:

"No one knows about that day or hour, not even the angels in heaven,
nor the Son, but only the Father." Matthew 24:36 (NIV)

My interp:

Signs are only roadmarks. And prophecies show with hindsight that
prophets actually knew what they were talking about.
The idea to make sure you're on the right path/road..always! To put it
bluntly, if you are waiting for signs and wonders to show you that last
moment... you're wasting your time.

Y2K... too convenient. Too even of a number I think.

If you want some real fun predictions... how about the Mayan calendar
that ends around the year 2028. This would not be so interesting if
this was not the same time that the Earth is supposed to come fairly
close to a large asteriod.
And isn't it ironic that the feet of the Statue in Daniel, symbolizing
all the civilizations of mankind with the head as the earliest to the
feet being the last.. is smashed at the feet by a large rock?

Fun to ponder. ;)

In the meantime... live life as you best can, and enjoy to the fullest;
we are not even promised tomorrow.

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1134. Atari 520stfm

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-18 00:00:00 UTC
From: Trevor Butler <tblx@mweb.co.za>
Message-ID: <371b8a2a.0@news1.mweb.co.za>
Source record: 9885

Seeking replacement so that I can run my stuff -
Phone 01473 824099 (UK)
Just need the machine no monitor
Be gentle its my Mothers' phone number - I live in dark places!

p.s. I've got 50 quid!

1135. Re: Need Help on 1040stf and Hard Drive Please.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924556576.17124.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 9750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jason Anderson wrote in message <371AB3F8.2B5FF86B@datascan-inc.com>...

[Attaching a hard drive to a 1040]
>My two questions are,
>
>1. Which would be better, IDE or SCSI. I've seen alot on both

SCSI is the preferred/standard method. You just have a host adaptor to convert the Atari's ACSI port to SCSI. To use IDE I think you need TOS 2.06, which will add to the cost, and IDE interfaces are much less common. The plus is that the IDE solutions tend to fit inside the casing, whereas SCSI usually involves an external drive.

>2. Which ever one is better, what device would be the best way to
>interface to the 1040 and other St's.

To be sure of being able to use most modern SCSI drives you would be best looking at something like the Link97 adaptor. Older adaptors tend to be limited by such things as parity settings (about which I know next to nothing).

>I did not get any disks with the system, if anybody know a FTP site with
>images of the original disks, that would be great..

The original disks contain almost nothing (unless the machine came bundled in a package with games or educational software). Some machines came with a buggy and crude BASIC interpreter, other than that it was just the control panel: later versions are better anyway. Look for Xcontrol in the FTP archives.

You'll find most of your basic info, including the address of the Atari FTP site list, in the quick FAQ: http://quickfaq.atari.org

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1136. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924559896.19647.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 9751
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

>John Whalley wrote:
>
>> Doctor Clu wrote in message <37187142.1D42@geocities.com>...
>> > What else on the ST was/is cartridge based?
>>
>> Not much. I have heard of an Atari diagnostic cartridge and a kit for
making
>> your own cartridges. Otherwise it's been mostly used for dongles (eg
Cubase,
>> Notator), real time clocks (eg Forget-me-clock) and scanner connections
(eg
>> Golden image, AlfaData, Naksha).

Andy Blakely wrote in message <371B633A.22A00024@excite.com>...
>I've got a cartridge called Vidi-ST... allows me to capture anything
digital
>(video, digital cameras, TV, VCR, etc.).

Hmm, now you mention it, I was also forgetting the Mastersound/Replay range
of sound samplers too.

OK, I admit it, there are *lots* of things which use the cartridge port :-)

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1137. Reading Atari ST Single Sided Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: "Robert A. Rosenberg" <hal9001@panix.com>
Message-ID: <371BB4E6.FD8A6C26@panix.com>
Source record: 9752
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am posting this query for a friend. She has some old Atati ST Single Sided disks that she wants/needs to recover the data from (it is pure text so the logical format of the data is not an issue). I know that if they were Double Sided that they would (supposedly) be readable as normal Windows Disks (possibly first requiring that a zap be done to a field in the Directory). Does anyone know of a MS-DOS/Windows utility that would allow Single Sided Disks to be read (the SS format was not supported by MS-DOS so it will not be seen as a native disk unlike the DS disks).

Thank you.

1138. Re: Need Help on 1040stf and Hard Drive Please.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fh2ropeh2@news3.isdnet.net>
Source record: 9753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jason Anderson a crit dans le message
<371AB3F8.2B5FF86B@datascan-inc.com>...
>Hi everybody,
>
> I've been in the 8bit scene now for a while and have a full
>collection of every Atari 8bit item made. Now, I'm starting to get into
>the 16bit arena now and just bought a 1040STf with a 1224 color monitor
>for $25. Everything works, it boots up but I want to hook up a Hard
>Drive to it.
>
>My two questions are,
>
>1. Which would be better, IDE or SCSI. I've seen alot on both
>

SCSI is generakky know as a "better" standard, but it's more expensive. Also
on an STF, a SCSI drive will be external. An IDE can be internal (a small
2.5" unit).

>2. Which ever one is better, what device would be the best way to
>interface to the 1040 and other St's.
>

SCSI: The Link II or Link 97
IDE: There's not much choice, but Mario Becroft's internal interface.

>I did not get any disks with the system, if anybody know a FTP site with
>images of the original disks, that would be great..
>

Tut tut tut, that's piracy...

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1139. Atari Software on EBAY!! Please Read ...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: dcard1@stny.lrun.nospam.com
Message-ID: <P7xS2.4517$8m5.7149@newsr1.twcny.rr.com>
Source record: 9886
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Atari ST Ebay Auctions:

Item # Title
--------- ------
93075149 WordPerfect & Mark Williams C Disks
93073793 Touchup, WordUp, Fontz and Flair Paint <-----***
93072393 Revolver and Interlink ST
93070988 Pha$ar Money Management SW
93069757 PC Intercomm
93068630 PC Ditto
93067469 Neodesk 3, Dev Kit & A&D Universal Selector II
93066054 Neodesk 3, Dev Kit and CLI
93064912 MINIX for the Atari ST <-----***
93063500 GFA Artist and GFA Raytrace
93062044 Calamus Desktop Publishing, Font Editor & Book <-----***
93060214 Atari Planetarium,Astronomy Lab & Lab+
93058646 AEGIS Animator , OCP Art Studio, Sprite Factory
93054887 CAD 3D,Cyberpaint,Spect 512,Unispec <-----***
93050878 1st Word Plus, Neochrome, Degas, Thunder!

See Complete list at:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=tagrel

And buy with Confidence, (see my feedback...)

Thanks for your time,

Dave Card

Ebay User: Tagrel
```

1140. Re: TTM 195

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990419102104.9401B-100000@hal.fishpool.com>
Source record: 9887

On 18 Apr 1999, Terence Kelly wrote:

> I just went to turn on my TT and find that my TTM 195 19 inch monitor
> will not come on. I've had the monitor almost three years now with
> no problems whatsoever.
>
> I've tried to reach Martin Eric Racine's TTO30 websight, but I get
> the wonderful "waiting to connect" message and CAB locks up.

Hmm... I can connect to megacom from any place in this town....

Anyways, the repair involves replacing two high-power transistors
and re-heating all solders around that huge choke in the middle
of the circuit board. The repair is described in CHIPS555.HYP
by Michael Ruge: http://members.aol.com/michruge/download.htm
(at least, there is a part list, AFAIR).

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

1141. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7fep8fhnv1@cubacola.tninet.se>
Source record: 9888
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Doctor Clu <clu-da-bard@geocities.com> wrote in message
news:37196F58.5F03@geocities.com...

> Well, I'm currently trying to secure one of those VT100 cartridges for
> my BBS usage. Hope to get an answer back soon.

What's it about? Just a PRG running from the cartridge or som extra
hardware?

> And if we can make cartridges.. I would like to find a program that
> supports ansi that I could port to a cartridge. The first big trick
is
> finding on under 128K. Freeze Dried term for example handles ANSI..
but
> unfortunately is 441K. :(

So there is still people using the old FDT?
If your computer is an STE then you have room for an additional 512KB of
data
just above the TOS address range. If you have an ordinary ST you can
decode it
to accept a couple of MB:s of data on EPROMs.

Actually I was planning for some kind of a built in terminal progam to
let the
diskless and HD-less old 520STM act as a TTY terminal for Unix and some
debuggung tasks in DOS. It would be fairly portable since one could use
any
TV for screen.

MG

1142. Re: SH204 Hard Disk--drive is MFM or SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <xLsadJAU7yG3EwTq@steverosie.demon.co.uk>
Source record: 9889

In article <371A327D.1BC60863@plano.net>, Charles Richmond
<richmond@plano.net> writes
>I have an SH204 Atari shoebox hard disk and I am using the cards
>inside to put together something in another case. The power
>supply is non-functional, and I am going to use and old PC
>power supply.
>
>So I bought a Seagate 251 drive, which is MFM, but it has an
>edge card connection on the back. Now someone told me I need
>a SCSI drive instead. So what are the real facts? Does the
>drive have to be MFM is it is SCSI?
>
>(I had been using a Seagate 251-N drive in the SH204.)
>

The SH204 drives are MFM.

These are quite slow compared to SCSI drives, and restricted in
capacity.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1143. falcon->VGA adaptpr schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <371B3263.90A2C738@studio9.demon.co.uk>
Source record: 9890

Hello, can anyone help with the wiring for a Falcon to VGA adaptor. I found a reference in Nicholas Bales' QuickFAQ but it was a little confusing. It seemed to be for wiring a multisync monitor to use VGA modes. 'Multisync' read 'VGA' ? Any clarification, Nicholas? Anyone else? much appreciated.

jim

1144. Re: falcon->VGA adaptpr schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371B3999.FAEDFA0D@directprovider.REMOVETHECAPITALS.net>
Source record: 9891

```
jim harris a ï¿½crit :
>
> Hello, can anyone help with the wiring for a Falcon to VGA adaptor. I
> found a reference in Nicholas Bales' QuickFAQ but it was a little
> confusing. It seemed to be for wiring a multisync monitor to use VGA
> modes. 'Multisync' read 'VGA' ? Any clarification, Nicholas? Anyone
> else? much appreciated.
>
> jim

Actually it will work on a VGA, but you have to leave out the switch to
select the RGB mode and hardwire the corresponding pin to VGA mode only.
You could also just build that same adapter, but it will only work with
the switch in one position.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1145. An Engineer proficient in VME Bus

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <371B50CC.F93DEE66@worldnet.att.net>
Source record: 9892

Here is the resume of a guy who is proficient in Atari VME Bus skills, I wouldn't pester him with questions, but I know people are looking to do some VME ethernet cards and video cards and such, so this person may be able to be hired to do the necessary work or be hired as a consultant to offer assistance in these projects:

http://w3.trib.com/~ccurley/resframe.html

Curt

1146. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <371B633A.22A00024@excite.com>
Source record: 9893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I've got a cartridge called Vidi-ST... allows me to capture anything digital
(video, digital cameras, TV, VCR, etc.).

Andy Blakely

John Whalley wrote:

> Doctor Clu wrote in message <37187142.1D42@geocities.com>...
> > So I'm curious... the Atari ST has a cartridge port that can handle a
> >128K cartridge (been into the ST scene for only five months tops). So
> >far I've heard of a terminal cartridge and the Spectrum (Macintosh
> >emulator) cartridge.
> >
> > What else on the ST was/is cartridge based?
>
> Not much. I have heard of an Atari diagnostic cartridge and a kit for making
> your own cartridges. Otherwise it's been mostly used for dongles (eg Cubase,
> Notator), real time clocks (eg Forget-me-clock) and scanner connections (eg
> Golden image, AlfaData, Naksha).
>
> HTH
> John
> --
> Replace news with john in email address if replying via mail
> All mail to news@whalley.demon.co.uk will be deleted
> The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1147. Re: falcon->VGA adaptpr schematic

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqip79.18gemurlulkklN@pm-d09.rhein-main.de>
Source record: 9894

jim harris <jim@studio9.demon.co.uk> wrote:

> Hello, can anyone help with the wiring for a Falcon to VGA adaptor. I
> found a reference in Nicholas Bales' QuickFAQ but it was a little

Have a look to the full colorised schematics in DOITF030
(Watch also M0/M1 video mode pins!)

www.atari-computer.de/doitarchive/index.htm

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1148. Re: Last Day's Prophecy Website

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <371B7432.535A20F2@excite.com>
Source record: 9895

I'm interested in any concordance/Bible programs for the Atari ST line. Or any Christian software period. Can anybody inform me on what's out there?

Thanks,
Andy Blakely

Doctor Clu wrote:

> Tim Conrardy wrote:
>
> > >.It is sites like this that drag Christ's name thru the mud!
> > there is too much hype on the y2k thing and a lot of false
> > information. The bible versions we have today are perhaps more
> > accurate then in King James day due to recent manuscript evidence.
> > I know this is an Atari newsgrp, but I HAD to say something!
> > (I use the atari concordance program...great app!!)
> > **
>
> TECHnically speaking.. (pun for this newsgroup).. it is written:
>
> "No one knows about that day or hour, not even the angels in heaven,
> nor the Son, but only the Father." Matthew 24:36 (NIV)
>
> My interp:
>
> Signs are only roadmarks. And prophecies show with hindsight that
> prophets actually knew what they were talking about.
> The idea to make sure you're on the right path/road..always! To put it
> bluntly, if you are waiting for signs and wonders to show you that last
> moment... you're wasting your time.
>
>
> Y2K... too convenient. Too even of a number I think.
>
> If you want some real fun predictions... how about the Mayan calendar
> that ends around the year 2028. This would not be so interesting if
> this was not the same time that the Earth is supposed to come fairly
> close to a large asteriod.
> And isn't it ironic that the feet of the Statue in Daniel, symbolizing
> all the civilizations of mankind with the head as the earliest to the
> feet being the last.. is smashed at the feet by a large rock?
>
> Fun to ponder. ;)
>
> In the meantime... live life as you best can, and enjoy to the fullest;

> we are not even promised tomorrow.
>
> Doctor Clu
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

1149. Re: SH204 Hard Disk--drive is MFM or SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: atari@bright.net
Message-ID: <7fg2gg$ep2$1@cletus.bright.net>
Source record: 9896

On 18 Apr 1999 20:29:02 , Charles Richmond wrote:
>I have an SH204 Atari shoebox hard disk and I am using the cards
>inside to put together something in another case. The power
>supply is non-functional, and I am going to use and old PC
>power supply.
>
>So I bought a Seagate 251 drive, which is MFM, but it has an
>edge card connection on the back. Now someone told me I need
>a SCSI drive instead. So what are the real facts? Does the
>drive have to be MFM is it is SCSI?

I have an old SH204 here and it is indeed an MFM drive.
Mine happens to be an old tandom mech.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

1150. FS: Atari STe 4Mb, 500Mb HDD 2 Monitors & Printer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: Eddie Willis <eddie@goyle.demon.co.uk>
Message-ID: <BoB2KHAnJ5G3Ewmi@goyle.demon.co.uk>
Source record: 9897

A work colleague bought my Atari setup for her daughter but she has no interest in it now. The monitors are a Phillips Colour and a mono monitor from The upgrade Shop. The printer is a HP 510 Deskjet. Every thing is in working order and there's a lot of software and games many boxed. I used it with Demon Internet for about 12 months with little trouble. If anyone is interested please email me with sensible offers. Thanks for reading.
--
Eddie Willis. Denaby Main, Doncaster, South Yorkshire.

1151. Re: TTM 195

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fg4sf$i95$1@news1.xs4all.nl>
Source record: 9898

On 18 Apr 1999 21:49:22, Terence Kelly wrote:
>I just went to turn on my TT and find that my TTM 195 19 inch monitor
>will not come on. I've had the monitor almost three years now with
>no problems whatsoever. The power led does not light up, so I'm

[...]

That means there is a too big load on the power. When fuse is ok he
switches off in time.
But why? That is the big question.
Nothing gets hot so...
May be things became hot before.
Check everything for burn-marks.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1152. Re: SH204 Hard Disk--drive is MFM or SCSI?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fg4sh$i95$2@news1.xs4all.nl>
Source record: 9899

On 18 Apr 1999 20:29:02, Charles Richmond wrote:
>I have an SH204 Atari shoebox hard disk and I am using the cards
>inside

[...]
The big controoler cards gives two connections to MFM.
But there is also from the small controller card a 50-wire flatcable
to the big one.
That flatcable is SCSI.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1153. HP DJ500C on 1040ST---Monochrome Degas Driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: Denis Nicole <dan@ecs.soton.ac.uk>
Message-ID: <Pine.GSO.3.96.990419235410.28309B-100000@penelope>
Source record: 9754

I've just replaced the old Star printer on my wife's 1040 with a Deskjet 500C printer in monochrome mode. She uses a mono monitor. I've been able to find a Wordplus driver (without graphics) by Frederick Mora & Pat Coffey and a screen printer [hpmondmp.prg] that work fine. The Speedo GDOS driver also works fine for Easy-Draw and Timeworks Publisher. I havn't been able to find:

1. A DEGAS Elite .PRT driver
2. An MX80 emulator that will enable me to print graphics from Wordplus. I've tried epsjet.prg 1.0 by David L Bailey; it seems to work for screendumps but I can't gat any sensible results through Wordplus.

Do such things exist? Replies to me, please, and I will summarize.

Thanks,

Denis A Nicole

Email: dan@ecs.soton.ac.uk
WWW: http://www.hpcc.ecs.soton.ac.uk/~dan

1154. Re: Reading Atari ST Single Sided Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fh5egomi1@news2.isdnet.net>
Source record: 9755
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Robert A. Rosenberg a &#65533;crit dans le message <371BB4E6.FD8A6C26@panix.com>...
>I am posting this query for a friend. She has some old Atati ST Single
>Sided disks that she wants/needs to recover the data from (it is pure
>text so the logical format of the data is not an issue). I know that if
>they were Double Sided that they would (supposedly) be readable as
>normal Windows Disks (possibly first requiring that a zap be done to a
>field in the Directory). Does anyone know of a MS-DOS/Windows utility
>that would allow Single Sided Disks to be read (the SS format was not
>supported by MS-DOS so it will not be seen as a native disk unlike the
>DS disks).
>

If you are lucky, an old PC might be able to read them, but the only other
way is to get them read by a real Atari. Try finding someone in your area
who has one and can copy them onto plain DOS disks.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1155. Re: HP DJ500C on 1040ST---Monochrome Degas Driver?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fh5ehomi2@news2.isdnet.net>
Source record: 9756

Denis Nicole a crit dans le message ...
>I've just replaced the old Star printer on my wife's 1040 with a Deskjet
>500C printer in monochrome mode. She uses a mono monitor. I've been able
>to find a Wordplus driver (without graphics) by Frederick Mora & Pat
>Coffey and a screen printer [hpmondmp.prg] that work fine. The Speedo
>GDOS driver also works fine for Easy-Draw and Timeworks Publisher. I
>havn't been able to find:
>
>1. A DEGAS Elite .PRT driver
>2. An MX80 emulator that will enable me to print graphics from Wordplus.
> I've tried epsjet.prg 1.0 by David L Bailey; it seems to work for
> screendumps but I can't gat any sensible results through Wordplus.
>
>Do such things exist? Replies to me, please, and I will summarize.
>

```
Using WordPlus and Elite?

Time to update your software maybe. There are some excellent
shareware/freeware packages better than thos old programs. All the more
modern stuff used GDOS, so you should only need one driver.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1156. Re: Reading Atari ST Single Sided Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <zKTFIfAENDH3EwKN@steverosie.demon.co.uk>
Source record: 9757
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <371BB4E6.FD8A6C26@panix.com>, Robert A. Rosenberg
<hal9001@panix.com> writes
>I am posting this query for a friend. She has some old Atati ST Single
>Sided disks that she wants/needs to recover the data from (it is pure
>text so the logical format of the data is not an issue). I know that if
>they were Double Sided that they would (supposedly) be readable as
>normal Windows Disks (possibly first requiring that a zap be done to a
>field in the Directory). Does anyone know of a MS-DOS/Windows utility
>that would allow Single Sided Disks to be read (the SS format was not
>supported by MS-DOS so it will not be seen as a native disk unlike the
>DS disks).

Hi

I use a program called DC Format v3, to add the MS-DOS bits on any disk
from my ST's. Windoze can't seem to format single sided, but can read
one.

Actually using CD Format you can have use an extended format and the PC
should still be able to read it; as long as you make it MS-DOS
compatible;)

I can do it for you, taking for granted you are in the UK, and not
Kathmandu;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1157. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7fhhja$9ej$1@feresa.bio.vu.nl>
Source record: 9758
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I was wondering...
What's the deal with the pins on the 68882?
Most of these seem to have the pins below the chip. OK, I can understand
that, it's easier to plug in, harder to destroy and looks niver as well.
But the FPU-socket in the Falcon seems to be made for chips with the pins
coming from the side. Why? Is this for 68881 compatibility?
Coz' it seems to be almost impossible to get a (second hand) 68882 FPU
that will fit into the bloody socket!

-=LvZ

1158. FS: Atari ST books and software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <371C6C25.1B97B962@cyou.com>
Source record: 9759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I have the following items for sale. Prices do not include shipping
from Florida (buyer pays shipping). US postal money orders only
please. Email any reasonable offers to larryr@cyou.com.

Software

Stalker 3 (Box & Docs) $ 7
Thunder, Batteries Included (Docs) $ 3
Mark Williams C (Docs) $10
GFA Draft (Docs) $ 5
EZ Track Plus (Docs) $ 7

Books - All $10 each

Programmer's Guide to GEM - Sybex
CManship Complete - Clayton Walnum (with Disk)

Abacus Books - All $10 each

#2 Atari ST Internals
#3 Atari ST GEM Programmer's Reference
#5 Atari ST Tricks & Tips (with Disk)
#6 Atari ST Graphics and Sound
#7 Atari ST Logo User's Guide

--
Larry Richardson
larryr@cyou.com

1159. Is it Possible, Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <vRZyuZAtQIH3EwYw@steverosie.demon.co.uk>
Source record: 9760
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I'm after some more info;)

I know on ST's it's possible to have switch between two TOS's; e.g. 2.06
& 1.62.... Is it possible to do the same with the Mega STE's so that it
can be run under 1.63 etc...

If so where do I get the upgrade from?

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1160. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <371C8974.ABFAD178@studio9.demon.co.uk>
Source record: 9761
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

will fpu improve speed of CAF?
jim

Levien van Zon wrote:

> Can anyone tell me for how much can a new MC68882 FPU can be obtained
> these days? Thanks,
>
> -=Levien

1161. Re: Reading Atari ST Single Sided Disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: "Robert A. Rosenberg" <hal9001@panix.com>
Message-ID: <371CA270.C1E3C31A@panix.com>
Source record: 9762
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Steve Stupple wrote:

> In article <371BB4E6.FD8A6C26@panix.com>, Robert A. Rosenberg
> <hal9001@panix.com> writes
> >I am posting this query for a friend. She has some old Atati ST Single
> >Sided disks that she wants/needs to recover the data from (it is pure
> >text so the logical format of the data is not an issue). I know that if
> >they were Double Sided that they would (supposedly) be readable as
> >normal Windows Disks (possibly first requiring that a zap be done to a
> >field in the Directory). Does anyone know of a MS-DOS/Windows utility
> >that would allow Single Sided Disks to be read (the SS format was not
> >supported by MS-DOS so it will not be seen as a native disk unlike the
> >DS disks).
>
> Hi
>
> I use a program called DC Format v3, to add the MS-DOS bits on any disk
> from my ST's. Windoze can't seem to format single sided, but can read
> one.
>

If this is an ST program where can I get it. While not a Windoze utility it will probably solve her problem (she is now using a WinTel computer and does not know if her old ST is still usable). If it is still usable, just Zapping the Disks will save lots of time in trying to read them and then trying to port them to the WinTel by Email [or ZMODEM via a Null Modem Cable].

>
> Actually using CD Format you can have use an extended format and the PC
> should still be able to read it; as long as you make it MS-DOS
> compatible;)
>
> I can do it for you, taking for granted you are in the UK, and not
> Kathmandu;)

I'm in the NYC area and she is in Tennessee (both in the USA on the west side of the "little pond").

>
>
> --
> Cheers! for now
> Steve <><
> The Fuji Bounces Back
>

> The Atari ST Software exchange: www.steverosie.demon.co.uk
> Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
> Email: Last@steverosie.demon.co.uk
>
> Nick: Mocknbird Tel: 0870 7402518
> ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

1162. Re: on-going saga of internet connection...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: Trevor Butler <tblx@mweb.co.za>
Message-ID: <371cb78d.0@news1.mweb.co.za>
Source record: 9763

fraser <fraserck@flexi.net.au> wrote in message
news:371B3763.48A28166@flexi.net.au...
> For those of you who just joined us, for the past few days I have been
> trying to get a Atari 1040 STFM with 1986, 1987 TOS (1.02???), 20Mb hard
> drive, 1Mb RAM and a 14.44K modem to access the internet for e-mail
> using STING, HS Modem and NEWSie (all latest versions).
>
> Ok peoples... The STING Dialer is now at a point where it doesn't make
> the ST bomb anymore. It just timeouts on "Initialising Link" then
> disconnects. Here is my DIAL.SCR and DEFAULT.CFG as it stands now...
>
I might be wrong 'cos its been a long time but her goes - Your tos is
probably 1.00 and guess what? there was a problem with the serial port - I
spent many hours trying to get it to work - finally someone gave me a fix,
I'll look for it if I find I'll send.

Trevor

1163. Re: Is it Possible, Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fikk5$m4f$2@news4.isdnet.net>
Source record: 9764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple a écrit dans le message ...
>Hi
>
>I'm after some more info;)
>
>I know on ST's it's possible to have switch between two TOS's; e.g. 2.06
>& 1.62.... Is it possible to do the same with the Mega STE's so that it
>can be run under 1.63 etc...
>
Technically I don't see why not, other than it's 1.62, not 1.63, and that it
might run on a mega STE.

```
Try plugging in some old roms from an STE and see what happens before
designing a TOS switcher board.
```

```
Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1164. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fikk4$m4f$1@news4.isdnet.net>
Source record: 9765
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jim harris a crit dans le message
<371C8974.ABFAD178@studio9.demon.co.uk>...
>will fpu improve speed of CAF?
>jim
>

No.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1165. Riebl Network Card

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-20 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn7hpsd4.ucq.mlake@melake.erols.com>
Source record: 9766

I recently purchased a Riebl network card. Apparently there are quite a few at B & C Computer Visions in Ca. Phone, 530-295-9270. Email, myatari2@juno.com

I was told when I purchased the card that I would have to replace the battery. I'm no good at this kind of thing but it appears that the battery is soldered onto the board. Could this be? Can anyone give me directions for replacing the battery? What is the battery used for on this board anyways?

No docs came with the board. Are there some docs available someplace on the Net?

Thanks for any help.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

1166. Re: Last Day's Prophecy Website

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fjsj9$48f$7@news5.svr.pol.co.uk>
Source record: 9767

On 19 Apr 1999 11:21:38 , Andy Blakely wrote:
>I'm interested in any concordance/Bible programs for the Atari ST line.

At last - some Atari content in this thread.

You should try a web search for SpiritWare.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1167. Re: on-going saga of internet connection...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fjsjc$48f$8@news5.svr.pol.co.uk>
Source record: 9768

On 20 Apr 1999 00:02:12 , fraser wrote:

>**********DIAL.SCR:

[...]

># Dial Script
>#
>FIND_TIMEOUT = 60
>#
>DIAL_SCRIPT
>#
>WAIT = 500
>REPT =
>FIND = username:
>RESP = myusername

This section of script should have the format:

#
Dial script
#
FIND login:
RESP <username>
FIND password:
RESP <password>
#
...etc

HOWEVER by the looks of the data dump you posted it doesn't look as tho' you
needs ANYTHING in your dial script after find_timeout. Comment those lines
out and make sure that you have PPP ticked in the dialer.

>***************DEFAULT.CFG: - (NOTE: this file is a modified version of
>that found on the Freeserve part Gordy's site)

A general note to use spaces to seperate variables and their values.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1168. Re: Riebl Network Card

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: Kerstin Hoef-Emden <aeb25@uni-koeln.de>
Message-ID: <7fk9tt$nk6@news.rrz.Uni-Koeln.DE>
Source record: 9769

Hi Marshall,

Marshall Lake <mlake@melake.erols.com> wrote:

> I was told when I purchased the card that I would have to replace the
> battery. I'm no good at this kind of thing but it appears that the
> battery is soldered onto the board. Could this be? Can anyone give me

Thatï¿½s correct.

> directions for replacing the battery? What is the battery used for on
> this board anyways?

I cannot help you with the technical stuff. I have to ask as well somebody with "soldering" experience to do it for me (there is a new battery waiting on the cd-rom drive ready for soldering in). After installing the card with correct jumper settings, it is important to initialise it, which means it is told its unique hardware address. The battery supplies the card with the power to keep this setting. A card with empty battery switches back to a default hardware address, which is not unique. While the STinG/MagiC combo doesnï¿½t seem to be interested, Linux will complain during bootup, if the Riebl comes with default address and empty battery.

> No docs came with the board. Are there some docs available someplace
> on the Net?

Without help from outside you wonï¿½t be able to check the jumper settings and correct them if necessary. My Riebl came with the settings for Mega STEs. I found something about it by using Riebl card as search keywords in Altavista. Sometimes the infos are contradictory. Depending in whether you want to have BNC or AUI you have to change another jumper as well.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

1169. New software release

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <371dc1d6.546833@nntpserver.swip.net>
Source record: 9770

RELEASE OF NEW SOFTWARE
Exposure is a new software to control light with a Atari ST.
The software is beeing released at NAS in G�teborg/Sweden.

```
CHEEP ALTERNATIVE OF CONTROLING LIGHT
```

Exposure
A new software is beeing released for the TOS-based Atari ST computer to control lightdimmers.
The name of the software is "Exposure" and is released in its final version v1.00 at NAS (Nordic Atari Show) in G�teborg/Sweden 11-13 june.

120 channels for $29.95
Exposure is delivered with 120 channels control as a standard. The number of channels can be patch to maxumum 520 channels.
Exposure uses the PMX protocol (Pulsar) throu RS232/9600bps.
At the low price it's a good alternative for smaller and mediumlarge theatres to ordinary lighttables of a much higher price.
With an Atari ST with one megabyte of ram you may use up to 6000 submasters, with up to 6 at a time.

Showcontrol
It's planned to be a release in august for a add-on component to use MSC 1.00/MIDI Showcontrol protocol.
This means that one single Atari ST can control a mediumlarge show, including fire, smoke, CD-players, intelligent light such as color/gobo and motorised components.

1170. Re: Atari 520stfm

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: Trevor Butler <tblx@mweb.co.za>
Message-ID: <371e084b.0@news1.mweb.co.za>
Source record: 9771

Trevor Butler <tblx@mweb.co.za> wrote in message
news:371b8a2a.0@news1.mweb.co.za...
> Seeking replacement so that I can run my stuff -
> Phone 01473 824099 (UK)
> Just need the machine no monitor
> Be gentle its my Mothers' phone number - I live in dark places!
>
> p.s. I've got 50 quid!
>
Found one thanks

Trevor>

1171. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fl8tmhkv1@news1.xs4all.nl>
Source record: 9772

On 20 Apr 1999 09:32:25, Levien van Zon wrote:
>I was wondering...
>What's the deal with the pins on the 68882?
>Most of these seem to have the pins below the chip. OK, I can understand
>that, it's easier to plug in, harder to destroy and looks niver as well.
>But the FPU-socket in the Falcon seems to be made for chips with the pins
>coming from the side. Why? Is this for 68881 compatibility?
>Coz' it seems to be almost impossible to get a (second hand) 68882 FPU
>that will fit into the bloody socket!
>
My experience is different. Mostly all FPU's I see have side-
connections. In Neuss there were many FPU's and all Atari-compatible.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1172. Re: Riebl Network Card

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fl8tqhkv2@news1.xs4all.nl>
Source record: 9773

On 20 Apr 1999 21:27:52, Marshall Lake wrote:
>I recently purchased a Riebl network card. Apparently there are quite
>a few at B & C Computer Visions in Ca. Phone, 530-295-9270. Email,
>myatari2@juno.com

Lucky you, lucky B&C but they are far from my home.

>
>I was told when I purchased the card that I would have to replace the
>battery. I'm no good at this kind of thing but it appears that the
>battery is soldered onto the board. Could this be? Can anyone give me
>directions for replacing the battery? What is the battery used for on
>this board anyways?

I was told: the battery feeds a chip that contains that
physical number of the card (that is on a lable glued somewhere to
the card. New battery: put number in again. How?
Do not know.

>
>No docs came with the board. Are there some docs available someplace
>on the Net?

Michael Ruge from 'Chips&chips' has a bit but no jumper settings.
Those I have here.

No docs: ok but also no software.

I fear you have to go hunting for the Mintnet stuff. There are
drivers for this card on the CD MiNT98 (German) and something about
the not so big relevance of the internal number.
>
Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1173. Centurbo 2 installation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <7flc06$5rk$1@as102.tel.hr>
Source record: 9774

Hello!

I have an CT2 installed in my Falcon, but it doesn't work...:((

Have anyone experienced this:

1. "Dead" computer - no booting, no initialization cycle, etc.
2. blue-green-black strips on the screen

CT2 was installed by an professional in a electronic service so all
the solders are in right place.

Any ideas, similair experiences?

thanks

sasha

1174. Re: New software release

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7flei4ehf2@roch.zetnet.co.uk>
Source record: 9775

On 21 Apr 1999 12:19:35, Jeppe Br&#65533;nnmark wrote:
>
>RELEASE OF NEW SOFTWARE
>Exposure is a new software to control light with a Atari ST.
>The software is beeing released at NAS in G&#65533;teborg/Sweden.
>
>
>
>CHEEP ALTERNATIVE OF CONTROLING LIGHT

I'm very interested in this...can you tell me more...is there an English version?

Do you want help to do an English .RSC?.....I've done German transaltions before and I can't speak german, but I know a chunk about theatre lighting...

chrisc

1175. Re: Centurbo 2 installation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqmvey.1j6l73411em9j8N@pm-d27.rhein-main.de>
Source record: 9776

```
>
> 1. "Dead" computer - no booting, no initialization cycle, etc.
> 2. blue-green-black strips on the screen

Your machine have two modes, normal and turbo.
Your machine runï¿½s in normal mode or you got a black display?
If you have a black display in normal mode -> wrong installation.

Stripes, in which color ever, are a sign for bad ram / ST-RAM
(Not only while fit a CT2)

Follow the manual step by step and recheck all wireing.
Most mistakes: cut wrong ACIA pin(s)
ACIA pins devintive not correct removed from mainboard.

CPU pin not bend.. (original CPU)

Falcon must in normal mode work as a normal simple falcon!
If not, someting is wrong. Neediï¿½s a better description.

I make some hardware "services" here, also fit some CT2, Nemesis
FX-Boards and the hole rest...

Too far, Too expensiv..

All what i know about the CT2 board you found in DOITF030, main language
in archive is german!

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm
```

1176. Re: Riebl Network Card

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: Kerstin Hoef-Emden <aeb25@uni-koeln.de>
Message-ID: <7flfah$hbl@news.rrz.Uni-Koeln.DE>
Source record: 9777

Hi,

Stichting ST <atarist@xs4all.nl> wrote:

> I was told: the battery feeds a chip that contains that
> physical number of the card (that is on a lable glued somewhere to
> the card. New battery: put number in again. How?
> Do not know.

The Atari Disks coming with the card contain a program to initialise the card. This includes asking for the hardware address. This program doesn't run under MagiC. It's necessary to boot up Single-TOS for it.

> I fear you have to go hunting for the Mintnet stuff. There are
> drivers for this card on the CD MiNT98 (German) and something about
> the not so big relevance of the internal number.

There is a driver for STinG as well. It is still concidered to be beta, but it works perfectly for me. But you anyway need the initialisation program for the hardware address, the one from the STinG beta release didn't work neither under MagiC, nor under Single TOS.

Here comes a graphics:

```
+-------------------------------------+
+| AAAAAA |-+
AUI || D | |
+| C | |
| C | | VME
BNC =| C | |
| BBB |-+
+-------------------------------------+
```

The A and D jumpers are for addressing AUI or BNC. They have to be put altogether either to the "top" or the "bottom" of the card. I can't recall the settings on my card, but one of the documents I've got says, they should be on top for AUI the other one says the contrary. Just try, all six jumpers have to be changed the same way.

For a TT all C jumpers have to be set, for a MegaSTe none (according to one of the two documents). As far as I remember, this is as well the setting for my Riebl.

B jumpers are not explained but are described as set/not set/set.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

1177. Re: Riebl Network Card

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-21 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn7hsmku.dr1.mlake@melake.erols.com>
Source record: 9778

>> I was told: the battery feeds a chip that contains that
>> physical number of the card (that is on a lable glued somewhere to
>> the card. New battery: put number in again. How?
>> Do not know.

>The Atari Disks coming with the card contain a program to initialise the
>card. This includes asking for the hardware address. This program doesn't
>run under MagiC. It's necessary to boot up Single-TOS for it.

I'm going to be running Linux. Maybe Linux doesn't need this hardware
address for the card, and hence I don't need a new battery?

>Here comes a graphics:
>
> +-------------------------------------+
> +| AAAAAA |-+
>AUI || D | |
> +| C | |
> | C | | VME
>BNC =| C | |
> | BBB |-+
> +-------------------------------------+
>
>
>The A and D jumpers are for addressing AUI or BNC. They have to be put
>altogether either to the "top" or the "bottom" of the card. I can't recall
>the settings on my card, but one of the documents I've got says, they should
>be on top for AUI the other one says the contrary. Just try, all six jumpers
>have to be changed the same way.
>
>For a TT all C jumpers have to be set, for a MegaSTe none (according to one
>of the two documents). As far as I remember, this is as well the setting for
>my Riebl.
>
>B jumpers are not explained but are described as set/not set/set.

Thanks for the graphic and the explanation Kerstin.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

1178. Re: Riebl Network Card

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-22 00:00:00 UTC
From: Kerstin Hoef-Emden <aeb25@uni-koeln.de>
Message-ID: <7fms9j$3q4@news.rrz.Uni-Koeln.DE>
Source record: 9779

Hi Marshall,

Marshall Lake <mlake@melake.erols.com> wrote:

>>The Atari Disks coming with the card contain a program to initialise the
>>card. This includes asking for the hardware address. This program doesn't
>>run under MagiC. It's necessary to boot up Single-TOS for it.

> I'm going to be running Linux. Maybe Linux doesn't need this hardware
> address for the card, and hence I don't need a new battery?

Hmm, Linux will complain during bootup, but you are right: There is a trick
how to prevent the complaint. The cardï¿½s battery may be empty, but despite
this the card can have a valid hardware address. Some lines are added to one
of the init scripts. These lines handle over the hardware address to the
Riebl during Linux bootup prior to the installation of the Riebl driver. In
this case you donï¿½t need a battery. :-)

> Thanks for the graphic and the explanation Kerstin.

I hope it works. It is a little bit nasty to put the card in and out again
to find the correct settings.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

1179. Re: New software release

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-22 00:00:00 UTC
From: Trevor Butler <tblx@mweb.co.za>
Message-ID: <371ef731.0@news1.mweb.co.za>
Source record: 9780

Chris Crosskey <chrisc@zetnet.co.uk> wrote in message
news:7flei4ehf2@roch.zetnet.co.uk...
> On 21 Apr 1999 12:19:35, Jeppe Br�nnmark wrote:
> >
> >RELEASE OF NEW SOFTWARE
> >Exposure is a new software to control light with a Atari ST.
> >The software is beeing released at NAS in G�teborg/Sweden.
> >
> >
> >
> >CHEEP ALTERNATIVE OF CONTROLING LIGHT
>
I'm very interested - run my own lighting business and will have a working
STe again shortly - is there a site to check it out?

Trevor

1180. Re: MC68882 price?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-22 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <371F0112.AFD08141@patent.gov.uk>
Source record: 9781
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I bought one a while ago from System Solutions. I think for about ï¿½30 inc. p&p. I think they use a german supplier. I will drag out the receipt. I never got it fitted. I think I bent one of the side contacts, the amount of pressure needed to seat in the socket is frightening. When I managed about 3/4 way down all I got was noise. At least I could get it out and didn't crack the socket. The only reason I got it was for Photoline. If I get another I will get SS or whoever to fit it, on a 'if it dont work, I dont want it' basis. I was going to bring my falcon to Stafford this month, but couldn't make it.

Bob King.

also at:

rking@zetnet.co.uk

Levien van Zon wrote:
>
> Can anyone tell me for how much can a new MC68882 FPU can be obtained
> these days? Thanks,
>
> -=Levien

1181. need pin setup for SM124

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-22 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <MkGT2.274$H%5.1358@news1.online.no>
Source record: 9782

I need to know what signal is on each of the wires in the SM124 monitor cable. My monitor cable has been cut off, and I dont know what the wires are.

I have to solder the wires to a new plug. Can anyone give me details about which colour go to which pin in the plug?

P&#65533;l Monstad
PM data, Norway

1182. floppy drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-22 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <371f60c3$0$26340@znews.zetnet.co.uk>
Source record: 9783

Could how ever sent me mail resend it as some got deleted before I
recivied it.
Thanks
Karl

1183. Re: Riebl Network Card

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-22 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fnrfr$3ks$1@news1.xs4all.nl>
Source record: 9784

On 22 Apr 1999 10:05:39, Kerstin Hoef-Emden wrote:
>Hi Marshall,
>
>Marshall Lake <mlake@melake.erols.com> wrote:
>
>
>>>The Atari Disks coming with the card contain a program to initialise the
>>>card. This includes asking for the hardware address. This program doesn't
>>>run under MagiC. It's necessary to boot up Single-TOS for it.
>
I have here some disks with sofwtare but that setting program escaped
my attention. never got that ANS working.

My jumper settings are for the TT:

jumper array A J1-J6 all to bottom (for BNC)

Jumper D (J7)
to top (some say: none.) What is it?

jumper array C J17-J23
all closed for TT

jumper array B J-J10

jumpered as closed/open/closed. Is this OK?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1184. Re: floppy drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-22 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <2vab0IAK82H3Ew4q@steverosie.demon.co.uk>
Source record: 9785

In article <371f60c3$0$26340@znews.zetnet.co.uk>, Karl Smith
<karlws@zetnet.co.uk> writes
> Could how ever sent me mail resend it as some got deleted before I
> recivied it.
> Thanks
> Karl
>

???????????????????????? My ESP must be failing;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1185. how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-23 00:00:00 UTC
From: Robert Epprecht <epprecht@sunweb.ch>
Message-ID: <lxiuao0yxy.fsf@pc.sunweb.ch>
Source record: 9786

Hi!

I'm using my ST's for music.
One of the reasons is that thei do not make any noise :-)

Recently I've got a Stacy, but could't figure out how to stop the
internal harddisk drive. How can I do this?

Thanks a lot for any advice!

Robert

1186. connecting to the net continued

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-23 00:00:00 UTC
From: fraser <fraserck@flexi.net.au>
Message-ID: <37203FB5.5F61EA39@flexi.net.au>
Source record: 9787

Hello again everyone.

A lot of people have been very helpful and pointed out the mistakes in my files, but I still haven't got any further connection-wise. A few people have told me I need to send the $GET_IP command after FINDing the string that comes directly before the ISP sends me the IP number. The problem with this is that my ISP doesn't seem to want to send me an IP number (or at least it doesn't send it before it disconnects me). All I get is the message "Switching to PPP." and then a repeating string of nonsense characters that mean nothing to me and then my ISP disconnects me. I have been using Hyperterminal's terminal window (comes with Windows98) to watch what happens.

On another note, I was getting far too frustrated trying to make Sting work using PPP so I selected SLIP in the Sting Dialer instead... the result was that I actually got past the "initialising link" stage to "Link established" but I still couldn't get the IP number. Does anyone know what's going on?

Fraser

1187. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-23 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <372063a8$0$16952@news.zetnet.co.uk>
Source record: 9788

Robert Epprecht wrote in message ...
>Hi!
>
>I'm using my ST's for music.
>One of the reasons is that thei do not make any noise :-)
>
>Recently I've got a Stacy, but could't figure out how to stop the
>internal harddisk drive. How can I do this?
>
>Thanks a lot for any advice!

while its booting tap at control or alt,also there are "park programs"
that can be set to stop and start it at will. if you want to stop it for
good make sure you have some sort of hard disc driver software on disk
and backed up,then boot as normal and remove the .sys file from the root
of C the name of it will depend on what software has installed it in the
first place,don't worry the Atari hard disc stuff is free
Kevin
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1188. Atari TT Y2K compliant?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-23 00:00:00 UTC
From: umiratel@nospam.nocrap.com
Message-ID: <umiratel-2304990606310001@192.168.2.254>
Source record: 9789

Is the Atari TT030 Y2K compliant? If not, is there any patches to fix it?

Are TT and ST programs generally Y2K compliant?

thanks.

--
Please remove "nospam" when replying personally via email. Thanks.

****
Posted via NewsWatcher on the Power Macintosh.

Apple PowerMac 7100/80 IP: Raven (SoftRouter Gateway)
NeXTstation 040/25 IP: Julie (Net Client/Mail Server)
Apple Newton 2100 IP: Samantha (Net Client/Email/News)

My Email address is: umiratel@smartt.com
****

1189. Atari power supplies...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-23 00:00:00 UTC
From: Guaka <souren@sci.kun.nl>
Message-ID: <7fq098$j9$1@wnnews.sci.kun.nl>
Source record: 9790

Hi everyone!

I'm looking for an address where I can buy Atari power supplies. I found out that the two things I found that are not working, an SH205 and an STF, have got nearly the same power supply. They're both broken... So I wonder where to buy such thingies. Or how to make them. Are there some problems that occur often with these thingies? Of course I tried new fuses, but they flashed :-/

Greetz,
Kasper

btw: I thought I sent a msg before, but it didn't reach the newsgroup?!

1190. Re: Atari TT Y2K compliant?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-23 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990423202832.18554B-100000@hal.fishpool.com>
Source record: 9791

On Fri, 23 Apr 1999, David P wrote:

> Is the Atari TT030 Y2K compliant?

Yes, all Atari hardware featuring an RTC chip is Y2K-compliant.

Older ST/STE machines (up to TOS 1.62) that don't have one fetch
their time from elsewhere and need to be patched, however.

> Are TT and ST programs generally Y2K compliant?

Generally, yes. There are exceptions, of course.

--
Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org//TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1191. FS: 1-MEGA ST2 & 1-STE1040 Fully Loaded +>

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-23 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <fc3U2.459$Dm3.29319@monger.newsread.com>
Source record: 9792

Please visit http://www.vcnet.com/jsfcomsrv/Inven99.html
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12" Monitors
Printers
Atari Systems **********
Music & MIDI
Handmade P-Bass
Pictures are available
This is a private Sale!
Once these items are sold - that's it!
Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv
Click the picture icons for ---
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom's Folk Music History Page or
Guitar Lessons and more.

Thank You

Note to the Newsgroup Leader or Webmaster:
If this material is offensive, spam or a problem to be listed here, please
contact me at jsfcomsrv@vcnet.com and I will remove myself from your group.

Thank you,
Jerry S. Faigin

1192. Help needed : double VME board installation/use.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-23 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3720E9A0.1C5EA116@ping.be>
Source record: 9793

We are trying to put two VME cards in aTT (tower installed of course),
one card is a graphic card; a Crazy Dots 2 and the second one is a
Rieble card ...
Until now we have only been able to get almost no signal from the
graphic card ... when putting back the CD2 on the genuine VME board, it
works, but when installing it on the double VME board, it almost gets no
signal ... I say "almost" because we can see a little flickering screen
on boot, but it's all.
The only changed thing is the cable lenght but the connections seem all
right, the double board comes from a german reseller.
Any help or experienced owner/installer will be appreciated.
Thanks

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1193. Re: Last Day's Prophecy Website

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-24 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7frkmo$p1$1@news.ncal.verio.com>
Source record: 9794

On 19 Apr 1999 11:21:38 , Andy Blakely wrote:
>I'm interested in any concordance/Bible programs for the Atari ST line. Or any
>Christian software period. Can anybody inform me on what's out there?
>
>Thanks,
>Andy Blakely
>

Andy:

There is a FREE atari concordance program from Spiritware.
lets see if I can find the addy: AHH..here it is:

http://www.halcyon.com/fabc/atarifiles.html

If you have trouble downloading, email them and they will be glad to
help.

The concordance program includes the king James version, a Greek new
testement and dictionary along with word searches, statistics on a
word, and a text editor to copy and sort verses into. Also
utilities to take any book and turn it into an text file.

Hope this helps!

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

1194. Re: Atari power supplies...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-24 00:00:00 UTC
From: Trevor Butler <tblx@mweb.co.za>
Message-ID: <3721b624.0@news1.mweb.co.za>
Source record: 9795

Guaka <souren@sci.kun.nl> wrote in message
news:7fq098$j9$1@wnnews.sci.kun.nl...
> Hi everyone!
>
> I'm looking for an address where I can buy Atari power supplies. I found
out
> that the two things I found that are not working, an SH205 and an STF,
have
> got nearly the same power supply. They're both broken... So I wonder where
> to buy such thingies. Or how to make them. Are there some problems that
> occur often with these thingies? Of course I tried new fuses, but they
> flashed :-/
>
> Greetz,
> Kasper
>
>
> btw: I thought I sent a msg before, but it didn't reach the newsgroup?!
>
> The only thing spectacular about the power supply is that it is too
complicated - any power supply that gives out +5 volts and +12 volts will
do the trick.

1195. Re: barcodes

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-24 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3721c38a$0$498@news.zetnet.co.uk>
Source record: 9796

On 15 Feb 1999 19:59:24 , Steve Stupple wrote:
>In article <7a9cre$v3v$1@irk.zetnet.co.uk>, Derek Cleminson
><d.clemins@zetnet.co.uk> writes
>> Hi,
>> Is there any software/hardware that would allow
>> me to produce/scan barcode labels into a data
>> base ?
>> I am using an STFM tos 1.02 with a hard drive
>>
>> thanx
>> Clem.
>> .
>>
>
>Hi
>
>If there's something like this about for the ST's, I'd like to hear
>about it as well. I like odd bits and pieces;)

Hi Derek and Steve!

Reading the current issue of Atari Computing, I noted that DA's Layout Pro
can do EAN 8 and EAN 13 barcodes.

Apparently a new version v6.2 has been produced, and a demo can be
downloaded from:

http://www.digital-arts-ag.ch

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

1196. Overclocking Falcon FPU?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-24 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <924976676.082.28@news.remarQ.com>
Source record: 9797

Hoping to get a Centurbo II soon.
The Falcon already has 40mhz FPU.
Will this chip work with Centurbo II?

Brian

1197. Re: Is it Possible, Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-24 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7fth64mnp2@news7.svr.pol.co.uk>
Source record: 9798

On 20 Apr 1999 14:42:05 , Steve Stupple wrote:
:>Hi
:>
:>I'm after some more info;)
:>
:>I know on ST's it's possible to have switch between two TOS's; e.g. 2.06
:>& 1.62.... Is it possible to do the same with the Mega STE's so that it
:>can be run under 1.63 etc...

TOS 2.06 is basically TOS 1.62, rejigged to run in the MegaSTE
hardware, so you'd be no better off if you did achieve this

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1198. Re: Overclocking Falcon FPU?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ftihlbnk1@snipp.uninett.no>
Source record: 9799

```
Brain Roland <bjr@master.localink4.com> wrote:
> Hoping to get a Centurbo II soon.
> The Falcon already has 40mhz FPU.
> Will this chip work with Centurbo II?

No problem, a 40MHz FPU should run fine at atleast 64MHz, perhaps even
80MHz.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1199. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-24 00:00:00 UTC
From: Robert Epprecht <epprecht@sunweb.ch>
Message-ID: <lx4sm5erjx.fsf@pc.sunweb.ch>
Source record: 9800

"kevin dermott" <kdermott@zetnet.co.uk> writes:

> Robert Epprecht wrote in message ...

> >Recently I've got a Stacy, but could't figure out how to stop the
> >internal harddisk drive. How can I do this?

> while its booting tap at control or alt,

hmm, I had tried all sorts of key's while booting,
and following your suggestion I tried a series again, no luck...
Maybe it works only with a special HD driver, or is it in TOS?

> also there are "park programs"
> that can be set to stop and start it at will.
that's what I'm looking for. I didn't find one yet.
Could somebody please tell me a files name or a URL to look at?

> if you want to stop it for
> good make sure you have some sort of hard disc driver software on disk
> and backed up,then boot as normal and remove the .sys file from the root
> of C the name of it will depend on what software has installed it in the
> first place,
Would this stop the disk physically, not just leave it invisible to the
operating system?

> don't worry the Atari hard disc stuff is free
you mean the stuff that's on the 'ATARI Hard Disk Utilities' disk

Thanks a lot for your suggestions!
other hints are still very welcome...

Robert

1200. Re: Overclocking Falcon FPU?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqsbd2.1gbl5og1j64iysN@pm-d19.rhein-main.de>
Source record: 9801

> Hoping to get a Centurbo II soon.
> The Falcon already has 40mhz FPU.
> Will this chip work with Centurbo II?

Yes. 33Mhz or higher FPU chip works perfectly.
16Mhz type doasnï¿½t work.

Remove FPU from mainboard socket, put if on empty FPU socket on CT2
board. Thatï¿½s all.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1201. Re: connecting to the net continued

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fur8ebek4@news6.svr.pol.co.uk>
Source record: 9802

```
On 23 Apr 1999 19:39:01 , fraser wrote:
>Hello again everyone.
>
>A lot of people have been very helpful and pointed out the mistakes in
>my files, but I still haven't got any further connection-wise. A few

Once again, it seems that your script doesn't require anything entered in
the section marked "dial.scr" in your dial.scr file. Ie there is no wait
for/resp sequence required, just tick the PPP box in the dialer and let it
and your ISP sort out the details of your conection automatically.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1202. Re: barcodes

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fur8fbek5@news6.svr.pol.co.uk>
Source record: 9803

On 24 Apr 1999 13:13:46 , James F. Haslam wrote:

>Reading the current issue of Atari Computing, I noted that DA's Layout Pro
>can do EAN 8 and EAN 13 barcodes.
>
>Apparently a new version v6.2 has been produced, and a demo can be

The demo that I downloaded fairly recently wouldn't display a palette on my Falcon, wonder if this one will fair any better!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1203. Atari ABC 286/30 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: Daniel Ghersinich <dghersin@alf.tel.hr>
Message-ID: <7furnj$32m$1@as102.tel.hr>
Source record: 9804

Did somebody heard for this computer ???

What kind of operating system goes on ???

THX a lot DANIEL

dghersin@alf.tel.hr

1204. For Sale in the UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: JOHN SMITH <JON@station63.freeserve.co.uk>
Message-ID: <7fv1q8ggd2@news6.svr.pol.co.uk>
Source record: 9805

```
Atari 520STE
4 Mb Ram
340 Mb internal hard drive
TOS 2.06
External floppy
Hand Scanner
Stereo sound sampler
Lots software.
Contact me at the address below for more details.
jon@station63.freeserve.co.uk
```

1205. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37230c05$0$495@news.zetnet.co.uk>
Source record: 9806

Robert Epprecht wrote in message ...
>"kevin dermott" <kdermott@zetnet.co.uk> writes:
>
>> Robert Epprecht wrote in message ...
>
>> >Recently I've got a Stacy, but could't figure out how to stop the
>> >internal harddisk drive. How can I do this?
>
>> while its booting tap at control or alt,
>
>hmm, I had tried all sorts of key's while booting,
>and following your suggestion I tried a series again, no luck...
>Maybe it works only with a special HD driver, or is it in TOS?

with a floppy in / out ? try both but as below the drive will still spin

I'm think something like this applys to all drivers I've used most
,done a lot of expermenting and allways managed to stop bootup from hard
disk if I need ,there was someone on here a few months back who had an
auto conflict,recconed he couldn't stop boot up and dismantled the
machine!!!!,
>
>> also there are "park programs"
>> that can be set to stop and start it at will.
>that's what I'm looking for. I didn't find one yet.
>Could somebody please tell me a files name or a URL to look at?

I use the one that comes with the excellent HDDriver but I'm sure there
must be
>> if you want to stop it for
>> good make sure you have some sort of hard disc driver software on disk
>> and backed up,then boot as normal and remove the .sys file from the
root
>> of C the name of it will depend on what software has installed it in
the
>> first place,
>Would this stop the disk physically, not just leave it invisible to the
>operating system?

yes it would still spin
>
>> don't worry the Atari hard disc stuff is free
>you mean the stuff that's on the 'ATARI Hard Disk Utilities' disk

yes

1206. Re: Atari ABC 286/30 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37230DF1.C3204381@cable.A2000.nl>
Source record: 9807

Hi Daniel

Daniel Ghersinich wrote:
>
> Did somebody heard for this computer ???
>
> What kind of operating system goes on ???
>

A short period of time ATARI marketed some PC clones.
So I think it is what it suggests: A 80286 processor and 30 MB HD.
So it probably runs MS dos. Woooow!! ;-)

Henk.

1207. Re: Is it Possible, Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <acag4IA1Q1I3Ew2S@steverosie.demon.co.uk>
Source record: 9808

In article <7fth64mnp2@news7.svr.pol.co.uk>, Steve Sweet
<steve@sweet3.freeserve.co.uk> writes
>
>TOS 2.06 is basically TOS 1.62, rejigged to run in the MegaSTE
>hardware, so you'd be no better off if you did achieve this

I use TOS 2.06 in my tower STE, and it's in no way the same as 1.62. I find it doesn't cope with the high density drive as well as 2.06.

I've decided to run the tower 1.62/2.06 machine parallel to the Mega STE.

I am after a set of 2.06 chips, or even a part chop with the 2.05's I have here.

I noticed that you have upgraded you Mega STE! I presume that you know a little of these machines, as I can't find bugger all on the internal structure. I know one of the main mags, in the UK, cover bits and pieces for the MSTE's, I've not been able to find them yet;(

I do like to take the machines I use as my main ST's to their best potential.

All information will be more than appreciated, as this will save me time by allowing me to get on with the PD libraries (LaST PD) and my web site. I am working on it, I promise, I am;)))

Will anyone that responds to this please, pretty please, send me the your replies via email AS WELL as posting in the news group.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1208. Re: Atari ABC 286/30 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <TcEiYPANY1I3Ew3S@steverosie.demon.co.uk>
Source record: 9809

In article <7furnj$32m$1@as102.tel.hr>, Daniel Ghersinich
<dghersin@alf.tel.hr> writes
>Did somebody heard for this computer ???
>
>What kind of operating system goes on ???
Hi Daniel

For a while Atari went with the flow, as did Commodore, and produced a couple of PC clones; an XT and an AT model, of which one was called an Atari PC III.

I presume that is may mean a 286, that took some working out I can tell you;), and possibly a 30 meg processor (unlikely) or a 30 hard drive (more likely).

They also produced the monitors that go with them. I know someone that found one of these monitors in a second hand shop, and they don't fit the ST's!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1209. Re: barcodes

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <UMwjcWAcZ1I3EwXX@steverosie.demon.co.uk>
Source record: 9810

In article <7fur8fbek5@news6.svr.pol.co.uk>, Derryck Croker <derryck@T
AKE.THIS.OUTcix.co.uk> writes
>
>The demo that I downloaded fairly recently wouldn't display a palette on my
>Falcon, wonder if this one will fair any better!
>

Will you please let me know how you get on;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1210. Re: Atari ABC 286/30 ???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fvlt7dit1@news2.isdnet.net>
Source record: 9811

Daniel Ghersinich a crit dans le message <7furnj$32m$1@as102.tel.hr>...
>Did somebody heard for this computer ???
>
>What kind of operating system goes on ???
>

It's nothing more than a 286 PC clone. It will run DOS just like any PC.
Nothing to do with an Atari ST.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1211. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fvlt8dit2@news2.isdnet.net>
Source record: 9812

Robert Epprecht a crit dans le message ...
>"kevin dermott" <kdermott@zetnet.co.uk> writes:
>
>> Robert Epprecht wrote in message ...
>
>> >Recently I've got a Stacy, but could't figure out how to stop the
>> >internal harddisk drive. How can I do this?
>
>> while its booting tap at control or alt,
>
>hmm, I had tried all sorts of key's while booting,
>and following your suggestion I tried a series again, no luck...
>Maybe it works only with a special HD driver, or is it in TOS?

That would only bypass the drive on boot, but it wouldn't stop it spinning.

The only thing I could think of, is take the stacy apart and build a little
switch on the drive's power supply cord so you can switch it on and off
before booting. I wouldn't do it with the machine on though.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1212. Re: Is it Possible, Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fvlt9dit3@news2.isdnet.net>
Source record: 9813

Steve Sweet a crit dans le message <7fth64mnp2@news7.svr.pol.co.uk>...
>On 20 Apr 1999 14:42:05 , Steve Stupple wrote:
>:>Hi
>:>
>:>I'm after some more info;)
>:>
>:>I know on ST's it's possible to have switch between two TOS's; e.g. 2.06
>:>& 1.62.... Is it possible to do the same with the Mega STE's so that it
>:>can be run under 1.63 etc...
>
>TOS 2.06 is basically TOS 1.62, rejigged to run in the MegaSTE
>hardware, so you'd be no better off if you did achieve this

That's wrong. TOS 2.06 is much more advanced. It is much more hardware independant, for example, it will address up to 14Mb of RAM (with a Magnum board) or it can use IDE drives. Older versions cannot do this. It also supports HD floppy drives, 16Mhz proc speed, cache. And don't forget the MUCH better desktop with customizable icons, keyboard shortcuts, windows backgrounds, etc...

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1213. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7fvmu3$fm0$1@news1.xs4all.nl>
Source record: 9814

On 23 Apr 1999 05:59:21 , Robert Epprecht wrote:
Hi Robert,
I have a Stacy 4 with a 50MB Seagate HD (new one).
It makes hardly any noise, it's nothing compared to my TT030
(baracuda) and my Mega STE (Conner).
So I don't know what's the problem . I advice you not to stop the
harddisk, the Stacy is a somekind fragile machine and you better
leave it as it is.I only built in a powersupply from an IBM
Thinkpad
in the empy batterycompartment.I also added NVDI 4.0.
I use Cubase 3.1 (original), Score Perfect Prof. and Papyrus 7.1
It works OK by me.
Jos

1214. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7fvu7d$54e$1@barcode.tesco.net>
Source record: 9815

>
>The only thing I could think of, is take the stacy apart and build a
little
>switch on the drive's power supply cord so you can switch it on and off
>before booting. I wouldn't do it with the machine on though.

desperate stuff !! I have sent some old park /ship acc's

1215. Re: Calling Atari Artists or Anyone that can do animated GIF's

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <AA7mvEAwJ5I3EwVQ@steverosie.demon.co.uk>
Source record: 9816
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,demon.adverts,uk.advert.computer,uk.advert.other

In article <UXyT6qAvWeG3Ew2o@steverosie.demon.co.uk>, Steve Stupple
<Steve@steverosie.demon.co.uk> writes
>Hi
>
>I'm trying to track down a spinning Fuji (the Atari symbol), can anyone
>help. Ideally it would have to be in GIF format for use on my web site.
>

Thanks to everyone that responded and I'm hoping to get something done
on my web site;)

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1216. FS: Atari ST SupraDrive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-25 00:00:00 UTC
From: route@hitter.net
Message-ID: <3724ac73.19254716@news.hitter.net>
Source record: 9817

Atari ST SupraDrive with 112MB of storage for sale:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95959513

1217. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990426095600.27179A-100000@hal.fishpool.com>
Source record: 9818

On Sun, 25 Apr 1999, Nicholas Bales wrote:

> That would only bypass the drive on boot, but it wouldn't stop it spinning.

If someone uses AHDI 5.xx or better with MACCEL, there is a Stacy-
specific option that allows spinning down the drive after X minutes.

This uses some undocumented hardware control abilities, thus was
onyl available if using AHDI, afaik.

--
Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1218. 1040 st on tv?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-26 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990426070336.28727.00001391@ng17.aol.com>
Source record: 9819

hi,
I'm sure this questlion has been posted before, but I'm a newbie.
Is it possible here in America to get a 1040 st to run on a tv
as a monitor? Please tell me how.
james

1219. Re: 1040 st on tv?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37246010.3A106BF8@directprovider.REMOVETHECAPITALS.net>
Source record: 9820

```
Lethor7 a ï¿½crit :
>
> hi,
> I'm sure this questlion has been posted before, but I'm a newbie.
> Is it possible here in America to get a 1040 st to run on a tv
> as a monitor? Please tell me how.
> james

If it's an STFM or an STE it will have an RF socket that will plug
directly into your TV's antenna. If it doesn't have one of these, you
will need to use the RGB output to connect it either to a TV with RGB
inputs (like a SCART port), or to an RGB monitor.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1220. Re: 1040 st on tv?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-26 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqvos9.1kcslky1uau5xcN@pm-d04.rhein-main.de>
Source record: 9821

> I'm sure this questlion has been posted before, but I'm a newbie.
> Is it possible here in America to get a 1040 st to run on a tv
> as a monitor? Please tell me how.

Use a scart lead. (Contains composite video)
Best way, iï¿½m not sure your 1040 contain an tv-modulator.
You got a better display while using scart.

Ask BEST-electronic for a ready to use scart lead.
Ask DOIT_ST for colorised schematics.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1221. Cab 2.7 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-26 00:00:00 UTC
From: rob.henning@atari7.freeserve.co.uk
Message-ID: <7g2c6g$p7k$1@news6.svr.pol.co.uk>
Source record: 9822

Hi all,
I have a problem on the Download module when I want to download
a file when I am on line,the one that downloads in the background
while you do something else,I right click and run down to the download
bar and nothing happens.
All the modules are in the folder,I have done a new re-install,also the
Hotlist check module is not working.
I can download with a left click on the mouse and when the file
selector comes up I can send it to the drive of my choosing,but it is
the download that runs in the background thats the problem,it simply
does not come up,
any ideas anyone,
thanks,
Rob.
****
Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari
.
****

1222. VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-26 00:00:00 UTC
From: Jeroen den Hertog <jhert@multiweb.nl>
Message-ID: <7g2g9tlqp1@news.news-service.com>
Source record: 9823

Many questions... :

-Is there a possibility to plug the ST on a VGA monitor, with some
modifications?
-Can I only get mono on a VGA? (I heard so...)
-I've also another question: I have a 48Mb HD in my MegaSTe, but it seems to
be an ASCI (?) and not a SCSI. So there's no way to plug a SCSI HD on it?
Can I change the controller for a SCSI or IDE type? (and where can I get
this????)

That's all, folks!

I hope someone can help me...

--

Greetz,

Jeroen den Hertog

1223. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-26 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3724cf61$0$498@news.zetnet.co.uk>
Source record: 9824

On 26 Apr 1999 21:57:36, "Jeroen den Hertog" wrote:

>-Is there a possibility to plug the ST on a VGA monitor, with some
>modifications?

No mods required, either build the adaptor on DOITF030 or buy one of Mario
Becrofts VGA-ST adaptors...

>-Can I only get mono on a VGA? (I heard so...)

Mono only unless you have a really old slowe multi-sync and a switching
unit or special cable for Lo/med rez...

>-I've also another question: I have a 48Mb HD in my MegaSTe, but it seems to
>be an ASCI (?) and not a SCSI. So there's no way to plug a SCSI HD on it?
>Can I change the controller for a SCSI or IDE type? (and where can I get
>this????)
>

The controller board converts ACSI to SCSI, you can fit a bigger drive
easily, I've seen over a gigabyte on standard MegaSTe hosts without
trouble....I have some 424Mb and a 1Gb for sale in the UK if you're
interested, I also sell the VGA adapters..

chrisc
Abingdon Synthesis Projects
>That's all, folks!
>
>I hope someone can help me...
>
>--
>
>
>Greetz,
>
>Jeroen den Hertog
>
>
>
>.

1224. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-26 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3724edd2f1beb3@club-internet.fr>
Source record: 9825

Hello,

in article <7g2c6g$p7k$1@news6.svr.pol.co.uk>
Rob Henning wrote on Mon 26-04-1999 18:44 (GMT):

> Hi all,
> I have a problem on the Download module when I want to download
> a file when I am on line,the one that downloads in the background
> while you do something else,I right click and run down to the download
> bar and nothing happens.
> All the modules are in the folder,I have done a new re-install,also the
> Hotlist check module is not working.

Assuming you're using Dan's OVL, this is the problem. It's supposed to
work with Stik though...

I use Olivier's OVL instead and it works fine. Look at this link:

http://services.worldnet.net/vcf-com/sti_cli.htm

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
My Falcon Is really Fantastic !

1225. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-26 00:00:00 UTC
From: Robert Epprecht <epprecht@sunweb.ch>
Message-ID: <lxeml7ysxl.fsf@pc.sunweb.ch>
Source record: 9826

"Nicholas Bales" <bales@directprovider.REMOVETHIS.net> writes:

> The only thing I could think of, is take the stacy apart and build a little
> switch on the drive's power supply cord so you can switch it on and off
> before booting. I wouldn't do it with the machine on though.

It was my first thought to do it this way, but a earlier try to open the
stacy case showed me, that this is not trivial (until you have found out
how to do that, of course ;)
ok, as I know me, I will try again anyway, sooner or later...

for the time being I try the soft way... ;-)

Robert

1226. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-27 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g3mj0$g2e$3@news8.svr.pol.co.uk>
Source record: 9827

On 25 Apr 1999 19:51:08 , "Nicholas Bales" wrote:

>>"kevin dermott" <kdermott@zetnet.co.uk> writes:

>>> >Recently I've got a Stacy, but could't figure out how to stop the
>>> >internal harddisk drive. How can I do this?

>The only thing I could think of, is take the stacy apart and build a little
>switch on the drive's power supply cord so you can switch it on and off
>before booting. I wouldn't do it with the machine on though.

Both Thing and jinnee have "Eject media" menu items which will spin down a
selected hard drive. Any data access request will spin the drive up again.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1227. Re: barcodes

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-27 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g3mj2$g2e$4@news8.svr.pol.co.uk>
Source record: 9828

On 25 Apr 1999 18:52:28 , Steve Stupple wrote:
>In article <7fur8fbek5@news6.svr.pol.co.uk>, Derryck Croker <derryck@T
>AKE.THIS.OUTcix.co.uk> writes
>>
>>The demo that I downloaded fairly recently wouldn't display a palette on my
>>Falcon, wonder if this one will fair any better!
>>
>Will you please let me know how you get on;)

Still has a problem. If you go to the scrolling window to pick a new colour,
the only time that you can see a colour to pick is whilst you're scrolling
the window. The slider gadgets in the preceding box don't have any borders
and there's no display showing what's happening as you adjust these.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1228. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-27 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3725807B.2162DED2@directprovider.REMOVETHECAPITALS.net>
Source record: 9829

```
Jeroen den Hertog a ï¿½crit :
>
> Many questions... :
>
> -Is there a possibility to plug the ST on a VGA monitor, with some
> modifications?

Yes, with a special home-built cable. Check out the Quick FAQ.

> -Can I only get mono on a VGA? (I heard so...)

Yes. This is because of the frequencies supported by VGA monitors.

> -I've also another question: I have a 48Mb HD in my MegaSTe, but it seems to
> be an ASCI (?) and not a SCSI. So there's no way to plug a SCSI HD on it?
> Can I change the controller for a SCSI or IDE type? (and where can I get
> this????)

ACSI/DMA was the interface on the older STs, for Megafile and SH drives.
The MegaSTE internal host adapters were SCSI. Check the type of drive
you have with http://www.blue-planet.com/tech/

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1229. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-27 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <aFVwOLAOQcJ3Ewv$@steverosie.demon.co.uk>
Source record: 9830

In article <3724cf61$0$498@news.zetnet.co.uk>, Chris Crosskey
<chrisc@zetnet.co.uk> writes
>The controller board converts ACSI to SCSI, you can fit a bigger drive
>easily, I've seen over a gigabyte on standard MegaSTe hosts without
>trouble....I have some 424Mb and a 1Gb for sale in the UK if you're
>interested, I also sell the VGA adapters..
>

How do you install a hard drive internally, what lead do I need etc...

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1230. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-27 00:00:00 UTC
From: Jeroen den Hertog <jhert@multiweb.nl>
Message-ID: <7g5bqeqss1@news.news-service.com>
Source record: 9831

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message
> ACSI/DMA was the interface on the older STs, for Megafile and SH drives.
> The MegaSTE internal host adapters were SCSI. Check the type of drive

Hi,

I'm sure I have a ACSI/DMA controller: that's what HDX and other programs
shows me.
I have a Mega STe with a Tos 2.05. and a Seagate 48Mb.
Can I find a normal SCSI controller for this machine? And then plug a bigger
HD on it?

JdH

1231. Parallel Port Ethernet - Smartnet98???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-27 00:00:00 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <37263F62.DA1B926A@ti.com>
Source record: 9832
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer

I found this page during one of my web browsing sessions. It seems
these guys have developed a parallel port cable and drivers to run
IP over 1284 (parallel port), and the adapter works with PCs, Amigas
and Ataris. The cable is called Smartnet98. Has anyone out there
actually tried this thing? If you have one of these cables working,
I would like to know how well it works...

Here is the link: http://rcswww.urz.tu-dresden.de/~sb227788/

Thanks,
Chris

1232. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3726B098.BD1780AE@directprovider.REMOVETHECAPITALS.net>
Source record: 9833

```
Jeroen den Hertog a ï¿½crit :
>
> Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message
> > ACSI/DMA was the interface on the older STs, for Megafile and SH drives.
> > The MegaSTE internal host adapters were SCSI. Check the type of drive
>
> Hi,
>
> I'm sure I have a ACSI/DMA controller: that's what HDX and other programs
> shows me.
> I have a Mega STe with a Tos 2.05. and a Seagate 48Mb.
> Can I find a normal SCSI controller for this machine? And then plug a bigger
> HD on it?
>

HDX reports an ACSI/DMA controller, because that is where your SCSI host
adapter board is connected. I'm pretty sure you actually have a SCSI
board, because there is no such thing as an ACSI hard drive mechanism.
All the ACSI/DMA interface devices made for the Atari are actually
interfaces that connect to a SCSI or an old MFM/RLL hard drive.

The drive mechanism itself can only be SCSI or IDE (or if it's VERY old,
RLL or MFM, but probably not on a Mega STE). What is the exact reference
of that drive ? This should tell you what kind of drive you have, and
therefore what kind of drive you can upgrade to.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1233. Re: Parallel Port Ethernet - Smartnet98???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7g722c$j8h$1@feresa.bio.vu.nl>
Source record: 9834
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer

Chris Martin (cmartin@ti.com) wrote:

: I found this page during one of my web browsing sessions. It seems
: these guys have developed a parallel port cable and drivers to run
: IP over 1284 (parallel port), and the adapter works with PCs, Amigas
: and Ataris.

Yeah, but that's not the same as Ethernet, though.
It's more like a faster version of PLIP.
If you want to see a real Ethernet adapter which also
uses the parallel port, try this URL:

http://atari.scum.org/

OK, it's not as fast as the Smartnet cable, and it's not really working
yet, but at least it's true Ethernet :-)

-=LvZ

1234. Re: Parallel Port Ethernet - Smartnet98???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7g74m1$am9$1@plutonium.compulink.co.uk>
Source record: 9835
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer

Hi Chris,

> IP over 1284 (parallel port), and the adapter works with PCs, Amigas
> and Ataris. The cable is called Smartnet98. Has anyone out there
> actually tried this thing? If you have one of these cables working,
> I would like to know how well it works...

So would Atari Computing. We covered this as a news item a while back but despite several emails and sending them a copy of Atari Computing in the post we haven't even had a reply, which is very dissappointing because it looks like an excellent product.

If anyone does get a reply out of them or they're lurking anywhere hereabouts we'd be delighted to hear from you!

--
Regards

Joe
joe@inactive.cix.co.uk

1235. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37271DBF.A705A497@directprovider.REMOVETHECAPITALS.net>
Source record: 9836

fraser a ï¿½crit :
>
> I am beginning to think my ISP doesn't support the Atari ST.

No ISP supports Atari. We just manage to be compatible with what they
can provide.

As far as I
> can tell, I have Sting set up correctly, but it still just times out on
> initialising link. I only have my username and password in the PAP_ID
> and PAP_PASSWD fields, DOMAIN is flexi.net.au, the two DNS numbers for
> my ISP, PPP selected, 0.0.0.0 entered into the IP number (because this
> is server assigned), nothing at all in the Dial Script and everything
> else is left at the default settings.

On my side, the timeout on initializing link came from 2 causes:
-Forgot to set the STING.CPX to Active, then Save
-Forgot to pay my ISP, so account was shut down ;-(

> What do you think... Should I give up? Is there some other setting I can
> fiddle with on the control panel? Maybe that slider called "delay" in
> the control panel?

That shouldn't have any effect on being authentified by your ISP.

> Fraser

--

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1236. Floppyshop's Final Farewell

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: Steve Delaney <floppyshop@cyberstrider.org>
Message-ID: <7g7mg7hgp2@news1.cableinet.co.uk>
Source record: 9837

Hi All,
Welcome to the final message from Floppyshop. As you all know, we closed our doors for the last time in mid-February. A lot has happened since then and that's really why this message has taken so long to compose.

When we announced our closure, we did not know what sort of reaction to expect from our customers. We were unsure as to whether we would be greeted by complete apathy, a trickle of nice letters or a total backlash of angry letters from those who considered us to be leaving the sinking ship. What we did get was none of the above and we were literally rendered speechless (those who know Steve will understand just how difficult it is to do that)!

From day one, we were inundated with orders. Naturally the knock-down prices were a major contributory factor, but there was more to it than that. Customers were buying up everything they had been intending to get round to purchasing one day, and they wanted to stock up while they could. This mad rush only really slowed down after our official closing date of 30th January 1999, something which certainly surprised us! It showed a high level of trust from our customers, many of whom had been with us for 10 years or more. Nobody was concerned about us disappearing without trace and failing to supply their goods, like so many others in the Atari market have done. Accordingly, trust like that has to be earned and all orders (even those which arrived after our extended closing date of 12th February) were honoured up to the time our PO Box closed down.

Equally important were the messages of support we received from customers during the course of the sale. They ranged from brief telephone calls to lengthy letters and emails, all of which were most welcome. The number of Atari users who took the time to thank us for the services we had provided for them over the years and wish us well in our future exploits, was phenomenal and indeed totally unexpected. From our point of view, we were only doing our job and we were not looking for gratitude, though such messages were well received and most appreciated. Please allow us to express our gratitude to you. Without an Atari Community in the first place, Floppyshop would never have existed. It was an important part of our lives and the memories will remain with us always.

Many customers expressed concern about what would happen to our products after we closed down. We too had our doubts and were delighted when several companies and individuals approached us with a view to taking over remaining stocks. We are pleased to announce our surplus stock of commercial products and the distribution rights to most of our CD-ROM compilations have been acquired by our good friend Paul Glover at FaST Club. Paul was probably the first to start up a PDL shortly after the release of the ST and has a longer pedigree than us! His expansion into commercial software and magazine

publishing has made FaST Club a household name worldwide. We would like to thank Paul for ensuring these products remain available to Atari users. Similarly, our Public Domain/Shareware Library has also been saved from extinction! In this case, our thanks go to Andrew Plumridge of Falcon's NeST PDL for his brave and salient rescue of this fine collection (well we would say that!). Andrew has pledged to update and expand the PDL with catalogue updates being sent to regular customers in the true Floppyshop tradition. These two staunch Atari supporters have been prepared to go out on a limb in order to ensure continuing support for the Atari Community. We trust you will repay them for their efforts with the same level of support you have always given us.

It was only natural that all rights to our Sounds & Stuff CD-ROM should revert to Electronic Cow as they were responsible for its compilation. A number of the other packages we sold in the last couple of years are still available through Atari Computing's readers offers.

The "Floppyshop Commemorative Site" is now on the Web. Funny how we had to close down to find time to finish the site! The main page leads to three distinctly separate sites. There's a potted history of Floppyshop in our "Ancient Burial Site" and and a quick roundup of the Atari Scene in our Contacts Site, finally there's the Virtual Christmas Party which is near identical to our Christmas 1998 site, suitably updated to take account of the changes which have taken place since then. "Our Virtual Christmas Party" site had over 1100 visits, we're looking forward to reaching our "second millenium" with this one!

All the information on our former releases can be found here as well as full contact information, not only for those whose who have taken over the distribution of our products, but also to everyone who's anyone in the Atari scene.

It's Been Fun, Of That There's No Denying. All that remains is to wish the Atari Community well for the future and thank everyone for their friendship and trust over many years. In the words of my late grandfather, Tom Delaney, Everything In Your Favour's Against You, but as an Atari user, you'll rise above such things and face the future with a courage and determination no PC owner could ever hope to match.

Thank you for everything, may you live long and prosper.

Goodbye from

Steve Delaney and Irene Lamb

Commemorative Site at http://www.floppyshop.cyberstrider.org

PS If you want to know what we're up to nowadays, our new company's site will be going live in a few weeks at http://www.mirrorimages.co.uk

1237. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <VyJV2.1$6c.311@news1.atlantic.net>
Source record: 9838

On 28 Apr 1999 21:09:10 , fraser wrote:
>I am beginning to think my ISP doesn't support the Atari ST. As far as I
>can tell, I have Sting set up correctly, but it still just times out on
>initialising link. I only have my username and password in the PAP_ID
>and PAP_PASSWD fields, DOMAIN is flexi.net.au, the two DNS numbers for
>my ISP, PPP selected, 0.0.0.0 entered into the IP number (because this
>is server assigned), nothing at all in the Dial Script and everything
>else is left at the default settings.
>What do you think... Should I give up? Is there some other setting I can
>fiddle with on the control panel? Maybe that slider called "delay" in
>the control panel?
>
Fraser,
Can't tell you to give up (I'm a die hard) so, it seems to me
there should be something in your dial script to reply to your
ISP's prompts (like username and password besides the PAP fields
because it sounds like your ISP is waiting for 'something'!
Have you tried a terminal/on-line program like Flash ,or whatever,
to see what your ISP is initially asking for? for me (case sensitive):
username: my username here
password: my password here
> : ppp
It also seems there are variances between ISP's as to what should
be in the dial script (hence the need to see for yourself with a
terminal/on-line type program).

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

1238. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <quMV2.11$6c.1372@news1.atlantic.net>
Source record: 9839

On 28 Apr 1999 21:09:10 , fraser wrote:
>I am beginning to think my ISP doesn't support the Atari ST. As far as I
>can tell, I have Sting set up correctly, but it still just times out on
>initialising link. I only have my username and password in the PAP_ID
>and PAP_PASSWD fields, DOMAIN is flexi.net.au, the two DNS numbers for
>my ISP, PPP selected, 0.0.0.0 entered into the IP number (because this
>is server assigned), nothing at all in the Dial Script and everything
>else is left at the default settings.
>What do you think... Should I give up? Is there some other setting I can
>fiddle with on the control panel? Maybe that slider called "delay" in
>the control panel?
>
>Fraser

Fraser,
Can't tell you to give up (I'm a die hard) so, it seems to me
there should be something in your dial script to reply to your
ISP's prompts (like username and password besides the PAP fields
because it sounds like your ISP is waiting for 'something'!
Have you tried a terminal/on-line program like Flash ,or whatever,
to see what your ISP is initially asking for? for me (case sensitive):
username: my username here
password: my password here
> : ppp
It also seems there are variances between ISP's as to what should
be in the dial script (hence the need to see for yourself with a
terminal/on-line type program).

John Garone

1239. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37279460$0$494@news.zetnet.co.uk>
Source record: 9840

On 27 Apr 1999 15:05:02, Steve Stupple wrote:

The lead will already be there ...fit the new dricve, re-install AHDI (or whatever) and away you go...if you want to install aeverything form the odl One then I can lend a hand...

chrisc

1240. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <IAMV2.14$6c.1390@news1.atlantic.net>
Source record: 9841

To: fraserck@flexi.net.au (fraser)
From: swampfax@atlantic.net (John Garone)
Organization:
Subject: Re: internet still not quite working
X-Mailer: NEWSie Version 0.94 (Atari)

>I am beginning to think my ISP doesn't support the Atari ST. As far as I
>can tell, I have Sting set up correctly, but it still just times out on
>initialising link. I only have my username and password in the PAP_ID
>and PAP_PASSWD fields, DOMAIN is flexi.net.au, the two DNS numbers for
>my ISP, PPP selected, 0.0.0.0 entered into the IP number (because this
>is server assigned), nothing at all in the Dial Script and everything
>else is left at the default settings.
>What do you think... Should I give up? Is there some other setting I can
>fiddle with on the control panel? Maybe that slider called "delay" in
>the control panel?
>
>Fraser
>
>.

REPOST:

Fraser,
Can't tell you to give up (I'm a die hard) so, it seems to me
there should be something in your dial script to reply to your
ISP's prompts (like username and password besides the PAP fields
because it sounds like your ISP is waiting for 'something'!
Have you tried a terminal/on-line program like Flash ,or whatever,
to see what your ISP is initially asking for? for me (case sensitive):
username: my username here
password: my password here
> : ppp
It also seems there are variances between ISP's as to what should
be in the dial script (hence the need to see for yourself with a
terminal/on-line type program).

John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

1241. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7g8448crs1@news.cybercity.dk>
Source record: 9842

Jeroen den Hertog <jhert@multiweb.nl> wrote in message
news:7g5bqeqss1@news.news-service.com...
>
> I'm sure I have a ACSI/DMA controller: that's what HDX and other
programs
> shows me.
> I have a Mega STe with a Tos 2.05. and a Seagate 48Mb.
> Can I find a normal SCSI controller for this machine? And then plug a
bigger
> HD on it?

The SCSI adapter in your Mega STe should take bigger harddisks,
just make sure that your new drive can be jumpered to "parity off",
or build a parity generator circuit (one single 74HC280).

There is also a description for converting the adapter to take two
SCSI drives instead of only one.

Atari Corporation envisaged that nobody would need more than one HD,
just like some other company envisaged that nobody would need more
than 640KB RAM memory...

MG

1242. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-28 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7g86sf$tdn@enews1.newsguy.com>
Source record: 9843

On 26 Apr 1999 18:44:32 , Rob Henning wrote:

>I have a problem on the Download module when I want to download
>a file when I am on line,the one that downloads in the background
>while you do something else,I right click and run down to the download
>bar and nothing happens.
>All the modules are in the folder,I have done a new re-install,also the
>Hotlist check module is not working.
>I can download with a left click on the mouse and when the file
>selector comes up I can send it to the drive of my choosing,but it is
>the download that runs in the background thats the problem,it simply
>does not come up,
>any ideas anyone,

Are you running a multi-tasking system (ie. MagiC)? You need to in order to
utilize this feature.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1243. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <7ATV2.60$6c.3990@news1.atlantic.net>
Source record: 9700

On 28 Apr 1999 21:09:10 , fraser wrote:
>I am beginning to think my ISP doesn't support the Atari ST. As far as I
>can tell, I have Sting set up correctly, but it still just times out on
>initialising link. I only have my username and password in the PAP_ID
>and PAP_PASSWD fields, DOMAIN is flexi.net.au, the two DNS numbers for
>my ISP, PPP selected, 0.0.0.0 entered into the IP number (because this
>is server assigned), nothing at all in the Dial Script and everything
>else is left at the default settings.
>What do you think... Should I give up? Is there some other setting I can
>fiddle with on the control panel? Maybe that slider called "delay" in
>the control panel?
>
>Fraser
Just a guess, is all set up right in Sting Protocols
in the control panel (.ACC)/Resolver info.
John

1244. Re: Building Null Cables LAN to RS232

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3728230c32e4171@oden.se>
Source record: 9701

on Thu 29-04-1999 00:40 Brain Roland wrote:

>I'm interested in making a quite long null modem cable to connect
>a Mega 4 and a Falcon 030. The question is, how many leads do I
>REALLY need to do this? What pins should be connected?

That depends on the purpose you need it for. STinG networks do not
need any handshaking as long as the speed is not too high, since TCP
contains flow control as part of its packet handling protocol. For
other purposes you will often need RTS-CTS handshaking too. On a port
that has handshaking inputs which are not connected to the other port's
outputs, you may need to strap those inputs to an 'active' voltage
'level' to avoid blocking the port. Usually this is done by strapping
to a corresponding output of the same port.

```
eg: port_A port_B
------ ------

Gnd_A ------------ Gnd_B \
RxD_A ------------ TxD_B > These connections are always needed
TxD_A ------------ RxD_B /

RTS_A ------------ CTS_B \ These are needed for RTS/CTS handshaking
CTS_A ------------ RTS_B / Without handshaking they need straps

DTR_A ------------ DSR_B \ These are usually not needed, but if present
DSR_A ------------ DTR_B / they need to be strapped as below instead

Strap alternative for DTR/DSR lines
DTR_A --+ +-- DTR_B \
| | > Here each DSR is fed by the DTR
DSR_A --+ +-- DSR_B / of the same port
```

If RTS/CTS lines are present on a port, and you do not want handshaking,
then you can let RTS feed CTS, to ensure proper operation. Just as
DTR feeds DSR in the DTR/DSR strap example.

For some purposes you also need DCD to be 'happy', and for that you need
to feed it the same signal as you use on DSR, which should be fed from
a DTR output, either from the other port or from the same port.

>This cable will be rather long, and I'd like to make it go from the
>Mega's MIDI port to the Falcon's LAN port.

That can't work, for two reasons:

1: MIDI uses a fixed bitrate of 31250 BPS, which the LAN port doesn't have.
2: MIDI does not use hardware drivers compatible with LAN port inputs.

MIDI should normally be used to connect to other MIDI ports only.
That is also the simplest way to connect any Atari computers, as
there is no need at all for special cables. Standard MIDI cables
are all you need.

If you need the Falcon's MIDI ports for a synthesizer, then you
have to use RS-232 for the network instead. If you also need
a Modem at the same time, then you are out of suitable ports.

Two solutions exist for this problem.

1: Buy an adapter that converts the LAN port to an RS-232 port.
Use the new port for your network and the standard port for
the modem.

2: Add RS-232 drivers for the (normally unused) Modem 1 port
that exists inside the Falcon. Install a connector for
those signals, and use that for your network. This frees
the standard Falcon Modem port (Modem 2) for modem use.

Unless you absolutely _must_ have synthesizer control while the
network is active, I advice you to go for the 'MIDI to MIDI'
network type. This also gives better speed than the Mega 4
can manage on Modem 1 (that is limited to 19200 BPS).

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1245. Re: ASCI and SCSI mixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37282490.75A0@ooc.de>
Source record: 9702

Brain Roland wrote:

> I've a Mega 4 with a Megafile 60 Hard Disk.
> Is it possible to connect a LINK 97 device to the thru port on
> this system and use both together?
> I.E. To connect a CDR device/scanners/etc.

Yes, this is possible.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1246. Atari STE ZIP Upgrade Board!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Y6+AxRAsUDK3EwFo@steverosie.demon.co.uk>
Source record: 9703
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,demon.adverts.uk.adverts.computer

Hi

I'm after any info on the STE ZIP upgrade board.

I've no idea on what it actually does! I do have a leaflet with
instructions how to fit etc. But it sounds a bit silly sticking in a
board that has 2 meg on it, into the 2 memory slots!!!!

What benefit or features does it do!! It seems to upgrade to 4 meg with
this board you remove all memory, slap in the upgrade PCB things and put
this other 2 meg on the ZIP board itself. It does seem to be a little
silly!!!!!

I've tried the number on the leaflet and I go the usual 'unknown number'
message. The (c) is Go Direct Limited 1993, the tech support number is
0480 (before the 1 day, 01480) 891171

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1247. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: Martin Graiter <graiter@DO_NOT_SPAMstarmail.com>
Message-ID: <7g9cim$3t9$1@news.cybercity.dk>
Source record: 9704

fraser <fraserck@flexi.net.au> wrote in message
news:3726EC56.29419D2F@flexi.net.au...

> I am beginning to think my ISP doesn't support the Atari ST. As far as
I
> can tell, I have Sting set up correctly, but it still just times out
on
> initialising link. I only have my username and password in the PAP_ID
> and PAP_PASSWD fields, DOMAIN is flexi.net.au, the two DNS numbers for
> my ISP, PPP selected, 0.0.0.0 entered into the IP number (because this
> is server assigned), nothing at all in the Dial Script and everything
> else is left at the default settings.
> What do you think... Should I give up? Is there some other setting I
can
> fiddle with on the control panel? Maybe that slider called "delay" in
> the control panel?
>
> Fraser
>

Ask your ISP if they're using PAP or CHAP modem protocols?
As I understand it there is no support for CHAP in STing yet.
You should try MiNT or Linux.

MG

1248. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37289711$0$494@news.zetnet.co.uk>
Source record: 9705

On 27 Apr 1999 15:05:02, Steve Stupple wrote:
wrt MegaSTe HD..
>
>How do you install a hard drive internally, what lead do I need etc...
>
>--

Well if you have the controller board already there (it was an optional extra) then you need a 50-pin IDC cable...like the one on the floor over there <points>

chrisc

1249. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37289769$0$494@news.zetnet.co.uk>
Source record: 9706

On 27 Apr 1999 23:59:26, "Jeroen den Hertog" wrote:

>I'm sure I have a ACSI/DMA controller: that's what HDX and other programs
>shows me.
>I have a Mega STe with a Tos 2.05. and a Seagate 48Mb.
>Can I find a normal SCSI controller for this machine? And then plug a bigger
>HD on it?

It's ASCI/DMA to SCSI. you just need a drive....I sell them guaranteed fopr
use with ATario's....I've got some 420Mb and bigger drives available
now....

Chris Crosskey
Abingdon Synthesis Projects

1250. Re: ASCI and SCSI mixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37289813$0$494@news.zetnet.co.uk>
Source record: 9707

On 29 Apr 1999 09:21:20, Uwe Seimet wrote:
>Brain Roland wrote:
>
>> I've a Mega 4 with a Megafile 60 Hard Disk.
>> Is it possible to connect a LINK 97 device to the thru port on
>> this system and use both together?
>> I.E. To connect a CDR device/scanners/etc.
>
>Yes, this is possible.
>

It might also be possible to run a SCSI output on your Megafile (so not needing the Link) as long as it is not an MFM/RLL based unit like the good ole 204

chrisc

1251. Re: Atari power supplies...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <372898c4$0$494@news.zetnet.co.uk>
Source record: 9708

On 29 Apr 1999 00:01:51, "Mark Phillips" wrote:
>System Solutions sell all sorts of atari spares,
>info-hardware@system-solutions.co.uk or sales@system-solutions.co.uk for a
>probably cheaper solution try abingdon synthesis projects
>chrisc@zetnet.co.uk .
>
>

Too right, the cheap (but rather ugly wqay) is to power the drive directly
off a PC PSU and remote power the ST from the PC PSU via a PSU-Burtser
cable .....I sell PSU-B-ST cables for 8 UKP including postage in the UK.
They've been improved since Joe got his review one for AC as
well....they look nicer and now have a vertical entry..

Chris Crosskey
Abingdon Synthesis Projects

1252. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <37289e24$0$497@news.zetnet.co.uk>
Source record: 9709

On 28 Apr 1999 19:04:32 , "Martin Graiter" wrote:

>Atari Corporation envisaged that nobody would need more than one HD,
>just like some other company envisaged that nobody would need more
>than 640KB RAM memory...

.. or that the total worldwide requirement for computers was .... 5!
(Courtesy IBM).

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1253. Re: ASCI and SCSI mixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <925420427.142.35@news.remarQ.com>
Source record: 9710

Chris Crosskey (chrisc@zetnet.co.uk) wrote:
: It might also be possible to run a SCSI output on your Megafile (so not
: needing the Link) as long as it is not an MFM/RLL based unit like the good
: ole 204

Hummm...
I opened the case to see what was inside...
It doesn't look like a SCSI connection, as it has two smaller ribbon
cables going into the drive mech rather than one wide one.

I'd assume that's the old MFM/RLL?

I forget what the lable was on the drive mech, but it was a full height
Seagate thing...ST something or nother was the model number. I was hoping
it was a true SCSI mech...cuz I've a old 80meg SCSI mech with MintNet
installed on it that would really be nice in that Mega ;)

But it's good to see I can pop on a LINK controller as well. Might even
do the dual CPU on one SCSI bus thing and mate the bugger with my Falcon.
Which reminds me...anyone know if permiscious mode driver software exists
for TOS? Something that'd keep all the disk caches updated across the SCSI
bus so active systems could SHARE the same partition at once?

Brian

1254. Re: Building Null Cables LAN to RS232

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: Martin Graiter <graiter@DO_NOT_SPAMstarmail.com>
Message-ID: <7gahsi$6jl$1@news.cybercity.dk>
Source record: 9711

Brain Roland <bjr@master.localink4.com> wrote in message
news:925346422.150.60@news.remarQ.com...

> I'm interested in making a quite long null modem cable to connect
> a Mega 4 and a Falcon 030. The question is, how many leads do I
> REALLY need to do this? What pins should be connected?
>
> This cable will be rather long, and I'd like to make it go from the
> Mega's MIDI port to the Falcon's LAN port.

You need 3 leads:

receive----------transmit
transmit----------receive
signal ground----------signal ground

The allowable lenght of your cable is limited. The longer cable the
lower transmission rate. I believe I could use 9m (27 feet) with 19.200
baud.
This was several years ago, so I'm not sure I remember it right.

You can't connect from the MIDI to LAN. Try Midi to Midi or RS232 to
RS232, or "Modem" to "Modem" in Atari lingo.

MG

1255. WTB: 520STe

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7gaboq$3h8$1@ns1.thpl.lib.fl.us>
Source record: 9712

got one with or without simms please advise price asking reasonable please
e-mail please and thank you sfpu@scfn.thpl.lib.fl.us

1256. Re: Atari power supplies...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: Mark Phillips <mark@ataribloke.freeserve.co.uk>
Message-ID: <7g83vh$14v$1@news4.svr.pol.co.uk>
Source record: 9844

System Solutions sell all sorts of atari spares,
info-hardware@system-solutions.co.uk or sales@system-solutions.co.uk for a
probably cheaper solution try abingdon synthesis projects
chrisc@zetnet.co.uk .

Guaka <souren@sci.kun.nl> wrote in message
news:7fq098$j9$1@wnnews.sci.kun.nl...
> Hi everyone!
>
> I'm looking for an address where I can buy Atari power supplies. I found
out
> that the two things I found that are not working, an SH205 and an STF,
have
> got nearly the same power supply. They're both broken... So I wonder where
> to buy such thingies. Or how to make them. Are there some problems that
> occur often with these thingies? Of course I tried new fuses, but they
> flashed :-/
>
> Greetz,
> Kasper
>
>
> btw: I thought I sent a msg before, but it didn't reach the newsgroup?!
>
>

1257. Building Null Cables LAN to RS232

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <925346422.150.60@news.remarQ.com>
Source record: 9845

I'm interested in making a quite long null modem cable to connect
a Mega 4 and a Falcon 030. The question is, how many leads do I
REALLY need to do this? What pins should be connected?

This cable will be rather long, and I'd like to make it go from the
Mega's MIDI port to the Falcon's LAN port.

Thanks,
Brian

1258. FS: Atari ST SupraDrive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: route@hitter.net
Message-ID: <3727a58e.13943139@news.hitter.net>
Source record: 9846

Atari ST SupraDrive with 112MB of storage for sale:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95959513

1259. ASCI and SCSI mixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <925346669.730.10@news.remarQ.com>
Source record: 9847

I've a Mega 4 with a Megafile 60 Hard Disk.
Is it possible to connect a LINK 97 device to the thru port on
this system and use both together?
I.E. To connect a CDR device/scanners/etc.

Thanks,
Brian

1260. The videokey, some specs....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <7g8dpvlne1@pale-rider.INS.CWRU.Edu>
Source record: 9848

Hi!

Remember the videokey???? I had one, then used it for experiments
and threw the rest away! :(

Question, the ST sync signals had to be combined for this product. Anyone got a schematic of the
videokey? And, that sync combining circuit?

Regards,

Jim W. Krych
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

1261. apology/POST DELAYS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-29 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <wqTV2.59$6c.3894@news1.atlantic.net>
Source record: 9849

To all,
My apologies for the repitition of my posts. There seems to be a long delay for my ISP to actually register them (me thinking they were not getting posted, hence, I kept trying!!!). It must have annoyed all to keep reading the same messages. I know it did me reading my own!!!

John

1262. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-30 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <sT8W2.3952$3F1.199696@news13.ispnews.com>
Source record: 9713

On 28 Apr 1999 21:09:10 , fraser wrote:
>I am beginning to think my ISP doesn't support the Atari ST. As far as I
>can tell, I have Sting set up correctly, but it still just times out on
>initialising link. I only have my username and password in the PAP_ID
>and PAP_PASSWD fields, DOMAIN is flexi.net.au, the two DNS numbers for
>my ISP, PPP selected, 0.0.0.0 entered into the IP number (because this
>is server assigned), nothing at all in the Dial Script and everything
>else is left at the default settings.
>What do you think... Should I give up? Is there some other setting I can
>fiddle with on the control panel? Maybe that slider called "delay" in
>the control panel?
>

In the Sting Port Setup cpx "General" menu, do you have PPP selected and
saved? Without this setting, PPP will not work.

1263. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-30 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <nObW2.478$6c.10397@news1.atlantic.net>
Source record: 9714

On 30 Apr 1999 02:50:00 , Joe M. Villarreal wrote:
>On 28 Apr 1999 21:09:10 , fraser wrote:
>>I am beginning to think my ISP doesn't support the Atari ST. As far as I
>>can tell, I have Sting set up correctly, but it still just times out on
>>initialising link. I only have my username and password in the PAP_ID
>>and PAP_PASSWD fields, DOMAIN is flexi.net.au, the two DNS numbers for
>>my ISP, PPP selected, 0.0.0.0 entered into the IP number (because this
>>is server assigned), nothing at all in the Dial Script and everything
>>else is left at the default settings.
>>What do you think... Should I give up? Is there some other setting I can
>>fiddle with on the control panel? Maybe that slider called "delay" in
>>the control panel?
>>
>
>In the Sting Port Setup cpx "General" menu, do you have PPP selected and
>saved? Without this setting, PPP will not work.
>.
I don't have Sting Port CPX activated at all and I connect PPP OK!
But I do agree there might be CPX problem.
John

1264. Connecting ICD Multi I/O to a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-30 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7gbg85$bn26@news.ajou.ac.kr>
Source record: 9715

Greetings,

I would like to somehow connect my Atari 8-bit computer
equipped with a ICD 1meg Multi I/O (MIO) to my Falcon so
that I can exchange files with them.
I would like to use the modem ports or the parallel ports
if possible. Which ever one works and would be the fastest.

I was thinking that some type of Null Modem cable would
probably work, not real sure on this.

Also if possible I'd like to have both connected and still
use the Falcon Online to the Net.

Maybe sometype of LAN cable to RS232 on the MIO would
work?

If anyone can give some tips on how to make this work
I'd sure appreciate it.

If some cables need to be made in order to do this, I could
use some text files or etc on how to make them.

Also, I'd like to make a LAN cable to modem for the
Falcon so that I can hook up a standard modem to the LAN
port. Any help on that is much appreciated as well.

Thanks,
phantomm@kih.net

1265. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-30 00:00:00 UTC
From: Jeroen den Hertog <jhert@multiweb.nl>
Message-ID: <7gci7c$ah2$1@news.news-service.com>
Source record: 9716

fraser <fraserck@flexi.net.au> wrote in message
news:37298A27.3A1EB602@flexi.net.au...
>
>
> Roger Cain wrote:
>
> >
> > .. or that the total worldwide requirement for computers was .... 5!
> > (Courtesy IBM).
>
> 5 what? 5K? I've not heard that before...

No: 5 computers!!! (it's crazy but it's true...!)

JdH

1266. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-30 00:00:00 UTC
From: Jeroen den Hertog <jhert@multiweb.nl>
Message-ID: <7gciup$b90$1@news.news-service.com>
Source record: 9717

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message
.

> What is the exact reference
> of that drive ? This should tell you what kind of drive you have, and
> therefore what kind of drive you can upgrade to.
>
> Nick

It's a Seagate ST157N (ACSI).
An old IBM 0663 Models L12 don't work on the controller....

JdH

1267. HD Driver & MO Optical drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-30 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <boKg1IA$RhK3EwF1@steverosie.demon.co.uk>
Source record: 9718
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I'm using HD driver v7.51 with an ICD Link II and I can't get it to see an MO optical drive or one of my Pioneer multi CD changers; I couldn't get it to see a PD drive either!!

I have even tried the devices on their own.

The ICD software detects them! But I want to use the DOS compatibility mode that HD Driver offers.

Anyone got an idea! I've been fiddling for nearly 5 hours and getting a little ######## ###!

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1268. Milan questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-30 00:00:00 UTC
From: peter.slegg@zetnet.co.uk
Message-ID: <372a1aff$0$9533@znews.zetnet.co.uk>
Source record: 9719

I've had a Milan040 since the New Year and I have experienced a few minor but irritating problems.

The CD drivers MetaDos and MetaXBS seem to clash with the Milan Soundblaster software.

If either of these drivers is active then no sound is output from applications like GEMJing or Aniplayer. Has anyone else noticed this ?

The second problem is probably caused by something I installed but I can't figure out what it is.

No matter what resolution I boot in, the desktop always starts-up in the same mode. After the various AUTO programs have loaded the screen always reverts to 640*480*64k, it used to be ST_High but after a lot of playing about it now starts in the latter mode but refuses to register the res. I choose from the menu. Does anyone have any ideas?

Lastly, has anyone tried replacing Mint with Magic on their Milan yet?

regards,

Peter.

1269. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-04-30 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <372A271E.D7B0387A@cable.A2000.nl>
Source record: 9720

Jeroen den Hertog wrote:
>

> > > .. or that the total worldwide requirement for computers was .... 5!
> > > (Courtesy IBM).
> >
> > 5 what? 5K? I've not heard that before...
>
> No: 5 computers!!! (it's crazy but it's true...!)
>

In those times you couldnt bring a computer into a building.
You had to buy the computer first, then wrap the building around it.

Henk

1270. Re: *Atari ST FTP site list*

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-01 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7gfb25$b0p$2@news.ncal.verio.com>
Source record: 9721

On 30 Apr 1999 02:25:00 , Hallvard Tangeraas wrote:
>Here it is, this month's FTP site list.
>No changes that I know of this time.
>
>
>I believe this will be my last regular posting to the newsgroups and
>update of the list.
>I've been at it since 1994 and believe it's about time to pack it in.
>
>The list will of course still be available at the usual FTP location (ASCII
>text version as enclosed here) and as an online access (HTML) version as part
>of my Atari Launchpad (URL below and in my signature), but I'm not going to
>keep making an update every month as I have for the past few years any longer.
>
>But, if I come by (or hear about) any changes I'll add them to the list at
>those mentioned locations where anyone can get to them at any time as usual.
>
>Enjoy, and thanks for your support everybody.
>
>
>Hallvard
>
Hallvard:

This is a little surprise to hear as I have been enjoying seeing the updated lists, knowing that they are updated and seeing your comments at the beginning of each post. So I (we) will miss that. However I can see it is a pain to do month after month, year after year, so I really appreciate how long you have kept it up. If you had NOT posted to the newsgrps, I would not have known there were any atari FTP sites, as your list started me on the road of FTPeeing (little pun).

So Thankyou again Hallvard....eh.... Harvard (inside joke)

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

1271. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-01 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <372B7663.6B7FBC7A@cable.A2000.nl>
Source record: 9722

Martin Graiter wrote:
>
>
> Try sending them a fax, they usually respect that since they'll believe
> you're a company.
>
> MG

How true!

I have insured my computers against thefth and fire for aprox 3 Euro a month.
Now my insurance company thinks I am a company that supplies energy to half of Europe.
Last week I got an offer for extra insurance up to 2.000.000.000,= worth damage to 3th parties because of the Y2K problem I must have.

Henk.

1272. Atari Emulator question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-01 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <ViArfqAUG2K3Qw84@shaw1.freeserve.co.uk>
Source record: 9723
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Which emulator am I best getting for programming?

(Can you please DON'T reply to c.s.a.s., as my mail program doesn't seem
to like that group)
--
||| Clair Shaw (aka. CDS) | Clair@Shaw1.freeserve~co~uk /-- +-\ +--
/ | \ http://surf.to/shaws | ICQ: 104335 ANTISPAM^ ^ | | | |__
/ | \ IRC: #atari, #shaw1 | BOT: CDSbot (/msg ~hello) __ +_/ __|
"So, what do you think, Mr Hankey?","No! You die!!"

1273. FS: 1-MEGA ST2 & 1-STE1040 Fully Loaded +

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-02 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <tbSW2.525$9d4.29136@monger.newsread.com>
Source record: 9724
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Please visit http://www.vcnet.com/jsfcomsrv/Inven99.html
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12" Monitors
Printers
Atari Systems **********
Music & MIDI
Handmade P-Bass
Pictures are available
This is a private Sale!
Once these items are sold - that's it!
Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv
Click the picture icons for ---
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom's Folk Music History Page or
Guitar Lessons and more.

Thank You

Note to the Newsgroup Leader or Webmaster:
If this material is offensive, spam or a problem to be listed here, please
contact me at jsfcomsrv@vcnet.com and I will remove myself from your group.

Thank you,
Jerry S. Faigin

1274. Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-02 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990502075051.19632.00001482@ng-cc1.aol.com>
Source record: 9725

hi,
of all the STs availible, which is best for sheer gaming
fun?
james.

1275. Re: Atari Emulator question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-02 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dr6mjr.iipxlde4k37uN@max02-083.enterprise.net>
Source record: 9726
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Clair Shaw <Clair@shaw1.freeserve.co.uk> wrote:

> Which emulator am I best getting for programming?

NoSTalgia and PowerST - for Macintosh of course :-)

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1276. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-02 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <KvXUkfANFGL3Ew$w@steverosie.demon.co.uk>
Source record: 9727

In article <19990502075051.19632.00001482@ng-cc1.aol.com>, Lethor7
<lethor7@aol.com> writes
>hi,
> of all the STs availible, which is best for sheer gaming
>fun?

They are all about the same! The STE's do have games only meant for
them; Obsession is one of them. And they are easy to upgrade.

Although there are many games that don't like the STE's, IK+ springs to
mind, most fail at the disk protection. These are in the minority
though.

My kids love playing on one of my 520STFM's, even though they have game
consoles!!!

In the end it all comes down to personal taste and what you're usage for
it is.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1277. Re: Milan questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-02 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7gieo5fic1@sun27.hrz.tu-darmstadt.de>
Source record: 9728

Hi!

Peter Slegg <peter.slegg@zetnet.co.uk> wrote:
> The CD drivers MetaDos and MetaXBS seem to clash with the Milan
> Soundblaster software.

Sorry, can't help here, as I don't have a CD on the Milan.

> No matter what resolution I boot in, the desktop always starts-up in the same
> mode. After the various AUTO programs have loaded the screen always reverts
> to 640*480*64k, it used to be ST_High but after a lot of playing about it now
> starts in the latter mode but refuses to register the res. I choose from the
> menu. Does anyone have any ideas?

It's a bit confusing, but to set the resolution you want N.AES to boot
in, you have to save newdesk.inf in SingleTOS(!) (with the desired
resolution).

The next version of N.Chres will have a "save" button to avoid this
annoying "workaround".

> Lastly, has anyone tried replacing Mint with Magic on their Milan yet?

I don't think it's already out, but as the beta phase is finished, it
should be released in the near future.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1278. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-02 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <bs4X2.650$9d4.39169@monger.newsread.com>
Source record: 9729

Try getting your hands on a STF1040 with 4MBs of RAM and TOS 1.0 with a switch to 2.0. That will cover everything for Atari games.

Jerry
Ex-vice president of R.A.M.
Real Atari Maniacs
Lethor7 <lethor7@aol.com> wrote in message
news:19990502075051.19632.00001482@ng-cc1.aol.com...
> hi,
> of all the STs availible, which is best for sheer gaming
> fun?
> james.

1279. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-02 00:00:00 UTC
From: Martin Graiter <graiter@DO_NOT_SPAMstarmail.com>
Message-ID: <7giq4h$3gk$1@news.cybercity.dk>
Source record: 9730

Lethor7 <lethor7@aol.com> wrote in message
news:19990502075051.19632.00001482@ng-cc1.aol.com...
> hi,
> of all the STs availible, which is best for sheer gaming
> fun?
> james.

Why choose? They're so cheap now so you can easily afford
a couple of them. One 1040ST with the old TOS 1.0, and one
1040STE for games that utilize the extra hardware features?

MG

1280. Re: ASCI and SCSI mixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <372e0126$0$490@news.zetnet.co.uk>
Source record: 9650

On 3 May 1999 06:59:54 , Uwe Seimet wrote:
>Chris Crosskey wrote:
>
>> It might also be possible to run a SCSI output on your Megafile (so not
>> needing the Link) as long as it is not an MFM/RLL based unit like the good
>> ole 204
>
>All SH or Megafile models except the Megafile 44 (this was a standard
>SyQuest 44 MByte SCSI drive) are MFM/RLL based.
>

Ahh...but aren't some of them like the BMS drives where you had an
ACSI-SCSI board followed by a SCSI-MFM/RLL (dunno which)
board...incidentally if anyone has the drivers for the BMS-100 Mk2 (or any
BMS driver software) I'd like a copy...I have one of these archaic old
horrors and want to see if it works.....all normal software, even Uwe's
wonderful(just solved a major wierdness problem on my Falcon's 4Gb drive
only adressing 3Gb with HDDRIVER 4.61) stuff, just bounces off laughing,
bombing out or crashing....

chrisc

1281. Re: WTB: SM 124 monitor & 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <372e0166$0$490@news.zetnet.co.uk>
Source record: 9651

On 3 May 1999 12:47:41 , "Uncle Ivan" wrote:
>I desparately need a new SM 124 monitor for my old ST and would entertain
>buying an excellent-condition 1040 ST with a good working mouse. Reply via
>email to teknokon@msn.com. Thanks!
>
>Ivan

Why not use a VGA plus a converter, bigger screen easier to replace if it
ever dies again....

chrisc

1282. HD floppy on mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: sjmontar@easynet.fr
Message-ID: <7gl12i$19p8$1@buggy.easynet.fr>
Source record: 9652

Hello everybody

I am the owner of the two following items : one mega STE and one HD floppy unit. I have read or heard that the megaSTE can handle HD floppy units without hardware modification (besides the floppy unit replacement of course). But I am not too sure about what is to be done, on the megaSTE unit (dip switches to move ou ?) and on the HD floppy (jupper setting, other hardware modifications ?

If any of you know abaout this, or about a site where all is explained, I will be gratefut.

Happy Ataring !

Stephane Montarsolo

1283. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <372e248d$0$9533@znews.zetnet.co.uk>
Source record: 9653

On 17 Apr 1999 06:32:19 , Doctor Clu wrote:
>I am an Atarian from the 8-bit days. To me there is no greater device
>to use for storing and constantly using a program than ram/rom based.
>No mechanical components to go out, nothing to lubricate... to me, it's
>heaven.
>
> The only modern day equivalents that come close to the bliss of a
>cartridge is a flash-ram card (that I tend to use on a Newton) and of
>course rewritable CD ROM's are nice. (While the drive has mechanical
>parts, at least the CD platter will survive...)
>
> So I'm curious... the Atari ST has a cartridge port that can handle a
>128K cartridge (been into the ST scene for only five months tops). So
>far I've heard of a terminal cartridge and the Spectrum (Macintosh
>emulator) cartridge.
>
> What else on the ST was/is cartridge based?
>
> Doctor Clu
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>.
I can`t answer your question but I might know someone who can.
I was to Dave of the Upgrade Shop (TUS) (details to folllow) about
the Veloce (details:- upgrades a STE to a 68020 processor at 16mhz,
0, 2 or 4 mb fast Ram of zero wait state, at 32 bit, switchable
between standard and upgrade.) anyway he was telling me about some
project he was doing. Which was to use programable chip (because of
copyright) to make a bootable system to run stright into Cu-base for
some customers.

As an old XL user myself it does seem a bit of a wast of a port not
to be used (well only for music). I`ve only move up to the ST in the
last 8 months, started with just a 1meg STE now have 4meg (wiating the
Veloce +4meg) the 1gig HD, CD-Rom, ext. ZIP drive. Color and Mono
Monitor. Just the start of my main system, wait tell I get more space.
My old XL was expanded to 256k, 2x PIA chips (for an extra 16bit
control port), 2x POKEY chips. I had design an circuit with the
control of the 2nd PIA chip it could take up to 4 Meg, in thery.

- Dave
Upgrade Shop (TUS)
37 Crossall Street

Macclesfiald
Cheshire
SK11 6QF
ENGLAND
(sorry UK dial code)??? 01625 503448

if you don`t have any joy then e-mail me and I`ll contact hem for
you but beware his very besy.
I`am tying to transfere files from the Xl ver the 850 in to the
serial port of the ST, do you know (or know of any one, email) on
how to contect the 1050 disk drive to the serial port of the ST.

Thanks if you can.
Hope you find the above of some help.

Karl

1284. Atari 8-bit to ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <372e248f$0$9533@znews.zetnet.co.uk>
Source record: 9654

Need some help???????????????
I`am tring to transfere some info from my old XL ver the 850
interface to the seril port on the ST.
But I`ve heard the 1050 (5.25 disk drive D/D) can be connected to the
serial port of the ST, can anyone tell me how.

Thanks.

Karl

1285. Control Ports on the STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <372e2491$0$9533@znews.zetnet.co.uk>
Source record: 9655

HI,

Does anyone know how to use and program (what software) the 15 pin
control port on the STE to control and monitor external devices.
Did use something on an old XL to control an Alarm system.

Thanks for anyone who can help.
Karl

1286. Re: Atari ST with 1224 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372e34dcd8ccd0@oden.se>
Source record: 9656

on Mon 03-05-1999 12:41 B.Fuchsel wrote:

>Hi! I'm helping with computers for a charity thrift shop. An Atari ST
>with 1224 monitor was donated, and seems to work great, but I need some
>more info.

This is the place for such info, so you got that right.

>1> The OS seems to be GEM/TOS. How compatible is this with
> all the normal PC DOS software out there?

Not compatible at all I'm afraid. The ST uses another CPU type,
similar to early McIntosh computers, and the OS is not at all
similar to PC DOS. Emulators exist, but are extremely slow,
except a few based on hardware boards, which are expensive.

>2>There is a plug for an external hard drive. Is this Atari-only,
> or will a generic HD do? (Any cards necessary?) Also, can they be found,
> and how much would they cost?(Someone has asked.)

The hardisk interface is an Atari-specific standard named ACSI, which is
somewhat related to SCSI, but it does require a so-called host adapter
to allow connection of standard SCSI drives. They can be found, but I am
not well informed on current prices. Alternatively you can look for the
Atari Megafile drives (now available secondhand only I think) which can
be connected directly to the 19-pin ACSI connector.

Note also that even a small drive will go a long way for Atari systems,
since applications do not waste space as much as they usually do on PCs.

3> Is the 1224 monitor like VGA, SVGA, or what?

SC1224 is a colour monitor that needs signal timing similar to that used in
television sets. It can handle both european PAL and american NTSC timing.
It can not display VGA or SVGA signals at all.

>Is it compatible only with Atari, or could it be converted (plug conversion)
>for use with a PC or MAC?

No, it is not suitable for use with other computer systems, except possibly
other systems that used monitors with 'TV-like' signal timing, such as many
gaming systems have done. Such use will require a custom made adaptor plug.

4> Can Windows 3.1 be run on the system, if someone really wanted it?

Sorry, but no way! No emulator can be fast enough to handle a system
so inefficient as windows on a machine of this kind. It only has an
8 MHz CPU you know.

>It looks like GEM/TOS might be resident in a chip.

Yes, that is so. It is also possible to load replacement TOS from disk,
however, and that's the customary way of loading multitasking TOS versions.

>Sorry if these seem elementary questions, but my experience has been
>strictly PC.

No excuses are needed.
If all people were identical, only one would be needed !
And then what would the rest of us do ?!? ;-)

>I really like what I've seen of this system so far,

Yes, it is quite nice, especially when you consider its age too.
It is quite amusing to see microsoft claims of recent years that
they contributed in any way to development of modern WIMP systems,
when Atari and Apple had them long before microsoft got involved.

>but can't answer the questions I've been given, and have been having
>trouble finding information. Thanks for ANY help you can give!
> Bette F.

I hope you find some of the above useful.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1287. Atari ECopy ???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Audronic <audronic@alphalink.com.au>
Message-ID: <372CD97D.4353@alphalink.com.au>
Source record: 9731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

??? Is there available an English version of ECopy by Robert Weiss

If So, could somebody point me in the right direction

Thanks in advance

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

1288. Extend.Keybd./Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <Fh7X2.74$hv5.1006@news1.atlantic.net>
Source record: 9732

Hi all,
There is a way to access extra characters on the ST4 keyboard
(forgot how), like smiley faces, musical notes and other stuff.
Just wonderin' if there's a way to to the same with the Falcon!
John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

1289. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372d13742a606a0@oden.se>
Source record: 9733

on Sun 02-05-1999 22:36 Jsf wrote:

>> hi,
>> of all the STs availible, which is best for sheer gaming
>> fun?
>> james.

>Try getting your hands on a STF1040 with 4MBs of RAM and TOS 1.0 with a
>switch to 2.0. That will cover everything for Atari games.
>
>Jerry

Slight mistake there Jerry. No TOS exists with version code 2.0 .
You must mean TOS 2.06, but for pure gaming purposes it's no good.
There is a large number of programs about that will not run well
on any other TOS than 1.04 . My recommendations for switched TOS
are therefore as follows.

For pure gaming:

TOS 1.00, original unpatched version
plus
TOS 1.04, original unpatched version

For good gaming mixed with serious work:

TOS 1.04, original unpatched version
plus
TOS 2.06, preferably patched with WinX 2.3G and SHBUF
(both patches by Martin Osieka)

For best gaming _without_ installing any TOS switch:

TOS 1.04, original unpatched version

At present there are more good programs dependent on TOS 1.04 than there
are for TOS 1.00, and all that will run on both will do so faster and
safer on TOS 1.04 . Also (perhaps most important), there are so many
bugs in the GEMDOS filesystem of TOS 1.00 that they form a distinct
threat to the survival of harddisk partitions. Those bugs were only
partially fixed in TOS 1.02, and TOS 1.04 is the first of all TOS in
which the internal caching system of GEMDOS really does work properly.
(The same is true of the 'fastload' flag implementation.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1290. Re: *Atari ST FTP site list*

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <7gj0os$d59@usenet.pa.dec.com>
Source record: 9734

>On 30 Apr 1999 02:25:00 , Hallvard Tangeraas wrote:
>>I believe this will be my last regular posting to the newsgroups and
>>update of the list.
>>I've been at it since 1994 and believe it's about time to pack it in.

Thanks for the regular updates of the sites.
I believe that it have been a great resource to all Atari users - it have been
to me.

Nice to know that the ftp list will still be accessible on your web pages.

Rgds
William

Your mouse has moved. Windows NT must be restarted for the
change to take effect. Reboot now? [OK]

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/14Mb/1.5GB/CD/MTOS
http://probehouse.atari.org / | \P2-450/64MB/6GB/Win95

1291. Re: HD Driver & MO Optical drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372D479D.1FA2@ooc.de>
Source record: 9735
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple wrote:

> I'm using HD driver v7.51 with an ICD Link II and I can't get it to see
> an MO optical drive or one of my Pioneer multi CD changers; I couldn't
> get it to see a PD drive either!!

Did you actually activate the SCSI IDs of these devices in the Device
Configuration window? Also check your cables and especially your
termination. A lot of users have their SCSI chain not properly
terminated.
Since lots of users are using MO and PD drives with HDDRIVER (including
myself) you can be sure that this is not a general problem with the
driver.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1292. Re: ASCI and SCSI mixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372D496A.2251@ooc.de>
Source record: 9736

Chris Crosskey wrote:

> It might also be possible to run a SCSI output on your Megafile (so not
> needing the Link) as long as it is not an MFM/RLL based unit like the good
> ole 204

All SH or Megafile models except the Megafile 44 (this was a standard
SyQuest 44 MByte SCSI drive) are MFM/RLL based.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1293. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372D65B7.488FA795@directprovider.REMOVETHECAPITALS.net>
Source record: 9737

```
Lethor7 a ï¿½crit :
>
> hi,
> of all the STs availible, which is best for sheer gaming
> fun?
> james.

Just for gaming, a simple 1040STF or STE with a colour SC1224 monitor is
best.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1294. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372D6616.A824DA7D@directprovider.REMOVETHECAPITALS.net>
Source record: 9738

JSF a ï¿½crit :
>
> Try getting your hands on a STF1040 with 4MBs of RAM and TOS 1.0 with a
> switch to 2.0. That will cover everything for Atari games.

Nah, no need for TOS 2.06 for just games. Also 4Mb might screw up some
of the older games that assumed you could only have 512 or 1024K.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1295. Re: Atari ECopy ???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925725309.3733.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 9739
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Audronic wrote in message <372CD97D.4353@alphalink.com.au>...

>??? Is there available an English version of ECopy by Robert Weiss
>
>
>If So, could somebody point me in the right direction

I think that it was translated and released by System Solutions a while back
(ISTR reading a review in an early Atari Computing).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1296. Re: Which St is best

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990503064733.20887.00001571@ng21.aol.com>
Source record: 9740

hi,
thanks for the fantastic answers, so nice. So what's the
big difference between STFs and STEs? And if I have Tos 1.00
can I upgrade?
thanks,
james.

1297. Re: VGA monitor on Mega STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372D7E49.62A027E6@directprovider.REMOVETHECAPITALS.net>
Source record: 9741

```
Jeroen den Hertog a ï¿½crit :
>
> Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message
> .
>
> > What is the exact reference
> > of that drive ? This should tell you what kind of drive you have, and
> > therefore what kind of drive you can upgrade to.
> >
> > Nick
>
> It's a Seagate ST157N (ACSI).
> An old IBM 0663 Models L12 don't work on the controller....
>

Well, a search on http://www.blue-planet.com/tech/ (where you will also
find such things as spec sheets and jumper settings) shows that the
ST157N is definitely a SCSI drive. The ST157A is the IDE version, and
the ST157R is the RLL model (that would have been used on the older ACSI
Megafile units).

So you can definitely use that drive on a SCSI host. Use the jumper
sttings sheet from the blue-planet site to deactivate parity checking on
the drive, as the Mega STE host adapter does not support it.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1298. Re: HD Driver & MO Optical drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <7+NIAFAlyXL3EwIP@steverosie.demon.co.uk>
Source record: 9742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

In article <372D479D.1FA2@ooc.de>, Uwe Seimet <us@ooc.de> writes
>Steve Stupple wrote:
>
>> I'm using HD driver v7.51 with an ICD Link II and I can't get it to see
>> an MO optical drive or one of my Pioneer multi CD changers; I couldn't
>> get it to see a PD drive either!!
>
>Did you actually activate the SCSI IDs of these devices in the Device
>Configuration window? Also check your cables and especially your
>termination. A lot of users have their SCSI chain not properly
>terminated.

>Since lots of users are using MO and PD drives with HDDRIVER (including
>myself) you can be sure that this is not a general problem with the
>driver.
>

Hi

I've tried every configuration I can think of:(

This is how I first tried it, with and without termination!

Link II - EZ Drive - CD 1 - CD 2 - CD 3 - HD - MO

At the moment I'm using this set up:

Link II - HD - MO

I sold the PD drive because I couldn't get it to work:(

I've done everything I can think of, including the device config. I
doesn't even recognise it in the ID check. Saying that, one of my CD
Changers doesn't show up but Extendos has no problem with it!!!

The only think I am not able to test and that's a different adaptor,
I've checked with 3 ICD Link II's. I've also tested it on different
machines: 2 x STE's, 2 STFM's and 1 x Mega STE, and I get the same
result!!!

What I don't understand is why under ICD's driver it's detected but
under HD Driver it's not!!!! All I need the MO for is to transfer data
from my Atari's to my pc's for plonking on CD!!!

Any help is very appreciated, I think I only have a handful of hair
left;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1299. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <AR227bALOYL3Ew8c@steverosie.demon.co.uk>
Source record: 9743

In article <bs4X2.650$9d4.39169@monger.newsread.com>, JSF
<jsfcomsrv@vcnet.com> writes
>Try getting your hands on a STF1040 with 4MBs of RAM and TOS 1.0 with a
>switch to 2.0. That will cover everything for Atari games.
>

No need for TOS 2.0+ for games. I have also noticed some problems with
1.4 (Rainbow TOS) running some games. The best TOS for the STFM's would
be 1.2, I've not come across many that don't like it.

OK you gain a few K of memory in TOS 1.4, but it does have it's fair
share of protection timing problems; doesn't it Mr RNC!!!!!!

Also as Atari are quite cheapish, an STE would be a better choice. Games
wise it doesn't matter that much about the TOS 1.6 and 1.62 unless
you're going to be using some med rez games!

Having 2 ST's you can play some MIDI games; MIDI Maze, and Substation if
you have 2 STE's;)

If you go for the STE, then get the disk based TOS 1.09. This solves 99%
of compatibility problems for desktop loading games. One day I may get
time to see I can get it to run with Auto folder programs and games that
use a sector style format;)

I use STE's and very rarely do I have to use any of my FM's when I test
software!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1300. Re: Which St is best

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372D887D.4E8F38E9@directprovider.REMOVETHECAPITALS.net>
Source record: 9744

Lethor7 a ï¿½crit :
>
> hi,
> thanks for the fantastic answers, so nice. So what's the
> big difference between STFs and STEs? And if I have Tos 1.00
> can I upgrade?

The STE is a later version of the STF with some enhancements, mainly:
-hardware scrolling
-blitter chip
-FPU socket
-SIMM memory
-TOS 1.62
-Stereo DMA sound
-Extra joystick ports (hardly ever used).

If you only want to play games, then you don't care which TOS version
you have. If you plan on doing anything serious, then forget about the
STF altogether and get at least an STE that you can upgrade to 4Mb.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1301. WTB: SM 124 monitor & 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Uncle Ivan <Teknokon@email.msn.com>
Message-ID: <ORZsa1YI#GA.125@cpmsnbbsa03>
Source record: 9745

I desparately need a new SM 124 monitor for my old ST and would entertain buying an excellent-condition 1040 ST with a good working mouse. Reply via email to teknokon@msn.com. Thanks!

Ivan

--
\\\\//// "When all is said & done,
-OO- there will be nothing left
L to do or say..."
///\\\ --- Uncle Ivan

1302. Re: FS: Atari ST1040

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: Sam Ward <samward@earthlink.net>
Message-ID: <372DA03D.323A64E9@earthlink.net>
Source record: 9746
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

```
For sale: Atari 1040ST
SM124 Monitor
Panasonic KXP1180 printer
Atari SX212 modem
SH204 ext 20M HD
Pagestream page layout software
Timeworks SwiftCalc ST software
C-Lab Creator Midi music sequencer
All cables, manuals, extra mouse .................$100 or Best
offer
```

1303. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <372d9979.774387@news.easynet.co.uk>
Source record: 9747

On 2 May 1999 11:50:51 GMT, lethor7@aol.com (Lethor7) wrote:

>hi,
> of all the STs availible, which is best for sheer gaming
>fun?
> james.

My STe is pretty damn good. Its got 4MEG and a ADspeed accelerator which is surprisingly compatible with games running at 16MHZ. Which means many games that run a bit slow on the ST like Battle Command actually run with a good frame rate. If you go for a Mega STe or TT you lose a lot of compatibility. If you go for an accelerated STFM you loose STe enhanced features meaning you can't run some of the better later games. So unless I hear a reason otherwise I think I have the best ST gaming machine available. Unless of course there's another ST accelerator that makes use of a 68000 lets say at 20 or 24MHZ that can be toggled speed wise on the fly and doesn't need a later operating system that would reduce compatibilty.

As for STe incompatible games as far as I know most of these are available now in STe compatible cracked form. Although I've yet to come across a Die Hard 2 Ste compatible version.

1304. Re: internet still not quite working, but insurance OK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7gksqo$8mo$1@news1.xs4all.nl>
Source record: 9748

On 1 May 1999 23:47:15 , Henk Robbers wrote:
>
>I have insured my computers against thefth and fire for aprox 3 Euro a month.
>Now my insurance company thinks I am a company that supplies energy to half of
>Europe.
>Last week I got an offer for extra insurance up to 2.000.000.000,= worth damage to
>3th parties because of the Y2K problem I must have.
>
If they think you can make so much damage: why are you walking around
free?

My insurance(of the Stichting ST really) send me many papers I had
to sign or no insurance at all.
Now anything that can be related somewhow (according to them) to a
Y2K problem is not insured.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1305. Atari ST with 1224 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-03 00:00:00 UTC
From: "B.Fuchsel" <telyncbf@cwnet.com>
Message-ID: <372DFBE3.2D31DA3B@cwnet.com>
Source record: 9749

Hi! I'm helping with computers for a charity thrift shop. An Atari ST with 1224 monitor was donated, and seems to work great, but I need some more info. 1> The OS seems to be GEM/TOS. How compatible is this with all the normal PC DOS software out there? 2>There is a plug for an external hard drive. Is this Atari-only, or will a generic HD do? (Any cards necessary?) Also, can they be found, and how much would they cost?(Someone has asked.) 3> Is the 1224 monitor like VGA, SVGA, or what? Is it compatible only with Atari, or could it be converted (plug conversion) for use with a PC or MAC? 4> Can Windows 3.1 be run on the system, if someone really wanted it? It looks like GEM/TOS might be resident in a chip. Sorry if these seem elementary questions, but my experience has been strictly PC. I really like what I've seen of this system so far, but can't answer the questions I've been given, and have been having trouble finding information. Thanks for ANY help you can give!
Bette F.

1306. Re: Atari ST with 1224 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <372E1FD1.2FA6B737@cable.A2000.nl>
Source record: 9657

B.Fuchsel wrote:
> 1> The OS seems to be GEM/TOS. How compatible is this with
> all the normal PC DOS software out there?

Completely incpmpatible.

> 2>There is a plug for an
> external hard drive. Is this Atari-only,

Yes.

> or will a generic HD do? (Any cards necessary?)

Not a card needed, if you can find the right HD
Read this NG for a while and look out for the term "MEGAFILE"

> 3> Is the 1224 monitor like VGA, SVGA,
Not sure, never had that one. I think it is a RGB monitor.

> 4> Can Windows 3.1 be run on the
> system, if someone really wanted it?

No.
Atari runs it's own window system, which is completely held in, and running
from ROM chips.

> I really like what I've seen of this
> system so far,

That is nice.

> but can't answer the questions I've been given, and have
> been having trouble finding information.

You can find all your answers in a quick FAQ.
http://quickfaq.atari.org `(Hi Nick)

Henk

1307. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gm3ahdvt6@news5.svr.pol.co.uk>
Source record: 9658

```
On 30 Apr 1999 22:40:52 , Ashley Seabrook wrote:
>On 28 Apr 1999 21:09:10 , fraser wrote:
>
>>I am beginning to think my ISP doesn't support the Atari ST. As far as I
>>can tell, I have Sting set up correctly, but it still just times out on
>>initialising link. I only have my username and password in the PAP_ID
>
>Several people, myself included, have started having this problem with
>the Freeserve ISP in the UK :-(

As I've said several times before I get perfect results with STinG and
Freeserve, in fact it's got better if anything.

An email will result in a copy of my scripts for Freeserve.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1308. Re: Atari ST with 1224 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372E9F89.D20BAA6D@directprovider.REMOVETHECAPITALS.net>
Source record: 9659

"B.Fuchsel" a ï¿½crit :
>
> Hi! I'm helping with computers for a charity thrift shop. An Atari ST
> with 1224 monitor was donated, and seems to work great, but I need some
> more info. 1> The OS seems to be GEM/TOS. How compatible is this with
> all the normal PC DOS software out there?

It isn't. It's like Mac and PC, 2 different things altogether. PC DOS bloatware is not something I would call "normal", BTW.

2>There is a plug for an
> external hard drive. Is this Atari-only, or will a generic HD do? (Any
> cards necessary?) Also, can they be found, and how much would they
> cost?(Someone has asked.)

You would need a SCSI drive, and a special SCSI host adapter, or an Atari HD. This is all detailed in the Quick FAQ.

> 3> Is the 1224 monitor like VGA, SVGA, or
> what? Is it compatible only with Atari, or could it be converted (plug
> conversion) for use with a PC or MAC?

The 1224 is an RGB colour monitor. It's more like a TV display than a VGA monitor, you could hack it to connect it to 8-bit computers or an Amiga, but not to a modern PC or Mac. It can only display 200 lines horizontally.

> 4> Can Windows 3.1 be run on the
> system, if someone really wanted it?

Nope. What use would that be anyway ? That would be missing the point of owning an "alternative" computer. If you want to run Windows, you should get a 486 or something. The ST is something different. Although it's far less powerful than a modern PC, the software that runs on it is the opposite of the PC's bloatware, making it just as useful, and easier to maintain.

> It looks like GEM/TOS might be
> resident in a chip.

It is. That way you can't mess up the registry or your DLLs. Whatever you do, you'll never lose the OS, and it boots in seconds instead of minutes.

> Sorry if these seem elementary questions, but my
> experience has been strictly PC.

You might want to check out the Atari ST Quick FAQ for more information.

> I really like what I've seen of this
> system so far, but can't answer the questions I've been given, and have
> been having trouble finding information. Thanks for ANY help you can
> give!
> Bette F.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1309. "DB Master" transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: Cookson - GIRA <mercury@easynet.fr>
Message-ID: <7gm85c$1t0g$1@buggy.easynet.fr>
Source record: 9660

I've data on the original ST free software "DB Master" from 1988, which I urgently need to transfer to a PC or Mac. Anyone any idea who could do this for me? Thanks for any help or hints

1310. Re: HD floppy on mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372EA55A.6F9FA7C5@directprovider.REMOVETHECAPITALS.net>
Source record: 9661

"Sti¿½phane Montarsolo" a i¿½crit :
>
> Hello everybody
>
> I am the owner of the two following items : one mega STE and one
> HD floppy unit. I have read or heard that the megaSTE can handle
> HD floppy units without hardware modification (besides the
> floppy unit replacement of course). But I am not too sure about
> what is to be done, on the megaSTE unit (dip switches to move ou
> ?) and on the HD floppy (jupper setting, other hardware
> modifications ?
>
> If any of you know abaout this, or about a site where all is
> explained, I will be gratefut.
>

The text files that are in the Quick FAQ will help you.

http://www.multimania.com/bales/text/hdfloppy.zip

First of all you need to set all the jumpers (if any) on the drive as described in those files. If it doesn't have any jumpers, then you'll be looking for solderpads or some other tricky way to configure it. Most of the time, it's a matter of guessing. You have to change the drive ID number from 0 to 1, set media change detect to on, and figure out a way of getting +5V onto pin 2 of the connector when a HD disk is inserted.

The Mega STE needs no configuring. The dip switch setting will just add a "High Density" option to the desktop formatting menu. You don't even need to do this if you use a different formatting utility. The text files I have say it's jumper E6 on the STE, which makes it dip switch number 6 on the Mega STE.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1311. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <gj$enJAvqqL3Ewbu@steverosie.demon.co.uk>
Source record: 9662

In article <372d9979.774387@news.easynet.co.uk>, Martin Wilson
<martin.w6@ukonline.co.uk> writes
>As for STe incompatible games as far as I know most of these
>are available now in STe compatible cracked form. Although
>I've yet to come across a Die Hard 2 Ste compatible version.

Hi

If you get hold of a copy, send it to me and I'll have a look at it;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1312. Re: HD floppy on mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <mjRfHOAXtqL3Ew6Z@steverosie.demon.co.uk>
Source record: 9663

In article <7gl12i$19p8$1@buggy.easynet.fr>, Stï¿½phane Montarsolo
<sjmontar@easynet.fr> writes
>Hello everybody
>
>I am the owner of the two following items : one mega STE and one
>HD floppy unit. I have read or heard that the megaSTE can handle
>HD floppy units without hardware modification (besides the
>floppy unit replacement of course). But I am not too sure about
>what is to be done, on the megaSTE unit (dip switches to move ou
>?) and on the HD floppy (jupper setting, other hardware
>modifications ?

The Mega STE should have an internal high density drive as standard!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1313. Re: "DB Master" transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <4j3YnTAP0qL3EwYJ@steverosie.demon.co.uk>
Source record: 9664

In article <7gm85c$1t0g$1@buggy.easynet.fr>, Cookson - GIRA
<mercury@easynet.fr> writes
>I've data on the original ST free software "DB Master" from 1988, which I
>urgently need to transfer to a PC or Mac. Anyone any idea who could do this
>for me? Thanks for any help or hints

Hi

I've not come across any software that will do this, I tried about 7
months ago for someone.

I may do it manually if you like, taking for granted I have a database
that you want on the PC!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1314. Re: Is it Possible, Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7gnjqh$d6k$4@news5.svr.pol.co.uk>
Source record: 9665

On 25 Apr 1999 18:43:17 , Steve Stupple wrote:
:>In article <7fth64mnp2@news7.svr.pol.co.uk>, Steve Sweet
:><steve@sweet3.freeserve.co.uk> writes
:>>
:>>TOS 2.06 is basically TOS 1.62, rejigged to run in the MegaSTE
:>>hardware, so you'd be no better off if you did achieve this
:>
:>I use TOS 2.06 in my tower STE, and it's in no way the same as 1.62. I
:>find it doesn't cope with the high density drive as well as 2.06.

As i said it was /re-jigged/ for the Mega hardware, HD drive support
being one of the adaptations, VME support another, More serial ports,
etc..

:>I noticed that you have upgraded you Mega STE!

Hm!, i noticed as well. 8~))

:?I presume that you know a little of these machines, as I can't find
: bugger all on the internal structure.

The Atari compendium is very informative, as are the various ST books
available.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1315. Re: Is it Possible, Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7gnjqj$d6k$5@news5.svr.pol.co.uk>
Source record: 9666

On 25 Apr 1999 19:55:51 , "Nicholas Bales" wrote:
:>
:>Steve Sweet a crit dans le message <7fth64mnp2@news7.svr.pol.co.uk>...
:>>On 20 Apr 1999 14:42:05 , Steve Stupple wrote:
:>>:>Hi
:>>:>
:>>:>I'm after some more info;)
:>>:>
:>>:>I know on ST's it's possible to have switch between two TOS's; e.g. 2.06
:>>:>& 1.62.... Is it possible to do the same with the Mega STE's so that it
:>>:>can be run under 1.63 etc...
:>>
:>>TOS 2.06 is basically TOS 1.62, rejigged to run in the MegaSTE
:>>hardware, so you'd be no better off if you did achieve this

```
:>That's wrong. TOS 2.06 is much more advanced. It is much more hardware
:>independant, for example, it will address up to 14Mb of RAM (with a Magnum
:>board) or it can use IDE drives. Older versions cannot do this. It also
:>supports HD floppy drives, 16Mhz proc speed, cache. And don't forget the
:>MUCH better desktop with customizable icons, keyboard shortcuts, windows
:>backgrounds, etc...

Did anyone else miss the words 'basically' and 're-jigged for the
MegaSTE hardware'

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

1316. Re: Extend.Keybd./Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: Martin Graiter <graiter@DO_NOT_SPAMstarmail.com>
Message-ID: <7gnm8b$h46$1@news.cybercity.dk>
Source record: 9667

John Garone <swampfax@atlantic.net> wrote in message
news:Fh7X2.74$hv5.1006@news1.atlantic.net...
> Hi all,
> There is a way to access extra characters on the ST4 keyboard
> (forgot how), like smiley faces, musical notes and other stuff.
> Just wonderin' if there's a way to to the same with the Falcon!

You hold down the [ALT] key and on the numeric part of the keyboard type
the ASCII code of the character you'd like. It should be in the range
32-255. A printed ASCII list at hand is useful.

MG

1317. Re: Extend.Keybd./Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <tEJX2.120$T11.9156@news1.atlantic.net>
Source record: 9668

On 4 May 1999 15:53:06 +, "Martin Graiter" wrote:
>
>John Garone <swampfax@atlantic.net> wrote in message
>news:Fh7X2.74$hv5.1006@news1.atlantic.net...
>> Hi all,
>> There is a way to access extra characters on the ST4 keyboard
>> (forgot how), like smiley faces, musical notes and other stuff.
>> Just wonderin' if there's a way to to the same with the Falcon!
>
>
>You hold down the [ALT] key and on the numeric part of the keyboard type
>the ASCII code of the character you'd like. It should be in the range
>32-255. A printed ASCII list at hand is useful.
>
>
>MG
Tried a few hits. Looks good!
Thanks,
John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

1318. Re: FS: ST1040

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: Sam Ward <samward@earthlink.net>
Message-ID: <372F68F1.76E6B768@earthlink.net>
Source record: 9669
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I've got an ST1040 Atari with MS124 monitor, panasonic printer, atari modem (14.4k baud I think), 20Meg HD for sale--all cables, Pagestream page layout software, C-Lab Creator Midi sequencer, etc. for sale. Everything $100 or best offer...

1319. Re: "DB Master" transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-04 00:00:00 UTC
From: alex <alexf2@hotmail.com>
Message-ID: <372FD181.1C31@hotmail.com>
Source record: 9670

I had to do that a long time ago. As I recall, I had to generate a
report and have it print to a file.

Cookson - GIRA wrote:
>
> I've data on the original ST free software "DB Master" from 1988, which I
> urgently need to transfer to a PC or Mac. Anyone any idea who could do this
> for me? Thanks for any help or hints

1320. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372f9d943922df0@oden.se>
Source record: 9671

on Tue 04-05-1999 06:15 Derryck Croker wrote:

>On 30 Apr 1999 22:40:52 , Ashley Seabrook wrote:
>>On 28 Apr 1999 21:09:10 , fraser wrote:
>>
>>>I am beginning to think my ISP doesn't support the Atari ST. As far as I
>>>can tell, I have Sting set up correctly, but it still just times out on
>>>initialising link. I only have my username and password in the PAP_ID
>>
>>Several people, myself included, have started having this problem with
>>the Freeserve ISP in the UK :-(
>
>As I've said several times before I get perfect results with STinG and
>Freeserve, in fact it's got better if anything.
>
>An email will result in a copy of my scripts for Freeserve.

This may be none of my business Derryck, but perhaps you should emphasize
that some scripts have been updated (as result of our c.s.a.s thread).
Otherwise some people may miss it, thinking they already have gotten
the best from you earlier.

I'd suggest adding something like "(updated May 3 1999)" when you mention
your scripts, so people can be sure they have your latest versions. That
could be important to some users.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1321. Re: Is it Possible, Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372f9d943922df1@oden.se>
Source record: 9672

on Tue 04-05-1999 20:03 Steve Sweet wrote:

>On 25 Apr 1999 19:55:51 , "Nicholas Bales" wrote:
>:>
>:>Steve Sweet a ï¿½crit dans le message <7fth64mnp2@news7.svr.pol.co.uk>...

----- snip ----- re: original post on TOS switching

>:>>TOS 2.06 is basically TOS 1.62, rejigged to run in the MegaSTE
>:>>hardware, so you'd be no better off if you did achieve this
>
>:>That's wrong. TOS 2.06 is much more advanced. It is much more hardware
>:>independant, for example, it will address up to 14Mb of RAM (with a Magnum
>:>board) or it can use IDE drives. Older versions cannot do this. It also
>:>supports HD floppy drives, 16Mhz proc speed, cache. And don't forget the
>:>MUCH better desktop with customizable icons, keyboard shortcuts, windows
>:>backgrounds, etc...
>
>
>Did anyone else miss the words 'basically' and 're-jigged for the
>MegaSTE hardware'

I don't think it is so much a case of 'missing' the words as of how
to interpret them. No matter what interpretation I use, it seems as
if you meant that TOS 2.06 is more or less directly derived from
TOS 1.62, which is definitely not the case.

TOS 2.06 is AFAIK a direct port of the TT TOS 3.06 for the ST and STe
hardware. This makes it the best TOS available for all serious work
on ST/STe machines. I think that the only things imported from TOS
1.62 are the drivers for STe specific hardware. Even that may not
need to be true, since most of those exist in TOS 3.06 as well.

Hmmm, I guess some blitter code may have come from TOS 1.62 (or 2.05),
since the TT does not have any driver software for a blitter chip.
(TT only supports software blitter.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1322. Re: Extend.Keybd./Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-05 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <4LNX2.200$T11.10605@news1.atlantic.net>
Source record: 9673

On 4 May 1999 21:28:57 G, John Garone wrote:
>On 4 May 1999 15:53:06 +, "Martin Graiter" wrote:
>>
>>John Garone <swampfax@atlantic.net> wrote in message
>>news:Fh7X2.74$hv5.1006@news1.atlantic.net...
>>> Hi all,
>>> There is a way to access extra characters on the ST4 keyboard
>>> (forgot how), like smiley faces, musical notes and other stuff.
>>> Just wonderin' if there's a way to to the same with the Falcon!
>>
>>
>>You hold down the [ALT] key and on the numeric part of the keyboard type
>>the ASCII code of the character you'd like. It should be in the range
>>32-255. A printed ASCII list at hand is useful.
>>
>>
>>MG
>Tried a few hits. Looks good!
> Thanks,
> John

Just curious. Don't anyone go nuts responding!

UK or Fr. keyboard or wrong character set for the Desk Jet+?
Actual printout on Desk Jet+ gets light smiley, dark smiley, heart, etc.
Screen shot below:
1
2
3
4
5
6
7
8
9
10 *bell*
11
12 *ff*
13 *cr*
14
15
16
17
18
19

```
20
John
```

1323. Re: Extend.Keybd./Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-05 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <KONX2.201$T11.10642@news1.atlantic.net>
Source record: 9674

On 5 May 1999 02:09:04 G, John Garone wrote:

Sorry, 'Screen shot' got edited in the shuffle!!!

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

1324. Background DMA

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-05 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <372fee341c4470@zetnet.co.uk>
Source record: 9675
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st.tech

Hi All,

I am using HD Driver V7.51 and MagiC 6 on a standard 4MB STE and was
wondering if I installed Backgound DMA will it slow down the serial port?

Is it possibel to use Background DMA on a standard STE?

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Discoveries are made by not following instructions.

1325. Re: FS: ST1040

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372FF3A4.AD609ADA@directprovider.REMOVETHECAPITALS.net>
Source record: 9676
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

```
Sam Ward a ï¿½crit :
>
> I've got an ST1040 Atari with MS124 monitor, panasonic printer, atari modem
> (14.4k baud I think), 20Meg HD for sale--all cables, Pagestream page layout
> software, C-Lab Creator Midi sequencer, etc. for sale. Everything $100 or best
> offer...

The Atari modem was 1200 bps I think.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1326. Re: Is it Possible, Again!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3730027C.5F8A62EA@directprovider.REMOVETHECAPITALS.net>
Source record: 9677

```
Steve Sweet a ï¿½crit :
>
> On 25 Apr 1999 19:55:51 , "Nicholas Bales" wrote:
> :>
> :>Steve Sweet a ï¿½crit dans le message <7fth64$mnp$2@news7.svr.pol.co.uk>...
> :>>On 20 Apr 1999 14:42:05 , Steve Stupple wrote:
> :>>:>Hi
> :>>:>
> :>>:>I'm after some more info;)
> :>>:>
> :>>:>I know on ST's it's possible to have switch between two TOS's; e.g. 2.06
> :>>:>& 1.62.... Is it possible to do the same with the Mega STE's so that it
> :>>:>can be run under 1.63 etc...
> :>>
> :>>TOS 2.06 is basically TOS 1.62, rejigged to run in the MegaSTE
> :>>hardware, so you'd be no better off if you did achieve this
>
> :>That's wrong. TOS 2.06 is much more advanced. It is much more hardware
> :>independant, for example, it will address up to 14Mb of RAM (with a Magnum
> :>board) or it can use IDE drives. Older versions cannot do this. It also
> :>supports HD floppy drives, 16Mhz proc speed, cache. And don't forget the
> :>MUCH better desktop with customizable icons, keyboard shortcuts, windows
> :>backgrounds, etc...
>
> Did anyone else miss the words 'basically' and 're-jigged for the
> MegaSTE hardware'
>

Well, in that case, TOS 4.04 is basically TOS 1.0 rejigged for the
Falcon hardware, Windows 98 is basically MS-DOS rejigged for 1999 PII
hardware, and Linux is basically the ZX81's OS rejigged for modern day
workstations.

There are much more differences between TOS 2.06 and 1.62 than between
1.00 and 1.62 for example.

Nick

--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1327. Re: HD floppy on mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-05 00:00:00 UTC
From: Jeroen den Hertog <jhert@multiweb.nl>
Message-ID: <7gq2o2$b7n$1@news.news-service.com>
Source record: 9678

Steve Stupple <Steve@steverosie.demon.co.uk> wrote in message

> The Mega STE should have an internal high density drive as standard!
>

That would be nice, if this was true......

JdH

1328. Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <AQ6Y2.67$my2.1145@news1.atlantic.net>
Source record: 9679

Curious:
Regarding an ASCII code set,
Other than what can be typed in directly from the keyboard without using
alt or control, are all the remaining characters used as control characters
or are they just considered control characters by an editor program?
John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

1329. Re: internet still not quite working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gre0qfkb4@news7.svr.pol.co.uk>
Source record: 9680

On 5 May 1999 00:26:08 G, Ronald Andersson wrote:
>on Tue 04-05-1999 06:15 Derryck Croker wrote:

>>An email will result in a copy of my scripts for Freeserve.
>
>This may be none of my business Derryck, but perhaps you should emphasize
>that some scripts have been updated (as result of our c.s.a.s thread).
That's something that I'm aware of - I've tried my best to make sure that anything major that comes to light is publicised. I've already posted about the necessity of adding the dial_scr line to NeST, and there is to be an addendum published in the next Atari Computing magazine.

>Otherwise some people may miss it, thinking they already have gotten
>the best from you earlier.
Yep. I'm not sure that this is a problem tho', depending on where the script came from in the first place of course!

One day I'm going to post the scripts on my web page which would make updating easier for all concerned - again, they are Freeserve scripts, but it's not that hard to convert to other ISPs with the changes I've made.

>I'd suggest adding something like "(updated May 3 1999)" when you mention
>your scripts, so people can be sure they have your latest versions. That
>could be important to some users.
A very good idea, there might well be some adjustments needed as a result of the thread about background downloading with Dan's overlay!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1330. SCSI Hard Drives For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <373143c1.0@news.madhouse.uk.com>
Source record: 9681
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I have some more SCSI Hard Drives For Sale

2.1Gb 60 ukp
4.2Gb 100 ukp

Prices include postage in UK, for elsewhere in the world an addition cost
will have to be made.

Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

1331. Re: Background DMA

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37315CB8.2740@ooc.de>
Source record: 9682
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st.tech

Gordy wrote:

> I am using HD Driver V7.51 and MagiC 6 on a standard 4MB STE and was
> wondering if I installed Backgound DMA will it slow down the serial port?

It shouldn't but there are reports that in current versions of MagiC
this is the case. Please ask Andreas Kromke, the author of MagiC, for
more information.

> Is it possibel to use Background DMA on a standard STE?

Yes, it's possible on any standard Atari.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1332. Re: Newest version of AHDI - harddisk d

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7gs07i$1as$1@feresa.bio.vu.nl>
Source record: 9683

David Henderson (dh219@cam.ac.uk) wrote:

: >>>>>Or try CBHD (which is free).
: >>>>... and excellent!
: >>>and SCSI only :-(
: >>and not! I had cbhd doing my IDEs.
: >Well, the english docs say it's SCSI only... I might give it a try then.
: I'm on a falcon with a 63 and a 150 Meg HD if that's of use.

The latest version of CBHD (5.02, I think...) has preliminary IDE support
(or actually SCSI emulation for IDE). Didn't work with my setup though,
it would go all weird after recognising my IDE HD...

By the way, dows anyone know how to keep BigDOS 8 (both Falcon and ST
versions) from skipping all other boot programs after it? It's a bit
annoying, as it has to be run _before_ most other programs, and then skips
them :(...

-=LvZ

1333. Re: PC keyboard for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7gs0cb$1as$2@feresa.bio.vu.nl>
Source record: 9684

Ireneusz Pelech (irekp@cu2000.com.pl) wrote:

: Does anyone knows what is the latest information on connecting
: a PC Keyboard to the atari st (falcon) computer

I have an idea on how to connect one to the extended joystick ports :)
I'll have to try that some day, I already have all the materials I need,
and the software part should be a piece of cake... (or more precisely: a
piece of assembly)

-=LvZ

1334. Falcon output channel defect

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: Arthur Rinkel <arthur@unimatrix001.student.utwente.nl>
Message-ID: <Pine.LNX.3.96.990506181244.2143A-100000@Cal040041.student.utwente.nl>
Source record: 9685

Hi,

Since last week one audio channel (output) of my Falcon stays very
quiet; the other channel seems to have no problems. The only noise out of
that damaged channel is a 'plop' after a reset or a power on.

The first time I noticed the problem was after I had been swapping cables
from my amplifier to my Falcon. So, if I connected a cable wrong, what
component would die first?

Also, I pushed in a FPU from a TT short before that. Could that do any
harm? I already removed the FPU, but that didn't correct the audio
problem, so I put it in again...

And I already checked the cables...

Grtz, Arthur

1335. Help! Lost Hard Drive!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: brobi92436@aol.com
Message-ID: <19990506133827.26112.00000116@ng15.aol.com>
Source record: 9686

I have an Atari STE 4 wit 1.2 floppy and a partitioned hard drive.
whe I boot the TOS ROM I get a Msg: "Hard drive unavailable."
WHAT HAVE I DONE?
How can I recover?
Robbie
brobi92436@aol.com

1336. Re: HD floppy on mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <37308a09.4520162@news.easynet.co.uk>
Source record: 9687

On Tue, 4 May 1999 09:09:59 +0100, Steve Stupple
<Steve@steverosie.demon.co.uk> wrote:

>In article <7gl12i$19p8$1@buggy.easynet.fr>, St&#65533;phane Montarsolo
><sjmontar@easynet.fr> writes
>>Hello everybody
>>
>>I am the owner of the two following items : one mega STE and one
>>HD floppy unit. I have read or heard that the megaSTE can handle
>>HD floppy units without hardware modification (besides the
>>floppy unit replacement of course). But I am not too sure about
>>what is to be done, on the megaSTE unit (dip switches to move ou
>>?) and on the HD floppy (jupper setting, other hardware
>>modifications ?
>
>The Mega STE should have an internal high density drive as standard!
>

I don't think the first ones did but perhaps all UK spec
models have HD floppy drives.

1337. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <37308aff.4766061@news.easynet.co.uk>
Source record: 9688

On Tue, 4 May 1999 09:07:11 +0100, Steve Stupple
<Steve@steverosie.demon.co.uk> wrote:

>In article <372d9979.774387@news.easynet.co.uk>, Martin Wilson
><martin.w6@ukonline.co.uk> writes
>>As for STe incompatible games as far as I know most of these
>>are available now in STe compatible cracked form. Although
>>I've yet to come across a Die Hard 2 Ste compatible version.
>
>Hi
>
>If you get hold of a copy, send it to me and I'll have a look at it;)
>

Oh I'll have to find this then cause its not a bad Operation
Wolf/Virtual Cop type game and works well with the mouse.
Quite addictive although the graphics are a bit rough.

On this subject is there a list of incompatible Ste games
somewhere?

1338. Re: Which St is best??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <bUNgKtA7YdM3EwW2@steverosie.demon.co.uk>
Source record: 9689

In article <37308aff.4766061@news.easynet.co.uk>, Martin Wilson
<martin.w6@ukonline.co.uk> writes
>
>On this subject is there a list of incompatible Ste games
>somewhere?

It's pretty hard to put together, as some games/software say that they
are STE friendly and end up not!!!

I ought to really make a note on unfriendly STE games. Very few games
fail after the protection it given a little lee way or run under the
disk based TOS 1.09.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1339. Re: HD floppy on mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <fEOh+xA2bdM3Ew3a@steverosie.demon.co.uk>
Source record: 9690

In article <37308a09.4520162@news.easynet.co.uk>, Martin Wilson
<martin.w6@ukonline.co.uk> writes
>
>I don't think the first ones did but perhaps all UK spec
>models have HD floppy drives.

The ones I know of do, mine has still got TOS 2.05 and I think that
makes it an early one.

My Mega ST4 doesn't though! as they are completely different machines;)

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1340. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3731EE69.249DB811@cable.A2000.nl>
Source record: 9691

Hi John

John Garone wrote:
>
> Curious:
> Regarding an ASCII code set,
> Other than what can be typed in directly from the keyboard without using
> alt or control, are all the remaining characters used as control characters
> or are they just considered control characters by an editor program?
> John

As far as I know only codes (decimal values) 0 upto & including 31 are.
And they are only considered as such by console typewriter emulators. :-)

Henk.

1341. Re: PC keyboard for the Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37320a7e$0$497@news.zetnet.co.uk>
Source record: 9692

On 6 May 1999 12:02:19 , Levien van Zon wrote:
>Ireneusz Pelech (irekp@cu2000.com.pl) wrote:
>
>: Does anyone knows what is the latest information on connecting
>: a PC Keyboard to the atari st (falcon) computer
>
>I have an idea on how to connect one to the extended joystick ports :)
>I'll have to try that some day, I already have all the materials I need,
>and the software part should be a piece of cake... (or more precisely: a
>piece of assembly)
>

Mario Becroft has a keyboard and mouse adapter out any day now, a follow-up to his serial mouse adapter that is one of the best upgrades ever for any ST/TT/Falcon...

chrisc

1342. WANTED: Atari ST Review Issues 7 & 26 and binders

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Zc5vtdACn1M3Ew3S@steverosie.demon.co.uk>
Source record: 9600
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I'm after the above editions of Atari ST Review to complete my set of
mags.

I would like to get the binders for them, I have the grand total of 1
STR binder and would like to bind them all.

Any help will be more than appreciated.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: asx@atari.org

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: lastpd@atari.org

Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1343. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-07 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37327bbc62670c0@oden.se>
Source record: 9693

on Thu 06-05-1999 21:32 Henk Robbers wrote:

>Hi John
>
>John Garone wrote:
>>
>> Curious:
>> Regarding an ASCII code set,
>> Other than what can be typed in directly from the keyboard without using
>> alt or control, are all the remaining characters used as control characters
>> or are they just considered control characters by an editor program?
>> John
>
>As far as I know only codes (decimal values) 0 upto & including 31 are.
>And they are only considered as such by console typewriter emulators. :-)
>
>Henk.

Aw, come on Henk, I know you know better than that... ;-)

There are lots of codes recognized by most ascii handling programs,
though it is true that the origin of these codes is from TTY terminals.
(And emulators of them too of course.)

Below follow some that are handled by lots of programs.

$00 = NL = NUL anciently 'filler' code, nowdays C-style string terminator
$08 = BS = Backspace
$09 = HT = Horizontal Tab
$0A = LF = Line Feed
$0D = CR = Carriage Return
$7F = DL = DeLete NB: this code is not less than $20 !

All of the above codes are very important in all kinds of text handling
programs, including for example text editors and even web browsers.

As for the full range of 'control characters' I have always taken that to
be $00..$1F plus $7F, giving a grand total of 33 codes.

All of these codes usually do have some font character definition too, but
entering them so as to get that displayed can be tricky sometimes, and it
usually does not give the expected result for the codes whose meaning I
explained above. Most text rendering will use the defined meaning, and
will thus not display the font character for those codes. That varies
from program to program though, and also varies for different codes.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1344. Re: Help! Lost Hard Drive!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3732932B.6CF023E6@directprovider.REMOVETHECAPITALS.net>
Source record: 9694

```
BRobi92436 a ï¿½crit :
>
> I have an Atari STE 4 wit 1.2 floppy and a partitioned hard drive.

I guess you mean a 1.44M floppy. What type of HD is it ?

> whe I boot the TOS ROM I get a Msg: "Hard drive unavailable."
> WHAT HAVE I DONE?

Can you hear the drive spin up ? does the light come on ?

> How can I recover?

Are all the cables inside well connected ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1345. oids

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-07 00:00:00 UTC
From: dwachter@my-dejanews.com
Message-ID: <7gueoa$s9v$1@nnrp1.deja.com>
Source record: 9695

Hi.

I�m in big trouble. can anybody tell me, where I can find Oids for Atari ST?
Best would be a free download. Thanks,
David

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1346. Wanted to borrow! Please, pretty PLEASE;)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <U0isXPAtutM3EwU3@steverosie.demon.co.uk>
Source record: 9696
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

If you've been reading some threads, you will notice I'm having a tiny problem with getting my MO drive detected using HD Driver. I'm after borrowing s different DMA-to-SCSI host adaptor other than ICD Link II. I need to work out if it's the host adaptor or HD Driver itself!

Ideally I would appreciate someone in UK to aid my plight and I will cover postage costs etc...

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: asx@atari.org

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: lastpd@atari.org

Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1347. Re: Wanted to borrow! Please, pretty PLEASE;)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-07 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7gv4qa$ib7$1@bgtnsc02.worldnet.att.net>
Source record: 9697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve,

>If you've been reading some threads, you will notice I'm having a tiny
>problem with getting my MO drive detected using HD Driver. I'm after
>borrowing s different DMA-to-SCSI host adaptor other than ICD Link II. I
>need to work out if it's the host adaptor or HD Driver itself!

Are you certain that you have the jumpers properly set on your hard drive, the ribbon cable properly installed and SCSI terminators installed on both the first and the last devices in the SCSI chain? Those are the usual causes of the system not seeing the drive. Other than that, have you tried using the ICD software drivers instead of HD Driver?

Sheldon (Computer STudo - Asheville, NC - USA)

1348. Re: Wanted to borrow! Please, pretty PLEASE;)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <$7YW0VAEDyM3EwAf@steverosie.demon.co.uk>
Source record: 9698
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

In article <7gv4qa$ib7$1@bgtnsc02.worldnet.att.net>, Sheldon H. Winick
<s.winick@worldnet.att.net> writes
>
>Are you certain that you have the jumpers properly set on your hard drive,
>the ribbon cable properly installed and SCSI terminators installed on both
>the first and the last devices in the SCSI chain? Those are the usual
>causes of the system not seeing the drive. Other than that, have you tried
>using the ICD software drivers instead of HD Driver?

As I mentioned in a previous posting, I have tried EVERY combination
including the device on it's own.

The ICD software find it, no problems at all, but HD Driver doesn't:(
and I prefer HD Driver over the ICD one as I can move devices between ST
& pc!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: asx@atari.org

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: lastpd@atari.org

Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1349. Re: Help! Lost Hard Drive!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-07 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7gv9r2$2d4$2@news1.xs4all.nl>
Source record: 9699

On 6 May 1999 17:38:27 , BRobi92436 wrote:
>I have an Atari STE 4 wit 1.2 floppy and a partitioned hard drive.
>whe I boot the TOS ROM I get a Msg: "Hard drive unavailable."
>WHAT HAVE I DONE?
>How can I recover?

Thisd message comes when no drive at all is found to boot from but
the system sees a drive in existance.
For instance:drive gets juice but does not spin up.
Or, in your case: you have to make a partition of the drive bootable
and put a harddiskdriver on that partition.
Mostly software partitioning a drive has with it software to do this.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1350. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-08 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37337CC7.6D54428F@cable.A2000.nl>
Source record: 9601

Ronald Andersson wrote:
>
> on Thu 06-05-1999 21:32 Henk Robbers wrote:
>
> >Hi John
> >
> >John Garone wrote:
> >>
> >> Curious:
> >> Regarding an ASCII code set,
> >> Other than what can be typed in directly from the keyboard without using
> >> alt or control, are all the remaining characters used as control characters
> >> or are they just considered control characters by an editor program?
> >> John
> >
> >As far as I know only codes (decimal values) 0 upto & including 31 are.
> >And they are only considered as such by console typewriter emulators. :-)
> >
> >Henk.
>
> Aw, come on Henk, I know you know better than that... ;-)
>
Yes I know, I was a little overdone.
(I actually have worked with teletype's. :-) I'am very old.

> There are lots of codes recognized by most ascii handling programs,
> though it is true that the origin of these codes is from TTY terminals.
> (And emulators of them too of course.)
>
> Below follow some that are handled by lots of programs.
>
> $00 = NL = NUL anciently 'filler' code, nowdays C-style string terminator

Most editors must do very unsophisticated things with the above.

> $08 = BS = Backspace

Are there editors that really do a backspace when they find this in a
file?? Delete the BS and the char preceding it. ?

> $09 = HT = Horizontal Tab

Saves a lot of disc space.

> $0A = LF = Line Feed
> $0D = CR = Carriage Return

Aaah these good old typewriter times. :-)
The sounds must exist in the famous "crazy sounds" accessory.
Should really have been "record separator"

> $7F = DL = DeLete NB: this code is not less than $20 !

This is a funny one. It is a relic from papertape times.
If you made a punch error, you could erase the error by punching ALL
the holes in the tape row, hence $7F. So everybody!!! do not use this
for "overline". :-)

Greetings.
Henk.

1351. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3733d73a6f8cd94@oden.se>
Source record: 9602

on Sat 08-05-1999 01:52 Henk Robbers wrote:

>Ronald Andersson wrote:
>>
>> Aw, come on Henk, I know you know better than that... ;-)
>>
>Yes I know, I was a little overdone.
>(I actually have worked with teletype's. :-) I'am very old.

I have used them too, but I don't know if I'm _very_ old.
I'm not even halfway through my first century yet... ;-)

>> $00 = NL = NUL anciently 'filler' code, nowdays C-style string terminator
>
>Most editors must do very unsophisticated things with the above.

Yep. This is one code that most programs won't allow the user to enter.
The main exception from that rule is binary editors like HEX_EDIT.

>> $08 = BS = Backspace
>
>Are there editors that really do a backspace when they find this in a
>file?? Delete the BS and the char preceding it. ?

Actually I have seen some that processed input files exactly as if they
were input from keyboard, with exactly the result you mention. I don't
know of any modern ones that do it though.

>> $09 = HT = Horizontal Tab
>
>Saves a lot of disc space.

It sure does. (especially for assembly sources)

>> $0A = LF = Line Feed
>> $0D = CR = Carriage Return
>
>Aaah these good old typewriter times. :-)
>The sounds must exist in the famous "crazy sounds" accessory.
>Should really have been "record separator"

I'm not sure exactly what you mean here.
The ascii code for "Record Separator" (abbreviated RS) was $1E, though I
doubt if it is still used as such by many programs.

>> $7F = DL = DeLete NB: this code is not less than $20 !
>
>This is a funny one. It is a relic from papertape times.

>If you made a punch error, you could erase the error by punching ALL
>the holes in the tape row, hence $7F. So everybody!!! do not use this
>for "overline". :-)

For sure ! We must prioritize paper tape compatibility !!! :-)

But now for something completely different:

I've been meaning to switch to TTDIGGER as my main disassembly tool, but
I find that I can't quite adapt its output for DevPac compatibility.

The main problem is that negative absolute word references are expanded
as only four hex digits. So a reference that was assembled with the
constant $FFFFFA01.w is disassembled as $FA01.w, which DevPac will then
interpret as meaning $0000FA01.w .

That will not assemble properly, instead generating an error message, as
the long value $0000FA01 can not be properly expressed in signed 16 bit
format. So I get a "data too large" error and a failed assembly.

The general rule for DevPac is that all constants and intermediate values
are treated as longs, before operators are applied. So a constant will
only be treated as negative if bit 31 is set, even if the constant appears
in an expression that will be truncated to 16 or 8 bits in the object code.

I think this motivates a new format switch for TTDIGGER.CFG, possibly two.

The first one would select whether or not negative values should expand
as presently done (for PASM I assume), or if instead some DevPac compatible
format should be used.

The other could be used to choose between different formats that are
compatible to DevPac (both are also compatible to PASM).

The format I prefer is to expand such constants to the full length of 8
hex digits, since that also makes it very easy to recognize I/O port
addresses etc, normally defined that way in DevPac libs.

Another useful format is to expand such constants as "-$" followed by the
hex digits needed for the negated (positive) value.

The former format is superior for expressing negative absolute addresses,
but the latter format is better for negative offsets, and it would thus
also be practical to enforce this different usage in the disassembly.

That would IMO eliminate the need for the second switch.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1352. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-08 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3733fade$0$496@news.zetnet.co.uk>
Source record: 9603

```
>
>Both Thing and jinnee have "Eject media" menu items which will spin down
a
>selected hard drive. Any data access request will spin the drive up
again.
>
>Rgds, Derryck
>
>/----------------------------------------/
>/ The Cheshunt Computer Club Herts UK /
>/ http://www.cix.co.uk/~derryck/index.htm /
>/----------------------------------------/

have you found a new "hidden feature" on all my stuff the eject media is
greyed out on fixed drives and does exactly what it says on the tin for
removable no spin downs
Kevin
```

1353. Re: "DB Master" transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-08 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7h1muofsg1@barcode.tesco.net>
Source record: 9604

Cookson - GIRA wrote in message <7gm85c$1t0g$1@buggy.easynet.fr>...
>I've data on the original ST free software "DB Master" from 1988, which
I
>urgently need to transfer to a PC or Mac. Anyone any idea who could do
this
>for me? Thanks for any help or hints

yes I've just had to do this with a giant midi file database with
thousands of entries, a bit long winded but I generated a print to disk
report for each field,then in a text editor removed the page nos and
other stuff that db sticks in,then I could import the texts as fields
into other databases
Kevin

1354. Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-08 00:00:00 UTC
From: Jeroen den Hertog <jhert@multiweb.nl>
Message-ID: <7h1s6l$370$1@news.news-service.com>
Source record: 9605

I have a MegaSTe with 4mb memory, and a 48Mb HD.
I bought a color monitor today, and I want to test all those games and demos...
But it seems that most of the games from the "Automation Collection" don't like the Tos 2.06.
I have more bombs and black screens than ever!
Even on 8Mhz and the blitter off, there's no way to start a game on this thing!!!
(yeah yeah: ok, four or five games are working ok...)

Is this normal: I mean: with an emulator on the PC, I get more games working perfectly than on the Atari!!!! (WinSTon) Even with the Tos 2.06!!

Can I boot the Atari with an older Tos on a disk, and does it help?

Help!!!

--

Greetz,

Jeroen den Hertog

1355. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <WRSz7KACcIN3EwPM@steverosie.demon.co.uk>
Source record: 9606

In article <7h1s6l$370$1@news.news-service.com>, Jeroen den Hertog
<jhert@multiweb.nl> writes
>
>Is this normal: I mean: with an emulator on the PC, I get more games working
>perfectly than on the Atari!!!! (WinSTon) Even with the Tos 2.06!!

It normal. PC emu's make an allowance for system crashes.

>
>Can I boot the Atari with an older Tos on a disk, and does it help?

You can try it, I found it a little touch and go at present. But has a
good success rate using STE's. Only good for programs that can run from
the desktop!

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1356. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-08 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <373489c8$0$494@news.zetnet.co.uk>
Source record: 9607

On 8 May 1999 19:28:35 , "Jeroen den Hertog" wrote:
>
>
>I have a MegaSTe with 4mb memory, and a 48Mb HD.
>I bought a color monitor today, and I want to test all those games and
>demos...
>But it seems that most of the games from the "Automation Collection" don't
>like the Tos 2.06.
>I have more bombs and black screens than ever!
>Even on 8Mhz and the blitter off, there's no way to start a game on this
>thing!!!
>(yeah yeah: ok, four or five games are working ok...)
>
>Is this normal: I mean: with an emulator on the PC, I get more games working
>perfectly than on the Atari!!!! (WinSTon) Even with the Tos 2.06!!
>
>Can I boot the Atari with an older Tos on a disk, and does it help?
>

Nope.....between 4Mb and TOS2.06, you're pretty much done I'm
afraid.....get hold of a nice bland 1Mb STFM or STF ..... will cost
peanuts...I did it and have never regretted it....:-))

chrisc
Normally a Nemesised Falcon, a TOS2.06 4Mb STe and a TOS2.06 STFM...but a
1Mb STF and a 0.5Mb STFM kept for games and demos....

1357. Re: Extend.Keybd./Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-08 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FBFI00.JA6@cix.compulink.co.uk>
Source record: 9608

In message <Fh7X2.74$hv5.1006@news1.atlantic.net>, swampfax@atlantic.net said:

> There is a way to access extra characters on the ST4 keyboard
>(forgot how), like smiley faces, musical notes and other stuff.
>Just wonderin' if there's a way to to the same with the Falcon!

AFAIK all you have to do is hold down Alt while you type the ASCII code,
and the character should appear when you release the Alt key. But
remember that these low-ASCII characters depend in part on the font in
use, and also are likely to be stripped by some comms programs.

Regards, /Peter/

1358. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-08 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37348FCC.FD264C2B@cable.A2000.nl>
Source record: 9609

Ronald Andersson wrote:

> >> $0A = LF = Line Feed
> >> $0D = CR = Carriage Return
> >
> >Aaah these good old typewriter times. :-)
> >The sounds must exist in the famous "crazy sounds" accessory.
> >Should really have been "record separator"
>
> I'm not sure exactly what you mean here.
> The ascii code for "Record Separator" (abbreviated RS) was $1E, though I
> doubt if it is still used as such by many programs.
>

It would have eliminated the confusion about cr/lf combinations.
In effect a few of the under $20 codes have a meaning in this context.
Pure C HELP uses group seperator (GS,$1D)to indicate a clickable word which it then displays in bold. A sensible use of such a code I think.

> >> $7F = DL = DeLete NB: this code is not less than $20 !
> >
> >This is a funny one. It is a relic from papertape times.
> >If you made a punch error, you could erase the error by punching ALL
> >the holes in the tape row, hence $7F. So everybody!!! do not use this
> >for "overline". :-)
>
> For sure ! We must prioritize paper tape compatibility !!! :-)
>

In fact, we may well do so. Paper tape was a 7 bit binary code, this in contrast to punched cards. I am not sure, but it could well be possible that this papertape code is the origin of ASCII. (I started my carreer on punched cards, which had the advantage that you could also use them as fiches on which you designed your computersystems.:)

Greetings.
Henk

1359. TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-08 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37349AF6.234A92E3@cable.A2000.nl>
Source record: 9610

Ronald Andersson wrote:
>
> I've been meaning to switch to TTDIGGER as my main disassembly tool,

That's nice.

> but I find that I can't quite adapt its output for DevPac compatibility.
>

[Snipped description of oddity]

Surely it is not the purpose of this post to comment on the behaviour of DevPac. ;-)
One has to live with that, I think.

> The format I prefer is to expand such constants to the full length of 8
> hex digits, since that also makes it very easy to recognize I/O port
> addresses etc, normally defined that way in DevPac libs.
>
Yes.

> Another useful format is to expand such constants as "-$" followed by the
> hex digits needed for the negated (positive) value.
>
NO. Absolute word addresses are NOT negative numbers.

Do not forget what the .w means!!! It is the addressing mode of the <ea>.
A 16 bit value that is the absolute address.
TTdigger uses .w only for this purpose.
It is not a conveniently chosen representation.
So the only concession I am willing to make is mimic the behaviour of the CPU
on this addressing mode: Do the sign extension.
$FA01.w --> $FFFFFA01.w

> The former format is superior for expressing negative absolute addresses,

See comment above.

> but the latter format is better for negative offsets, and it would thus

Negative offsets are already displayed like that.
-4(a6) or -$0004(a6) (No .w there)

TTdigger used in hex always uses the exact number of hex digits that are
actually in the input. A 16 bit value is displayed in 4 hex digits, a 8 bit
value in 2. Tries to be as exact as possible.
Hence "concession" :-)

Greetings
Henk

1360. Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <37355087.8E730700@village.uunet.be>
Source record: 9611
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

Due to an internal IP-address change at the Military Academy in Belgium
the address of the Belgian FTP site has changed.
It now is impossible to connect to the server using the old address
193.190.205.13.
The new address is : 193.190.204.128
The directory is : atari/
A DNS name will be available in the near future.
In the maean-time we also changed the hard- and software of the server.
It now is y2k compliant !
Martin "Nightowl" Byttebier and I are checking out everything now and a
big update of the entire atari/ directory will happen in the future.
Don't expect any new software on the server the next week.

THX for your support.

Greetings,

--
Saka -- Karl Samyn
ir telecommunications
http://gallery.uunet.be/saka/

1361. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7h42frskv2@news.campuscwix.net>
Source record: 9612

```
On 8 May 1999 19:00:24 G, Chris Crosskey wrote:
->On 8 May 1999 19:28:35 , "Jeroen den Hertog" wrote:
->>
->>
->>I have a MegaSTe with 4mb memory, and a 48Mb HD.
->>I bought a color monitor today, and I want to test all those games and
->>demos...
->>But it seems that most of the games from the "Automation Collection" don't
->>like the Tos 2.06.
->>I have more bombs and black screens than ever!
->>Even on 8Mhz and the blitter off, there's no way to start a game on this
->>thing!!!
->>(yeah yeah: ok, four or five games are working ok...)
->>
->>Is this normal: I mean: with an emulator on the PC, I get more games working
->>perfectly than on the Atari!!!! (WinSTon) Even with the Tos 2.06!!
->>
->>Can I boot the Atari with an older Tos on a disk, and does it help?
->>
->
->
->Nope.....between 4Mb and TOS2.06, you're pretty much done I'm
->afraid.....get hold of a nice bland 1Mb STFM or STF ..... will cost
->peanuts...I did it and have never regretted it....:-))
->
->chrisc
->Normally a Nemesised Falcon, a TOS2.06 4Mb STe and a TOS2.06 STFM...but a
->1Mb STF and a 0.5Mb STFM kept for games and demos....
->
->.

I'm curious about this. Using TOS 2.06 with a TOS switcher on my STe, even
with 4 megs of Ram, I would have to say that by far, the majority of games
work just fine...(original TOS 1.62)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1362. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373593BF.8538AF55@cable.A2000.nl>
Source record: 9613

It is there.

Propagation of bit 15 in .w operands.

On my home page: http://people.a2000.nl/hrobbers/Homepage.html

If my comment on DevPac sounded harsh?

Please consider this:

A generalization is nice, but must stay within the set that is explicitely stated.
In other words: truth must not diminish.
See .w as a cast which has maximum strength.
By simply having .w in one of the terms, all arithmatic is forced to be done in
16 bits.
So a human being doesnt need to type 4 f's of which the human being
knows that they will be discarded in the end. :-)

This kind of computer software behaviour is invariably cause of maximum frustation.

Greetings.
Henk
(Not English, and not a mathematician, but I hope what I want to say is
nevertheless clear)

1363. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: Robert Goldsmith <r.goldsmith-csai97@cs.bham.ac.uk>
Message-ID: <3735A5AC.3DB733@cs.bham.ac.uk>
Source record: 9614

kevin dermott wrote:
>
> >
> >Both Thing and jinnee have "Eject media" menu items which will spin down
> a
> >selected hard drive. Any data access request will spin the drive up
> again.
> >
> >Rgds, Derryck
> >
> >/--/
> >/ The Cheshunt Computer Club Herts UK /
> >/ http://www.cix.co.uk/~derryck/index.htm /
> >/--/
>
> have you found a new "hidden feature" on all my stuff the eject media is
> greyed out on fixed drives and does exactly what it says on the tin for
> removable no spin downs
> Kevin

Anyone with an XHDI compatable driver like HDDriver for
instance can park any scsii drive, powerdown to standby mode
any ide drive and eject any removalbe media that support the
industry standatd command sets. I hardly ever turn off my
Magic 6 Falcon - I simply hit F2 which runs XDHI with the
commands to park all my drives (ejecting those that it can).
On shutdown u should be able to do the same ... It would
prob require a script or a program though :(

Robert.g

1364. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: Mac Sys Data <pov@tesco.net>
Message-ID: <7h4bf6$hv7$1@barcode.tesco.net>
Source record: 9615

I think you may find a lot of programs screw up on 4 meg. This is not
because of the memory but because programmers
as sloppy and write past the end of physical memory (into ROM).

On a 1 and 2 meg machine this is ok as the memory beyond is still video
memory and so will not cause a crash.
I have the same problem when running some demos, I usually have to
disassemble the code and fix it to make them work.

Mark
MSD/Persistence Of Vision

Jeroen den Hertog wrote in message <7h1s6l$370$1@news.news-service.com>...
>
>
>I have a MegaSTe with 4mb memory, and a 48Mb HD.
>>Even on 8Mhz and the blitter off, there's no way to start a game on this
>thing!!!
>(yeah yeah: ok, four or five games are working ok...)

1365. Re: HD floppy on mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <ZViZ2.2309$h3.324751@news21.ispnews.com>
Source record: 9616

On 3 May 1999 20:31:15 G, St&#65533;phane Montarsolo wrote:
>Hello everybody
>
>I am the owner of the two following items : one mega STE and one
>HD floppy unit. I have read or heard that the megaSTE can handle
>HD floppy units without hardware modification (besides the
>floppy unit replacement of course). But I am not too sure about
>what is to be done, on the megaSTE unit (dip switches to move ou
>?) and on the HD floppy (jupper setting, other hardware
>modifications ?
>
>If any of you know abaout this, or about a site where all is
>explained, I will be gratefut.
>
>Happy Ataring !
>
>Stephane Montarsolo
>.

My Mega Ste had TOS 2.5 originally. It also came with a 720k disk drive. I bought a high density upgrade kit from a retailer in the U.S. The kit included TOS 2.6, a high density drive, and another chip that might have to be replaced (can't remember which chip). It's been years since I did the upgrade and don't remember the details about the installation.

I've heard that some Mega STe's with TOS 2.5 will format high density drives.

1366. STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h4mbfkfg1@snipp.uninett.no>
Source record: 9617

I just got a STacy (three hours ago), so since I've never actually *used*
one these before I have a couple of question...

1. It takes somewhere between 5 and 10 minutes before the backlight starts
working. Is this normal, or is my backlight dying?
2. I can't partition or reformat the harddrive (Conner 3020), both
HD-Driver and HDX fails. Why?
3. It only has 1Mb, so naturally I tried to locate the SIPP-slots it's
suppose to have. I removed a couple of metal-lids, but I could only
find two ROMs and some RAM-chips soldered directly to the motherboard.
Where are the SIPP-slots? Does it even have them? And if not, will a
MagnumST work?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1367. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7h4r7egnh1@news1.xs4all.nl>
Source record: 9618

On 8 May 1999 01:52:39 , Henk Robbers wrote:

[...]
>
>> $0A = LF = Line Feed
>> $0D = CR = Carriage Return
>
>Aaah these good old typewriter times. :-)
>The sounds must exist in the famous "crazy sounds" accessory.
>Should really have been "record separator"
>
>> $7F = DL = DeLete NB: this code is not less than $20 !
>
[...]

And then there are a lot of specials not mentioned yet.
SI shift In
SO shift out

Out of what?

And usefull things as

STX start of text
ETX end of text

CAN Cancel

And to end:
EM (end of medium)

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1368. Re: how to stop harddisk (Stacy)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3735f5e9$0$492@news.zetnet.co.uk>
Source record: 9619

>Anyone with an XHDI compatable driver like HDDriver for
>instance can park any scsii drive, powerdown to standby mode

yes but the guy who started the thread didn't have it or thing or
jinnee,and was being given (as far as I know) some completely untrue
information
Kevin

1369. HD floppy on megaSTE-followup

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: sjmontar@easynet.fr
Message-ID: <7h50ik$920$1@buggy.easynet.fr>
Source record: 9620

Hello all

First many thanks to all those who answered my question. It helped some!

By flipping dip switch 7 I made the format menu on my megaSTE (TOS2.05 France) offer the HD drive option. Now the problem is gettong the drive to work. The HD drive I have has 2 jumpers, and I tried everything with these, including data cable upside down. So far nothing worked ! Any more ideas ? (maybe I should check the drive on a PC or on the Falcon ?)

Keep the Fuji alive !

Stephane Montarsolo

1370. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: Jeroen den Hertog <jhert@multiweb.nl>
Message-ID: <7h4vv2$6qa$1@news.news-service.com>
Source record: 9621

Mac Sys Data <pov@tesco.net> wrote in message
news:7h4bf6$hv7$1@barcode.tesco.net...
> I think you may find a lot of programs screw up on 4 meg. This is not
> because of the memory but because programmers
> as sloppy and write past the end of physical memory (into ROM).
>
> On a 1 and 2 meg machine this is ok as the memory beyond is still video
> memory and so will not cause a crash.
> I have the same problem when running some demos, I usually have to
> disassemble the code and fix it to make them work.
>
> Mark
> MSD/Persistence Of Vision
>
A way to test this is an emulator. (Winstone) You can choose the amount of
memory.
Most of the existing games works ok, but the demo's wont even start...

JdH

1371. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-09 00:00:00 UTC
From: Jeroen den Hertog <jhert@multiweb.nl>
Message-ID: <7h4vqh$6mh$1@news.news-service.com>
Source record: 9622

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in message
news:7h42frskv2@news.campuscwix.net...
>
> I'm curious about this. Using TOS 2.06 with a TOS switcher on my STe,
even
> with 4 megs of Ram, I would have to say that by far, the majority of
games
> work just fine...(original TOS 1.62)
>
You're right.
I found out a way to run the most of the games: to switch off the STe and
put it on again with the "ALT" key holding. (and of course the disk in the
drive...)
A reset isn't enough to make it work.
When I reset the STe insteed of switch it off, the machine boot on the
harddisk, even with the "ALT" key holding....
This is strange, switch on and off all the time, it can't be good for the
hardware!!!

JdH

1372. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736300230f5e00@oden.se>
Source record: 9623

Hi Henk,

on Sat 08-05-1999 21:26 Henk Robbers wrote:
>Ronald Andersson wrote:
>
----- snip ----- re: CR, LF and RS alternatives for line endings
>
>It would have eliminated the confusion about cr/lf combinations.

That it would have, but unfortunately it was never consistently used as such.

Instead the Unix group went for LF, CPM went for CR+LF, and many of the
minor 8 bit systems went for CR. I think Atarians inherited CR+LF from CPM
thanks to Digital Research. They also affected ancient PC-DOS in that way
at first, but then m$ adopted CR instead but never used it consistently.

In other words: Pure Chaos !

>In effect a few of the under $20 codes have a meaning in this context.
>Pure C HELP uses group seperator (GS,$1D)to indicate a clickable word which
>it then displays in bold. A sensible use of such a code I think.

Interesting, I didn't know they used that. Yes, that makes sense.

----- snip ----- re: Paper tape code compatibility to ascii
>
>In fact, we may well do so. Paper tape was a 7 bit binary code, this in
>contrast to punched cards. I am not sure, but it could well be possible that
>this papertape code is the origin of ASCII.

AFAIK that is indeed the case, although there were also older paper tape types
that used fewer holes, and thus needed reserved codes to shift between some
different code/character sets.

>(I started my carreer on punched cards, which had the advantage that you
>could also use them as fiches on which you designed your computersystems.:)

I've never worked with punched cards myself, although I have seen them in use.
They are definitely the oldest computer media, as they were invented well over
a century ago (near 150 years ago I think).

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1373. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736300230f5e01@oden.se>
Source record: 9624

Hi Henk,

on Sat 08-05-1999 22:13 Henk Robbers wrote:
>>
----- snip ----- re: my planned switch to using TTDIGGER for disassemblies

In fact I have planned to switch to it ever since I first tried it, because
the speed is quite impressive and (even more important) it is the only such
tool I know of which is still actively supported.

>[Snipped description of oddity]
>
>Surely it is not the purpose of this post to comment on the behaviour of
>DevPac. ;-)
>One has to live with that, I think.

Actually I like most of DevPac's behaviour, though some of it might benefit
from an overhaul. But we do have to live with it as-is now, since it is no
longer being developed further.

----- snip ----- re: 8 hex digit format for negative addresses
>
>Yes.

Good, because this is the important one for me.

>> Another useful format is to expand such constants as "-$" followed by the
>> hex digits needed for the negated (positive) value.
>>
>NO. Absolute word addresses are NOT negative numbers.

Not all of them, of course, but some of them are. That is how Motorola have
defined the 680x0 address space. According to them addresses are signed
quantities, with the usual wrap-around effects at overflow.

So $FFFFFA01.w is exactly the same as -$5FF.w, and both will also be assembled
correctly by PASM as well as DevPac. I have used both forms at various times,
but I prefer the long form.

>Do not forget what the .w means!!! It is the addressing mode of the <ea>.
>A 16 bit value that is the absolute address.
>TTdigger uses .w only for this purpose.
>It is not a conveniently chosen representation.

I know. It is the assembler equivalent of a 'typecast' in C, except that
the effect on object code is more direct.

>So the only concession I am willing to make is mimic the behaviour of the CPU
>on this addressing mode: Do the sign extension.
>$FA01.w --> $FFFFFA01.w

That will suit me just fine.

>> but the latter format is better for negative offsets, and it would thus
>
>Negative offsets are already displayed like that.
>-4(a6) or -$0004(a6) (No .w there)

That too suits me fine.
I only mentioned it so that you would not misunderstand me, and think that I might want the long format for all negative numbers. That would not be good.

>TTdigger used in hex always uses the exact number of hex digits that are
>actually in the input. A 16 bit value is displayed in 4 hex digits, a 8 bit
>value in 2. Tries to be as exact as possible.
>Hence "concession" :-)

I see what you mean, but I must add that in this case the concession is an absolutely necessary one for compatibility to DevPac, as the form presently used can not be assembled by it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1374. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3736a4021568ad1@tripnet.se>
Source record: 9625

On Sun 09-05-99 19:06 (GMT) Jo Even Skarstein wrote:

>I just got a STacy (three hours ago), so since I've never actually *used*
>one these before I have a couple of question...
>
>1. It takes somewhere between 5 and 10 minutes before the backlight starts
> working. Is this normal, or is my backlight dying?

This is not normal at all. But the light will never go very bright at
all. I tend to use an external light source instead.

>2. I can't partition or reformat the harddrive (Conner 3020), both
> HD-Driver and HDX fails. Why?

My Conner 3040 (40MB) does not like AHDI 6.61 at all. It bypasses the
autofolder but loads .ACC-files. Strange. The old AHDI 3.01 from 1989
works perfectly. I don't have HD-Driver.

There does not seem to be any problems with AHDI 3.01 . I been using it
for many years with delayed write cache (TCACHE64) enabled and never
lost a file.

>3. It only has 1Mb, so naturally I tried to locate the SIPP-slots it's
> suppose to have. I removed a couple of metal-lids, but I could only
> find two ROMs and some RAM-chips soldered directly to the motherboard.
> Where are the SIPP-slots? Does it even have them? And if not, will a
> MagnumST work?

Mine is also 1MB. It has a special memory board with soldered RAM. To
expand the memory the "official" way you will have to get another
memory board. I managed to fit a "ExtraRAM Deluxe" expansion kit in my
Stacy. Some soldering was required and I placed the SIM board partly in
the battery compartment.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1375. Re: HD floppy on megaSTE-followup

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <373697B0.6C91E039@directprovider.REMOVETHECAPITALS.net>
Source record: 9626

"Sti¿½phane Montarsolo" a i¿½crit :
>
> Hello all
>
> First many thanks to all those who answered my question. It
> helped some!
>
> By flipping dip switch 7 I made the format menu on my megaSTE
> (TOS2.05 France) offer the HD drive option. Now the problem is
> gettong the drive to work. The HD drive I have has 2 jumpers,
> and I tried everything with these, including data cable upside
> down. So far nothing worked ! Any more ideas ? (maybe I should
> check the drive on a PC or on the Falcon ?)
>

Better try it on the Falcon, as the interface should be perfectly the same. You never know with a PC. You could also try using the Falcon's drive.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1376. Re: Control Ports on the STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7h6drqsra1@feresa.bio.vu.nl>
Source record: 9627

Karl Smith (karlws@zetnet.co.uk) wrote:

: Does anyone know how to use and program (what software) the 15 pin
: control port on the STE to control and monitor external devices.

That's actually not too hard. Try to get hold of the EJP-FAQ
(EJP = Extended Joystick Port). Might be a link to that on my
development doc pages: http://atari.scum.org/

-=LvZ

1377. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd10@oden.se>
Source record: 9628

on Sun 09-05-1999 13:27 DarkChyld wrote:

----- snip ----- re: game compatible TOS on MSTe
>
> I'm curious about this. Using TOS 2.06 with a TOS switcher on my STe, even
> with 4 megs of Ram, I would have to say that by far, the majority of games
> work just fine...(original TOS 1.62)

Yes, and for normal ST's the same thing can be done, though it takes more
work to install TOS 2.06 there. In any case there is no doubt that the
best TOS for general game/demo use are TOS 1.04 for ST and TOS 1.62 for STe.

But in this case the poor guy has an MSTe...
So the big question here is: "Can an MSTe boot properly with TOS 1.62 ?"

MSTe has a lot of new hardware compared to a normal STe, so it is not
a good idea to use TOS 1.62 on an MSTe for serious work, even if it
does boot correctly, because I am sure this would block many things
from working right. (Mainly SCC ports and RAM cache.)

But for games that would not really matter, just as long as the booutup
behaviour is similar to that of a normal STe. But does it work that way ?
I have no way of testing it. Will someone else volunteer to do it ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1378. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd11@oden.se>
Source record: 9629

on Sun 09-05-1999 15:55 Henk Robbers wrote:

>It is there.
>
>Propagation of bit 15 in .w operands.
>
>On my home page: http://people.a2000.nl/hrobbers/Homepage.html

Great. I'll download the new version in my next online session then.

>If my comment on DevPac sounded harsh?

Naah, opinions differ, that's only natural. Since I know that you
prefer PASM, you naturally prefer its methods of doing things.

>Please consider this:
>
>A generalization is nice, but must stay within the set that is explicitely stated.
>In other words: truth must not diminish.
>See .w as a cast which has maximum strength.

But the very concept of a 'cast' and its operative priority, is specific
to the C language. PASM has a relation to that, but DevPac does not.
So while I do see what you mean, DevPac was just not designed for it.

To DevPac longwords are the only existing data type for numeric variables
and for intermediate calculation results, and no forcing typecast exists.
To it, the 'xxx.w' simply means that the preceding xxx expression should
be tested to see if its signed long value will fit in a signed short word.
Any expression in the range $8000..$FFFF will fail these criteria.

Both the PASM way and the DevPac way of doing things are equally logical,
but based on different ground rules. It is much the same with humans.
We can't fully evaluate the logic of someone elses actions if we are not
aware of his basic premises.

>By simply having .w in one of the terms, all arithmatic is forced to be done in
>16 bits.
>So a human being doesnt need to type 4 f's of which the human being
>knows that they will be discarded in the end. :-)

Right, but that kind of redundancy is still a factor in easy recognition
of stuff, as implemented by human brains. It is a lot easier to recognize
a reference to (for example) $FFFFFA01.w as an I/O port access, than to do
the same with $FA01.w, since the latter is visually so closely releated to
other non-address expressions in a source code.

>This kind of computer software behaviour is invariably cause of maximum frustation.

Frustration is inevitable. A computer language is a fixed set intended to model some of the things humans express in their thinking. But human thoughts and even our languages are not fixed in that way. Thus frustration with any computer language is to some extent inevitable. It is just a matter of time before something we did like in an earlier situation appears intolerable in some later situation.

>(Not English, and not a mathematician, but I hope what I want to say is
>nevertheless clear)

I had no problem understanding you, so don't worry about it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1379. adding RAM to STf

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7h6qu6$485$1@goblin.uunet.ca>
Source record: 9630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There have been a couple of postings here which have confused me a bit. Is it possible to add more RAM to my 1 Meg STf (I think it has TOS 1.0)? Also, how much can I expect to pay for another meg or two of RAM?

Thanks

Chris

--
crupert@netrover.com
http://www.netrover.com/~crupert

1380. Re: SM 124 monitor & 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7h6r8k$49e$1@goblin.uunet.ca>
Source record: 9631

Hi;

I've got an SM124 and STF both in excellent condition I would let go for $US200. I've also got a 32Meg SCSI hard drive with ADSCSI adaptor card I'll sell for an extra $100, and a Star NX1001 printer I'd sell for 75. If you've got a good (audio) CD Recorder, I'd consider a swap.

Chris Rupert
crupert@netrover.com
http://www.netrover.com/~crupert

Uncle Ivan wrote in message ...
>I desparately need a new SM 124 monitor for my old ST and would entertain
>buying an excellent-condition 1040 ST with a good working mouse. Reply via
>email to teknokon@msn.com. Thanks!
>
>Ivan
>
>--
> \\\\//// "When all is said & done,
> -OO- there will be nothing left
> L to do or say..."
> ///\\\ --- Uncle Ivan
>
>

1381. Re: adding RAM to STf

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3736F269.79A38D54@directprovider.REMOVETHECAPITALS.net>
Source record: 9632
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Rupert a ï¿½crit :
>
> There have been a couple of postings here which have confused me a bit. Is
> it possible to add more RAM to my 1 Meg STf (I think it has TOS 1.0)? Also,
> how much can I expect to pay for another meg or two of RAM?

It's possible, but a little bit messy and expensive, as it requires an
extra upgrade board. You should contact your closest dealer for prices,
since you seem to be located in Canada.

I found that it was cheaper to get my hands on an STE (these use SIMM
memory) and upgrade that with standard RAM.

This is all detailed in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1382. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7h6sugiud2@news.campuscwix.net>
Source record: 9633

On 9 May 1999 23:48:47 +, "Jeroen den Hertog" wrote:

->You're right.
->I found out a way to run the most of the games: to switch off the STe and
->put it on again with the "ALT" key holding. (and of course the disk in the
->drive...)
->A reset isn't enough to make it work.
->When I reset the STe insteed of switch it off, the machine boot on the
->harddisk, even with the "ALT" key holding....
->This is strange, switch on and off all the time, it can't be good for the
->hardware!!!
->
->JdH

You have an external hard drive, right? Well, if you know you are going to play a game, just don't even start it up. That way, the hard drive software won't be loaded up, and you won't have to do an <alt> or <control> (control just passes up all auto folder programs and ACC's). With a floppy in the drive, your ST will search there first with the HD turned off. Hmm...are you using HDDriver software by any chance? I'm not sure but it seems to me that you can set boot preferences with it, so that it looks and tries to run a floppy *before* the hard drive. Might look into that... Hope this helps some! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

1383. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h6t21$5hp$1@snipp.uninett.no>
Source record: 9634

Kenneth Medin <kennethm@tripnet.se> wrote:

>>1. It takes somewhere between 5 and 10 minutes before the backlight starts
>> working. Is this normal, or is my backlight dying?

> This is not normal at all. But the light will never go very bright at
> all. I tend to use an external light source instead.

Once it lights up it gets rather bright, I have no problems reading it
regardless of external light-sources. But I have to look into that delay.

> My Conner 3040 (40MB) does not like AHDI 6.61 at all. It bypasses the
> autofolder but loads .ACC-files. Strange. The old AHDI 3.01 from 1989
> works perfectly. I don't have HD-Driver.

> There does not seem to be any problems with AHDI 3.01 . I been using it
> for many years with delayed write cache (TCACHE64) enabled and never
> lost a file.

I have a 170MB Conner, I'll try that one with HD-Driver first. If I can
figure out how to open the STacy that is...

> Mine is also 1MB. It has a special memory board with soldered RAM. To

I thought so :-(Well, I'd better start saving up for a MagnumST then.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1384. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <19990510155424.10854.00000990@ngol04.aol.com>
Source record: 9635

In article <7h6t21$5hp$1@snipp.uninett.no>, Jo Even Skarstein
<joska@nvg.ntnu.no> writes:

>Kenneth Medin <kennethm@tripnet.se> wrote:
>

>>I have a 170MB Conner, I'll try that one with HD-Driver first. If I can
>figure out how to open the STacy that is...

The following is based on my experience with my STacy. If anything is not clear
feel free to e-mail me for clairification.

Others will tell you to take apart the screen cection in order to have more
room to work but I prefer the "keyhole" approach:

1) Remove the 6 screws from the bottom and 2 screws from the back.

2) Carefully release the 4 clips that hold the keyboard section together (2 of
them are located just above the handle mounting points, the other 2 are approx.
1/3 of the way from the front to the hinge).

3) Carefully lift the top half off while prying the face-plate arroung the
eject button on the floppy.

You now have just enough room to move the to halves arround to get at what you
need.

4) Remove the keyboard.

5) Remove the 3 screws at the front of the shielding and bend all the tabs
straight.

6) Carefull remove the shielding (after removing the shielding I cut it back
away fron the wires for the screen to make it easier next time).

7) unplug the internal powersupply from the motherboard.

8) unplug the screen connector from the motherboard and the screen grounding
screw (it is one of the HD mounting screws) set the screen section aside (
Now you have room to work).

9) Remove the floppy, swap hard drives and put it all back together again.

The last time that I did this it took me 45 min but unfortunatally the drive
was dead so I had to remove it again.

>> Mine is also 1MB. It has a special memory board with soldered RAM. To
>
>I thought so :-(Well, I'd better start saving up for a MagnumST then.

>
>--

I also have a spare memory board with 2Meg and 2 sip sockets e-mail me with an offer and I will consider selling it.

my real e-address (the one that I can access with both my STacy and PeeCee) is: davisent@SPAMperf.bc.ca remove the SPAM to get through.

Sincerly Stephen Davis

Stephen Davis
steamer954@aol.com

1385. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: Jeroen den Hertog <jhert@multiweb.nl>
Message-ID: <7h7kqhkkn1@news.news-service.com>
Source record: 9636

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in message

>
> You have an external hard drive, right? Well, if you know you are going
to
> play a game, just don't even start it up. That way, the hard drive
software
> won't be loaded up, and you won't have to do an <alt> or <control>
(control
> just passes up all auto folder programs and ACC's). With a floppy in the
> drive, your ST will search there first with the HD turned off. Hmm...are
> you using HDDriver software by any chance? I'm not sure but it seems to
> me that you can set boot preferences with it, so that it looks and tries
> to run a floppy *before* the hard drive. Might look into that... Hope
> this helps some! ;-)
>
>
>
Nope: I have an internal HD. (MegaSTe)

JdH

1386. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-10 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FBJF9M.GBG@cix.compulink.co.uk>
Source record: 9637

In message <7h4r7egnh1@news1.xs4all.nl>, atarist@xs4all.nl said:

>And then there are a lot of specials not mentioned yet.
>SI shift In
>SO shift out
>
>Out of what?

I think this is a hangover from teletype days, SI puts it into Shifted mode and SO back to unShifted normal letters. Note that most teletypes had two different Shift keys: One gave numbers and the other punctuation marks IIRC.

Regards, /Peter/

1387. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3738978C.2CE3AB18@cable.A2000.nl>
Source record: 9550

Andreas Schwab wrote:
>
> dlanor@oden.se (Ronald Andersson) writes:
>
> |> Not all of them, of course, but some of them are. That is how Motorola have
> |> defined the 680x0 address space. According to them addresses are signed
> |> quantities, with the usual wrap-around effects at overflow.
>
> On the hardware level there is no such thing as signed or unsigned
> addresses, only a bunch of signals that can be interpreted arbitrarily.
> Signedness is purely a software concept.

A corkscrew is only a corkscrew in the hands of sommelier.

Henk.

1388. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373767E3.F23166AF@cable.A2000.nl>
Source record: 9638

Ronald Andersson wrote:
>
> >If my comment on DevPac sounded harsh?
>
> Naah, opinions differ, that's only natural. Since I know that you
> prefer PASM, you naturally prefer its methods of doing things.
>
I just got Pasm together with Pure C. I didnt need another assembler.
So its the only 68K asm I know :-)

> >See .w as a cast which has maximum strength.
>
> But the very concept of a 'cast' and its operative priority, is specific
> to the C language.

No. Casting is well defined in Algol 68 (also struct and union are from this language).
Morover casting is a process that every language, either high or low,
either implicit or explicit must be able to manage.

> Any expression in the range $8000..$FFFF will fail these criteria.

Motorola is a little bit ambiguous here. They let usability prevail theory.
Although memory addresses are unsigned numbers, you must treat .w operands as
signed numbers. That makes the following possible:
If all the bits you have to discard from a long signed number are the same as the new
sign bit you can discard them savely, because doing so does not change the value.
$FFFF8000 is the same as $8000, $00004000 is the same as $4000.
This is true for both computers and the universe.
(If you regard 'long' in computers as inifinitely long ;-)

This means that such values fit. And although the treatment is that for signed
numbers, their meaning remains unsigned. :-)

[snip]

Visibility: A point. I am working on the names of the Memory mapped IO.
I did not finish it but it is a start. It would be nice if more than 1 person
can add to this list at convenience. I'll send you this later.

What is simple for a human can be extremely difficult for a computer.
Nevertheless there are things that are equally simple for both computers and humans.
Computers dont have the right to let you down in these cases.

Greetings
Henk

1389. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37377059.2AFC5526@cable.A2000.nl>
Source record: 9639

Ronald Andersson wrote:

> In fact I have planned to switch to it ever since I first tried it, because
> the speed is quite impressive and (even more important) it is the only such
> tool I know of which is still actively supported.

It will be supported as long as I can use a M68K computer or emulator.
1. I use it myself quite often.
2. It's fun.

> Actually I like most of DevPac's behaviour, though some of it might benefit
> from an overhaul. But we do have to live with it as-is now, since it is no
> longer being developed further.

Is it true that it is a good and complete development system? editor, make,
cross reference etc.

> Not all of them, of course, but some of them are. That is how Motorola have
> defined the 680x0 address space. According to them addresses are signed
> quantities, with the usual wrap-around effects at overflow.

Ah! Thats how they behave. But is it also their meaning?.
Exercise:
You have all the memory you can have (4Gig). Fill it with NOP's and
start the processor anywhere. If it loops forever, you're right.

> It is the assembler equivalent of a 'typecast' in C, except that
> the effect on object code is more direct.

A bit a chicken and egg question.
I would say: it's a field descripter (or a type) that may result in a cast when
initializing.

> The concession is an
> absolutely necessary one for compatibility to DevPac, as the form presently
> used can not be assembled by it.

TT-Digger likes it to be used.

Henk.

1390. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37377323.6C00E05B@cable.A2000.nl>
Source record: 9640

Hi Ronald

Ronald Andersson wrote:
>
> Hi Henk,
>
> on Sat 08-05-1999 21:26 Henk Robbers wrote:
> >Ronald Andersson wrote:
> >
> ----- snip ----- re: CR, LF and RS alternatives for line endings
> >
> >It would have eliminated the confusion about cr/lf combinations.
>
> That it would have, but unfortunately it was never consistently used as such.
>

Sometimes I think that people (mainly if organized in groups) actually are
afraid of simple conclusions or decisions, as if they dont trust them.

> there were also older paper tape types
> that used fewer holes, and thus needed reserved codes to shift between some
> different code/character sets.
>

Such as alpha shift and beta shift.

[punched cards]
> They are definitely the oldest computer media, as they were invented well over
> a century ago (near 150 years ago I think).

On looms.

Henk

1391. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37379ae8eb3560@oden.se>
Source record: 9641

Hi myself... :-)

No, I am not really talking to myself here,
just following up on my earlier reply to Henk Robbers.

on Mon 10-05-1999 11:38 Ronald Andersson wrote:
>on Sun 09-05-1999 15:55 Henk Robbers wrote:
>
>>It is there.
>>
>>Propagation of bit 15 in .w operands.
>>
>>On my home page: http://people.a2000.nl/hrobbers/Homepage.html
>
>Great. I'll download the new version in my next online session then.

Ok, I've now tested the new version. It works fine as far as I can tell.

I disassembled a small prog doing direct I/O port accesses, saved the source,
and reassembled with DevPac. Picked up both original prog and the new one
and dropped both on egale (set for binaries as default). This proved that
the two programs were byte for byte identical.

Terrific ! You can chalk up another convert Henk !

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1392. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: Andreas Schwab <schwab@issan.cs.uni-dortmund.de>
Message-ID: <vyzk8uflxbg.fsf@issan.cs.uni-dortmund.de>
Source record: 9642

atarist@xs4all.nl (Stichting ST) writes:

|> And then there are a lot of specials not mentioned yet.
|> SI shift In
|> SO shift out
|>
|> Out of what?

Try sending them to a vt100.

--
Andreas Schwab "And now for something
schwab@issan.cs.uni-dortmund.de completely different"
schwab@gnu.org

1393. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: Andreas Schwab <schwab@issan.cs.uni-dortmund.de>
Message-ID: <vyzhfpjlx5i.fsf@issan.cs.uni-dortmund.de>
Source record: 9643

dlanor@oden.se (Ronald Andersson) writes:

|> Not all of them, of course, but some of them are. That is how Motorola have
|> defined the 680x0 address space. According to them addresses are signed
|> quantities, with the usual wrap-around effects at overflow.

On the hardware level there is no such thing as signed or unsigned
addresses, only a bunch of signals that can be interpreted arbitrarily.
Signedness is purely a software concept.

--
Andreas Schwab "And now for something
schwab@issan.cs.uni-dortmund.de completely different"
schwab@gnu.org

1394. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <37382765.2098157@news.cableinet.net>
Source record: 9644

On 10 May 1999 19:54:24 GMT, steamer954@aol.com (Steamer954) wrote:

>
>Others will tell you to take apart the screen cection in order to have more
>room to work but I prefer the "keyhole" approach:
Why do you prefer this to a proper dismantle procedure?
Two screws behind the sticky Atari Stacy Logo inside enable unclipping
the very top cover and gives easy access to hinges and screen
connections which come up through the hollow hinge. Spring tension is
low if you undo hinge screws whilst the screen is open. Careful
feeding of these through there allows complete removal of the screen
assembly and then of course the top will come right off.
My Stacy 2 has a special memory board with chips soldered and 2 simm
slots. Obiously there are many configurations!
Cheers for now Bryan

1395. Re: Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Message-ID: <37383D34.F4392846@ief.u-psud.fr>
Source record: 9645
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Karl,

Karl Samyn wrote:
> Due to an internal IP-address change at the Military Academy in Belgium
> the address of the Belgian FTP site has changed.
> It now is impossible to connect to the server using the old address
> 193.190.205.13.
> The new address is : 193.190.204.128
> The directory is : atari/

Sorry, but I have a :

FTP Error

Could not login to FTP server

When I try to connect.

Is there an address problem ?

Regards,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
WEB : http://eureka.atari.org

1396. Linux

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: "A. Wanzenried" <awan@bluewin.ch>
Message-ID: <37384369.A01D6318@bluewin.ch>
Source record: 9646
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello to everyone

I'm trying to compile a Linux-Kernel in order to get some modules working, which I don't have in the kernel that I loaded down from a linux-site.

I've got a Falcon with 14 MB Ram and I'm also able to compile the 2.1.131 kernel, so development-environment is okay.

When I compiled the kernel and boot it with ataboot 3.3, which gives me the same bootinfo as the kernel has, I get some pixels on the screen, changing rapidly and the printer prints something about a colour dummy device, but nothing like Atari builtin, as the kernel which works does.

Anyone can help me by sending my their Makefile and .config together or just telling me, what I'm doing wrong.

Thanks a lot

Andreas

1397. Re: Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37387aac1b3dbb0@ping.be>
Source record: 9647
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

on Tue 11-05-1999 16:22 LE COAT Francois wrote:

>Hello Karl,
>
>Karl Samyn wrote:
>> Due to an internal IP-address change at the Military Academy in Belgium
>> the address of the Belgian FTP site has changed.
>> It now is impossible to connect to the server using the old address
>> 193.190.205.13.
>> The new address is : 193.190.204.128
>> The directory is : atari/
>
>Sorry, but I have a :
>
>FTP Error
>
>Could not login to FTP server
>
>When I try to connect.
>
>Is there an address problem ?

Yes there is a problem with the Belgian ftp-site. I couldn't
login either. The main problem is that the webmaster seems to be sick now.
I hope he will be recovered next week so he can finish his job.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

1398. FA: Atari Trak-Ball - $1.00, No Reserve!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: Vaz <vaserius@communities.com>
Message-ID: <373879E9.946C48C7@communities.com>
Source record: 9648

For Atari computers and game systems. In original box with manual. For pictures and description, go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102649374

No reserve, and a $1.00 starting bid!

- Vaz

1399. Re: Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-11 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <373880FC.4F42B995@village.uunet.be>
Source record: 9649
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
LE COAT Francois wrote:
>
> Hello Karl,
>
> Karl Samyn wrote:
> > Due to an internal IP-address change at the Military Academy in Belgium
> > the address of the Belgian FTP site has changed.
> > It now is impossible to connect to the server using the old address
> > 193.190.205.13.
> > The new address is : 193.190.204.128
> > The directory is : atari/
>
> Sorry, but I have a :
>
> FTP Error
>
> Could not login to FTP server
>
> When I try to connect.
>
> Is there an address problem ?

Hmm, everything seems OK here... I can login without any problem.
Did you already try it without specifying the path atari?
Maybe that last / can cause the problem...

--
Saka -- Karl Samyn
```

1400. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3738AAF5.6ACB9FD7@cable.A2000.nl>
Source record: 9551
Body handling: Binary attachment payload not displayed: MEMIO.IDX

Hi Ronald

Ronald Andersson wrote:
>

> I disassembled a small prog doing direct I/O port accesses, saved the source,
> and reassembled with DevPac. Picked up both original prog and the new one
> and dropped both on egale (set for binaries as default). This proved that
> the two programs were byte for byte identical.

The credits for this behaviour go to the original author: Han Driesen
of the "Stichting ST". I am very glad to hear that this behaviour is not affected
by my modifications. :-)

In a earlier post I mentioned the possibility of giving names to the .w operands.
There is a file SYSVARS.IDX as part of the ZIP. This file contains all the
names for the low memory system vatiables. They are from the ATARI TT profibuch.

The attachment consists of a (unfinished) effort to do the same for the "negative"
.w operands. I think the most common used are there. It is very easy to add
interactively to this list. See the description in the hypertext.

Cut the stuff between the {} in MEMIO.IDX and paste that between the {} of
SYSVARS.IDX, then move the whole stuff to your WHATEVER.IDX

Happy digging
Henk.

[One or more binary attachments are retained only in the source text.]

1401. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3738ec2863cbb60@oden.se>
Source record: 9552

Hi Henk,

on Tue 11-05-1999 01:12 Henk Robbers wrote:
>Ronald Andersson wrote:
>>
>> Naah, opinions differ, that's only natural. Since I know that you
>> prefer PASM, you naturally prefer its methods of doing things.
>>
>I just got Pasm together with Pure C. I didnt need another assembler.
>So its the only 68K asm I know :-)

Even so, we do tend to prefer the tools we are accustomed to, except if
they are horribly inefficient, and that does not describe either PASM
or DevPac.

>> But the very concept of a 'cast' and its operative priority, is specific
>> to the C language.
>
>No. Casting is well defined in Algol 68
>(also struct and union are from this language).

It was so long ago that I used algol that I can't remember much of it.
I only made a few programs in it, and never delved in the deeper stuff.

>Morover casting is a process that every language, either high or low,
>either implicit or explicit must be able to manage.

That depends entirely on what you mean by 'manage'.

Essentially casting means data type conversion, and by some means or other
that sort of thing can be performed by any language capable of arithmetic.
The kind of 'casting' we use in C however, and which certainly was used
in the case under discussion, is not such a data conversion at all.

Instead it is a way of forcing a given expression to be interpreted in a
specific way, such that it is accepted as being of a specified data type
even though its intermediate value before the cast takes effect may have
been of an entirely different data type.

That is something that lots of languages have no way of doing at all,
such as (for example) many traditional BASIC dialects. They can do
runtime conversions, sure, but there is no way to write a 'cast' that
will affect the syntax analysis without generating data converting
code.

>> Any expression in the range $8000..$FFFF will fail these criteria.
>

>Motorola is a little bit ambiguous here. They let usability prevail theory.

In this section I was not really referring to Motorola rules, as much as I
was referring to DevPac rules. Like any imposed rules they can to some
extent be arbitrary, in the sense that they do not need any special support
of a theory. It is enough that the designers find the rule useful.

In this particular case the usefulness lies in allowing some checking of
the sensibility of data values for short absolute values that would not
be possible otherwise.

Suppose for example that we have a short address calculation of the type
"(baseconst+factor1*factor2).w"
If this happens to overflow into the range $00008000..$0000FFFF, then
PASM will happily accept this as a legal negative address, whereas
DevPac will generate an error message.

In fact, PASM too will generate a warning, but it will allow the binary
to be produced, and if the warning is missed, a faulty program is used.

DevPac on the other hand will not accept such an error, but will show
an error message, so there is no risk of using this faulty program.

>Although memory addresses are unsigned numbers, you must treat .w operands as
>signed numbers. That makes the following possible:
----- snip ----- re: why $FFFF8000.l is the same as $8000.w

I am fully familiar with these relationships, and agree that they are true in
pure binary number theory, as well as in the PASM language context.

They are not, however, equivalent expressions in the DevPac language context.

In DevPac all intermediate numeric expressions are long, and every time any
operator (even a 'cast' operator) is applied to such an expression it will
operate on a long argument.

Actually DevPac too makes one concession to 'wraparound' from positive
to negative numbers, a little like the PASM rule for word addresses,
but DevPac only allows it for 'immediate' values.

>This means that such values fit.

Fit what ? Certainly not the rules of the DevPac language. ;-)

In fact they do not really fit PASM either, as it too will generate a
warning for such expressions as "move $FA01.w,d0". Those warnings
do not prevent continued assembly, and can perhaps even be turned off,
but they do show that even PASM regards such constants as suspect.

>And although the treatment is that for signed
>numbers, their meaning remains unsigned. :-)

I suppose you mean that they remain addresses, and you regard addresses
as being unsigned, but that is merely one convention. The whole concept
of numerical addresses for data locations is a human invention, and we

can arbitrarily use signed or unsigned quantities to specify them.

The important thing is that we stay consistent in our usage within a
given language, so as not to invalidate the structures created in it.
But there is no real need for any such relationship between different
computer languages. Though consistency does help in real life. :-)

>[snip]
>
>Visibility: A point. I am working on the names of the Memory mapped IO.
>I did not finish it but it is a start. It would be nice if more than 1 person
>can add to this list at convenience. I'll send you this later.

Fine. As for adding to your list, you could always have a look at my own
libs, and borrow anything you happen to like. My STNGDEVP.LZH package holds
most of the DevPac libs I use, including my STinG headers, from which half
of the package name comes. But the thing of interest to you here would
be in one of the non-STinG libs named RA_SYS.I . That contains system
variables, hardware locations, data structures, as well as a lot of macro
definitions that you should simply skim past, as they use DevPac notation.
But the constant definitions could prove useful to you.

The archive is in the File section of the STinG subpage of my homepage.

>What is simple for a human can be extremely difficult for a computer.
>Nevertheless there are things that are equally simple for both computers and humans.
>Computers dont have the right to let you down in these cases.

Perhaps, but they sure have the ability to do it occasionally ;-)
Ask any windoooze user.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1402. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3738ec2863cbb61@oden.se>
Source record: 9553

Hi Henk,

on Tue 11-05-1999 01:48 Henk Robbers wrote:
>Ronald Andersson wrote:
>
----- snip ----- re: switching to TTDIGGER for speed and continued support
>
>It will be supported as long as I can use a M68K computer or emulator.
>1. I use it myself quite often.
>2. It's fun.

Good. This matches my earlier impression.
Much of the best software for Ataris is made by authors who simply make
what they want for themselves, and that usually is the best basis for
support too.

>> Actually I like most of DevPac's behaviour, though some of it might benefit
>> from an overhaul. But we do have to live with it as-is now, since it is no
>> longer being developed further.
>
>Is it true that it is a good and complete development system? editor, make,
>cross reference etc.

The editor DEVPAC.APP is also the shell program, and calls GEN.TTP to assemble
and MON.PRG for debugging, though the latter is often used separately too,
for all kinds of debugging. There is also an AMON version that is put in
the \AUTO\ folder to catch any bombs of \AUTO\ programs or ACCs.

DevPac can generate a symbol table listing, but whether it qualifies as a
real cross-ref I really don't know. I find little need for such anyway.

There is a link utility too, but I don't even use it, and there is no real
'make' feature. You can have multiple assembly windows, but you must give
the assembly commands separately for each one and then link them up later.

But that is not the way I like to develop assembly programs. Then I could
just as well use PASM and link stuff the C way.

Instead I use the 'include' directive, together with macros and conditionals
to build a system of assembly-time linked source modules. The total project
then assembes directly into a single executable file. This is commanded by
giving the 'Assemble' command for the top-level source file, which thus has
the same role, though not the same function, as a C project file.

>
>> Not all of them, of course, but some of them are. That is how Motorola have
>> defined the 680x0 address space. According to them addresses are signed

>> quantities, with the usual wrap-around effects at overflow.
>
>Ah! Thats how they behave. But is it also their meaning?.

Addresses have no particular meaning except what we choose to give them,
and that can vary greatly indeed.

>Exercise:
>You have all the memory you can have (4Gig). Fill it with NOP's and
>start the processor anywhere. If it loops forever, you're right.

If that were done, then it should indeed loop forever, provided that
all interrupts were disabled of course, since the NOPs would smash all
interrupt vectors etc. After the NOP at $FFFFFFFE, the next opcode
would be fetched from address $00000000.

It would take some tricky PMMU programming to actually do that without
bombing, considering interrupt vectors etc, but it could be done.

>> It is the assembler equivalent of a 'typecast' in C, except that
>> the effect on object code is more direct.
>
>A bit a chicken and egg question.
>I would say: it's a field descripter (or a type) that may result in a cast when
>initializing.

Well, that is mostly a matter of phrasing actually.
I think we meant very nearly the same thing.

>> The concession is an
>> absolutely necessary one for compatibility to DevPac, as the form presently
>> used can not be assembled by it.
>
>TT-Digger likes it to be used.

Good, and I think I'll like to use it too,

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1403. Re: Control Characters

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3738ec2863cbb62@oden.se>
Source record: 9554

Hi Henk,

on Tue 11-05-1999 02:00 Henk Robbers wrote:
>Ronald Andersson wrote:
>>
>> ----- snip ----- re: CR, LF and RS alternatives for line endings
>> >
>> >It would have eliminated the confusion about cr/lf combinations.
>>
>> That it would have, but unfortunately it was never consistently used as such.
>>
>
>Sometimes I think that people (mainly if organized in groups) actually are
>afraid of simple conclusions or decisions, as if they dont trust them.

To some extent yes, but that is a very complex subject.
But even without such factors it can be very hard to gain unity of any
large group to back any single idea. There are almost always splitups.

>> there were also older paper tape types
>> that used fewer holes, and thus needed reserved codes to shift between some
>> different code/character sets.
>>
>Such as alpha shift and beta shift.

Yep. And consequently some very non-ascii code systems.

>[punched cards]
>> They are definitely the oldest computer media, as they were invented well over
>> a century ago (near 150 years ago I think).
>
>On looms.

Yep, but also used in a major population poll made in USA in the 1860's.
For the looms they were controlling media, but for the poll recording media,
if I have understood it all correctly.

Hmmm, I just realized that it was a while since we mentioned anything to do
with Ataris in this thread. I think we've gone a bit off-topic.
Ah well, at least I mentioned the word once this time. :-)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1404. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990512163203.6312D-100000@hal.fishpool.fi>
Source record: 9555

> I just got a STacy (three hours ago), so since I've never actually *used*
> one these before I have a couple of question...
>
> 1. It takes somewhere between 5 and 10 minutes before the backlight starts
> working. Is this normal, or is my backlight dying?

Dying. It usually takes about 5 _seconds_.

> 2. I can't partition or reformat the harddrive (Conner 3020), both
> HD-Driver and HDX fails. Why?

I have successfuly used HD-Driver, but this was on a replacement disk.

> 3. It only has 1Mb, so naturally I tried to locate the SIPP-slots it's
> suppose to have. I removed a couple of metal-lids, but I could only
> find two ROMs and some RAM-chips soldered directly to the motherboard.
> Where are the SIPP-slots? Does it even have them? And if not, will a
> MagnumST work?

The lid you're looking for is located _under_ the Stacy, on the left.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1405. Replacement keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <37398c6e17eae0@zetnet.co.uk>
Source record: 9556
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi All,

I was given a keyboard which came off of an old 286 PC and was wondering
if it is possible to wire it so it can be used onto an STE?

The keyboard is a Philips P2815.

Thanks in Advance,

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Aural Sex produces eargasms

1406. For Sale: Gravis MouseStick

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <3gfkCYATIZO3EwAD@steverosie.demon.co.uk>
Source record: 9557
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I have the above up for grabs. This is a very nice controller, and was expensive, it works on the Atari ST and Amiga and works out which machines it's on.

This what it says on the box, it also has a manual with it;)

"The ultimate optical controller. Precision and versatility.

Ideally suited for:
Entertainment software
Flight Simulation
CAD and Drawing
Desktop Publishing
Mouse emulation
Digital joystick games (Atari ST/Amiga only)"

It has 3 programmable buttons and comes in 2 parts; one part plugs into the joystick port and has an LCD display, and the other is a joystick that plugs into the other part.

I must admit that it did take me a while to get use to it. You can move the cursor around the screen, the speed of movement depends on how far you move the joystick; e.g. if you go all the way in any direction, the cursor moves much quicker than with a small movement.

I've only used this in the mouse port and can't say what it's like using it in the other port. Enough said I think.

I'm looking at around ï¿½30 GBP or I'll swap or do a part exchange on other gear.

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1407. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hc4ke$pb3$1@news.campuscwix.net>
Source record: 9558

On 10 May 1999 23:59:23 , "Jeroen den Hertog" wrote:

->Nope: I have an internal HD. (MegaSTe)
->
->JdH

Ah, well that explains some of your games problems right there.
There are several utilites that will allow you to turn the CPU
speed down to 8mhz if required. That should help. Also, are U
using HDDriver? If so, I think you can set it so that it will
try to boot from the floppy first, then-if it can't find the
floppy it goes to the hard drive... Hope this helps! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1408. Re: ASCI and SCSI mixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <3738931e.7294149@news.easynet.co.uk>
Source record: 9559

On Thu, 29 Apr 1999 21:13:47 GMT, bjr@master.localink4.com
(Brain Roland) wrote:

>Chris Crosskey (chrisc@zetnet.co.uk) wrote:
>: It might also be possible to run a SCSI output on your Megafile (so not
>: needing the Link) as long as it is not an MFM/RLL based unit like the good
>: ole 204
>
>Hummm...
>I opened the case to see what was inside...
>It doesn't look like a SCSI connection, as it has two smaller ribbon
>cables going into the drive mech rather than one wide one.
>
>I'd assume that's the old MFM/RLL?
>
>I forget what the lable was on the drive mech, but it was a full height
>Seagate thing...ST something or nother was the model number. I was hoping
>it was a true SCSI mech...cuz I've a old 80meg SCSI mech with MintNet
>installed on it that would really be nice in that Mega ;)
>
>But it's good to see I can pop on a LINK controller as well. Might even
>do the dual CPU on one SCSI bus thing and mate the bugger with my Falcon.
>Which reminds me...anyone know if permiscious mode driver software exists
>for TOS? Something that'd keep all the disk caches updated across the SCSI
>bus so active systems could SHARE the same partition at once?
>
>Brian

I'm curious to know how these early Atari hard drives work.
I know on the BBC computer you get an interface that
converts the BBCs signals to SCSI and then you get a SCSI to
MFM/RLL adaptor which connects to the drive itself. Do these
early Atari drives work on the same principle. I.e. is there
two PCBs does one of them have SCSI like connectors. Or is
it a direct ASCI to MFM/RLL type board?

1409. Floptical drive with disks for sale £42 including insured postage UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <37388e00.5983859@news.easynet.co.uk>
Source record: 9560
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Bare SCSI Floptical drive (20MEG storage per disk) also
reads and writes to 720k and 1.44MEG disks. I.e. gives a
high density drive to normal STs.

5x Floptical Disks 100MEG of storage.

PC SCSI card for use iwth Floptical.

Instructions etc.

All working 100%.

You will obviously need to mounti it internally or put it in
case. If you need a 5 1/4 tray then I can supply one at £2
extra. You'll also need a SCSI interface of course.

Previously I mounted it in a external CDROM case.

I've used it on PC, Acorn, Atari ST, Falcon, Amiga 1200 with
no problems at all.

Can load the five disks with software too depending on what
you want.

Exceptionally good at reading 1.44 disks as it has a very
precise and accurate mechanism.

You can not use normal disk copying software with it though
as its not seen by the system as a floppy drive its a
removable hard drive.

Will also consider swops for other Atari hardware.

ICD software does support Flopticals and I think HDdriver
too. Ideal for someone with PC and ST for sharing
information.

The PC scsi card is an 8bit isa card and probably a single
device type. I've never used it as I've got an Adaptec SCSI
card which I used instead.

Will split possibly. Flopticals £3.50 each, Drive £25, scsi
card £4. all plus postage.

Also 520STFM with joysticks and games £45 including postage.

1410. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3739c472946b20@oden.se>
Source record: 9561

on Tue 11-05-1999 12:26 Andreas Schwab wrote:

>dlanor@oden.se (Ronald Andersson) writes:
>
>|> Not all of them, of course, but some of them are. That is how Motorola have
>|> defined the 680x0 address space. According to them addresses are signed
>|> quantities, with the usual wrap-around effects at overflow.
>
>On the hardware level there is no such thing as signed or unsigned
>addresses, only a bunch of signals that can be interpreted arbitrarily.
>Signedness is purely a software concept.

I agree completely. But Henk Robbers and I were discussing how addresses
should be expressed in two different assembler dialects, PASM and DevPac,
so our arguments were software related.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1411. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3739c472946b21@oden.se>
Source record: 9562

Hi Henk,

on Wed 12-05-1999 00:11 Henk Robbers wrote:
>Ronald Andersson wrote:
>>
----- snip ----- re: reassembly of TTDIGGER disassembly => identical binary
>
>The credits for this behaviour go to the original author: Han Driesen
>of the "Stichting ST". I am very glad to hear that this behaviour is not affected
>by my modifications. :-)

So am I. Actually I was a bit surprised, since many assembler expressions have
more than one equivalent binary form, and various disassemblers, assemblers,
and compilers choose different forms by default. Evidently Han's choices are
very similar to those of DevPac, which suits me perfectly :-)

>In a earlier post I mentioned the possibility of giving names to the .w operands.
>There is a file SYSVARS.IDX as part of the ZIP. This file contains all the
>names for the low memory system vatiables. They are from the ATARI TT profibuch.

Yes, I have seen this file, and have considered adding to it.

>The attachment consists of a (unfinished) effort to do the same for the "negative"
>.w operands. I think the most common used are there. It is very easy to add
>interactively to this list. See the description in the hypertext.

Ok, I'll check it out then.

>Cut the stuff between the {} in MEMIO.IDX and paste that between the {} of
>SYSVARS.IDX, then move the whole stuff to your WHATEVER.IDX

Will do, but then I guess I'll have to study the HYP again to see how to
manage the IDX files. Ideally I'll want certain symbol sets activated by
default on every start of TTDIGGER, while others should only be loaded
when I request it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1412. Re: ASCI and SCSI mixed?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3739c190$0$490@news.zetnet.co.uk>
Source record: 9563

On 12 May 1999 17:14:43, Martin Wilson wrote:

>
>I'm curious to know how these early Atari hard drives work.
>I know on the BBC computer you get an interface that
>converts the BBCs signals to SCSI and then you get a SCSI to
>MFM/RLL adaptor which connects to the drive itself. Do these
>early Atari drives work on the same principle. I.e. is there
>two PCBs does one of them have SCSI like connectors. Or is
>it a direct ASCI to MFM/RLL type board?
>.
The BMS-100 did that ...using Adaptec's SCSI-RLl/MFM card/.... I've got
one, I''m looking foir the soifts for it if anyoinoe knows where I m,ight
find them..

chrisc

1413. MO Optical drive Blues:((Still... More info!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <B3lWCDARJeO3EwWM@steverosie.demon.co.uk>
Source record: 9564
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

Yep I'm still trying to get the bugger to be seen using HD Driver...

I've managed to get it seen, but only once. If I turn the drive OFF and on again, it will detect it in the ID screen. I can do this as long as I like, but can't get it find it after the first time!

Here is some info, hopefully this may help.

The Drive: Fujitsu M2513A

HD Driver detects this as: FUJITSU M25 13A 2000 Optical Memory

The following switch settings: ID=2

SW1
Parity: disabled
SCAM mode: enabled - it will not be detected at all with this off!!!
Device enquiry: MO
Spindle automatic stop mode: disabled
LED mode: normal

SW2 (these are all the factory default)
Write cache mode: disabled
SCSI type 1: disabled
Mac mode: disabled
Verify mode: verify enabled
SCSI type 0: SCS1
Save data pointer message: enabled
Down load mode: disabled
Factory test (not to be set by user): disabled

I have the following jumpers set:
CNH! (Terminating power and SCSI termination)

1-2 Power supplied by drive: supplied
3-4 Power supplied by host controller: supplied
5-6 SCSI termination: disabled

Totally formatable via ICD utilities although I can't get it to boot, I don't really need it too.

Totally formatable via PC.

The drive is set in the following chain/link and this gives all the above results.

Atari - ICD Link II- MO drive - IBM LPS270 hard drive - terminator
(doesn't make any difference if the terminator is on or off!)

I'd love to know if HD Driver is at fault or whether it doesn't like the
ICD Link II!

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1414. Re: Floptical drive with disks for sale £42 including insured postage UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3739f4e42385630@oden.se>
Source record: 9565
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Martin,

I'm interested in the stuff you advertised, as I can use it to
move semi-large packages between my systems. At the prices
you mentioned (quoted below) I'm prepared to buy all the stuff
you mentioned (also quoted below) except for the 520 STFM.
(I already have more STs than I use.)

As I figure it that makes for a sum of 46.5 UKP,
but I'll also pay for postage of course.

You'd better check what the postage will come to from your end,
as I live in in Sweden (in a suburban of Stockholm), and these
costs are not always 'symmetrical'.

How do you want payment ?
Cash in letter or what ?

on Wed 12-05-1999 17:14 Martin Wilson wrote:

>Bare SCSI Floptical drive (20MEG storage per disk) also
>reads and writes to 720k and 1.44MEG disks. I.e. gives a
>high density drive to normal STs.
>
>5x Floptical Disks 100MEG of storage.
>
>PC SCSI card for use iwth Floptical.
>
>Instructions etc.
>
>All working 100%.
>
----- snip ----- re: various details irrelevant for me
>
>Will split possibly. Flopticals ï¿½3.50 each, Drive ï¿½25, scsi
>card ï¿½4. all plus postage.
>
>Also 520STFM with joysticks and games ï¿½45 including postage.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1415. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373A086D.8BDD1CF1@cable.A2000.nl>
Source record: 9566

Hi Ronald

[about DevPac]
That gave me a good impression of what DevPac has to offer.

> Addresses have no particular meaning except what we choose to give them,
> and that can vary greatly indeed.

Dont mingle 'meaning of address' and 'meaning of contents'.

> >Exercise:
> >You have all the memory you can have (4Gig). Fill it with NOP's and
> >start the processor anywhere. If it loops forever, you're right.
>
> If that were done, then it should indeed loop forever, provided that
> all interrupts were disabled of course, since the NOPs would smash all
> interrupt vectors etc. After the NOP at $FFFFFFFE, the next opcode
> would be fetched from address $00000000.
>
That answers my question.
But I also realize now, that signedness of addresses has nothing to do with this.
It is simply a modulo 2^32 operation.

> It would take some tricky PMMU programming to actually do that without
> bombing, considering interrupt vectors etc, but it could be done.
>

I should have said "mind exercise" ;-)

Greetings.
Henk.

1416. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373A0F4D.6B9BD969@cable.A2000.nl>
Source record: 9567

Ronald Andersson wrote:

> Will do, but then I guess I'll have to study the HYP again to see how to
> manage the IDX files. Ideally I'll want certain symbol sets activated by
> default on every start of TTDIGGER, while others should only be loaded
> when I request it.

The index file is a result of data & jumptable marking operations.
It is written by TTD itself.
You can use TTD to add names to this file.
Each prg or object file has its own index file.

Use a ascii text editor to add these .w names to each of your idx files,
BUT ONLY as a start.
Dont touch the other fields that are already there.
Of course you can delete the names you dont need.

Henk.

1417. Re: HD floppy on megaSTE-followup

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: Martin Graiter <graiter@DO_NOT_SPAMstarmail.com>
Message-ID: <7hd431$j4l$5@news.cybercity.dk>
Source record: 9568

St,phane Montarsolo <sjmontar@easynet.fr> wrote in message
news:7h50ik$920$1@buggy.easynet.fr...
> Hello all
>
> First many thanks to all those who answered my question. It
> helped some!
>
> By flipping dip switch 7 I made the format menu on my megaSTE
> (TOS2.05 France) offer the HD drive option. Now the problem is
> gettong the drive to work. The HD drive I have has 2 jumpers,
> and I tried everything with these, including data cable upside
> down. So far nothing worked ! Any more ideas ? (maybe I should
> check the drive on a PC or on the Falcon ?)

You could check the drive on a PC, just to see if it works.
Both possible PC floppies are coded as "B:" (DS1) drives, the ribbon
cable is instead twisted for one of the connectors.

Both Atari floppie drives are coded as "A:" (DS0) drives, so if you're
migrating a floppy drive from the PC, you'd have to recode it to become
a DS0 instead of DS1, this is normally done with jumpers.
But nothing should stop you from twisting a part of your flat ribbon
cable
so that it "sees" DS1 coded drives as DS0:s. This should be quite
useful
for wanting to be able to move floppy drives from PC to Atari without
rejumpering.

MG

1418. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373A1B6A.75A2566F@cable.A2000.nl>
Source record: 9569

Ronald Andersson wrote:

> That depends entirely on what you mean by 'manage'.

Do what it has to do.

> Essentially casting means data type conversion, and by some means or other
> that sort of thing can be performed by any language capable of arithmetic.
Yep.
> The kind of 'casting' we use in C however, and which certainly was used
> in the case under discussion, is not such a data conversion at all.

There are actually 2 types of cast.
1: transfer coercion. The normal conversion of 'coercable' types.
Mostly real <--> integral, different sizes of real.
2: mapping coercion. Different sizes of integral or binary.

3: Cheating on types. :-) The lazy programmers' escape. :-) :-)

1 and 2 are almost always done implicit.
We discussed 2 and when this could be savely done.

> Instead it is a way of forcing a given expression to be interpreted in a
> specific way, such that it is accepted as being of a specified data type
> even though its intermediate value before the cast takes effect may have
> been of an entirely different data type.
>
> That is something that lots of languages have no way of doing at all,
> such as (for example) many traditional BASIC dialects. They can do
> runtime conversions, sure, but there is no way to write a 'cast' that
> will affect the syntax analysis without generating data converting
> code.

Looks like 3. It is one of the design errors of C.

[.....]

> Suppose for example that we have a short address calculation of the type
> "(baseconst+factor1*factor2).w"
> If this happens to overflow into the range $00008000..$0000FFFF, then
> PASM will happily accept this as a legal negative address, whereas
> DevPac will generate an error message.

In fact I do not care what Pasm or DevPac do. I only said that if the value
wasnt affected by the operations of discarding or inserting $FFFF, then do that
without bothering me.

[....]
> ----- snip ----- re: why $FFFF8000.l is the same as $8000.w
>

[....]

I understand the behaviour of DevPac.

> >This means that such values fit.
>
> Fit what ? Certainly not the rules of the DevPac language. ;-)

Fits 16 bits. Filling bits is the ultimate purpose of DevPac. ;-)

>
> In fact they do not really fit PASM either, as it too will generate a
> warning for such expressions as "move $FA01.w,d0". Those warnings
> do not prevent continued assembly, and can perhaps even be turned off,
> but they do show that even PASM regards such constants as suspect.
>
I didnt know that, and I do not think a warning is necessary.
I only use assembler when it is really unavoidable (h/w or critical speed).

[....] See other post.

[libraries]

Thanks.
I'll have a look (I hate typing what is already typed once anywhere ;-).

Groeten
Henk.

1419. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373A3793.BB7F9BAC@cable.A2000.nl>
Source record: 9570

Ronald Andersson wrote:
>
> Suppose for example that we have a short address calculation of the type
> "(baseconst+factor1*factor2).w"
> If this happens to overflow into the range $00008000..$0000FFFF, then
> PASM will happily accept this as a legal negative address, whereas
> DevPac will generate an error message.

After a closer look: (sometimes I am to hasty :-)

The expression between the () is in fact typeless. Doing it long is of course
the right way. If this expression would contain $FA01, there is no indication
that this should be something else. OK.

But if you had this: ($Fa01.w + something*anotherthing) you can savely widen
$FA01 to $FFFFFA01. Now if it's still an expression that does not overflow in
the most significant 17 bits, its perfectly suited for narrowing.

In this case the .w is used in 2 ways.
1. here you have a negative 16 bit value.
2. The whole expression is also a absolute word operand in a instruction.

But I do not know if either Pasm or DevPac will accept this kind of placement
of the .w
Anyhow: without the arithmatic there is no problem with that.
As I understand it, DevPac does always asume at least: ($FA01).w

Henk.

1420. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a7fb08ff51a0@oden.se>
Source record: 9571

Hi Henk

on Thu 13-05-1999 01:02 Henk Robbers wrote:
>
>> Addresses have no particular meaning except what we choose to give them,
>> and that can vary greatly indeed.
>
>Dont mingle 'meaning of address' and 'meaning of contents'.

I didn't. If I had spoken of the contents I'd have said 'infinitely'
rather than just 'greatly', because we can assign whatever arbitrary
meaning we wish to a stored code, so the complexity of the meaning
is then not limited by the complexity of the code.

----- snip ----- re: CPU running NOPs in all address locations
>>
>> If that were done, then it should indeed loop forever, provided that
>> all interrupts were disabled of course, since the NOPs would smash all
>> interrupt vectors etc. After the NOP at $FFFFFFFE, the next opcode
>> would be fetched from address $00000000.
>>
>That answers my question.
>But I also realize now, that signedness of addresses has nothing to do with this.
>It is simply a modulo 2^32 operation.

Yes, or rather the result of pure binary addition, which has the same effect
on the bits themselves, regardless of whether or not we happen to think of
the top bit as a 'sign' or not.

>> It would take some tricky PMMU programming to actually do that without
>> bombing, considering interrupt vectors etc, but it could be done.
>>
>
>I should have said "mind exercise" ;-)

I don't really plan to do it either, as it would be rather meaningless.

In fact it would be impossible to verify what happened, except by using
an external logic analyzer to monitor the CPU's activities, as there
would be no way to get the CPU itself to present results anywhere.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1421. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a7fb08ff51a1@oden.se>
Source record: 9572

on Thu 13-05-1999 01:31 Henk Robbers wrote:

>Ronald Andersson wrote:
>
>> Will do, but then I guess I'll have to study the HYP again to see how to
>> manage the IDX files. Ideally I'll want certain symbol sets activated by
>> default on every start of TTDIGGER, while others should only be loaded
>> when I request it.
>
>The index file is a result of data & jumptable marking operations.
>It is written by TTD itself.
>You can use TTD to add names to this file.
>Each prg or object file has its own index file.

I already knew most of that, but I thought that perhaps TTD could use more
than one IDX file. This would be useful to read in standard symbols from
one file, independently of the program specific index file. But that is
not really needed of course.

>Use a ascii text editor to add these .w names to each of your idx files,

Actually I am now thinking of doing it by always copying a standard index
file into the folder used for each disassembly project, before I even start
the first disassembly.

>BUT ONLY as a start.
>Dont touch the other fields that are already there.

No, that would be unwise of course.

I noticed something looking like an array index at the start of the file.
I assume that this is a limit on the number of symbol definition lines.
Are there any special rules about that, which I need to consider ?

Btw:
As we are speaking of symbol handling here, this reminded me of one thing
I have noticed which TTD does not handle. This is the extended symbol table
format implemented by DevPac. AFAIK, the original Atari executable format
only defined symbol table structures for symbols of 8 chars or less, so the
various implementors of assemblers and compilers had a need to extend that.

Apparently PureC and DevPac did not choose identical methods for this, so
there are programs with full symbol tables that are not recognized by TTD.
This results in only the first 8 characters of each symbol being used, and
that could lead to symbols which are not unique.

Another problem with that extended symbol format is that it appears as if
symbols are only recognized at all for the 'text' section of a program.
Symbols for addresses in the 'data' or 'bss' sections are missing in the
TTD disassembly.

In case you wonder, some other diassemblers do handle these symbols
correctly, expanding the full length symbols without missing any,
so the symbol table format itself is functional.

It would be very nice if also TTD could be made to recognize this format.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1422. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a7fb08ff51a2@oden.se>
Source record: 9573

on Thu 13-05-1999 04:23 Henk Robbers wrote:

>Ronald Andersson wrote:
>>
>> Suppose for example that we have a short address calculation of the type
>> "(baseconst+factor1*factor2).w"
>> If this happens to overflow into the range $00008000..$0000FFFF, then
>> PASM will happily accept this as a legal negative address, whereas
>> DevPac will generate an error message.
>
>After a closer look: (sometimes I am to hasty :-)

We all are at times, but not all bother to look again, and correct it.

>The expression between the () is in fact typeless. Doing it long is of course
>the right way. If this expression would contain $FA01, there is no indication
>that this should be something else. OK.

Precisely.

>But if you had this: ($Fa01.w + something*anotherthing) you can savely widen
>$FA01 to $FFFFFA01. Now if it's still an expression that does not overflow in
>the most significant 17 bits, its perfectly suited for narrowing.

This is true in theory, but DevPac regards any xxx.w as (xxx).w,
with xxx itself being regarded as a long expression value.

>In this case the .w is used in 2 ways.
>1. here you have a negative 16 bit value.
>2. The whole expression is also a absolute word operand in a instruction.

Yes, I see what you mean.

>But I do not know if either Pasm or DevPac will accept this kind of placement
>of the .w

They don't. It is only accepted at the end of the full expression.

>Anyhow: without the arithmatic there is no problem with that.
>As I understand it, DevPac does always asume at least: ($FA01).w

Exactly.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1423. Re: HD floppy on megaSTE-followup

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <yxU6TTAW+oO3EwR1@steverosie.demon.co.uk>
Source record: 9574

In article <7hd431$j4l$5@news.cybercity.dk>, Martin Graiter <graiter@DO_
NOT_SPAMstarmail.com> writes
>
>
>
>You could check the drive on a PC, just to see if it works.
>Both possible PC floppies are coded as "B:" (DS1) drives, the ribbon
>cable is instead twisted for one of the connectors.
>
>Both Atari floppie drives are coded as "A:" (DS0) drives, so if you're
>migrating a floppy drive from the PC, you'd have to recode it to become
>a DS0 instead of DS1, this is normally done with jumpers.

Hi

Every external Atari ST drive I've come across has a twisted cable
allowing you to use a drive set as D0 without having to mess around with
jumpers!

I have had never had a problem, except with single sided drive, using a
drive from the Atari (DD & HD) for use on a PC!

The floppy drives are connected in parallel to each other and so if you
leave both drives as D0 you should have problems, hence the twist on the
B (external) drive.

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1424. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373A99ED.C32FEB9@cable.A2000.nl>
Source record: 9575

Ronald Andersson wrote:
[snip]
> >Each prg or object file has its own index file.
>
> I already knew most of that, but I thought that perhaps TTD could use more
> than one IDX file. This would be useful to read in standard symbols from
> one file, independently of the program specific index file. But that is
> not really needed of course.

Yes, I thought the same when posting.
It could be done by allowing a similar field in the CFG file.
The one in the IDX file can be used to add to it, or even override some of it.
A little bit more tricky than bit propagation. ;-)

>
> >Use a ascii text editor to add these .w names to each of your idx files,
>
> Actually I am now thinking of doing it by always copying a standard index
> file into the folder used for each disassembly project, before I even start
> the first disassembly.

Programmers must have vivid imaginations :-)

> I noticed something looking like an array index at the start of the file.
> I assume that this is a limit on the number of symbol definition lines.
> Are there any special rules about that, which I need to consider ?
>

It is a hint from TTDigger to itself. It does not matter, (works even if zero).
TTD expands its tables exponentially. (Actually it is a start value)

[symbol format]

That is new for me. Where can I find a description?
This goes on my "to do" list.

I have nothing urgently to do at the moment.
Henk.

1425. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373ABC9A.6693F61F@cable.A2000.nl>
Source record: 9576

Hi Ronald.

Ronald Andersson wrote:
> so the complexity of the meaning
> is then not limited by the complexity of the code.

I snipped everything that could clarify the context of this statement. ;-)

I buy nyself the complete works of Wittgenstein, Schopenhauer, Heidegger and
Monty Python.
(I can afford this by selling all my computer stuff).

Cheers
Henk.

P.S.
I think I'll start with Monty Python.

1426. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7hekk9$lm9$1@snipp.uninett.no>
Source record: 9577

Martin-Eric Racine <q-funk@pp.fishpool.com> wrote:

>> 1. It takes somewhere between 5 and 10 minutes before the backlight starts
>> working. Is this normal, or is my backlight dying?

> Dying. It usually takes about 5 _seconds_.

I've located the problem, it's the internal power-converter that's
malfunctioning.

>> 3. It only has 1Mb, so naturally I tried to locate the SIPP-slots it's
>> suppose to have. I removed a couple of metal-lids, but I could only
>> find two ROMs and some RAM-chips soldered directly to the motherboard.
>> Where are the SIPP-slots? Does it even have them? And if not, will a
>> MagnumST work?

> The lid you're looking for is located _under_ the Stacy, on the left.

Yup, that's the one. And I can confirm that my STacy does *not* have
SIPP-sockets.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1427. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b2bf81dd0ca0@oden.se>
Source record: 9578

Hi Henk,

on Thu 13-05-1999 11:22 Henk Robbers wrote:
>Ronald Andersson wrote:

----- snip ----- re: using multiple IDX files for symbol sets
>
>Yes, I thought the same when posting.
>It could be done by allowing a similar field in the CFG file.
>The one in the IDX file can be used to add to it, or even override some of it.
>A little bit more tricky than bit propagation. ;-)

Yes, but it would make it easier get a standard set of symbols loaded.
Sounds good to me anyway.

>> Actually I am now thinking of doing it by always copying a standard index
>> file into the folder used for each disassembly project, before I even start
>> the first disassembly.
>
>Programmers must have vivid imaginations :-)

That certainly helps a lot.
But I really prefer the method you suggested further above,
of placing standard symbols in the CFG file.

>> I noticed something looking like an array index at the start of the file.
>> I assume that this is a limit on the number of symbol definition lines.
>> Are there any special rules about that, which I need to consider ?
>>
>
>It is a hint from TTDigger to itself. It does not matter, (works even if zero).
>TTD expands its tables exponentially. (Actually it is a start value)

I see, so if I do enter a non-zero value, it should be a power of two then.

>[symbol format]
>
>That is new for me. Where can I find a description?
>This goes on my "to do" list.
>
>I have nothing urgently to do at the moment.

I'll see what I can do to help you change that :-)
But I'm not certain if I have all the details on this format available.
I'll have to search a little.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1428. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b2bf81dd0ca1@oden.se>
Source record: 9579

Hi Henk,

on Thu 13-05-1999 13:50 Henk Robbers wrote:
>Ronald Andersson wrote:
>> so the complexity of the meaning
>> is then not limited by the complexity of the code.
>
>I snipped everything that could clarify the context of this statement. ;-)

That's quite alright, as context is implied by continuity of communication.

Besides, it's one of the weirder axioms of information theory, that a unit
of information infinitely small can carry infinitely complex information.
The only catch is that it does so with zero redundancy, which means that
while the information is theoretically present, no one can understand it.
(Sic!)

>I buy nyself the complete works of Wittgenstein, Schopenhauer, Heidegger and
>Monty Python.
>(I can afford this by selling all my computer stuff).
>
>P.S.
>I think I'll start with Monty Python.

Good.
It's alway best to use a rock-solid philosophy as a basis :-)
(Also, they are a bit more entertaining, to say the least.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1429. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-13 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7hfm2s$e3d$1@news1.xs4all.nl>
Source record: 9580

On 9 May 1999 19:06:23 G, Jo Even Skarstein wrote:
I use HDDRIVER 7.XX .It works fine.The backlight LCD is terrible.
It works immediately, but you have to close the curtains to see the
effect.
In Bradley Koda's BEST catalogue there are may tips and trucs about
the Stacy.He sells also all kinds of parts, not cheap but he has
everything for sure.
I put an IBM Thinkpad external powersupply , dismantled it (you have
to work with knives and screwdrives !!) and then it fits perfectly in
the battery-compartment.So you have a very stable powersupply !
I use QED, Papyrus 7.5, Sweet 16 2.73 Full version (sequencer).
Cubase is a crime with the dongle outside the Stacy.many times it
won't boot, so I can advise everyone to buy Sweet 16.The demo costs
nothing and the full version costs only $ 30,- Works great !
I have 2 SIMMS adjusted with metal pins, so they act like real SIPP's
and I gladly already had 2 MB, so now I have 4 MB.
Contact Brian and Mario Becroft ! They are experts on modifying the
Stacy !
Jos

1430. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-14 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373B6291.57947737@cable.A2000.nl>
Source record: 9581

Ronald Andersson wrote:

[standard way of presenting symbols]

I prefer to do it in a way completely different from assemblers.
It will be a set that by its nature will not change frequently, and I
do not want to be forced to mimic a multitude of assembler peculiarities.

> >It is a hint from TTDigger to itself. It does not matter, (works even if zero).
> >TTD expands its tables exponentially. (Actually it is a start value)
>
> I see, so if I do enter a non-zero value, it should be a power of two then.
>
Nono, it is very flexible.
The function is quadratic, which gives exponential growth.
Does this sounds better, if good at all?

If created by TTD it is the number of symbols that follow.
But it is not critical, it can be any number. When it is used up, I double it,
and allocate that, copy to new and free old. Within very few steps there is enough.
The table remains unfragmented, so I can use very fast search methods.
If you dont want to know, use zero. After saving it will be the good number.
(if the value is less than a usefull minimum I start with that minimum).

> >[symbol format]

Maybe you can create a sample program that has enough in it to show all
the differences with the DRI format, so I should be able to hack it.
(If it is not too complex). I need both a object (.o) file and a executable
with symbol table.

I hacked the Pure C format. ;-)

Henk

1431. Attaching a SC1425 to a pc ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-14 00:00:00 UTC
From: Geert Poels <Geert.Poels@village.uunet.be>
Message-ID: <14051999071341837 5%Geert.Poels@village.uunet.be>
Source record: 9582
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I was wondering whether the Atari SC1425 color monitor
could be attached to a pc ?
Is it just another cable or through a convertor ?

Thanks !

Geert

1432. Re: HD floppy on megaSTE-followup

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-14 00:00:00 UTC
From: Martin Graiter <graiter@DO_NOT_SPAMstarmail.com>
Message-ID: <7hhodo$t8n$2@news.cybercity.dk>
Source record: 9583

Steve Stupple <Steve@steverosie.demon.co.uk> wrote in message
news:yxU6TTAW+oO3EwR1@steverosie.demon.co.uk...

> Every external Atari ST drive I've come across has a twisted cable
> allowing you to use a drive set as D0 without having to mess around
with
> jumpers!

Do you mean the outer connector?

> I have had never had a problem, except with single sided drive, using
a
> drive from the Atari (DD & HD) for use on a PC!

The problems are usually the other way around, from PC to Atari

> The floppy drives are connected in parallel to each other and so if
you
> leave both drives as D0 you should have problems, hence the twist on
the
> B (external) drive.

Quite right!

There are some exceptions to this that make me use the DS1 approach
anyway, but you're of course right here.

MG

1433. Re: Riebl Network Card

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7hhp76$6f4$1@news1.xs4all.nl>
Source record: 9584

On 22 Apr 1999 10:05:39, Kerstin Hoef-Emden wrote:

[...]
>
>Hmm, Linux will complain during bootup, but you are right: There is a trick
>how to prevent the complaint. The card's battery may be empty, but despite
>this the card can have a valid hardware address. Some lines are added to one
>of the init scripts. These lines handle over the hardware address to the
>Riebl during Linux bootup prior to the installation of the Riebl driver. In
>this case you don't need a battery. :-)
>
I tried it out this week: TT with Linux from the Whiteline CD.
Put the Riebl in the TT beforehand.
Seemingly my battery is ok because I get with the boot the message:
'eth0 Riebl-Card (with battery) at IO 0xfe00fff0, mem 0xfe010000,
irq 56, hwaddr 00:00:36:04:01:32
atarilance.c: v1.3 04/04/96 Roman.Hodek@informatik.uni-erlangen.de'

That hwaddr is ok, same is on the board (sticker).

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1434. Re: MO Optical drive Blues:((Still... More info!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-14 00:00:00 UTC
From: Xiting Phillips <xiting@worldnet.att.net>
Message-ID: <7hj0uj$a9m$1@bgtnsc01.worldnet.att.net>
Source record: 9585

I'm guessing that if the ICD utilities recognize it, it's not the Link at fault. I'd "blame" HD Driver if ICD's stuff handles the drive okay except for boot. Have you tried it with parity on? Is it legit to have jumpers set for both term power supplied by drive and by host?

Too bad it's not a Sony. I'm sure I could get you running if it was.

Good luck,

Dan

Steve Stupple wrote in message ...
>Hi
>
>Yep I'm still trying to get the bugger to be seen using HD Driver...
>
>I've managed to get it seen, but only once. If I turn the drive OFF and
>on again, it will detect it in the ID screen. I can do this as long as I
>like, but can't get it find it after the first time!
>
>Here is some info, hopefully this may help.
>
>The Drive: Fujitsu M2513A
>
>HD Driver detects this as: FUJITSU M25 13A 2000 Optical Memory
>
>The following switch settings: ID=2
>
>
> SW1
>Parity: disabled
>SCAM mode: enabled - it will not be detected at all with this off!!!
>Device enquiry: MO
>Spindle automatic stop mode: disabled
>LED mode: normal
>
> SW2 (these are all the factory default)
>Write cache mode: disabled
>SCSI type 1: disabled
>Mac mode: disabled
>Verify mode: verify enabled
>SCSI type 0: SCS1
>Save data pointer message: enabled
>Down load mode: disabled
>Factory test (not to be set by user): disabled

>
>
>I have the following jumpers set:
> CNH! (Terminating power and SCSI termination)
>
>1-2 Power supplied by drive: supplied
>3-4 Power supplied by host controller: supplied
>5-6 SCSI termination: disabled
>
>
>Totally formatable via ICD utilities although I can't get it to boot, I
>don't really need it too.
>
>Totally formatable via PC.
>
>The drive is set in the following chain/link and this gives all the
>above results.
>
>Atari - ICD Link II- MO drive - IBM LPS270 hard drive - terminator
>(doesn't make any difference if the terminator is on or off!)
>
>I'd love to know if HD Driver is at fault or whether it doesn't like the
>ICD Link II!
>
>--
> Cheers! for now
> Steve <><
>
> The Atari Software exchange: asx.atari.org
>Email: steve@steverosie.demon.co.uk
>Nick: Mocknbird Tel: 0870 7402517
>ICQ: 18116827 IRC Channels: #atariscne #atari
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

1435. Re: Attaching a SC1425 to a pc ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-14 00:00:00 UTC
From: Xiting Phillips <xiting@worldnet.att.net>
Message-ID: <7hj133arf1@bgtnsc01.worldnet.att.net>
Source record: 9586
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I suppose it's possible, if you have a CGA/EGA video card.

Considering max resolution of 640X200 interlaced, would it be worth it? You might be able to sell it for enough to get a cheap used VGA monitor.

Dan

Geert Poels wrote in message
<14051999071341837 5%Geert.Poels@village.uunet.be>...
>Hello,
>
>I was wondering whether the Atari SC1425 color monitor
>could be attached to a pc ?
>Is it just another cable or through a convertor ?
>
>Thanks !
>
>Geert

1436. Re: HD floppy on megaSTE-followup

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-15 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <QCwCfKADaLP3Ewv+@steverosie.demon.co.uk>
Source record: 9587

In article <7hhodo$t8n$2@news.cybercity.dk>, Martin Graiter <graiter@DO_
NOT_SPAMstarmail.com> writes
>
>> Every external Atari ST drive I've come across has a twisted cable
>> allowing you to use a drive set as D0 without having to mess around
>with
>> jumpers!
>
>Do you mean the outer connector?

I mean the connector that plugs in the back of the disk drive (the
schugart interface). The wires to the device ID's for 0 & 1 (or drive A
and B) are switched!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1437. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373cf7ae2aea810@oden.se>
Source record: 9588

Hi Henk,

on Fri 14-05-1999 01:38 Henk Robbers wrote:

>Ronald Andersson wrote:
>
>[standard way of presenting symbols]
>
>I prefer to do it in a way completely different from assemblers.
>It will be a set that by its nature will not change frequently, and I
>do not want to be forced to mimic a multitude of assembler peculiarities.

The format used in the IDX is ok by me. This does not really concern the
assembler anyway, since it never sees such files. The only advantage of
using a more conventional notation would be when creating a new symbol
collection, as these can not just be copied form existing sources. But a
powerful macro editor (like Emacs) can translate the format easily anyway.

>> >It is a hint from TTDigger to itself. It does not matter, (works even if zero).
>> >TTD expands its tables exponentially. (Actually it is a start value)
>>
>> I see, so if I do enter a non-zero value, it should be a power of two then.
>>
>Nono, it is very flexible.
>The function is quadratic, which gives exponential growth.
>Does this sounds better, if good at all?

Sure, this sounds fine, especially as it should not normally concern either
the human operator or the target assembler.

>If created by TTD it is the number of symbols that follow.
>But it is not critical, it can be any number. When it is used up, I double it,
>and allocate that, copy to new and free old. Within very few steps there is enough.
>The table remains unfragmented, so I can use very fast search methods.
>If you dont want to know, use zero. After saving it will be the good number.
>(if the value is less than a usefull minimum I start with that minimum).

Unfortunately this does not work correctly. The result depends very much on
the original number I put in, and some variants (including) zero have caused
misinterpretation of symbols. When that happens the result has always been
that MagiC bombs with damaged memory blocks. Attempts to repair this damage
always fail then, so that a reboot is necessary.

Note that this also happens when the number is one that TTD has created by
itself, as result of having resaved the IDX file. In the next sesstion that
I disassemble the same program and load the same IDX file, the symbols may
be mishandled as described above. I have been able to fix that by editing

the file and using other numbers for the 'namW[xxx]' index, but if resaved
again the number in the file may still not be useful for future sessions.

There is evidently some kind of bug in the TTD code handling this.

>> >[symbol format]
>
>Maybe you can create a sample program that has enough in it to show all
>the differences with the DRI format, so I should be able to hack it.
>(If it is not too complex). I need both a object (.o) file and a executable
>with symbol table.
>
>I hacked the Pure C format. ;-)

That is one way to do it, although it is hard to be certain that all things
are covered that way, as few programs use all available features. Still,
the DevPac format only contains extended symbol length, so it should be ok.

I'll send you a suitable test program, with source of course, shortly.
I will also include my latest 'standard' IDX file with the symbol set for
system vectors, variables, and IO addresses that I currently use. This
set is a slightly upgraded version of the one used in my older sources.
(As in the the STNGDEVP file I mentioned in an earlier post.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1438. (no subject)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-15 00:00:00 UTC
From: Sylvia van Kuringen <kuringen@iae.nl>
Message-ID: <373D5B97.89F9BD35@iae.nl>
Source record: 9589
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.st

unsubscribe

1439. ANOTHER WORLD - ATARI ST -

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-15 00:00:00 UTC
From: P'tit Lapin <cduquesne@multimania.com>
Message-ID: <7hk5f4$od6$6@front6.grolier.fr>
Source record: 9590

```
Visiter mon site sur l'Atari ST : http://AnotherWorld.atari.org
```

* Il y a les derniers ?mulateurs du m?ment,
* pleins de jeux en Fran?ais et en Anglais,
* des utilitaires : makedisk, fastcopy pro, works...
* et mon aide si vous avez des probl?mes.

```
Merci de votre visite...
```

1440. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-15 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373DE409.36D1084A@cable.A2000.nl>
Source record: 9591

Ronald Andersson wrote:

> Unfortunately this does not work correctly.

Nightmare!
I tested before I wrote that story.
I now tested also with Magic 6. It works.
edited namW[169] --> namW[0],
loaded, added 2 names.
All names look good.
and saved.
Output nicely back to namW[171]
I have TT030 4Mb STram 4Mb TTram. TTM194, NVDI 5

I have always lots of memory available,
so I have a look at all the malloc's, to check the checks.

> >> >[symbol format]
> >I hacked the Pure C format. ;-)
>
> That is one way to do it, although it is hard to be certain that all things
> are covered that way, as few programs use all available features.

I can have a quick start.

> I'll send you a suitable test program, with source of course, shortly.

OK.

> I will also include my latest 'standard' IDX file with the symbol set for
> system vectors, variables, and IO addresses that I currently use.

I used the Sybex Atari TT profibuch which I think as for the names is based
on Atari and DRI release doc.s.

> This
> set is a slightly upgraded version of the one used in my older sources.
> (As in the the STNGDEVP file I mentioned in an earlier post.)

Yes Thanks.

Henk.

P.S.
Keep searching for doc's

1441. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-16 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373DF41B.DEDAAA87@cable.A2000.nl>
Source record: 9592

[Heavoc]

A few questions:
Is all well if you disassemble without the namW?
Are you sure you didnt inadvertantly corrupt the format of the indexfile?
Do you have lots of memory free, more than about 3 times the size of the object file,
after loading TT-Digger, before loading your program ?
(I checked the malloc's but one never knows)
Could you retry with the unzipped version in the folder TTDIGGER on my homepage?
Does the file you disassembled has these long names?
What does the journal say the format is? (Pure C -- DRI) Try w/o indexfile.

Regards

Henk.

1442. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-16 00:00:00 UTC
From: Robert Epprecht <epprecht@sunweb.ch>
Message-ID: <lxpv41lbva.fsf@pc.sunweb.ch>
Source record: 9593

jovlie@xs4all.nl (Jos Vlietstra) writes:

> I have 2 SIMMS adjusted with metal pins, so they act like real SIPP's
> and I gladly already had 2 MB, so now I have 4 MB.

Please elaborate on this a bit...
You mean it's possible to solder metal pins to SIMM's (what type?)
and put them as SIPP's in the STacy? (That's what I'm planning to do)

Thanks,
Robert

1443. Dites moi ce que vous pensez de mon site svp :-)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-16 00:00:00 UTC
From: P'tit Lapin <cduquesne@multimania.com>
Message-ID: <7hm7f8cbd2@front7.grolier.fr>
Source record: 9594
Cross-posted to: alt.games.atari,club-internet.hotline,club-internet.pagespersos,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.emulateurs,fr.comp.sys.atari,rec.games.video.atari

Bonjour,

J'ai fait un site sur l'Atari ST qui regroupe pleins de jeux, les derniers
émulateurs du moment, des utilitaires pour votre ST et bientôt un peu
d'histoire sur la firme Atari et sur cette superbe machine.

S'il vous plait dites moi ce que vous pensez de mon site. tout vos
suggestions sont les bienvenues.
Merci de votre aide :-)

--
** TOUT SUR L'EMULATION ST EN FRANCAIS **
url : http://AnotherWorld.atari.org
mail : cduquesne@multimania.com

1444. TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-16 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <373EED6C.CAD96725@cable.A2000.nl>
Source record: 9595

Hi Ronald

I start a new thread because the stuff indents out if sight ;-)

I mmanaged to get my Magic stopped with a memoryblock violation
error.

I fixed this.
It is on my webpage. Same filename TT54C.ZIP
It is also in the folder.

I added a message, so there is also a new RSC file.

The story about exponentially extending tables , allthough nice, didnt
reflect reality.
It was more what I would call "wishfull remembering" :-)
This means: I thought I remembered implementing this. In reality I only
considered implementing, but didnt do so because of technical problems in
this particular case.
I did such a implementation however in another program.
Hence the confusion.

This is the real story:
I read the number, if it is below a usefull value, I replace with that
value, then double it. So each time you load a indexfile you get at least
as much room to add names as there are already.

That means that a table can become full. There comes the message.
If this happens while adding interactively, just save IDX and reload again.
TTD still writes the actual number of names to the index file.

There was a little bug in checking for table overflow.

I could find this bug by lowering temporarily the "usefull value".
Conclusion:
If you dont want to know use a sufficiently high value, not zero.
I did that originally in the MEMIO.IDX, where I put in 255.

Greetings.
Henk

P.S.

Producing config files that can be read by a human being is nice and
platform independant, but has a certain danger.
It is very tempting to fiddle with it. ;-)

1445. Re: Dites moi ce que vous pensez de mon site svp :-)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-16 00:00:00 UTC
From: MarbleMad <marblemad@marblemad.com>
Message-ID: <926874405.990065@toffoli.webstore.fr>
Source record: 9596
Cross-posted to: alt.games.atari,club-internet.hotline,club-internet.pagespersos,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.emulateurs,fr.comp.sys.atari,rec.games.video.atari

Sobre, efficase, presentation sympa !!

Tres cool !!

Neanmoins une rubriques demos avec les bonnes vielles demos de la bonne epoque serait la bienvenue pour une machine comme l'atari ST !!

cordialement, MarbleMad
http://www.marblemad.com

consoles &#65533;mulation : http://www.marblemad.com/emul

P'tit Lapin a &#65533;crit dans le message <7hm7f8cbd2@front7.grolier.fr>...
>Bonjour,
>
>J'ai fait un site sur l'Atari ST qui regroupe pleins de jeux, les derniers
>&#65533;mulateurs du m&#65533;ment, des utilitaires pour votre ST et bient&#65533;t un peu
>d'histoire sur la firme Atari et sur cette superbe machine.
>
>S'il vous plait dites moi ce que vous pensez de mon site. tout vos
>suggestions sont les bienvenues.
>Merci de votre aide :-)
>
>--
>** TOUT SUR L'EMULATION ST EN FRANCAIS **
>url : http://AnotherWorld.atari.org
>mail : cduquesne@multimania.com
>
>

1446. SCSI Hard Drives for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-16 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <373f2cee.0@news.madhouse.uk.com>
Source record: 9597
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,

I have got a few more SCSI Hard Drive in :-)

2.1Gb £60
4.2Gb £100

This includes postage in the UK

For those outside the UK email me for prices in your own currency plus
postage.

Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

1447. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-16 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7hnjc5$r6s$1@news1.xs4all.nl>
Source record: 9598

On 9 May 1999 19:06:23 G, Jo Even Skarstein wrote:
hello,
Yes it's quite easy.You have to find two normal 30 p 1MB SIMM's, as
small as possible.This shouldn't be a problem, costs 5 Euro's ??
Then you solder metal pins from iron wire to the contacts of the
SIMM's .These SIMM's should fit in the SIPP compartment.
Any good electronic shop should have useful metal pins or wire.
So you have for very little money your 4 MB.
Good Luck !
Jos
PS.I got a bigger problem with my intension to expand STRAM in my
TT030....Still it's possible.A fellow from Canada will unsolder 16
chips from 2 X 72p.4MB SIMM's and put them on the 2 MB daughterboard
of my TT , well that's a tricky case which I don't try myself !
But he has done it 2 times with 100 % success, so.....

1448. speech.tos crashing falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-16 00:00:00 UTC
From: Christian Johannesen <chris@walrus.com>
Message-ID: <Pine.GSO.3.96.990516232547.14630A-100000@walrus1.walrus.com>
Source record: 9599

I bought a falcon 030 6 months ago, it works perfectly, only problem is when I try to synthesize speach. When I enter the sentance or word to synthesize the speaker lets out a dim scratching, and doesnt appear to output any speach. I have tried hooking headphones up, but I get the same result. I wouldnt mind re-installing this machine because the previous user left a ton of stuff on it, and starting from scratch might help. if any one can provide any insight to this, I might be very happy to get back to my atari hacking :)

-chris

Christian Johannesen
chris@nospam*walrus.com

1449. Re: ST-RAM extension

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-17 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990517092638.28942E-100000@hal.fishpool.fi>
Source record: 9500

> Jos
> PS.I got a bigger problem with my intension to expand STRAM in my
> TT030....Still it's possible.A fellow from Canada will unsolder 16
> chips from 2 X 72p.4MB SIMM's and put them on the 2 MB daughterboard
> of my TT , well that's a tricky case which I don't try myself !
> But he has done it 2 times with 100 % success, so.....

That would be Berny Diotte. Brilliant fellow and life-long Atari
devotee. He built himself a nice, long soldering blade to handle
this. However, the safest method is to use a professional hot-air
desoldering station. If you can't afford one, drop by the nearest
electronics college and ask nicely if someone could do it for you.
Just bring the daughterboard and the necessary chips, plus a little
money for the brave student who will spare his time to do it.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1450. Re: Attaching a SC1425 to a pc ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-17 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <373FC60E.E51AE057@directprovider.REMOVETHECAPITALS.net>
Source record: 9501
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Geert Poels a ï¿½crit :
>
> Hello,
>
> I was wondering whether the Atari SC1425 color monitor
> could be attached to a pc ?
> Is it just another cable or through a convertor ?

If your video card has an RGB output, why not.

But Windows in 640x200 would be no fun, beleive me.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1451. Speech engines

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-17 00:00:00 UTC
From: Simon Hazelgrove <simon@webprecinct.co.uk>
Message-ID: <926954256.27154.0.nnrp-06.c2deffda@news.demon.co.uk>
Source record: 9502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I set up my atari again the other day - I remember speech engines that sounded quite cool in a retro way (they do now anyway - I remeber being amazed when a computer spoke!). I want to use some samples of this speech in music I make (anyone remember that "Das Boot" track?)

Does anyone have any speech engines to distribute? If so, please email it to me, or point me to it, whatever!

Thanks for any help,

Simon H.
simon@nospam.webprecinct.co.uk <<Please remove nospam. when replying via

1452. Re: Speech engines

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-17 00:00:00 UTC
From: atari@bright.net
Message-ID: <7hq1mjdgt1@cletus.bright.net>
Source record: 9503

On 17 May 1999 16:18:45 , "Simon Hazelgrove" wrote:
>I set up my atari again the other day - I remember speech engines that
>sounded quite cool in a retro way (they do now anyway - I remeber being
>amazed when a computer spoke!). I want to use some samples of this speech
>in music I make (anyone remember that "Das Boot" track?)
>
>Does anyone have any speech engines to distribute? If so, please email it
>to me, or point me to it, whatever!

I too would also like to find a reliable speech engine, preferably one
that would work with MiNT. Anybody want to code a device u:/speech ?
;-)

I had this idea to make my IRC client actually speak out load, however
have not found a stable way to do that. Speech.TOS seems to work for
a while then crashes on my TT.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

1453. Re: Speech engines

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-17 00:00:00 UTC
From: webdesign@accrington-web.co.uk
Message-ID: <3748893e.25287109@news.freeserve.co.uk>
Source record: 9504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey! "Simon Hazelgrove" <simon@webprecinct.co.uk>
>I set up my atari again the other day - I remember speech engines that
>sounded quite cool in a retro way (they do now anyway - I remeber being

Yuk they sound like...well naff :)

>amazed when a computer spoke!). I want to use some samples of this speech
>in music I make (anyone remember that "Das Boot" track?)
>
>Does anyone have any speech engines to distribute? If so, please email it
>to me, or point me to it, whatever!

You can go grab "Talking message creator", it must be well over
5..maybe 6 or 7 years old.. but you can set a lot of the speech
configurations.. pitch and vol and tone and oooer.. and get it to talk
for hours..
http://web.ukonline.co.uk/accrington/stosser/ look under titles..

Beware...the program is very old..not exactly state of the art and one
of the first things I ever made.. so dont expect too much :)

--
Tony Greenwood
webdesign@accrington-web.co.uk
PORTFOLIO:www.accrington-web.co.uk

1454. Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-17 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7hq4q4$1lc$1@athena.netset.com>
Source record: 9505

Hello!

I have recently installed SAM and Paula on my Falcon030. I have a full 14MB RAM, and other stuff, several hard drives, etc.

When I try to run the Arrival Demo, it's like I am getting a really slow demo, both the sound and the graphics are slowed down. Did SAM or Paula do anything?

Regards,

Jim

1455. Re: Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-17 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7hq5gh$1us$1@athena.netset.com>
Source record: 9506

J.W. Krych <jwkrych@n2net.net> wrote in <7hq4q4$1lc$1@athena.netset.com>:

>Hello!
>
>I have recently installed SAM and Paula on my Falcon030. I have a full
14MB
>RAM, and other stuff, several hard drives, etc.
>
>When I try to run the Arrival Demo, it's like I am getting a really slow
>demo, both the sound and the graphics are slowed down. Did SAM or Paula do
>anything?
>
>
>Regards,
>
>Jim
>
oops!

I checked the demo again, only the sound is slowed WAY down? Anyone got a
clue?

Jim

1456. [Fwd: For Sale 120 cover disks]

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-18 00:00:00 UTC
From: brond <brond@easynet.co.uk>
Message-ID: <3741BFF2.1ACA4C17@easynet.co.uk>
Source record: 9507

120 cover disks from Atari user, St format etc..
All different.

offers

brond@easynet.co.uk

1457. Falcon audio schematic wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-18 00:00:00 UTC
From: Arthur Rinkel <arthur@unimatrix001.student.utwente.nl>
Message-ID: <Pine.LNX.3.96.990518214219.902A-100000@Cal040041.student.utwente.nl>
Source record: 9508

I'm looking for a schematic of the sound output of the Falcon, ie. the components that are pretty close to the output connector.
The Do-it-yourself doc about the Falcon discusses something about the audio system, but that's in German and may cover not everything (I think).
I believe there was some accelator for the Falcon (BlowUp?) that had some modifications to the audio part. Does that contain a detailed description and are the docs free?

Grtz, Arthur

1458. MO Optical drive Blues: YiPPEE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <NWsFaZAPDfQ3Ew1s@steverosie.demon.co.uk>
Source record: 9509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I'd like to thank all those whom responded to my frustrating problem, I have now sorted it out;)

I've enclosed an email I received from an Atarian, that doesn't look like it had been posted in the newsgroup. As I think it could possibly help someone else I've stuck it below: (continued after message)

<<<<<<<<<<<<<<<<==========================>>>>>>>>>>>>>>>>>>

On Tue, 18 May 1999 at 04:58:10 a message from Bob Poggioli was created on the subject of MO Optical drive Blues:((Still... More info!.
>
>Recently you wrote in comp.sys.atari.st:
>
>I don't know if this will help you with your problem but I have a
>couple of MO drives which are only recognized on my system (ICD Link2
>hardware and HD Driver software) if I set the SCSI ID to 5 and place
>them physically last in the SCSI chain (and, hence, I can only use one
>of them at a time). I do not know why they behave this way but,
>since they are old units, I suspect that their SCSI implementation is
>faulty.

<<<<<<<<<<<<<<<<==========================>>>>>>>>>>>>>>>>>>

Well after spending the best part of 4 hours finding all the docs I could find on Fujitsu web site and messing around with dip switches, the above email got me thinking! So I thought I'd go through all the ID settings, starting at device ID 1; I needed my main hard drive connected, I couldn't be bothered to actually change it's ID.

Anyway, lo and behold using ID 1 the drive sprung to life!!! I didn't try any other ID setting; I'd already tried 2, 4, 5 & 6!

I found out that using HD Driver with the ID at 1, I got a more reliable response than my main drive! It also needed another drive attached, I don't know why as with jumpers set for 'power supplied by drive and host controller' it supplied the power to the Link II!

The drive can be set for it's own termination, with the jumper shorted, or with an external one. It also worked at the beginning of a chain as well as at the end.

Now I'm hoping that everything should be fine with the other devices; EZ drive and 3 x CD multi-changers.

Unbelievable that something so simple would cause a loss of my hairs on my head, what is left has gone grey;P

So if you have a SCSI drive that's not doing as it's told, my recommendation is as follows:

Try the drive on it's own, if it's can power the DMA-SCSI adaptor. If not you'll have to leave it a drive in-line, a little obvious:)

Go through all the ID numbers with a terminator, not forgetting to turn the device OFF when changing as the drives ID only gets updated when it's turned off and on. (on ALL drives I've had).

Still no success, try the above without a terminator.

Then try altering jumper settings, but be methodical. If you have the jumper settings don't do/set anything that's silly.

Lastly, try different cables or shorter cables. Not ALL cables are of the same quality. It may be unlikely that you would have 2 bad cables, but I did!

The idea is get the drive working, and then find out what stops it working!

To think I sold my PD drive as I had the exact same problem with that:((Well I'll put that down to experience.

I'm now a very happy chappy:))))))

Thanks again to all those that help make this possible;p

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1459. Re: Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-18 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3740A620.943F139A@ihug.co.nz>
Source record: 9510

Hi there,

J.W. Krych wrote:
>
> I have recently installed SAM and Paula on my Falcon030. I have a full 14MB
> RAM, and other stuff, several hard drives, etc.
>
> When I try to run the Arrival Demo, it's like I am getting a really slow
> demo, both the sound and the graphics are slowed down. Did SAM or Paula do
> anything?

I'm not sure if SAM or Paula would do what you mention. One thing comes into my mind, and that is the fact that demos are NOT really meant to work with other software installed in RAM. Demo coders always ask you to boot with a clean system.

When I run demos (for nostalgia purposes!) I boot my Falcon with only X-Control and NVDI running under standard TOS. Most demos will not be unhappy with that setup, although some require a completely clean system (NOTHING loaded at all!).

Let me know how you get on...I remember the Arrival demo seemed to be very fussy as to the bootup condition on my machine...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1460. MPEG 1&2 Video decoder

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-18 00:00:00 UTC
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Message-ID: <37413805.B98C4FAE@ief.u-psud.fr>
Source record: 9511
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

I have adapted MPEG2DECODE, a bitstream ISO video 1&2 decoder, to all
ATARI platforms running more or equal to 256 colors. The decoder's
binaries are available at http://eureka.atari.org/mpeg2dec.zip
It works now nicely. But, I was wondering whether someone would be
able to extend the C source code, so that it could decode MPEG
audio included in the stream. I've no idea of what to do, but maybe
someone would do it. The sources have been succesfully compiled
with PURE C 1.1 and GCC 2.8.1 in 16 and 32 bits int modes. There's
more and more MPEG sequence on CDROMs nowadays, and decode them
without the sound is a bit frustrating. Of course there's a need
of CPU power to decode MPEG, but I have an HADES 060, and powerfull
ATARI computers now apear. I think that to decode both Video and Audio,
Audio should be preprocessed, and be played while decoding Video.
I've no idea of MPEG Audio formats, either than the audio stream
included in video, but, my decoder decodes MPEG Audio/Video 1&2
streams without the sound for the moment. If anyone has the ability
to adapt my C sources, I would be glad to send them. Maybe
I could take advantage of MPEG Audio decoders that are available
on ATARI.
Thanks for cooperating ...

Regards,
Bye for now,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
WEB : http://eureka.atari.org
E-mail : mailto:lecoat@atari.org

1461. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-18 00:00:00 UTC
From: Laurent Desnogues <ldesnogu@tif.ti.com>
Message-ID: <3741578F.725007A5@tif.ti.com>
Source record: 9512

About the extended name used under DevPac:

- used if lower byte of flag is 0x48 ('H')
- then the symbol's name if the 8 chars as usual and 14 characters following the value of the symbol.

So this gives for each symbol:

- 8 bytes for name
- 2 bytes for flags
- 4 bytes for value
- 14 bytes for extended name if lower byte is 'H'

Hope it helps,

Laurent

1462. Re: Attaching a SC1425 to a pc ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-19 00:00:00 UTC
From: John McDermott <john.mcdermott@virgin.net>
Message-ID: <7hsour$33b$1@nclient5-gui.server.virgin.net>
Source record: 9513
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

If thats the colour one that works on an ST and STe like the Philips 8833
then the answer is no unless you intend to use CGA or an EGA card that runs
on a CGS monitor. No modern operating systems (ie above windows 3.11)
support these resolutions. John.
Geert Poels wrote in message
<140519990713418375%Geert.Poels@village.uunet.be>...
>Hello,
>
>I was wondering whether the Atari SC1425 color monitor
>could be attached to a pc ?
>Is it just another cable or through a convertor ?
>
>Thanks !
>
>Geert

1463. WANTED: DIP switch settings on the Mega STE's

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Im5EGgAYIfQ3EwWK@steverosie.demon.co.uk>
Source record: 9514
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

Does anyone know where I can get the above info;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1464. Re: WANTED: DIP switch settings on the Mega STE's

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-19 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <3741FAEF.3C62@alphalink.com.au>
Source record: 9515
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple wrote:
>
> Hi
>
> Does anyone know where I can get the above info;)
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 181168278 * Nick: MocknBird * * *
> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

Me 2
--
Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

1465. Re: Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-19 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7htd7o$97d$1@athena.netset.com>
Source record: 9516

J.W. Krych <jwkrych@n2net.net> wrote in <7hq4q4$1lc$1@athena.netset.com>:

>Hello!
>
>I have recently installed SAM and Paula on my Falcon030. I have a full
14MB
>RAM, and other stuff, several hard drives, etc.
>
>When I try to run the Arrival Demo, it's like I am getting a really slow
>demo, both the sound and the graphics are slowed down. Did SAM or Paula do
>anything?
>
>
>Regards,
>
>Jim

Well,

temporarily removing SAM and PAULA did the job. Sheesh, those demos can be
fussy! BTW: how many work fine with the CenTurbo???

Thanks again for all the help guys!

Regards,

Jim

1466. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-19 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <19990519000629.12487.00002681@ngol05.aol.com>
Source record: 9517

In article <37382765.2098157@news.cableinet.net>, bwiltshire@cableinet.co.uk (Bryan) writes:

>>
>>Others will tell you to take apart the screen cection in order to have more
>>room to work but I prefer the "keyhole" approach:
>Why do you prefer this to a proper dismantle procedure?
>Two screws behind the sticky Atari Stacy Logo inside enable unclipping
>the very top cover and gives easy access to hinges and screen
>connections which come up through the hollow hinge. Spring tension is
>low if you undo hinge screws whilst the screen is open. Careful
>feeding of these through there allows complete removal of the screen
>assembly and then of course the top will come right off.

I prefer the "keyhole" approach as when I took apart the screen on my "spare, dead" STacy it distroyed the sticky logo, there are a couple of identical connectors that need to be labeled, fitting the connectors through the hinge is diffucult. All in all I consider it to not be worth the time and effort, as I can have the machine dismanteled in approx 15 min my way.

sincerly

Stephen Davis
steamer954@aol.com

1467. 040 hardware help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-19 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <927090228.103.29@news.remarQ.com>
Source record: 9518

I'm working on a project that requires a function of the 68040 to be emulated to support logic on an exsisting board. I need to emulate the function of the MI (memory inhibit) pin. If anyone is versed with the 040, a detailed explanation of the pins function is located in the Motorola 68040 users manual under the section covering snoop inhibited bus snooping and Memory inhibit (MI) pin details.

Looking at the signal on a scope, I think a circuit that utilizes the CPU reset during startup to pull the MI pin low, and allows the MI pin to follow the status of the TS signal might do the trick. The hard part (for me) to figure out is how to get the reset signal off the line and let the TS signal takeover control of the emulated MI signal. Sorry if this doesn't make much sence. I know what I want, but not sure how to spell it out:). There are also timing details in the MOT document that spells out what is going on better than I have.

Thanks,

Mike

1468. MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <QOqNZhA+hnQ3Ew36@steverosie.demon.co.uk>
Source record: 9519
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

In article <7hj0uj$a9m$1@bgtnsc01.worldnet.att.net>, Xiting Phillips
<xiting@worldnet.att.net> writes
>I'm guessing that if the ICD utilities recognize it, it's not the Link at
>fault. I'd "blame" HD Driver if ICD's stuff handles the drive okay except
>for boot. Have you tried it with parity on? Is it legit to have jumpers set
>for both term power supplied by drive and by host?

Hi

I've got the drive detectable, as a previous posting.

What I'd like to know is why doesn't HD Driver detect the drive on the
other drive ID's, as opposed to just ID 1!!!!!

HDdriver obviously isn't doing something it should!

Just as a matter of interest I tried some other hard disk drivers, and
they all detected the drive!!

What happens if I get another drive and HDdriver WILL NOT detect it on
an ID other than ID 1!!!!

I'm not alone on this point. Should be start up a HDdriver SCSI device
list, where a list is kept of who got what device on x ID so we can swap
and change devices in case the above situation occurs;p

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1469. HP 820 Cxi and atari

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-19 00:00:00 UTC
From: Heiko Ossowski <ossi@machine.ruhr.de>
Message-ID: <37428216.E77E9292@machine.ruhr.de>
Source record: 9520

Hello everybody.

I did get a HP 820Cxi Printer. It works quite good with WIN, not so good
with linux
and it doesnt work with my Mega STE :-(
I know its a GDI Printer.
Does anyone have that printer working with a atari? Is there a way?
No matter what I tried (NVDI Magic etc) the printer simply did
nothing...

Thanks
Heiko

1470. Re: HP 820 Cxi and atari

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-19 00:00:00 UTC
From: curis@capitole.lure.u-psud.fr
Message-ID: <slrn7k5e2p.vtq.curis@capitole.lure.u-psud.fr>
Source record: 9521

Bonjour,

Dans son message ï¿½ï¿½HP 820 Cxi and atariï¿½ï¿½, Heiko Ossowski a ï¿½critï¿½:
ï¿½ï¿½Hello everybody.
ï¿½ï¿½
ï¿½ï¿½I did get a HP 820Cxi Printer. It works quite good with WIN, not so good
ï¿½ï¿½with linux
ï¿½ï¿½and it doesnt work with my Mega STE :-(
ï¿½ï¿½I know its a GDI Printer.
ï¿½ï¿½Does anyone have that printer working with a atari? Is there a way?
ï¿½ï¿½No matter what I tried (NVDI Magic etc) the printer simply did
ï¿½ï¿½nothing...

The problem with GDI drivers is that they don't understand PCL or
ASCII ! (even a simple "print" from the desktop doesn't work !), and all HP
drivers on atari use PCL.
I don't know if someone worked on that, but I think it's really a very
big amount of work...

--
Emmanuel CURIS
curis@lure.u-psud.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

1471. Re: Falcon audio schematic wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-19 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1ds29ij.1lwl88pc0hjcqN@pm-d12.rhein-main.de>
Source record: 9522

Arthur Rinkel <arthur@unimatrix001.student.utwente.nl> wrote:

> I'm looking for a schematic of the sound output of the Falcon, ie. the
> components that are pretty close to the output connector.
> The Do-it-yourself doc about the Falcon discusses something about the
> audio system, but that's in German and may cover not everything (I think).

Iï¿½m not sure, but i think you found all what you need. Other thing is
the language. Nobody are intressed to translate german to english.
I canï¿½t do that all for nothing.

> I believe there was some accelator for the Falcon (BlowUp?) that had some
> modifications to the audio part. Does that contain a detailed description
> and are the docs free?

What they are doing is to modify the clock signal. (ClockPatch) Not
more. Some other modifications, part list from atari, removes the
deep bass and change the line level. That all have nothing to do
with the blowup accelerator.

I donï¿½t know whitch modification do you need. DOITFO30 contain all
of them, also the urgend parts of audio schematics.

Blowup docs contains a detailed description to build the clockpatch, but
not one word about other audio modifcations. With a simple single
clockpatch you eliminate a part of audio noises, crackle if you use an
high display, more as 800x600x256, but also not more.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1472. Re: 040 hardware help needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-20 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <927160272.909.89@news.remarQ.com>
Source record: 9523

On 19 May 1999 05:03:48 , Michael Grove wrote:

Never mind. I figured it out today (more like got lucky).

Mike

1473. Cherche ?mulateur Atari pour PC pour Calamus 1.09

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-20 00:00:00 UTC
From: ordinate <ordinate@interlinx.qc.ca>
Message-ID: <3743609e.0@news.interlinx.qc.ca>
Source record: 9524

Bonjour,
Je cherche une ?mulateur Atari pour mettre sur PC afin de faire fonctionner
mon Calamus 1.09.
Quelqu'un sait-il lequel il me faut? Car j'en ai essay? plusieurs mais qui
n'?tait pas capable de faire fonctionner Calamus 1.09.
Quelqu'un peut-il m'aider?
Merci d'avance
ordinate@interlinx.qc.ca

1474. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-20 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3744079D.B00@ooc.de>
Source record: 9525
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

Steve Stupple wrote:

> What I'd like to know is why doesn't HD Driver detect the drive on the
> other drive ID's, as opposed to just ID 1!!!!!

For HDDRIVER, like for any driver, the SCSI ID of a device doesn't
matter at all, i. e. all IDs are treated the same. If the ID makes a
difference there is most likely a problem with the cables or the
termination.
--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1475. Re: Falcon audio schematic wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-20 00:00:00 UTC
From: Arthur Rinkel <arthur@unimatrix001.student.utwente.nl>
Message-ID: <Pine.LNX.3.96.990520162457.3177A-100000@Cal040041.student.utwente.nl>
Source record: 9526

On Wed, 19 May 1999, Robert Schaffner wrote:

> > The Do-it-yourself doc about the Falcon discusses something about the
> > audio system, but that's in German and may cover not everything (I think).
>
> I´m not sure, but i think you found all what you need. Other thing is
> the language. Nobody are intressed to translate german to english.
> I can´t do that all for nothing.
Hmm, that surprises me...
Anyway, in the doc I have (dating from aug '95) is chapter 5 (Problems
with sound subsys), which states that the left and right output channels
are connect to the Codec via (each) 2 C's and 1 R. In between there's a
stereo OpAmp. But are these all the components involved with sound output?

Problem is that the left audio channel of my F030 isn't working anymore,
so I want to start measuring some components. I need to know which one...

> > I believe there was some accelator for the Falcon (BlowUp?) that had some
>
> What they are doing is to modify the clock signal. (ClockPatch) Not
> more. Some other modifications, part list from atari, removes the
> deep bass and change the line level. That all have nothing to do
> with the blowup accelerator.
OK, I guessed; BlowUp is to enhance only the video, then?
The one that removes the deep bass etc. is the one I meant. Could that be
helpfull in tracking down damaged components?

> I don´t know whitch modification do you need. DOITFO30 contain all
> of them, also the urgend parts of audio schematics.
I'll look in the (most recent) ones.

Grtz, Arthur

1476. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <V9rzgMAUeER3Ews7@steverosie.demon.co.uk>
Source record: 9527
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

In article <3744079D.B00@ooc.de>, Uwe Seimet <us@ooc.de> writes
>
>For HDDRIVER, like for any driver, the SCSI ID of a device doesn't
>matter at all, i. e. all IDs are treated the same. If the ID makes a
>difference there is most likely a problem with the cables or the
>termination.

Hiya

I have tried everything, including the drive on it's own with the
jumpers set to provide power for the adaptor.

It doesn't matter where in the chain it goes, even on a basic level 2
devices, it's only noticed by HD Driver as device ID 1.

The driver DOES notice the device when the device is switch on and
before the device checks the media with SCAM mode set!!!! with any ID.

Why does HD Driver have problems detecting devices, I still have a CD
multi-changer that is invisible to it, and ICD's software doesn't?

I feel that I'm repeating what I've already mention in previous
postings.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1477. Re: MO Optical drive Blues: YiPPEE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-20 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7i1kkp$t4j$1@news1.xs4all.nl>
Source record: 9528

On 18 May 1999 23:59:27, Steve Stupple wrote:
>Hi
>
>I'd like to thank all those whom responded to my frustrating problem, I
>have now sorted it out;)
>

[...]
>Anyway, lo and behold using ID 1 the drive sprung to life!!! I didn't
>try any other ID setting; I'd already tried 2, 4, 5 & 6!
>
[...]>
>
I can report comparable behaviour of an old Syquest 44 Mb SCSI
exchangable drive.
As SCSI ID=0 with a disk in it the CD-ROM drive (ID=3) is not
installed (SPIN).
As ID=0 and no disk in it CD drive is installed.
As ID=6 and a disk in it the CD-Rom drive is installed.
Using HDDriver on a TT.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1478. Re: MO Optical drive why doesn't HDdriver..

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-20 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7i1kkt$t4j$2@news1.xs4all.nl>
Source record: 9529

[...]

On 19 May 1999 09:38:22, Steve Stupple wrote:
>
>Just as a matter of interest I tried some other hard disk drivers, and
>they all detected the drive!!

Today a funny sounding 120 Mb SCSI Seagate 5 1/4 inch came along here.
Tried all different harddisk software (Hushi, AHDI, CDHB etc.)
but only HDDriver saw that drive on the bus.

WHY?

Not that it made any difference in the end. (no partitions found (and
there are (where) 4.)

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1479. Re: MO Optical drive why doesn't HDdriver..

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-20 00:00:00 UTC
From: sjmontar@easynet.fr
Message-ID: <7i1sb7$2roo$1@buggy.easynet.fr>
Source record: 9530

On 19 May 1999 09:38:22 , Steve Stupple wrote:
>In article <7hj0uj$a9m$1@bgtnsc01.worldnet.att.net>, Xiting Phillips
><xiting@worldnet.att.net> writes
>>I'm guessing that if the ICD utilities recognize it, it's not the Link at
>>fault. I'd "blame" HD Driver if ICD's stuff handles the drive okay except
>>for boot. Have you tried it with parity on? Is it legit to have jumpers set
>>for both term power supplied by drive and by host?
>
>Hi
>
>I've got the drive detectable, as a previous posting.
>
>What I'd like to know is why doesn't HD Driver detect the drive on the
>other drive ID's, as opposed to just ID 1!!!!!
>
>HDdriver obviously isn't doing something it should!
>
>Just as a matter of interest I tried some other hard disk drivers, and
>they all detected the drive!!
>
>What happens if I get another drive and HDdriver WILL NOT detect it on
>an ID other than ID 1!!!!
>
>I'm not alone on this point. Should be start up a HDdriver SCSI device
>list, where a list is kept of who got what device on x ID so we can swap
>and change devices in case the above situation occurs;p
>
HI Steve, Hi all !

About HDDriver, have you checked with the configuration program,
HDDRUTIL I think, that all SCSI items have been validated there.
I use HDDriver on the Falcon and have HD on ID0, CDrom on ID1
and ZIP on ID 5, so it seems to work for me.

Hope this helps.

Cheers

Stephane

1480. Re: Cherche ?mulateur Atari pour PC pour Calamus 1.09

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-20 00:00:00 UTC
From: ordinate <ordinate@interlinx.qc.ca>
Message-ID: <37444332.0@news.interlinx.qc.ca>
Source record: 9531

Hello,
Thank you for your help.
But I already tryed TosBox. It run well. But it c'ant run Calamus version
1.09.
While the loadind or Calamus into Tosbox, it appears this message to the
screen:
-can't start Calamus
-can't load Calamus.cef
-press any key to continue
Could you please help me?
Thank you.
Raymond H.
ordinate@interlinx.qc.ca

>
>
>

1481. Re: Falcon audio schematic wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-21 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7i471giae1@news1.xs4all.nl>
Source record: 9532

On 20 May 1999 17:02:35, Arthur Rinkel wrote:
>On Wed, 19 May 1999, Robert Schaffner wrote:
>
>
>Problem is that the left audio channel of my F030 isn't working anymore,
>so I want to start measuring some components. I need to know which one...
>
I will cite (translated) from the Dutch ST Magazin (ISSN 0923-
2214) number 79 page 30 of may/june 1999

"left audio in:
L33, R57, R58, C21, C26, R58, R87, C40, R55, LM387 pin 2, LM387 pin
4, C131, R133, C124, Codec pin 25"

This is on my revision B board.
Check those connections and see where the sound stops.
Maybe the soldier slip of the plug makes kontakt with (through
cardboard sheet) to metal screening of underside!!!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1482. Re: Floptical drive with disks for sale ?42 including insured postage UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-21 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <37432ef1.9428547@news.freeserve.net>
Source record: 9533
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Wed, 12 May 1999 17:14:35 GMT, martin.w6@ukonline.co.uk (Martin
Wilson) wrote:

> ICD software does support Flopticals and I think HDdriver
>too. Ideal for someone with PC and ST for sharing
>information.
I never got my Floptical working under HDDriver on my TT though it did
work with ICD Pro (v6.5.5 I think).

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

1483. FA: 1040STf, 2 Monitors, Tons of Software!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-21 00:00:00 UTC
From: Vaz <vaserius@communities.com>
Message-ID: <374615BC.B9F31831@communities.com>
Source record: 9534

Atari 1040ST with color and B&W HiRez monitor
- Logitech mice and TrackMan,
- Tweety Board
- Keyboard Upgrade
- Tons of software w/original boxes & manuals
- Much More!

For pictures and descriptions, check out the auction at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107314994

No reserve and starting bid of $1.00!

- Vaz

1484. Problem with atrai ??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-21 00:00:00 UTC
From: cms <cms@macisp.net>
Message-ID: <7i58ek$i8q$2@opal.xtalwind.net>
Source record: 9535

I need to replace a 1040 Atrai, which one:
I seen 1040 ST, 1040 STF, 1040 FM ?

What are the difference between these..?
is there atrai source for info on these older machines...

pls.. email Rick@macisp.net

Many Thanks..

1485. Re: Floptical drive with disks for sale ?42 including insured postage UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <cXhevHAUkeR3EwPk@steverosie.demon.co.uk>
Source record: 9536
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <37432ef1.9428547@news.freeserve.net>, Spencer Davies
<spencer@SPAMTHISmaelstrom.freeserve.co.uk> writes
>On Wed, 12 May 1999 17:14:35 GMT, martin.w6@ukonline.co.uk (Martin
>Wilson) wrote:
>
>> ICD software does support Flopticals and I think HDdriver
>>too. Ideal for someone with PC and ST for sharing
>>information.
>I never got my Floptical working under HDDriver on my TT though it did
>work with ICD Pro (v6.5.5 I think).

Not another device that HDDriver can't see, it's all coming out now;p

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1486. The LAST video question,,,,

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7i51gk$ic9$1@athena.netset.com>
Source record: 9537

Hi!

yeah, I know, another video question. BUT, I am limiting down the possible culprits.

It's not a sync problem, but the RGB signal levels. They are 1.8 V p-p with a DC bias. Got to bring them down.

Just for the easy part, this will be an ST RGB cable. What value of resister are recommended to attenuate these signals down to a reasonable level?

Thanks for all the help before guys. Now that the actual problem has been traced down...

Regards,

Jim

1487. WTB: Link 97

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: growlerf@aol.com
Message-ID: <19990521231457.03866.00003381@ng-cr1.aol.com>
Source record: 9538

Looking for a Link 97 new or used.

Thanks.

<bob@growler.com>

1488. Re: Falcon audio schematic wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1ds5wz5.1dwqx5mn8xqnkN@pm-d23.rhein-main.de>
Source record: 9539

```
> Hmm, that surprises me...
> Anyway, in the doc I have (dating from aug '95) is chapter 5 (Problems

Me too..
I donï¿½t know why any people store old releases :-)
Get the latest one from www.atari-computer.de/doitarchive/download.htm

I think you will found all about the audio subsystem.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm
```

1489. Re: Falcon audio schematic wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1ds737k.1swjvjyxhkoqgN@pm-d07.rhein-main.de>
Source record: 9540

> I will cite (translated) from the Dutch ST Magazin (ISSN 0923-
> 2214) number 79 page 30 of may/june 1999
>
> "left audio in:
> L33, R57, R58, C21, C26, R58, R87, C40, R55, LM387 pin 2, LM387 pin
> 4, C131, R133, C124, Codec pin 25"
>

From what??

Only the german revoloution CD magazin have the rights to sell copys
of the crypted original .zip archives. Nobody have the right to print
parts of doitf030 in any magazine!

> This is on my revision B board.
> Check those connections and see where the sound stops.
> Maybe the soldier slip of the plug makes kontakt with (through
> cardboard sheet) to metal screening of underside!!!
>
>
> Met vriendelijke groet,
> Ronald van der Kamp
> secretaris Stichting ST
> atarist@xs4all.nl

They doasnï¿½t have the authorisation to print, translate, any part of
doitf030 for -any- commercial magazine/use!

They have to remove -all- parts imeditaly!

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1490. Forsale: Falcon package

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: Sin <sin@uswest.net>
Message-ID: <XQB13.914$eC3.95995@news.uswest.net>
Source record: 9541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Falcon 030 with 14mb RAM, math-co, and internal IDE HD mounting
hardware (inside machine) [No IDE drive included]

Also includes:

DESKTOPPER with EXTERNAL KEYBOARD

Toshiba 12x SCSI (internal) CD-ROM
1.05 gig Quantum (internal) Hard Drive
14" SVGA Viewsonic (swivel base) monitor
Supra 28.8 FAX Modem (upgraded to 33.6)
Amplified speakers
10 Atari specific CD's
1,000+ disks w/ locking disk boxes

Misc hardware:
Everything I have left. Like blitz cables, link II, Discovery
cartridge, IDE controller from poland, extra mice, joysticks, etc...)

And everything else atari I have laying around....

Asking price: Make me offers! Highest one gets it, providing it's close
to what I'd like :)

This is ALOT of stuff. It would be best to come and get it, if possible.
Depending on where your at, maybe we could meet half-way or something.

Dan Brown

P.S.

REPLY BY EMAIL ONLY, PLEASE! I do not read newsgroups normally! thanks...

1491. WTB 16mb TT RAM card

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: flipflap@coastalnet.com
Message-ID: <kSB13.1481$J3.53708@news15.ispnews.com>
Source record: 9542

I would like to buy a 16mb TT RAM card, preferably with the memory chip.

No, I don't want to pay $160 for a new one.

I would even consider buying another complete TT with 16mb.

1492. Calamus and Pagestream and laserjet 4

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7i6s4v$43o$1@nnrp03.primenet.com>
Source record: 9543

Hello,
Im wondering if anyone uses a Laserjet 4 with Calamus 98 or 99 or
with pagestream 2.2se. I own a deskjet 660 and the drivers written in
calamus 98 dont work properly. It seems to stretch the page out when
printing in 600dpi. Once i set it to 300 dpi the page prints fine but
I need 600. I dont want to spend 200 dollars on a laserjet 4 and find
I cant print legal or everything shifts 2 inches to the left---those
are the kinds of things happening. I do want to purchase one but Im
afraid it wont work properly and Im using it for page layout for my
fathers printshop so I need something accurate. Inkjets dont have the
quality and so Laser is my only option. Laserjet 4 havve 600 dpi and they
seem to be used accross the board in programs (calamus 98, pagestream 2.2se
NVDI 5.02).
Im also aware of the vdi module for Calamus to use the 600 driver but
I want the laserjet and I need to know it works portrait and landscape.
Also it needs four color speperation While being accurate.
thank you
please email me at
broncos@primenet.com

1493. Re: FS: ST1040

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: kenkatz@my-dejanews.com
Message-ID: <7i7boc$798$1@nnrp1.deja.com>
Source record: 9544
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

how much for the monochrome monitor?
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

1494. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: "Alan K. Wortham" <akw32@email.byu.edu>
Message-ID: <37472CA3.9BDF68F5@email.byu.edu>
Source record: 9545
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Where are you?

Sin wrote:

> Falcon 030 with 14mb RAM, math-co, and internal IDE HD mounting
> hardware (inside machine) [No IDE drive included]
>
> Also includes:
>
> DESKTOPPER with EXTERNAL KEYBOARD
>
> Toshiba 12x SCSI (internal) CD-ROM
> 1.05 gig Quantum (internal) Hard Drive
> 14" SVGA Viewsonic (swivel base) monitor
> Supra 28.8 FAX Modem (upgraded to 33.6)
> Amplified speakers
> 10 Atari specific CD's
> 1,000+ disks w/ locking disk boxes
>
> Misc hardware:
> Everything I have left. Like blitz cables, link II, Discovery
> cartridge, IDE controller from poland, extra mice, joysticks, etc...)
>
> And everything else atari I have laying around....
>
> ---
>
> Asking price: Make me offers! Highest one gets it, providing it's close
> to what I'd like :)
>
> This is ALOT of stuff. It would be best to come and get it, if possible.
> Depending on where your at, maybe we could meet half-way or something.
>
> Dan Brown
>
> P.S.
>
> REPLY BY EMAIL ONLY, PLEASE! I do not read newsgroups normally! thanks...

--
Alan K. Wortham
4079B JKHB
Brigham Young University
Provo, UT 84602

Work:(801)378-6273
Fax: (801)378-5866
akw32@email.byu.edu

1495. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: dburns@world.std.com
Message-ID: <FC5nx4.1Ko@world.std.com>
Source record: 9546
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Sin" <sin@uswest.net> writes:

>Asking price: Make me offers! Highest one gets it, providing it's close
> to what I'd like :)

>This is ALOT of stuff. It would be best to come and get it, if possible.
>Depending on where your at, maybe we could meet half-way or something.

>Dan Brown
>P.S.
>REPLY BY EMAIL ONLY, PLEASE! I do not read newsgroups normally! thanks...

Hmmm. Sounds great. Let's meet half-way. Is Tuesday good for you?

Dave Burns
Lowell, MA

[with a smile, ok?]

1496. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-22 00:00:00 UTC
From: Sin <sin@uswest.net>
Message-ID: <OnN13.1135$eC3.157315@news.uswest.net>
Source record: 9547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> >This is ALOT of stuff. It would be best to come and get it, if possible.
> >Depending on where your at, maybe we could meet half-way or something.
>
> >Dan Brown
> >P.S.
> >REPLY BY EMAIL ONLY, PLEASE! I do not read newsgroups normally! thanks...
>
> Hmmm. Sounds great. Let's meet half-way. Is Tuesday good for you?

hahaha.... Okay, I got a laugh out of it.... I deserve it too. I should have included that
in the message as well! As I have already got a ton of replies, asking where I am located...

I'm in Spokane, WA

1497. Pagestream laserjet drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-23 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7i96b4ibc2@nnrp03.primenet.com>
Source record: 9450

Does anyone have more 600 dpi laserjet drivers out there
than what come with the 2.2se package. Im looking for more
4 series like 4m, 4+, 4si or 5l or 6l printers.
If you do PLEASE EMAIL ME

gene

1498. Memory upgrade for 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-23 00:00:00 UTC
From: Steve Glass <steve.glass@net.ntl.com>
Message-ID: <37481B5D.800804EF@net.ntl.com>
Source record: 9451

I have an ST with 2 meg I would like to upgrade this to 4 meg.

There are 2x1meg with 9 chips on each.

Can I use 2x1meg with 3 chips?

Can I replace the 2 meg and upgrade with 4x1meg(3 chips)?

1499. Memory upgrade for 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-23 00:00:00 UTC
From: Steve Glass <steve.glass@net.ntl.com>
Message-ID: <37481B6D.9398ABEE@net.ntl.com>
Source record: 9452

I have an ST with 2 meg I would like to upgrade this to 4 meg.

There are 2x1meg with 9 chips on each.

Can I use 2x1meg with 3 chips?

Can I replace the 2 meg and upgrade with 4x1meg(3 chips)?

1500. Cornerstone DualPage Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-23 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9905232222200.93-100000@online.no>
Source record: 9453
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, all.

I've got this 21 (I think) inch black/white monitor today, but I don't have any information about it whatsoever. The ones I got this monitor from thinks that is is possible to use this monitor with the TT, to get to TT high res. Since I don't have any info about it, I ask here :) The monitor type;

Cornerstone DualPage monitor - model M/10720

This was the info I found on the back of it, and on the front it says;

ND Comtec

So, if anyone have any info about this thing, please don't hesitate to let me know. I have tried to search the web using altavista, and found a lot of Cornerstone DualPage monitor's but not one with the above model number. Any info on this is most appreciated..

Thanks.

Odd Skancke - ozk@atari.org

1501. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-23 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37489bec$0$10480@news.zetnet.co.uk>
Source record: 9454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I'm in Spokane, WA

Spoklane WA WHERE??? God It must be America but there is a world
outside it you know,or do you?
I'm only 20 miles from Heckmondwyke

1502. Re: FS: ST1040

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-23 00:00:00 UTC
From: Sam Ward <samward@earthlink.net>
Message-ID: <37488F99.F8FF1249@earthlink.net>
Source record: 9455
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Atari ST1040, SM124 monitor, lots more for sale ...

1503. Video Question(Last.....)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-23 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7i7qn7$vv9$1@athena.netset.com>
Source record: 9548

Hi!

I don't know if this got posteed to the newsgroup-it seemed it did but was gone in a day.

Now that I know that the sync levels of the ST/Falcon(RGB) are okay, it is the level of the RGB signals that is a problem.

They are 1.8 V p-p with a 1.2 V DC bias.

The Bias is taken care of, but, what should the level of the limiting resisters be? I have to attenuate the signal down to .7 p-p. It's an obscure TV/Monitor.

I read the 1986 article on RGB to composite, and the guy said 2-4K ohm resisters. I have also been told 33 ohm, Quite a difference.

Now, I did notice that Redmond Cable does have resister loaded cables for the ST to 1080/1084, so I know that the procedure has had to be done before.

Kind of a side note, I was looking at a TV repair shop one day, east side of Cleveland, Ohio. I saw a 1983 TV from RCA that had a whole ton of RCA jacks. Not only composite video and audio input, BUT, it even had R,G,B and Sync inputs. WOW, never seen one like it, and it was rather big, 19-20"! I guess the dot pitch wasn't so good, but that had to be neat.(Some school is using it)

Any help would be most appreciated.

Regards,

Jim

1504. Re: Problem with atrai ??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-23 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3747dbc6$0$10474@news.zetnet.co.uk>
Source record: 9549

Hi Rick!

On 21 May 1999 23:32:41 , "cms" wrote:
>I need to replace a 1040 Atrai, which one:
>I seen 1040 ST, 1040 STF, 1040 FM ?
>
>What are the difference between these..?
>is there atrai source for info on these older machines...
>
>pls.. email Rick@macisp.net

I assume you mean Atari!! ;-))

The 1040 part refers the standard memory size of 1 megabyte.

A 1040 ST was an old ST with an EXTERNAL floppy drive.

A 1040 STF has an INTERNAL floppy drive.

A 1040 STFM has the internal floppy drive plus a TV Modulator.

Other than that, there is no difference between them.

A good place to start on the web with questions like these is to visit
Nicholas Bales' Quick FAQ.

The address is: http://quickfaq.atari.org

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

1505. Re: Video Question(Last.....)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-24 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1ds9ykl.8mm81jg29dkeN@pm-d06.rhein-main.de>
Source record: 9456

> I read the 1986 article on RGB to composite, and the guy said 2-4K ohm
> resisters. I have also been told 33 ohm, Quite a difference.

The problem is that nobody can tell you an exact resistor, displays are
all different by use the same resistors.

For an older multisync i found out that 68 R (Ohm) works fine in r,g,b
and v- and h-sync wires, but you have to experiment with that.

First steps to reduce the signal level was to use variable resistors
of 1K linear. So i reduced step by step the 1Vss Signals to 0.7Vss

With the resistors on r,g,b you must found exact a paper white
background on -your- display, 68R works for mine, others maybee
looks are different.

Use variable resistors to find out the correct resistor.

If you underrun 0.7V, picture goes bad, with more as 0.8Vss you
got flicker, stripes and some other trash..
Different voltage on r,g,b makes a colorised background..
wrong colors, use a test picture with real colors!

If you found out the right point, desolder all variables, use an
ohmmeter to found out the right data, replace variable resistors with an
normal resistor, as your ohmmeter shows, from any electronic store.

After this session you can solder all resistors directly to the relevant
pin in your monitor (cable) connector. Solder the right wires from
computer output to the right open ends of your resistors..
Thatï¿½s all

Works fine here since some years.

Sorry, english only in realy simple words..

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1506. Gemulator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-24 00:00:00 UTC
From: rob.henning@atari7.freeserve.co.uk
Message-ID: <7ibdfe$i3m$2@news7.svr.pol.co.uk>
Source record: 9457

Hi all,
Is anyone running Gemulator,are there any problems with software ect,where
can I find out more about it,
please let me know, ta,
Rob.
ps,this message may be out already,there was a problem with freeserve
****
Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari
.
****

1507. SV: Cornerstone DualPage Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-24 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7ibmep$7tf$1@cubacola.tninet.se>
Source record: 9458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Odd Skancke <oskancke@online.no> skrev i
diskussionsgruppsmeddelandet:Pine.MNT.4.10.9905232222200.93-100000@online.no
...

> I've got this 21 (I think) inch black/white monitor today, but I don't
> have any information about it whatsoever.

The TT has an ECL type output. Question is what's the expected input for your monitor? VGA, SVGA, ECL, CGA etc? Also, it is likely that your monitor requires one specific and precise H-sync and likewise V-sync value. The chances for the coincidence of the TT's sync outputs and for the inputs of the Cornerstone monitor are slim. Most likely you would need some kind of graphic card for this to happen.

Suggestions: Try to find out what company really made the monitor. The badge doesn't necessarily have anything to do with it! For instance: The Atari TTM194 is in reality made by an american company called Moniterm, it appears the TTM194 is in fact a somewhat customized Moniterm Viking. The Atari TTM195, similar in outlook to the TTM194, is made by Philips in Canada.

I have in my possesion a Sun monitor made by Zenith and another one made by Sony.
Both of these only sport the Sun badge.

After you've found the real producer you can more easily find info about your monitor on the Internet.

Attaching a non-Atari monitor and expecting the TT-high resolution is unrealistic. At least without a dedicated graphics card.

With a little luck, provided you have a graphic card that fits your monitor, you could make the monitor work . Probably you'll have better chances on a PC with Linux.

MG

1508. Re: SV: Cornerstone DualPage Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-24 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9905241718120.190-100000@online.no>
Source record: 9459
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mon, 24 May 1999, Martin Graiter wrote:

>
> Odd Skancke <oskancke@online.no> skrev i
> diskussionsgruppsmeddelandet:Pine.MNT.4.10.9905232222200.93-100000@online.no
> ...
>
>
> > I've got this 21 (I think) inch black/white monitor today, but I don't
> > have any information about it whatsoever.
>
>
> The TT has an ECL type output. Question is what's the expected input for
> your monitor? VGA, SVGA, ECL, CGA etc? Also, it is likely that your monitor
> requires one specific and precise H-sync and likewise V-sync value. The
> chances for the coincidence of the TT's sync outputs and for the inputs of
> the Cornerstone monitor are slim. Most likely you would need some kind of
> graphic card for this to happen.

Yes, I know that TT has ECL type output. I have no idea what this Monitor
requires, or what type of input it needs. I do have a card for the
monitor, but I don't have any drivers, no info whatsoever...

>
> Suggestions: Try to find out what company really made the monitor. The badge
> doesn't necessarily have anything to do with it! For instance: The Atari
> TTM194 is in reality made by an american company called Moniterm, it appears
> the TTM194 is in fact a somewhat customized Moniterm Viking. The Atari
> TTM195, similar in outlook to the TTM194, is made by Philips in Canada.
>
> I have in my possesion a Sun monitor made by Zenith and another one made by
> Sony.
> Both of these only sport the Sun badge.
>
> After you've found the real producer you can more easily find info about
> your monitor on the Internet.

I'm pretty sure this monitor is produced by Cornerstone, and I have
searched the web for the model number, M/10720, but I can't find any info
about it.

>
> Attaching a non-Atari monitor and expecting the TT-high resolution is
> unrealistic. At least without a dedicated graphics card.

Yes, I think so too.. but since the person I got it from meant that it
can be used with the TT somehow, I though I'd search/ask for info, but
so far I'm not any wiser :)

>
> With a little luck, provided you have a graphic card that fits your monitor,
> you could make the monitor work . Probably you'll have better chances on a
> PC with Linux.

Yep, but that's not what I want .)

Odd Skancke - ozk@atari.org

1509. problems with digital monitor and Videlity

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3749b4d0.0@diana.idirect.com>
Source record: 9460

>> Hi guys,
>>
>> today I decided that my Falcon needed a better monitor, so I
>>splurged for a new monitor made by LG. Only now my settings I had for
>>Videlity for Hi Res TrueColour isn't working at all! All I get is a
>>blank screen, and even the Videlity/BSS logo doesn't show up on the
>>first screen.
>>
>> Any idea what this could be?

thanks for the advice. I'd gotten similar advice from Derryck Croker at Cheshunt Computer Club and from David Encill at Core/BSS (who produce Videlity).

Unfortunately, it's not working. Videlity has a "preview screen" function built inside its configuration program, and I have no problem seeing the preview screen for TrueColour sync up properly, so the monitor can handle it. It's at bootup that's causing the problem - as I'm noticing, the monitor goes through bootup properly, but then when the desktop portion comes up the screen goes completely black and the LED light turns yellow (which indicates that the Energy Star function turns on according to the manual).

The funny thing is - I got a small AUTO folder program with my Nemesis accelerator board (also by Core/BSS) that gives you a 640x480 TC screen - this one actually works. Now if I only know what the specs are for hZ setup I might be able to figure out what's going on.

I remember that I've had a similar problem about two years ago when I first got my Nemesis; we were without our video tablet at the TAF meeting where I was giving a demo of it, so we rented a digital SVGA monitor for the night from a computer dealer down the hall from our meeting place. Videlity choked on the monitor in TrueColour, but the HRTC program worked like a charm. My new LG monitor is also digitally controlled - could there be a connection? (My previous monitor, a Hyundai SVGA that was NOT digitally controlled, handled a 736x544 TC screen nicely - I got rid of it because of my concerns regarding radiation coming off it, and it couldn't handle larger, lower colour screens without having to go to the back of the monitor and tweezing it with the knobs).

In any case, I'm very pleased with my LG - it's a nice clear 15" screen, and it digitally saves my screen sizes so I don't have to twiddle with knobs. I'm now working with a really nice 800x608x16 screen as my main work screen now (Videlity works well at this mode) and I use CAB in greyscale mode nicely. But I would like to have a higher-res screen again for CAB work (640x480 is good for looking at photos, but really stinks at displaying at CAB, as the fonts look a bit blocky)

Anyway, maybe this additional info may give you an idea what is going on.
Maybe a member of your club also has a digitally controlled monitor hooked up
to a Falcon?

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

1510. Atari Jaguar Stuff

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-25 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990524202229.04487.00004589@ng-fa1.aol.com>
Source record: 9461

I have the following for sale or trade.
Atari Jaguar, Jag CD, 1 Jagpad, 11 cartridge games, and 3 CD games, Atari Jag Games Strategy Guide.
I'll sell the whole lot for $200.00 (shipping extra) or trade for an Atari Falcon 030, with ide internal hd,in good condition.
Interested persons send reply to my email address.
Thanks,
Sam

1511. Q: DMA->Scsi controller update

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-25 00:00:00 UTC
From: Felix Bohmann <fb@vmol.de>
Message-ID: <374AB2C7.79674531@vmol.de>
Source record: 9462

Hi!

I have i ICD Advantage Plus(pro) St dma->scsi card .. currently there is
a 40 mb scsi drive connected ..
i tried a 540 mb scsi hd and the drivers weren't able to find the disk
.. so how can i fix this ? do i need a
newer os for the controller or just a new driver ? (and where can i get
that ?)

seers,
felix

1512. Modem 1 On Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-25 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <7iejehrhv1@remarQ.com>
Source record: 9463

Aloha!
I'd seen somewhere that the Falcon has hardware for an extra
modem port. Where could I find english docs on this hack, assumeing
it really exists.

Thanks,
Brian

1513. Re: Floptical drive with disks for sale ?42 including insured postage UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-25 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3747ed16.9596489@news.freeserve.net>
Source record: 9464
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Sat, 22 May 1999 00:15:32 +0100, Steve Stupple
<Steve@steverosie.demon.co.uk> wrote:

>>I never got my Floptical working under HDDriver on my TT though it did
>>work with ICD Pro (v6.5.5 I think).
>Not another device that HDDriver can't see, it's all coming out now;p
Well I must admit this was an older version of HDDriver (probably
around 4.5x). I did ask Uwe who made some suggestions but nothing came
of it so I gave up on the floptical (which is languashing in a
cupboard somewhere).

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

1514. STBook 4 sale!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-25 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <7if359$r91$1@as102.tel.hr>
Source record: 9465

ATARI STBook (1992) is now for sale.

Specs: 4 Mb RAM card (Toshiba) is installed,
HDD is IDE 2.5" 230 Mb,
external 1.44 floppy with ACSI port on its case,
power supply and charger + 3 home made batteries,
black serial mouse + driver,
custom software.

Computer can not be used currently (display connector needs
resoldering, or else...don't have time or need to check, worked
fine last time I switched it on, though). The upper side of
the case has small cracks on it.
WILL sell for spare parts! (but as whole package)

Make your best offer at my E-mail address: sandrija@pravo.hr.

1515. Re: Modem 1 On Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-25 00:00:00 UTC
From: sjmontar@easynet.fr
Message-ID: <7if6ldnqp1@buggy.easynet.fr>
Source record: 9466

On 25 May 1999 16:34:25 , Brian Roland wrote:

>Aloha!

Hello Hawaii

> I'd seen somewhere that the Falcon has hardware for an
>extra modem port.

This is actually mentioned in the docs coming with HSMODEM07 or
other versions of the same

>Where could I find english docs on this hack, assumeing
>it really exists.
>
I a mot sure they mention their source about the hardware mod
there, but you may be able to dig it out from the German text.

>Thanks,
>Brian
>.
Hope this helps some

Stephane

1516. Wanted TT (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-26 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <374B3218.54C3@alphalink.com.au>
Source record: 9467
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari

Hi

I want to purchase an Atari TT 4/4 Minimum with small HD

Thanks in advance (Australia)
--
Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

1517. Atari stuff (holland)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-26 00:00:00 UTC
From: gjdz@zeelandnet.nl
Message-ID: <374ba2af.1413650@news.zeelandnet.nl>
Source record: 9468

http://people.zeelandnet.nl/gjdz/index.html

1518. HELP: How to connect a Atari ST to a SCART monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-26 00:00:00 UTC
From: Kees Maas <C.W.A.Maas@nl.cis.philips.com>
Message-ID: <7ig8i5$n73$1@cenews.ehv.ce.philips.com>
Source record: 9469

Hi,

A couple of years ago I brought my old Atari ST 1040F to my wife's school as a game computer for the children in het class. It has become the most popular computer at her school.

Yesterday she brought it back, several problems. :-(

To fix one of these problems I am looking for a wiring diagram to connect the video out of the Atari ST to a monitor with SCART connector, this because severel of the wires in the cable are loose and I don't know which wire goes where.

Please help me, my wife, and the 16 children in her class.

Thanks for reading this,

Kees Maas
Stiphout
The Netherlands

1519. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-26 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374bba421e47211@oden.se>
Source record: 9470

Hi Henk,

on Sat 15-05-1999 23:15 Henk Robbers wrote:
>Ronald Andersson wrote:
>
----- snip ----- re: TTD symbol tables in IDX files
>
>Nightmare!
>I tested before I wrote that story.
>I now tested also with Magic 6. It works.
>edited namW[169] --> namW[0],
>loaded, added 2 names.
>All names look good.
>and saved.
>Output nicely back to namW[171]

Adding names to an existing symbol table and then saving does work here too.
It is when the saved table is to be loaded again in a later session that the
bug strikes, causing TTD to bomb. Usually I can then edit the 'index' value
to 255 and then get the IDX file loaded again, but the same problem returns
if I then save the file again.

>I have TT030 4Mb STram 4Mb TTram. TTM194, NVDI 5

My main system (used in my TTD tests) is:

Falcon030+CT2B, 14Mb ST-RAM, 32Mb FastRAM, VGA 960x720x8planes, NVDI 5

>I have always lots of memory available,
>so I have a look at all the malloc's, to check the checks.

I also always have lots of memory free in my TTD sessions, so lack of memory
is not the reason for this problem.

----- snip ----- re: DevPac excecutable program file format with long symbols

>
>> I'll send you a suitable test program, with source of course, shortly.
>
>OK.
>
>> I will also include my latest 'standard' IDX file with the symbol set for
>> system vectors, variables, and IO addresses that I currently use.
>
>I used the Sybex Atari TT profibuch which I think as for the names is based
>on Atari and DRI release doc.s.

I never found truly 'authoritative' definitions for many IO addresses, and some that I did find were too 'unspecific' for my taste. I want symbols that will fit in well with my assembly libraries and not conflict with symbols likely to be needed in any programs. I've been working on and with my libs for appx ten years now, so it would be a bit awkward for me to change all of my sources now.

>> This
>> set is a slightly upgraded version of the one used in my older sources.
>> (As in the the STNGDEVP file I mentioned in an earlier post.)
>
>Yes Thanks.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1520. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-26 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374bba421e47212@oden.se>
Source record: 9471

on Sun 16-05-1999 00:24 Henk Robbers wrote:

>[Heavoc]
>
>A few questions:
>Is all well if you disassemble without the namW?

Yes.

>Are you sure you didnt inadvertantly corrupt the format of the indexfile?

Yes. If I edit the 'index' in Everest I can then load the file.

>Do you have lots of memory free, more than about 3 times the size of the object file,
>after loading TT-Digger, before loading your program ?

Appx 27 MB FastRAM is free, plus appx 10 MB ST-RAM.

>(I checked the malloc's but one never knows)
>Could you retry with the unzipped version in the folder TTDIGGER on my homepage?

I will try again with latest version of course.

>Does the file you disassembled has these long names?

No, that executable file contains no symbols at all.

>What does the journal say the format is? (Pure C -- DRI) Try w/o indexfile.
>

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1521. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-26 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374bba421e47213@oden.se>
Source record: 9472

Hi Henk,

on Sun 16-05-1999 18:08 Henk Robbers wrote:
>
>I start a new thread because the stuff indents out if sight ;-)

Ok, though I guess that depends on the news program used.
I use NewsWatch+OKami, and have not noticed any problems.

>I mmanaged to get my Magic stopped with a memoryblock violation
>error.
>
>I fixed this.
>It is on my webpage. Same filename TT54C.ZIP
>It is also in the folder.

Sorry, but that fix is not complete.
I downloaded that version, and it is this that I refer to in the other
two posts I'm sending in this newsbatch. Possibly you have already made
yet another fix since I was 'out on the net' last (over a week ago now),
so I'll check your page again.

----- snip ----- re: extending tables
>
>This is the real story:
>I read the number, if it is below a usefull value, I replace with that
>value, then double it. So each time you load a indexfile you get at least
>as much room to add names as there are already.

That sounds ok to me, but so far none of the versions I've tried have been
able to do this correctly.

>That means that a table can become full. There comes the message.
>If this happens while adding interactively, just save IDX and reload again.
>TTD still writes the actual number of names to the index file.
>
>There was a little bug in checking for table overflow.
>
>I could find this bug by lowering temporarily the "usefull value".
>Conclusion:
>If you dont want to know use a sufficiently high value, not zero.
>I did that originally in the MEMIO.IDX, where I put in 255.

Unfortunately I get problems both when I leave the value as saved in the
IDX, and when I try a higher value (edited in Everest).

>P.S.
>
>Producing config files that can be read by a human being is nice and
>platform independant, but has a certain danger.
>It is very tempting to fiddle with it. ;-)

I know, but there is one very great advantage, which is that a human can correct values when the program can not deal with loading those that it has itself saved. If it were not for this ability I could not use TTD at present (at least not with symbols).

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1522. For Sale, swap or P/X. STE & Mega STE memory including SIPP's

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-26 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <tG4C7FAVS3EwgX@steverosie.demon.co.uk>
Source record: 9473
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I have managed to get my hands on some more memory, as usual they will
come with fitting instructions for the STE, I'll be adding SIPP and Mega
STE instructions soon, a disk of software on a memory theme and postage
and packing for the UK; post will be extra for overseas Atarian's.

STE and Mega STE
520/1040 to 2 meg ..... ï¿½10
2 meg to 4 meg ..... ï¿½10
520/1040 to 4 meg ..... ï¿½17.50

SIPP's

520/1040 to 2 meg ..... ï¿½15
2 meg to 4 meg ..... ï¿½15
520/1040 to 4 meg ..... ï¿½25

With every 4 meg purchased you will receive an edition of ST+ Fanzine.

Now there's no excuse not to upgrade your STE/MSTE;)

As always payment can be in GBP or USD (USD cash only)

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1523. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-27 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <374C7FC6.67239FFE@cable.A2000.nl>
Source record: 9474

Hi Ronald.

Glad you're back again!

My TT is temporarily off the power, because I am redesigning the desk. (the real one). My new spectacles make this necessary. o^o

I think I havent tested with a binary with no names (I am not sure though) I'll do that as soon as possible. I'll must also see if any cr/lf combination could do harm (which shouldnt of course).
I'll let you know.

Henk.

1524. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea19500@oden.se>
Source record: 9475

on Tue 18-05-1999 14:05 Laurent Desnogues wrote:

>About the extended name used under DevPac:
>
> - used if lower byte of flag is 0x48 ('H')
> - then the symbol's name if the 8 chars as usual and 14 characters
> following the value of the symbol.
>
>So this gives for each symbol:
>
> - 8 bytes for name
> - 2 bytes for flags
> - 4 bytes for value
> - 14 bytes for extended name if lower byte is 'H'

Thanks Laurent!

Henk, I just want to confirm that this is exactly what I see in the example files I was preparing for you. This is the format TTD needs to implement for full compatibility with DevPac symbols. I meant to send you those files several days ago, but I got caught up in some hardware problems. Thanks to Laurent's description I guess you don't need them now anyway.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1525. Re: Video Question(Last.....)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea19501@oden.se>
Source record: 9476

Hi Jim,

on Sun 23-05-1999 02:55 J.W. Krych wrote:

>I don't know if this got posteed to the newsgroup-it seemed it did but was
>gone in a day.

It was posted, but I got it with the same batch as this new post anyway ;-)

It is up to the newsclient APP which news it fetches, and it is quite normal
to only fetch each post once, and to erase it shortly after you have read it.
How 'shortly' that will be is usually configurable.

>Now that I know that the sync levels of the ST/Falcon(RGB) are okay,

Good, but what about the sync frequencies ?

>it is the level of the RGB signals that is a problem.
>
>They are 1.8 V p-p with a 1.2 V DC bias.
>
>The Bias is taken care of, but, what should the level of the limiting
>resisters be? I have to attenuate the signal down to .7 p-p. It's an
>obscure TV/Monitor.
>
>
>I read the 1986 article on RGB to composite, and the guy said 2-4K ohm
>resisters. I have also been told 33 ohm, Quite a difference.

The resistor values you need depend entirely on what kind of attenuator
you need, and that also depends on the cable length you will need.

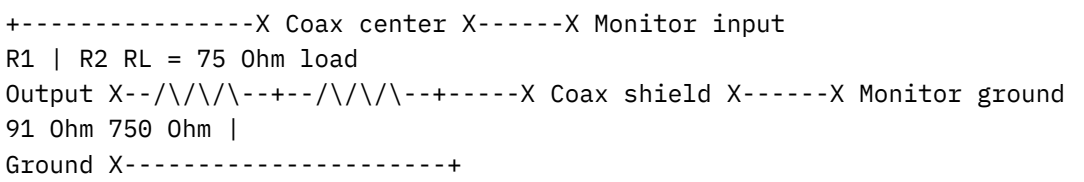
A single low resistor per colour lead can suffice, if it is connected
between that line and ground. The drawback of this is that it really
overloads the emitter follower output stage of the computer, and leads
to an assymetric attenuation (== signal distortion).

A higher value resistor in series with each colour lead can do the job,
but the value then depends entirely on the input impedance of the monitor,
and if that is fairly high the cable will become very sensitive to any
interference signals (and there are plenty of those around).

A better way is to use a proper 'PI' or 'T' network for each line, but
since we know that we have a low impedance emitter follower on one end,
this can be simplified to a simple two-resistor 'half PI' or 'L' network.

Thus, if we have a standard 75 Ohm monitor input, and use 75 Ohm cable
(as we then should), and we want to attenuate by a factor of appx 2.5,

then we can use a network like the one below for each colour lead.



This neglects the emitter follower output impedance, which is normal for emitter follower calculations.

Actually the formulas for this filter are:

R1 = (RL*D/2)-RO R2 = RL*D/(D-2)

Where RO is the output impedance and D is the attenuation, which must be larger than 2 since it includes the normal 6db loss of feeding a balanced load.

If the input impedance of the monitor is higher, you can still apply the formulas above, except that you must then keep your cable shorter to avoid interference, as the impedances of the network and the load are no longer balanced at the same value as the cable.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1526. STacy/MSTE SCSI-interface

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-27 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7ijeuo$iv9$1@nnrp1.deja.com>
Source record: 9477

I'm going to move the IDE/2.06 interface from my Mega to the STacy, and
I was hoping that I could use the old SCSI-interface from the STacy in
the Mega. Is this possible without too much hacking?

Jo Even Skarstein

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

1527. Atari & 600 dpi 4 color sep legal printing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-28 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7ikpfefqs1@nnrp02.primenet.com>
Source record: 9478

can anyone do it using both pagestream and Calamus sl98 on a falcon
cause i cant find a driver for either that will work with the new
laserjets. they work fine in letter but to print legal kaboom
you lose the last 3 inches. please somebody help me!

gene

1528. Re: STacy/MSTE SCSI-interface

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990528084712.4031D-100000@hal.fishpool.fi>
Source record: 9479

> I'm going to move the IDE/2.06 interface from my Mega to the STacy, and
> I was hoping that I could use the old SCSI-interface from the STacy in
> the Mega. Is this possible without too much hacking?

The MEGA-STE and Stacy use the exact same part number, afaik.

However, I'm just curious how you will fit the IDE interface in the
Stacy.....? ;-)

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1529. Re: TT-Digger

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-28 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <374E9FF8.95A12DA5@cable.A2000.nl>
Source record: 9480

Hi Ronald

Ronald Andersson wrote:

> Adding names to an existing symbol table and then saving does work here too.
> It is when the saved table is to be loaded again in a later session that the
> bug strikes, causing TTD to bomb. Usually I can then edit the 'index' value
> to 255 and then get the IDX file loaded again, but the same problem returns
> if I then save the file again.

Can you send me the indexfile exactly as you saved it with TTD.
(Can you send it as a binary)?

Henk Robbers <H.Robbers@cable.A2000.nl>

1530. Re: STacy/MSTE SCSI-interface

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-28 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7immrspku1@snipp.uninett.no>
Source record: 9481

Martin-Eric Racine <q-funk@pp.fishpool.com> wrote:

> The MEGA-STE and Stacy use the exact same part number, afaik.

But I don't have a MSTE, just an ordinary Mega ST4.

> However, I'm just curious how you will fit the IDE interface in the
> Stacy.....? ;-)

I'm not sure yet, but with a bit of cutting there should be plenty of
space inside. I'm considering cutting away some parts of the shield and
the entire battery-compartment to make room for some upgrades.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1531. Re: STacy/MSTE SCSI-interface

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374f04a4bb947b3@oden.se>
Source record: 9482

on Thu 27-05-1999 12:48 joska@nuts.edu wrote:

>I'm going to move the IDE/2.06 interface from my Mega to the STacy, and
>I was hoping that I could use the old SCSI-interface from the STacy in
>the Mega. Is this possible without too much hacking?

I'm not familiar with the STacy, but if the interface works like those
used for MegaSTe, then it should work fine for a MegaST as well, though
you will need to connect it differently of course.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1532. SV: HELP: How to connect a Atari ST to a SCART monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-29 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7ina6e$ei6$1@zingo.tninet.se>
Source record: 9483

Here's your Atari to SCART cable:

```
Atari SCART
1------- Audio------- 6
6-------Green-------11
7---------Red-------15
8--------+12V-------8
10-------Blue--------7
13------Ground------5+9+13+17
9+12----Syncs------16+20
```

On the Atari side pin 9 is Vertical Sync and pin 12 Horizontal Sync.
On the SCART side pin 16 is Vertical Blank and pin 20 Composite Sync.

The SCART connector is easy to solder, but the round 13-pin Atari connector is a pain. Here you should fixate your connector first, for example you could stick it into the female in the computer. Begin with the innermost pins (6,7,10) or you won't be able to reach them later because the outer pins will be in your way.

If you'd like to be able to record your Atari screens to a video you'd have to make another version:

```
Atari SCART
1---------- Audio------- 6
13--------Ground------5+9+13+17
2----Composite Video------16+20
```

But the picture won't be as good as in the previous version.

Use a long enough cable. 4-6 meters if you have a 28" TV and want to sit 3-4 meters away.

Good luck!

MG

1533. Re: Speech engines

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-29 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bea97a$1e01eee0$405e0fcb@default>
Source record: 9484
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Simon Hazelgrove <simon@webprecinct.co.uk> wrote in article
<926954256.27154.0.nnrp-06.c2deffda@news.demon.co.uk>...
> I set up my atari again the other day - I remember speech engines that
> sounded quite cool in a retro way (they do now anyway - I remeber being
> amazed when a computer spoke!). I want to use some samples of this
speech
> in music I make (anyone remember that "Das Boot" track?)
>

If you have access to an Amiga (any model) I'd suggest you use the inbuilt
speech features of the OS/hardware. I believe Das Boot used speech created
on a stock Amiga and C64 with a speech cartridge (MagicVoice?).

Just a suggestion...

Regards,

Clockmeister.

1534. SV: Speech engines

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-29 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <daP33.42$Nc.360@nntpserver.swip.net>
Source record: 9485
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Clockmeister <gerryvdb@tnet.com.au> skrev i
diskussionsgruppsmeddelandet:01bea97a$1e01eee0$405e0fcb@default...
>
>
> Simon Hazelgrove <simon@webprecinct.co.uk> wrote in article
> <926954256.27154.0.nnrp-06.c2deffda@news.demon.co.uk>...
> > I set up my atari again the other day - I remember speech engines that
> > sounded quite cool in a retro way (they do now anyway - I remeber being
> > amazed when a computer spoke!). I want to use some samples of this
> speech
> > in music I make (anyone remember that "Das Boot" track?)
> >
>
> If you have access to an Amiga (any model) I'd suggest you use the inbuilt
> speech features of the OS/hardware. I believe Das Boot used speech created
> on a stock Amiga and C64 with a speech cartridge (MagicVoice?).
>
> Just a suggestion...
>
> Regards,
>
> Clockmeister.
>
>
```

1535. Re: Modem 1 On Falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7io8i7ffs2@news8.svr.pol.co.uk>
Source record: 9486

On 25 May 1999 22:02:22 , St&#65533;phane Montarsolo wrote:
>On 25 May 1999 16:34:25 , Brian Roland wrote:

```
>> I'd seen somewhere that the Falcon has hardware for an
>>extra modem port.
>
>This is actually mentioned in the docs coming with HSMODEM07 or
>other versions of the same
>
>>Where could I find english docs on this hack, assumeing
>>it really exists.
>>
>I a mot sure they mention their source about the hardware mod
>there, but you may be able to dig it out from the German text.

No need to get your German dictionaries out, there's a full English
translation of the HSModem07 docs on my website...

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1536. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-29 00:00:00 UTC
From: Caroline Hawker <cornelii@clara.co.uk>
Message-ID: <01bea9e9$089047e0$LocalHost@default>
Source record: 9487

You can get SIMM to SIPP converters. The converters are little bits of plastice that the simms click into, with pins underneath. I got some, and they cost about £5 or something very small. If you live in england, I will send them to you, if you want, since I don't need them, and I can't see me ever getting a computer using sipps, now that they are long gone.
Please e-mail me if this sounds like a bargain to you, and you live in UK.
I'm afraid I couldn't send them to you straight away (they are at my parents house) but I would do so at the first opportunity.

Robert Epprecht <epprecht@sunweb.ch> wrote in article
<lxpv41lbva.fsf@pc.sunweb.ch>...
> jovlie@xs4all.nl (Jos Vlietstra) writes:
>
> > I have 2 SIMMS adjusted with metal pins, so they act like real SIPP's
> > and I gladly already had 2 MB, so now I have 4 MB.
>
> Please elaborate on this a bit...
> You mean it's possible to solder metal pins to SIMM's (what type?)
> and put them as SIPP's in the STacy? (That's what I'm planning to do)
>
> Thanks,
> Robert
>

1537. Re: STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-29 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <BquG1JAVLDU3EwX9@steverosie.demon.co.uk>
Source record: 9488

In article <01bea9e9$089047e0$LocalHost@default>, Caroline Hawker
<cornelii@clara.co.uk> writes
>You can get SIMM to SIPP converters. The converters are little bits of
>plastice that the simms click into, with pins underneath. I got some, and
>they cost about ï¿½5 or something very small. If you live in england, I will
>send them to you, if you want, since I don't need them, and I can't see me
>ever getting a computer using sipps, now that they are long gone.
>Please e-mail me if this sounds like a bargain to you, and you live in UK.
>I'm afraid I couldn't send them to you straight away (they are at my
>parents house) but I would do so at the first opportunity.

Or alternatively I have some 1 meg SIPP's for sale;)

Drop me a line if you want further details;)

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1538. Re: HELP: How to connect a Atari ST to a SCART monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-29 00:00:00 UTC
From: ozzyman@vectranet.co.uk
Message-ID: <1dskwb0.1bq0vbmlx1p9sN@ozzyman.vectranet.co.uk>
Source record: 9489

well, where's a diagram for the ST side of things, this is from the
atari ST manual (about the only usefull thing in the book :)

I would be interested in the scart side of things if someone can help.

This diagram is from the back view of the ST.

4 3 2 1
8 7 6 5
12 11 10 9
13

1-Audio Out
2-Composite Video
3-General Purpose Output
4-Mono Detect
5-Audio In
6-Green Out
7-Red Out
8-12-Volt Pullup (Ithink this can be used in scart to auto switch to the
scart channel on the telly, but if your telly blows up, don't blame me
:)
9-Horizontal Sync
10-Blue Out
11-Mono Out
12-Vertical Sync
13-Ground

1539. Calamus via tosbox: probl&#65533;me

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-30 00:00:00 UTC
From: ordinate <ordinate@interlinx.qc.ca>
Message-ID: <3750b3a8.0@news.interlinx.qc.ca>
Source record: 9490

```
Bonjour,
Je n'ai toujours pas eu la solution pour faire fonctionner mon Calamus 1.09
via TosBox sur mon PC compatible IBM avec windows 95.
Le Calamus 1.09 (date de calamus.prg: 1993 ) de quelqu'un d'autre fonctionne
bien avec Tosbox, mais mon Calamus 1.09 (date de calamus.prg: 1989 ) ne
fonctionne pas du tout avec Tosbox et indique le message suivant:
"can't start Calamus
can't load Calamus.cef
press any key to continue"
```

J'ai pourtant mis les m&#65533;mes lignes du fichier calamus.set et de tosbox que ceux de l'autre personne, mais sans succ&#65533;s sur mon Calamus. C'est la m&#65533;me version 1.09 mais pas la m&#65533;me ann&#65533;e. Il y a quatre ans de diff&#65533;rence concernant calamus.prg.
Que peut bien &#65533;tre la diff&#65533;rence qui ne fait pas fonctionner mon calamus. Je suis pr&#65533;t &#65533; l'envoyer par e-mail (temporairement) &#65533; celui qui voudra bien essayer de le faire fonctionner avec tosbox ou un autre &#65533;mulateur (il fait environ 291 Ko compress&#65533;).
Merci d'avance.
ordinate@interlinx.qc.ca
<<<<<<<<<<<<<<<<<<

1540. Lecteur PC sur Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-30 00:00:00 UTC
From: hdbidoulle <hdbidoulle@wanadoo.fr>
Message-ID: <7is456$q6r$1@wanadoo.fr>
Source record: 9491

Je voudrais connecter mon lecteur 3"1/2 PC sur un atari ste.

Merci a celui qui pourra me d&#65533;panner.

:) :) :) :) :) :) :) :) :) :) :) :) :) :) :) :) :)
:) :)

1541. Re: Lecteur PC sur Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-31 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37525271.71F02A3F@directprovider.REMOVETHECAPITALS.net>
Source record: 9492

hdbidoulle a ï¿½crit :
>
> Je voudrais connecter mon lecteur 3"1/2 PC sur un atari ste.
>
> Merci a celui qui pourra me dï¿½panner.
>

Ca a dï¿½jï¿½ ï¿½tï¿½ expliquï¿½ 1ï¿½ fois. Jette un coup d'oeil ï¿½ la Quick Faq

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1542. Re: Lecteur PC sur Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1999-05-31 00:00:00 UTC
From: sjmontar@easynet.fr
Message-ID: <7iuv5k$2tbl$2@buggy.easynet.fr>
Source record: 9493

On 31 May 1999 11:12:17 , Nicholas Bales wrote:
>
>
>hdbidoulle a ?crit :
>>
>> Je voudrais connecter mon lecteur 3"1/2 PC sur un atari ste.
>>
>> Merci a celui qui pourra me d?panner.
>>
>
>Ca a d?j? ?t? expliqu? 1? fois. Jette un coup d'oeil ? la Quick Faq
>
>Nick
>--
Thanks to Nick for the FAQ !

```
Anyway my problem (earlier episode) is only partly solved. I am
afaraid the HD unit I have cannot be fitted to an Atari
computer. I did the test of fitting the Falcon HD unit on the
MegaSTE and it just worked fine...so it has to be the drive, as
I tried any possible jumper/cable setting :(

Stephane
```

1543. Re: Lecteur PC sur Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-01 00:00:00 UTC
From: Gossuin Olivier <olivier.gossuin@advalvas.be>
Message-ID: <375316C5.72E4EDAA@advalvas.be>
Source record: 9494
Body handling: Binary attachment payload not displayed: olivier.gossuin.vcf

Pas de probli¿½me:

1) Metre le lecteur en DS0 (ou 1 enfin inverser)
2) Fixer le drive dans le STE
3) Metre le cable de plat dans le sens inverse (tourne de 180i¿½)
4) Attention bouchez le trous des disqeutte HD

A+
Olivier

hdbidoulle wrote:
>
> Je voudrais connecter mon lecteur 3"1/2 PC sur un atari ste.
>
> Merci a celui qui pourra me di¿½panner.
>
> :) :) :) :) :) :) :) :) :) :) :) :) :) :) :) :) :)
> :) :)

[One or more binary attachments are retained only in the source text.]

1544. Re: Anyone interested in complete STE system?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-01 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <sF59OMAIn8U3Ewgl@steverosie.demon.co.uk>
Source record: 9495

In article <7isjb9rdu1@hirame.wwa.com>, MIKE RITTER
<mtritter@rockford.com> writes
> I have a 1meg STE w/monitor (color). Lots of software. Thrown in a
> 9-pin printer and 1200 baud modem. You make the offer.
> Contact me at mtritter@rockford.com
> Mike

Where abouts are you?

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1545. Search for complete atari system (free of charge)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-01 00:00:00 UTC
From: "news.btx.dtag.de" <jh.sdl@t-online.de>
Message-ID: <7j3vr4bvq1@news04.btx.dtag.de>
Source record: 9496

Ich suche ein komplett kostenloses ATARI-System
Angebote an: jh.sdl@t-online.de

I'm searching a complete atari system, but free of charge!
Offers mail to jh.sdl@t-online.de

1546. Re: Is it possible to connect a (SCART) tv to a tt?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3755994e2179c27@oden.se>
Source record: 9400

Hi Cecil.

on Wed 02-06-1999 09:10 remove_this)dds.nl (Cecil Westerhoff wrote:

>Not that it is very important at the moment, but is it possible to
>connect a (SCART) tv to a TT? I know you could do it on a ST.

No, that is not possible on a TT. The TT only supports resolutions
that 'look' like ST resolutions, but the timing of the video signals
is that of VGA monitors, which is not acceptable to any television
sets that I ever heard of.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1547. Is it possible to connect a (SCART) tv to a tt?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-02 00:00:00 UTC
From: cecilld@dds.nl
Message-ID: <3754f4b6.5714305@news.nl.net>
Source record: 9497

Not that it is very important at the moment, but is it possible to connect a (SCART) tv to a TT? I know you could do it on a ST.

Cecil Westerhoff?

1548. Using modem and MagicPC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-02 00:00:00 UTC
From: cecilld@dds.nl
Message-ID: <3754f522.5822568@news.nl.net>
Source record: 9498

I have a PC with MagicPC. The modem I use there is faster then the one
I use with my TT. But I can not use this modem on my TT for one reason
or another. So I would like to use MagicPC to connect to the internet
and bulletin boards. Does anyone now of problems I can expect?
I also heard that you could make a network, so you can surf with the
PC and the TT at the same time. Does anyone now something about this?

Cecil Westerhoff.

1549. Re: Is it possible to connect a (SCART) tv to a tt?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-02 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3754F77B.4398395C@directprovider.REMOVETHECAPITALS.net>
Source record: 9499

remove_this Cecil Westerhoff a ï¿½crit :
>
> Not that it is very important at the moment, but is it possible to
> connect a (SCART) tv to a TT? I know you could do it on a ST.
>
> Cecil Westerhoff?

It should be the same. However, you could probably only be using a
640x200 resolution.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1550. Re: Is it possible to connect a (SCART)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-03 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7j4it4omi1@cubacola.tninet.se>
Source record: 9401

```
On 2 Jun 1999 20:30:44 G, Ronald Andersson wrote:
>No, that is not possible on a TT. The TT only supports resolutions
>that 'look' like ST resolutions, but the timing of the video signals
>is that of VGA monitors, which is not acceptable to any television
>sets that I ever heard of.

Hi Ronald
```

I�ve seen some expensive tellys that are VGA compatible. But it was sets with Dolby-sourrund and wide-screen and alot of other extras. So we are talking megabucks and big screens.

Cheers J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)

1551. STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-03 00:00:00 UTC
From: James Davies <jdavies@gromwin.demon.co.uk>
Message-ID: <7j6hh0$848$1@soap.pipex.net>
Source record: 9402

Hi Folks

Over the last few months, my Atari 520STFM has slowly been giving up. It's got 4Mb memory installed on a separate card (can't remember the name of it). The printer port gave up first, and now the serial port's gone too. I live in the UK.

I need a new motherboard.

I've got a few questions:-

What are the chances of me getting a straight replacement motherboard for a good price? And where from?

Is there a chance of me being able to "upgrade" my machine to an STE? Are the holes in the back of the plastic case in the same places, and are the screw holes all in the same places?

Thanks in advance.

James Davies

PS - I'm NOT expecting to be able to put a STE board into a STFM case.

1552. Re: HELP: How to connect a Atari ST to a SCART monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-04 00:00:00 UTC
From: citizen_smith@hotmail.com
Message-ID: <7j758m$u3a$1@nnrp1.deja.com>
Source record: 9403

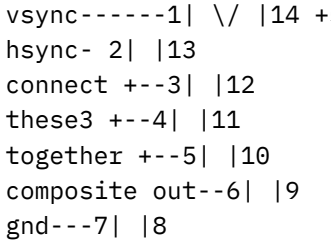
In article <1dskwb0.1bq0vbmlx1p9sN@ozzyman.vectranet.co.uk>,
ozzyman@vectranet.co.uk (Andrew Irvine) wrote:
> well, where's a diagram for the ST side of things, this is from the
> atari ST manual (about the only usefull thing in the book :)
>
> I would be interested in the scart side of things if someone can help.
>
first or all i don't know the pin out for the scart connector, you
might find it at the maplin electronics web page www.maplin.co.uk it is
in their (dead tree edition)catalougue (they will also sell you a 13pin
conector for the monitor port on the atari) and secondly this may not
be related to scart in any way but may be of some use to people wanting
to connect a monitor of some description to thier atari.

what i can tell you is that it is important to get the syncs right
i bought a cheap rgb monitor a while ago and had to make a cuircuit to
produce the correct signals

rgb monitors use composite sync, some ataris provide this (old 520stf
without modulator) but most, come to think of it all the ones i have
ever seen don't. (hence the "where aplicable" in the manual)
in this case you will have to make it yourself. do this by combining
both vsync and hsync with an AND gate (or two NAND gates if you want)

the 74LS00 quad nand gate is a lovely chip which maplin will also sell
you which is perfect for the job.(cost less than £0.50)

connect it thus:



crap diagram i know but i'm sure you get the idea
gnd and +5v can be taken from any nearby 74 series chip or anywhere
else on the motherboard where you can find them.

personaly i prefer to house the cuircuit in the monitor but you could
put it in the st and connect it to the monitor connector where it was
suposed to be.

this may not be relevant as scart could for all i know use seperate
sync signals. but if it does then this should be all the info you need.

if you wanted to you could *possibly* use a ttl chip like the74LS00 to
invert the hsync signal to enable the use of cga moniors.

any questions *may* be answed when i get around to reading my mail.

--
c.smith
citizen_smith@hotmail.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1553. CT2 SIMMS Question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-04 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <928457708.919.12@news.remarQ.com>
Source record: 9404

Greetings...
Having a CT2 installed to my Falcon..
The question is about SIMMS thoe...

To begin with, I hope to use a 32meg SIMM, but I happen to have
a pair of such SIMMS, and wonder if per chance a device might exist
that can hold two SIMMS like this and make it act a like a SINGLE
64meg SIMM?

If you know of such an adaptor, please let me know where it can be
found.

Thanks,
Brian

1554. Re: STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-04 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <37575F96.3D892BCD@ihug.co.nz>
Source record: 9405

I am pretty sure the screw holes are in the same place but a little modification may be required on the back as the STe has 2 RCA outputs below the power switch. Im reasonably sure everything else is in the same place. Although your keyboard connector may be different. (remember noticing that on a 520 ST).

James Davies wrote:

> Hi Folks
>
> Over the last few months, my Atari 520STFM has slowly been giving up. It's
> got 4Mb memory installed on a separate card (can't remember the name of it).
> The printer port gave up first, and now the serial port's gone too. I live
> in the UK.
>
> I need a new motherboard.
>
> I've got a few questions:-
>
> What are the chances of me getting a straight replacement motherboard for a
> good price? And where from?
>
> Is there a chance of me being able to "upgrade" my machine to an STE? Are
> the holes in the back of the plastic case in the same places, and are the
> screw holes all in the same places?
>
> Thanks in advance.
>
> James Davies
>
> PS - I'm NOT expecting to be able to put a STE board into a STFM case.

1555. Re: STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-04 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990604094051.4375G-100000@hal.fishpool.fi>
Source record: 9406

> Over the last few months, my Atari 520STFM has slowly been giving up.
> I need a new motherboard.
>
> What are the chances of me getting a straight replacement motherboard
> for a good price? And where from?

Getting one is easy. Nobody in the Atari replacement part business
sells for cheap, though... ;-/

You might have better luck upgrading to a MEGA-ST or MEGA-STE.
Those sell for rather cheap these days.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1556. Re: CT2 SIMMS Question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsv4p4.1b87sda1tsjt6oN@pm-d04.rhein-main.de>
Source record: 9407

Brian Roland <bjr@localink4.com> wrote:

> Greetings...
> Having a CT2 installed to my Falcon..
> The question is about SIMMS thoe...
>
> To begin with, I hope to use a 32meg SIMM, but I happen to have
> a pair of such SIMMS, and wonder if per chance a device might exist
> that can hold two SIMMS like this and make it act a like a SINGLE
> 64meg SIMM?
>
> If you know of such an adaptor, please let me know where it can be
> found.

Any CT2 board works with orignal EDO modules only.
SingleModules, no Adaptors, no pairs of old Simms from anywhere.
(Best with 8-chip modules)

Other simm modules wonï¿½t work.

CT2 Rev. "A" 16,32MB
CT2 Rev. "B" 16,32,64,128MB Modules

Some orignal atari ram boards (ST-RAM) doasnï¿½t work too in turbo mode.
Vertical flickering lines in 800x600x265 video mode is the sign for..

Replace board to eliminate that.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1557. Re: STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <BkvmmNAWK9V3EwfZ@steverosie.demon.co.uk>
Source record: 9408

On Fri, 4 Jun 1999 at 17:09:42 a message from M Clark was created on the
subject of STFM Motherboard replacement..
>I am pretty sure the screw holes are in the same place but a little modification
>may be required on the back as the STe has 2 RCA outputs below the power switch.
>Im reasonably sure everything else is in the same place. Although your keyboard
>connector may be different. (remember noticing that on a 520 ST).

Don't forget about the enhanced joystick ports they have:)

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1558. Re: STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-04 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3757D864.7258D47F@directprovider.REMOVETHECAPITALS.net>
Source record: 9409

James Davies a ï¿½crit :
>
> Hi Folks
>
> Over the last few months, my Atari 520STFM has slowly been giving up. It's
> got 4Mb memory installed on a separate card (can't remember the name of it).
> The printer port gave up first, and now the serial port's gone too. I live
> in the UK.
>
> I need a new motherboard.

Why not just get a new machine ? They range from free to UKP 30
nowadays.

> I've got a few questions:-
>
> What are the chances of me getting a straight replacement motherboard for a
> good price? And where from?
>
> Is there a chance of me being able to "upgrade" my machine to an STE? Are
> the holes in the back of the plastic case in the same places, and are the
> screw holes all in the same places?

The holes are in the same place, but the STE requires more holes because
of the extra connectors.

Forget forget exchanging motherboards. Get a used STE for 20 UKP. The
STE case is slightly different because of the extra connectors. The
internal shielding is also different. Then you can keep the STF and have
a spare drive, keyboard and PSU that way, which are the most common
parts to fail.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1559. SV: STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-04 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7j8mb2$1qa$5@zingo.tninet.se>
Source record: 9410

James Davies <jdavies@gromwin.demon.co.uk> skrev i
diskussionsgruppsmeddelandet:7j6hh0$848$1@soap.pipex.net...

> Over the last few months, my Atari 520STFM has slowly been giving up.
It's
> got 4Mb memory installed on a separate card (can't remember the name of
it).
> The printer port gave up first, and now the serial port's gone too. I
live
> in the UK.

Sounds like you have a faulty MFP (MultiFunctional Peripheral).

This is a Motorola chip with the marking 68901.

MG

1560. Re: CT2 SIMMS Question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-04 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37583c91$0$10483@news.zetnet.co.uk>
Source record: 9411

On 4 Jun 1999 00:55:08 , Brian Roland wrote:
>Greetings...
>Having a CT2 installed to my Falcon..
>The question is about SIMMS thoe...
>
>To begin with, I hope to use a 32meg SIMM, but I happen to have
>a pair of such SIMMS, and wonder if per chance a device might exist
>that can hold two SIMMS like this and make it act a like a SINGLE
>64meg SIMM?
>

No....the twin to single SIMM converters will turn two fours into an eight
or two 16's into a 32, but not two 78's into a 16 or two 32's into a
64....That's how it is with SINMM's I'm afraid...

chrisc

1561. WEird atari behaviours frighten me!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-04 00:00:00 UTC
From: link <cushman@execulink.com>
Message-ID: <3758C0D0.71EE@execulink.com>
Source record: 9412

Gang,

sorry to bother again, but my Atari 1040st is freaking out. heres the problem:

When I put a disk in and boot up the computer everything is fine until I try to access the A drive. It says there are "zero bytes used in zero items" despite the fact that the disk is full of programs. Ive tried several disks all containing files, but it keeps saying that the disks are empty. Whats up? PLEASE tell me my beloved atari is fine!!!

In 8-bit glory
lincoln w. cushman

1562. Re: STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-05 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <37583AE1.FAC974A4@ihug.co.nz>
Source record: 9413

Yeah I had forgot about those. Did anybody ever make anything to use in them?

Steve Stupple wrote:

> On Fri, 4 Jun 1999 at 17:09:42 a message from M Clark was created on the
> subject of STFM Motherboard replacement..
> >I am pretty sure the screw holes are in the same place but a little modification
> >may be required on the back as the STe has 2 RCA outputs below the power switch.
> >Im reasonably sure everything else is in the same place. Although your keyboard
> >connector may be different. (remember noticing that on a 520 ST).
>
> Don't forget about the enhanced joystick ports they have:)
>
> -- The Atari Software eXchange LaST PD
> asx@atari.org * * * lastpd@atari.org
> * * *
> Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
> Dfax: 0870 0521124 * * * Nick: MocknBird
> ** *** **
> Location: Narberth, Pembrokeshire, Wales, UK.

1563. Re: Using modem and MagicPC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-05 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <928546138.17835.1.nnrp-02.9e985e5c@news.demon.co.uk>
Source record: 9414

remove_this dds.nl (Cecil Westerhoff) wrote in message
<3754f522.5822568@news.nl.net>...
>I have a PC with MagicPC. The modem I use there is faster then the one
>I use with my TT. But I can not use this modem on my TT for one reason
>or another. So I would like to use MagicPC to connect to the internet
>and bulletin boards. Does anyone now of problems I can expect?

The main thing is to ensure your modem speed (in Win95's modem properties)
matches your MagiC-PC port speed setting, and that the PC can handle MPC's
serial port speed. I have no trouble (so far) with 115k on a PII/300. You
also need to set the port speed to match using the serial CPX which comes
with STinG.

I had a lot of problems with STinG under MPC: it worked at first once I had
the speeds sorted, then stopped working one day and I couldn't figure out
what had gone wrong. Turned out to be a problem CACHE.DNS file: deleting it
made the whole thing start working again. Symptoms of that one were that it
dialed OK and said it was connected, but clients would just lock up due to
no data transfer.

>I also heard that you could make a network, so you can surf with the
>PC and the TT at the same time. Does anyone now something about this?

This one's out of my league, sorry. I have been meaning to try networking my
STE to the PC using STinG for a while, but haven't tried it yet. I'd be
interested to hear how you get on.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1564. Re: STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <U+9DANAQfHW3EwE7@steverosie.demon.co.uk>
Source record: 9415

On Sat, 5 Jun 1999 at 08:45:21 a message from M Clark was created on the
subject of STFM Motherboard replacement..
>Yeah I had forgot about those. Did anybody ever make anything to use in them?
>

A few games allowed you to use them. I think Substation was one, the
Jaguar's controllers plug directly in the sockets;)

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1565. Re: Using modem and MagicPC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-05 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3758A217.B5A97B9F@ihug.co.nz>
Source record: 9416

Hi there,

John Whalley wrote:
>
> >I also heard that you could make a network, so you can surf with the
> >PC and the TT at the same time. Does anyone now something about this?
>
> This one's out of my league, sorry. I have been meaning to try networking my
> STE to the PC using STinG for a while, but haven't tried it yet. I'd be
> interested to hear how you get on.

STinG allows IP masquerading which (theoretically) means you could network
to the PC and access the net via the PC's Winsock connection using the same
IP address (masquerading is 'pretending' your machine is someone elses machine,
according to the IP address...).

Also I've never tried it (my Falcon and the PowerMac 7220 I type this on
could get together one day...that'd be kinky for sure!)...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1566. Re: Using modem and MagicPC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3758f0c287fb980@oden.se>
Source record: 9417

on Sat 05-06-1999 17:05 J Wilkinson wrote:
>John Whalley wrote:
>>
>> >I also heard that you could make a network, so you can surf with the
>> >PC and the TT at the same time. Does anyone now something about this?
>>
>> This one's out of my league, sorry. I have been meaning to try networking my
>> STE to the PC using STinG for a while, but haven't tried it yet. I'd be
>> interested to hear how you get on.
>
>STinG allows IP masquerading which (theoretically) means you could network
>to the PC and access the net via the PC's Winsock connection using the same
>IP address (masquerading is 'pretending' your machine is someone elses machine,
>according to the IP address...).

That is not quite correct. It is the system that drives the modem port which
must support Masquerade if more machines are to use that port. In the example
you give that system is the PC.

My Masquerade module can only help if it is running on the system that does
drive the modem port, and when it is STinG that does so.

It is possible to do this on a PC too however, when running MagiC_PC.
It is also possible to do it on an Atari machine, and then route other
machines to Internet through the Atari machine. There are many solutions.

>Also I've never tried it (my Falcon and the PowerMac 7220 I type this on
>could get together one day...that'd be kinky for sure!)...

The same basic principles apply for use with Macs as for PCs, except that
the MagiC implementation you may then choose to use is MagicMac.

Since I use neither Macs nor PCs I can't give any more direct advice on
exactly how to set things up at their end of the local network connections,
but I know others use such setups and hopefully they will also respond
with advice for you.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1567. Re: WEird atari behaviours frighten me!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <nMgSQIA38UW3EwRt@steverosie.demon.co.uk>
Source record: 9418

On Fri, 4 Jun 1999 at 23:16:48 a message from link was created on the
subject of WEird atari behaviours frighten me!.
>Gang,
>
>sorry to bother again, but my Atari 1040st is freaking out. heres the
>problem:
>
>When I put a disk in and boot up the computer everything is fine until I
>try to access the A drive. It says there are "zero bytes used in zero
>items" despite the fact that the disk is full of programs. Ive tried
>several disks all containing files, but it keeps saying that the disks
>are empty. Whats up? PLEASE tell me my beloved atari is fine!!!

This sounds like a disk full of software that is NOT in a usable file
format, but a self booting disk (sector type format).

If you stick the disk in the drive and boot from it, then the boot
sector contains the program to load and run the programs. This means
they aren't visible from the Desktop.

In some versions of TOS the system can crash if you try and get a
directory of some of these type of disks from the Desktop.

The most commonly used programs are Games and Demo's.

It is also possible to have a disk display 2 different directories on
the same disk. This is usually happens when the disk has been changed
and the computer hasn't updated or noticed a disk change.

It's always a good idea if you have any windows open to press the ESC
key to update the selected window when you have changed a disk etc..

The worst I've come across had TWO sets of directories including TWO
sets of directories down to 3 levels!!! Don't ask, as I don't have an
answer for that one!!! The data on the disk was over written by the
second directory structure though.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1568. Hardware/Cables for swop or possible sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-06 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <375a53c8.3535226@news.easynet.co.uk>
Source record: 9419
Cross-posted to: comp.sys.atari.st.tech,comp.sys.acorn.hardware.comp.sys.uk.forsale.computer,comp.sys.demon.adverts,comp.sys.easynet.adverts

Here's stuff I've got;

SCSI Terminator 50way
SCSI Terminator 50way with pass through
SCSI 50 way to 25way cable (normal cable as supplied with a lot of hardware)

Various other cables and connectors (lots in fact, some very rare)

68040LC33 chip (has been tested successfully at 50MHZ)

14" SVGA Monitor with electronic framing controls

Akai AV Amp with internal B/W monitor (good for linking all sorts of Audio and video equipment together. Also has fake suround and shapness control. Originally 240 RRP (paid
200)

Amiga 500 with monitor and printer and spare 500 without internal disk drive

Acorn Arm250 range Technical Reference Manual with pullout circuit diagrams of the various models and boards

20MHZ and 25MHZ 68881/2 FPUs (pins underneath)

Arm2 chip (12MHZ compatible) Arm3 socket compatible.

Lots of 256k Simms (obviously ain't worth much)

CD containing lots of ROM files for consoles and arcade machines. Also Atari ST and Amiga CDs

Sony 2x (340k per second) SCSI CDROM Drive bare (2 off) perfect and very good at loading difficult CDs

Intel 486sx chips

Various Bond film videos

64MEG IDE 2.5 notepad/Amiga 600/1200/Falcon type hard drive (perfet working order)

Floptical disks (21MEG each)

Stuff wanted

EZ135 carts

SCSI 50 way to 50 way cables (2 or 3 would be nice)

SCSI 50way cover

Arm3 30-35MHZ board

BBC hard drive interface or simply a duff BBC hard drive
where the drive itself has gone wrong)

Mac LC630 battery

A3010 internal battery

Playstation

32MHZ 68882 FPU with side pins
50MHZ 68882 FPU with pins underneath

Pentium 2/Celeron with external cache processor

Dimm memory

1569. Re: Using modem and MagicPC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-06 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <928691432.10088.0.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 9420

Ronald Andersson wrote in message <3758f0c287fb980@oden.se>...

>My Masquerade module can only help if it is running on the system that does
>drive the modem port, and when it is STinG that does so.
>
>It is possible to do this on a PC too however, when running MagiC_PC.

This must be a later MagiC-PC than 1.2 (which is the latest in English
unless SysSol have released 6.1 since the Atari show in Stafford). MPC 1.2
only has one serial port (even if the PC has more). It also has no MIDI
ports, which leaves the parallel port, and if you use that how do you print?
So you can either have the network *or* talk to the modem, not both at once,
sadly. MPC limitation, not STinG.

Of course if you have an Atari machine with more than one serial port
(faster than the STE's 19200) and use an external modem on it you could go
the other way.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1570. PS3000 Monitor upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-06 00:00:00 UTC
From: Xiting Phillips <xiting@worldnet.att.net>
Message-ID: <7jegk0ruv1@bgtnsc01.worldnet.att.net>
Source record: 9421

Here's a challenge for the technical historians out there:

I have an Atari PS3000 monitor (12" color monitor with floppy drive built in). I assumed they just mounted a standard 354 SS/DD mechanism, but noooo, they put some strange custom hack in. So when I opened it up to install the 314 DS/DD mech that I just bought, I found that it doesn't have the standard IDC header connection, it has a flex cable. And there only seem to be around 10 lines on one side of the flex. Also, I haven't put a meter to it yet, but it looks like there may not be a 12V line, but I'll figure that out for sure later.

So, does anyone have the data pinouts for the monitor and drive so that I can make an adaptor?

Thanks for any help,

Dan

1571. FS: Atari ST 540 Package

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-07 00:00:00 UTC
From: legacy6150@aol.combat
Message-ID: <19990606202657.04746.00001319@ng-cj1.aol.com>
Source record: 9422

Hey everyone. I purchased this ST setup a while ago hoping it'd get some good use out of me... man, was I mistaken. The most I got done with it was replacing the broken floppy drive. 8*) Anyway, here's the basic run-down, e-mail me for specifics:

Atari ST 540 main unit
SC 1224 color moniter
Color printer (with parallel cable)
Working mouse (original, great working condition)
Bunch of software
Standard Atari 2600 joystick (works with ST)

STs are great computers and still supported to this day! From what I hear they're great for MIDI sequencing, and a lot of people go on the 'net from their STs and everything.

First $75 and shipping gets it (or if you wanna pick it up, minus shipping). First $100 and shipping (or if you wanna pick it up, minus shipping) gets an external HD and external CD-ROM with it (don't know size or speed, GUESSING 540M and 2x). I don't think they're specificly for the ST, but they were in there when I got the setup, so I'm guessing (GUESSING!!!) they were used in conjunction with the ST (cables weren't and aren't included). If you buy the HD and CD-ROM and they don't work with the ST, then it's TS. 8*) I take NO responsiblity if they don't work with it, don't come crying to me if they don't work with it.

Shipping for this puppy is gonna be a lot, it weighs a ton (not literally). It'll be sent UPS 'cause I don't think the USPS will take something this big. If you're interested, e-mail me at legacy6150@aol.com Thanks.

-
ï¿½ï¿½ Chuck Whitby ï¿½ï¿½
-->The Intellivision WebRing<--
www.geocities.com/SiliconValley/Lakes/7381
Spam Guard In Use, Remove 'bat' to reply, or reply to below address
ï¿½ chuck_w@geocities.com ï¿½

1572. Re: STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-07 00:00:00 UTC
From: James Davies <jdavies@gromwin.demon.co.uk>
Message-ID: <7jgnqv$84q$1@soap.pipex.net>
Source record: 9423

```
----------
In article <3757D864.7258D47F@directprovider.REMOVETHECAPITALS.net>,
Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:

>> I need a new motherboard.
>
> Why not just get a new machine ? They range from free to UKP 30
> nowadays.

Hi Folks again,

I wasn't sure how much a complete machine was as I've been out of the
"scene" for a while :) I've already repaired the PSU once, so I spose it is
about time to get a new machine.

You say an STE is about 20 squid. Will I be able to use the 4Mb memory from
my STFM in the STE? Also....how much is a Falcon these days?
I've wanted one of those since I first saw one. We've got a blue G3 and an
iMac but I still want a Falcon! :)

Thanks for listening

James

>
>> I've got a few questions:-
>>
>> What are the chances of me getting a straight replacement motherboard for a
>> good price? And where from?
>>
>> Is there a chance of me being able to "upgrade" my machine to an STE? Are
>> the holes in the back of the plastic case in the same places, and are the
>> screw holes all in the same places?
>
> The holes are in the same place, but the STE requires more holes because
> of the extra connectors.
>
> Forget forget exchanging motherboards. Get a used STE for 20 UKP. The
> STE case is slightly different because of the extra connectors. The
> internal shielding is also different. Then you can keep the STF and have
> a spare drive, keyboard and PSU that way, which are the most common
> parts to fail.
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
```

```
> ===|||==================================================
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net
```

1573. Very faint output audio channel

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-07 00:00:00 UTC
From: Arthur Rinkel <arthur@unimatrix001.student.utwente.nl>
Message-ID: <Pine.LNX.3.96.990607193550.24071A-100000@Cal040041.student.utwente.nl>
Source record: 9424

Hi,

Recently I posted a msg in which I said that one audio output of my
Falcon was dead/broken. It's actually very faint; when I play something
like a .mod file and the volume is completely pumped up, then I can hear
the sound of that .mod channel. It's faint, but one can hear it. There's
also a lot of noise in the broken channel, much more that in the other
channel.
Does anyone know if this indicates a typical problem (like a broken R
or C) or can it be anything?

Grtz, Arthur

1574. Re: STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <xoMXZLAAqAX3EwYA@steverosie.demon.co.uk>
Source record: 9425

On Mon, 7 Jun 1999 at 16:17:55 a message from James Davies was created
on the subject of STFM Motherboard replacement..
>
>You say an STE is about 20 squid.

This must be a very low price, I've not come across many STFM's at that
price let alone and STE! I must be missing something;)

> Will I be able to use the 4Mb memory from
>my STFM in the STE?

You won't unless the FM has been upgraded using something like
Marpet/Frontier Xtra RAM Deluxe.

I do 4 meg upgrades with fitting instructions, software and postage for
ï¿½17.50, or ï¿½22.50 for the very rare STE's.

> Also....how much is a Falcon these days?

The prices for Falcon's are exactly stable. The lowest I've seen one go
for is ï¿½135 (4meg and IDE) via Eswap auction, they can range from ï¿½200+.
The average price I've seen over the last month is ï¿½225.

Cheers! for now
Steve
-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1575. Re: WEird atari behaviours frighten me!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FCyz5u.tL@cix.compulink.co.uk>
Source record: 9426

In message <3758C0D0.71EE@execulink.com>, cushman@execulink.com said:

>When I put a disk in and boot up the computer everything is fine until I
>try to access the A drive. It says there are "zero bytes used in zero
>items" despite the fact that the disk is full of programs. Ive tried
>several disks all containing files, but it keeps saying that the disks
>are empty. Whats up? PLEASE tell me my beloved atari is fine!!!

It sounds like your disk drive is faulty - either the heads are not making contact with the floppy, or the heads are damaged (or the disk drive motor is not working - can you hear if the disk is turning?). But replacement PC drives are cheaply available for around 12 UKP, and not difficult to fit. A drive-select jumper may have to be moved and the connecting cable inserted upside down compared to a PC - also you may have to cut a bit of the case to clear the eject button, unless you can modify the drive to use the old one. There are instructions available giving etails - but I can't recall from where. :-(No doubt the author will soon let you know as he reads this topic!

Regards, /Peter/

1576. Iomega ZIP on STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-07 00:00:00 UTC
From: gaz.liz@zetnet.co.uk
Message-ID: <375c4378$0$9537@znews.zetnet.co.uk>
Source record: 9427

Has anybody managed to get an Iomega ZIP drive going ok on the
SCSI chain on their STe? I have a "The Link 2" with CD-ROM and
EZ135 connected to it at the moment, and am toying with the idea
of sticking a ZIP drive at the end of the chain. It appears to
have 25-pin D-connectors instead of the proper 50-pin centronics
ones though (?) - so my nice little 50-pin terminator block
won't fit in it. Would I need to make a short cable to attach
the terminator into the 25-pin socket? I would like to know if
anyone's got one going already, and if so, how have you wired it
all up?!
Cheers,
Gary. (gaz+liz@...)

```
* @ !T! * all things Atari, electric guitarry & American car-ry! *
* .!A!. * - - - - - - - - -+- - - - - - - - - * 390 _____/ V8 *
* //R\\ * 68020 STe 8Mb HD ! '69AMCJavelinSST * ..===/__:. \--. *
* // I \\ * - - - - - - - - -+- - - - - - - - - * '--@-------@--'' *
```

1577. Re: Iomega ZIP on STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-07 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <A1Y63.3753$9J.21525@newsfeed.slurp.net>
Source record: 9428

On 7 Jun 1999 22:11:04 G, Gary Smith wrote:
|Has anybody managed to get an Iomega ZIP drive going ok on the
|SCSI chain on their STe? I have a "The Link 2" with CD-ROM and
|EZ135 connected to it at the moment, and am toying with the idea
|of sticking a ZIP drive at the end of the chain. It appears to
|have 25-pin D-connectors instead of the proper 50-pin centronics
|ones though (?) - so my nice little 50-pin terminator block
|won't fit in it. Would I need to make a short cable to attach
|the terminator into the 25-pin socket? I would like to know if
|anyone's got one going already, and if so, how have you wired it
|all up?!

Gary,

I've got an IOMEGA ZIP 100 running. It's a slow bugger (about 2/3 the speed of my SyQuest ezFlier 230), but it works.

I've got it in a four bay SCSI case (it's an internal model... don't know if they made an external SCSI model). The ribbon cable in the case fit without my having to add an adaptor of some sort (I just hate having to do that).

I'm using MagiC and HD Driver on both a Mega and a TT. Like I said, it's a slow little fella, but it does work.

Good luck,

Joe Mirando @ A-ONE Magazine
http://a1mag.atari.org

1578. Re: PS3000 Monitor upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-07 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <375C4971.6492F854@jps.net>
Source record: 9429

I did that once, but I just traced the lines from the ST floppy
connector (which you have a pinout for in the owners manual) and matched
them to the standard PC floppy pinout.

-- john

Xiting Phillips wrote:
>
> Here's a challenge for the technical historians out there:
>
> I have an Atari PS3000 monitor (12" color monitor with floppy drive built
> in). I assumed they just mounted a standard 354 SS/DD mechanism, but noooo,
> they put some strange custom hack in. So when I opened it up to install the
> 314 DS/DD mech that I just bought, I found that it doesn't have the standard
> IDC header connection, it has a flex cable. And there only seem to be around
> 10 lines on one side of the flex. Also, I haven't put a meter to it yet, but
> it looks like there may not be a 12V line, but I'll figure that out for sure
> later.
>
> So, does anyone have the data pinouts for the monitor and drive so that I
> can make an adaptor?
>
> Thanks for any help,
>
> Dan

1579. Re: STFM Motherboard replacement.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375CC023.91C773B8@directprovider.REMOVETHECAPITALS.net>
Source record: 9430

James Davies a ï¿½crit :
>
> ----------
> In article <3757D864.7258D47F@directprovider.REMOVETHECAPITALS.net>,
> Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:
>
> >> I need a new motherboard.
> > >
> > > Why not just get a new machine ? They range from free to UKP 30
> > > nowadays.
>
> Hi Folks again,
>
> I wasn't sure how much a complete machine was as I've been out of the
> "scene" for a while :) I've already repaired the PSU once, so I spose it is
> about time to get a new machine.
>
> You say an STE is about 20 squid. Will I be able to use the 4Mb memory from
> my STFM in the STE?

If your STFM has a RAM extension board, then that's out. But if that
board uses 1Mb SIMMs, then you can reuse these directly, since the STE
has 4 SIMM slots.

> Also....how much is a Falcon these days?

They usually range from 150 to 300 UKP, depending on RAM, disk and
software provided. The problem is more like "Where can I find one", they
are getting pretty scarce.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1580. Re: Very faint output audio channel

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375CC517.B4A11D4C@directprovider.REMOVETHECAPITALS.net>
Source record: 9431

Arthur Rinkel a ï¿½crit :
>
> Hi,
>
> Recently I posted a msg in which I said that one audio output of my
> Falcon was dead/broken. It's actually very faint; when I play something
> like a .mod file and the volume is completely pumped up, then I can hear
> the sound of that .mod channel. It's faint, but one can hear it. There's
> also a lot of noise in the broken channel, much more that in the other
> channel.
> Does anyone know if this indicates a typical problem (like a broken R
> or C) or can it be anything?

I have exactly the same problem on my left channel. Inputs are fine.

I'd like to know how to fix it too, because my closest repair center is
Centek and they are 900Km away.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1581. Re: Very faint output audio channel

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-08 00:00:00 UTC
From: Arthur Rinkel <arthur@unimatrix001.student.utwente.nl>
Message-ID: <Pine.LNX.3.96.990608100244.24660A-100000@Cal040041.student.utwente.nl>
Source record: 9432

On Tue, 8 Jun 1999, Nicholas Bales wrote:

> > Recently I posted a msg in which I said that one audio output of my
> > Falcon was dead/broken. It's actually very faint; when I play something
> > like a .mod file and the volume is completely pumped up, then I can hear
> > the sound of that .mod channel. It's faint, but one can hear it. There's
> > also a lot of noise in the broken channel, much more that in the other
> > channel.
> > Does anyone know if this indicates a typical problem (like a broken R
> > or C) or can it be anything?
>
> I have exactly the same problem on my left channel. Inputs are fine.
With me it's also the left channel and the inputs are fine too. Do you
know if you did something odd to your machine when you first noticed it?

Grtz, Arthur

1582. Re: Very faint output audio channel

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375D15A0.EB2B6764@directprovider.REMOVETHECAPITALS.net>
Source record: 9433

```
Arthur Rinkel a ï¿½crit :
>
> On Tue, 8 Jun 1999, Nicholas Bales wrote:
>
> > > Recently I posted a msg in which I said that one audio output of my
> > > Falcon was dead/broken. It's actually very faint; when I play something
> > > like a .mod file and the volume is completely pumped up, then I can hear
> > > the sound of that .mod channel. It's faint, but one can hear it. There's
> > > also a lot of noise in the broken channel, much more that in the other
> > > channel.
> > > Does anyone know if this indicates a typical problem (like a broken R
> > > or C) or can it be anything?
> >
> > I have exactly the same problem on my left channel. Inputs are fine.
> With me it's also the left channel and the inputs are fine too. Do you
> know if you did something odd to your machine when you first noticed it?
>

Actually, it already had the fault when I bought it (well, I actually
swapped it in for a stupid Mac SE/30). The previous owner told me about
the problem, but Falcons are hard to come by in these regions, so I took
it all the same.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1583. Falcon 030 to Ensoniq KT-76

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-08 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7ji1m3ebq1@athena.netset.com>
Source record: 9434

Hello!

The church I am with is about to get a Falcon030 for use with our keyboard.

The name of the keyboard is the Ensoniq KT-76, with 64 voice, weighted action, and has General MIDI.

AS I am setting this up, which sequencer/midi program should I use? I have several CD ROMS, especially the "All Things Falcon" and the "Falcon030 Select CD".

As I am the one getting the system setup and such, I have limited funds. I need technical help, and potential PD/shareware software I can use.

The Falcon has the full 14 meg memory and will have an IDE HD.

Thanks for any help!

Take care and God Bless!

Regards,

Jim W. Krych

1584. PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-08 00:00:00 UTC
From: ozzyman@vectranet.co.uk
Message-ID: <1dt3o3i.1nbot4ov3eswkN@ozzyman.vectranet.co.uk>
Source record: 9435

I can't remember if it was this channel or another atari channel, but
pe3ople were talking about a ppc accelerator for the falc, is this real,
is it being developed?
--
Visit My website at: http://www.vectranet.co.uk/~ozzyman/
Down With Bill Gates!

1585. Pagestream deskjet drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-08 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7jjv67nsa1@nnrp02.primenet.com>
Source record: 9436

Can anyone send me the most recent deskjet drivers compiled for
pagestream 2.2se. I need to know what my options are for trading in my
660cse deskjet.
I want to print legal in both calamus98 and pagestream 2.2se in 4 color sep.
Gene

1586. Atari TT ECL output questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-08 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9906082329490.87-100000@online.no>
Source record: 9437
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi, all.

I have, as stated in previouse posts, got myself a CornerStone Dualpage 19" b/w monitor. I would like to be able to use this monitor on my TT, but I have no info on what the TT's ECL signals are like. The DualPage model is M/10720, and it is basically the same as model 120. This is the info I have about the DualPage.

Cornerstone DualPage 120 Display Specifications

Resolution: 1600 (H) x 1280 (V) pixels
Display Size: 19" diagonal
Screen Area: 13.8" (H) x 10.8" (V)
(353 mm x 262 mm)

Video
Bandwidth: 262 MHz

Horizontal Scan
Frequency: 105 Khz

Refresh Rate: 76 Hz

Scanning: Non-interlaced

Phosphor
Type: P-104

Video Signal: 10K differential ECL
Overscanning: User selectable

I have tried posting for info on this before, without luck. So, I try again, now with more info on the subject ;-)

What I have to know, before contacting CornerStone tech-support, is the ECL signals the TT use, and what other signals are involved when using a big-screen in TT-high res. So, if noone knows if I can connect this one somehow, I need at least more detailed info about the TT's ECL signals than just "TT uses ECL..". Anyone?

Odd Skancke - ozk@atari.org

1587. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-08 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <375d9562$0$25918@news.zetnet.co.uk>
Source record: 9438

On 8 Jun 1999 21:39:30 , Andrew Irvine wrote:
>
>I can't remember if it was this channel or another atari channel, but
>pe3ople were talking about a ppc accelerator for the falc, is this real,
>is it being developed?
>--

IIRC it is being developed by Istari (Sweden) and Core Designs
(UK)...They're also responsible for the Eclipse graphics cards/PCI adapter
that is about to release (like in the next few days....)....I'll be
reporting on the Eclipse ASAP as I have already paid for mine and have a
21" Dell Ultrascan waiting for it here :-))

chrisc
(With a monitor the size of a football pitch :-))

1588. Re: Pagestream deskjet drivers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-08 00:00:00 UTC
From: alex <alexf@emrl.com>
Message-ID: <375E053C.676C@emrl.com>
Source record: 9439

Try this site: <http://www.users.zetnet.co.uk/wyvern/hp/hp_home.html>

broncos@primenet.com wrote:
>
> Can anyone send me the most recent deskjet drivers compiled for
> pagestream 2.2se. I need to know what my options are for trading in my
> 660cse deskjet.
> I want to print legal in both calamus98 and pagestream 2.2se in 4 color sep.
> Gene

1589. Re: Atari TT ECL output questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-09 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7jkiguknj1@nnrp03.primenet.com>
Source record: 9440
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Odd Skancke <ozk@nether.net> wrote:

: Hi, all.

: I have, as stated in previouse posts, got myself a CornerStone Dualpage
: 19" b/w monitor. I would like to be able to use this monitor on my TT, but
: I have no info on what the TT's ECL signals are like. The DualPage model
: is M/10720, and it is basically the same as model 120. This is the info I
: have about the DualPage.

Well, referring to my copy of a field service manual, what goes to the
mono monitor are MOUT and XMOUT, which come from DP8516 44-pin j-lead,
which is powered from +5 and -5 volt mains. I do not have a data sheet
for that IC, but it should answer most of your question. Those are pins 4
and 15 of the connector. My suspicion is that the differential voltage
goes from zero to ten volts.

HSYNC and VSYNC are pins 13 and 14 of the connector, and come from U204, the
TTVIDEO chip, which is powered between +5 and ground, so those are single-
ended TTL.

XMONO is on pin 9. It probably expects a ground from the monitor, if it
is like other Atari products.

There are two ways of getting power out of a transistor output stage.
One allows connecting a load beteen the positive supply and the collector
of of the transistor. The other allows connecting the load between ground
and the emitter of the transistor. That is what ECL means. It has speed
advantages, something about charge clearing time, I think, but is not
mysterious.

A TTM195 monitor, by its service manual, calls for Input Signal Video
of Balanced ECL, 120 ohms line to line. The horizontal frequency is
71 kHz, and the vertical freqency is 71 Hz, more or less.

Now: what precisely was the question?

--

---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

1590. Re: Using modem and MagicPC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375e155867037c2@oden.se>
Source record: 9441

on Sun 06-06-1999 18:24 John Whalley wrote:
>Ronald Andersson wrote in message <3758f0c287fb980@oden.se>...
>
>>My Masquerade module can only help if it is running on the system that does
>>drive the modem port, and when it is STinG that does so.
>>
>>It is possible to do this on a PC too however, when running MagiC_PC.
>
>This must be a later MagiC-PC than 1.2 (which is the latest in English
>unless SysSol have released 6.1 since the Atari show in Stafford). MPC 1.2
>only has one serial port (even if the PC has more). It also has no MIDI
>ports, which leaves the parallel port, and if you use that how do you print?
>So you can either have the network *or* talk to the modem, not both at once,
>sadly. MPC limitation, not STinG.
>
>Of course if you have an Atari machine with more than one serial port
>(faster than the STE's 19200) and use an external modem on it you could go
>the other way.

I myself use no PC systems at all, so I have never tested MagiC PC myself,
but reliable testers have reported using MagiC_PC to network with other PC
systems. It is very probable that they did use newer MagiC_PC versions,
since to some of them both english and german are equally foreign languages.
(I myself am swedish and use both english and german program versions.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1591. Re: Falcon 030 to Ensoniq KT-76

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-09 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <375E353F.FD41F792@directprovider.REMOVETHECAPITALS.net>
Source record: 9442

"J.W. Krych" a ï¿½crit :
>
> Hello!
>
> The church I am with is about to get a Falcon030 for use with our keyboard.
>
> The name of the keyboard is the Ensoniq KT-76, with 64 voice, weighted
> action, and has General MIDI.
>
> AS I am setting this up, which sequencer/midi program should I use? I have
> several CD ROMS, especially the "All Things Falcon" and the "Falcon030
> Select CD".

The best sequencers are, and always will be, Cubase and Notator. Both
are commercial, and both are unsupported, so it's down to finding a 2nd
hand copy.

There are a few freeware/shareware sequencer programs, but none of them
is really top notch. You can try Sweet16 from:
http://home1.swipnet.se/~w-11396/

There are a few others, but really not too good, on FTP sites like:
http://www.umich.edu/~archive/atari/

I doubt you'll find any of these on your CD-ROMs.

The latest sequencer would be Softjee's Devil Studio audio sequencer
(quite amusing if you'll be using it in a church!), which looks pretty
good, but isn't quite finalized yet. Not too expensive though.

> As I am the one getting the system setup and such, I have limited funds. I
> need technical help, and potential PD/shareware software I can use.
>
> The Falcon has the full 14 meg memory and will have an IDE HD.

That's much more than enough for simple MIDI (a 1040 STF is quite
sufficient for that), and for MIDI+Audio you would need an extra SCSI
drive.

> Thanks for any help!
>
> Take care and God Bless!

Well, it's not really my cup of tea, but thanks.

Nick
--

```
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1592. **** which EPROM for TOS 2.06 in ST ??? ****

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-09 00:00:00 UTC
From: Martijn <martijn.kruger@solvay.com>
Message-ID: <01beb262$2df93b00$ee8ffb96@we0w3622.DUPHAR.SOLVAY.COM>
Source record: 9443

Hi there !

I have an ATIN upgrade card (TOS) for my atari 1040.
The only thing that's left to do now is burn the EPROMS

But.... which EPROMS do I need for burning ?
Is there anyone who can send me the program for splitting the ROM image?
(the odd- and even story!)

Please reply to martijn.kruger@solvay.com

Greetings,
Martijn.

1593. SV: Atari TT ECL output questions..

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-09 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7jmdvvfvl2@cubacola.tninet.se>
Source record: 9444
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Odd Skancke <oskancke@online.no> skrev i
diskussionsgruppsmeddelandet:Pine.MNT.4.10.9906082329490.87-100000@online.no
...

> Horizontal Scan
> Frequency: 105 Khz
>
> Refresh Rate: 76 Hz

Info about the TT can be found in the Chips'n'Chips (in German) somewhere on
the net.

MG

1594. Re: Iomega ZIP on STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-09 00:00:00 UTC
From: Steve Coates <steve@westgardens.demon.co.uk>
Message-ID: <EEcU1CAICvX3Ewsj@westgardens.demon.co.uk>
Source record: 9445

In article <375c4378$0$9537@znews.zetnet.co.uk>, Gary Smith
<gaz.liz@zetnet.co.uk> writes
>Has anybody managed to get an Iomega ZIP drive going ok on the
>SCSI chain on their STe?
(snip)

Yes !
I have been able to run both Iomega Zip and Jaz drives (though not at the same time !) from an Stf, a Mega 2 and a Mega 4 using Toplink as an adaptor with no problems. Toplink is powered by the termination voltages in the SCSI connector so it must be the first in the chain and connected to a full size SCSI connector. These connections are left out of the smaller connectors at the back of the Zip and Jaz drives.
Despite getting around this problem by providing a separate 5 volt supply to Toplink I was never able to persuade any of these machines to boot from the Zip when it was the only drive connected. Has anybody managed to do this ?

--
Steve Coates

1595. Falcon and Zip drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-10 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7jpgvf$r95$1@nnrp03.primenet.com>
Source record: 9300

Can anyone tell me if The AHDI atari hardrive software will format and partition a Zip drive on a Falcon. I am not sure it will and if not what program would I get. I know of hard driver but Id rather keep it simple.

Gene

1596. Atari 502ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-10 00:00:00 UTC
From: Eric <iggy@desupernet.net>
Message-ID: <37605EED.33BADC40@desupernet.net>
Source record: 9301

Can you use a standard serial mouse with this computer?

Eric

1597. Testing Date - ignore

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-10 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9906100604420.297-100000@online.no>
Source record: 9446
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Just testing if my TZ is as should be..

Odd Skancke - ozk@atari.org

1598. Calamus 93 under Magic 6.0

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-10 00:00:00 UTC
From: Fokko Veegens <v952647@si.hhs.nl>
Message-ID: <375FDCCC.A40B018@si.hhs.nl>
Source record: 9447

Hi

I have a problem using Calamus 93 under Magic 6.0.
(yes I know I should upgrade, but I also use Calamus
95 and 98)
The text editor doesn't work. I've heard about
this problem, but people say I have to make a
dual boot. Does anyone know how to?

Thank you

Fokko Veegens.

1599. Seagate 320 MB 2.5" IDE on a Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-10 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7jp7or$fi7$1@athena.netset.com>
Source record: 9448

I know that the Falcon030 doesn't seem to like certain IDE drives.

Will a 320Mbyte Seagate IDE, brand new, pose a problem for me?

Regards,

Jim

1600. Re: Using modem and MagicPC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-10 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <929053879.11707.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 9449

Ronald Andersson wrote in message <375e155867037c2@oden.se>...

[MagiC-PC only having one serial port in v.1.2]
>I myself use no PC systems at all, so I have never tested MagiC PC myself,
>but reliable testers have reported using MagiC_PC to network with other PC
>systems. It is very probable that they did use newer MagiC_PC versions,

That would figure: MPC 6 seems to have major changes in several areas.

Anyone know if it can access more than one serial port at a time now?

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1601. Testing Date - ignore, again

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-11 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9906110052020.90-100000@online.no>
Source record: 9302
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Ok, testing again...

Odd Skancke - ozk@atari.org
```

1602. Re: Atari 502ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-11 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Yi4AXIA9SLY3EwUu@steverosie.demon.co.uk>
Source record: 9303

On Thu, 10 Jun 1999 at 20:57:17 a message from Eric was created on the
subject of Atari 502ST Mouse.
>Can you use a standard serial mouse with this computer?

Hi

You can use a standard PC serial mouse if you can plug it into your
serial port, you will need a program called GEMmouse and possibly a db9
to db25 gender changer.

Someone has also made an add-on that allows use of pc rodents. I can't
remember his surname, this is going bother me until I remember it:(
Anyway it's Mario ?????

http://www.ak.planet.gen.nz/~mario/

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1603. Re: Falcon and Zip drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-11 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3760B7A3.40FB@ooc.de>
Source record: 9304

broncos@primenet.com wrote:

> Can anyone tell me if The AHDI atari hardrive software will format and
> partition a Zip drive on a Falcon. I am not sure it will and if not what
> program would I get. I know of hard driver but Id rather keep it simple.

The AHDI (HDX) software might have problems, you should simply check
this. HDDRIVER and its tools will work in any case and also support
special ZIP features. The demo version can be downloaded from
http://acp5.chemie.uni-kl.de/seimet/atari_english.html.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1604. Re: Falcon and Zip drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3760B713.1D7CD62B@directprovider.REMOVETHECAPITALS.net>
Source record: 9305

broncos@primenet.com a ï¿½crit :
>
> Can anyone tell me if The AHDI atari hardrive software will format and
> partition a Zip drive on a Falcon. I am not sure it will and if not what
> program would I get. I know of hard driver but Id rather keep it simple.
>

I've heard that it does, but the disks won't be DOS compatible, so
useless for transferring files over to or from a PC.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1605. Re: Atari 502ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3760B796.E08E3E4F@directprovider.REMOVETHECAPITALS.net>
Source record: 9306

```
Eric a ï¿½crit :
>
> Can you use a standard serial mouse with this computer?
>
> Eric

No, not directly on the ST's mouse connector.
Yes, on the serial port with the mouse25 driver, but then no modem.
Yes, on the mouse connector with the adapter from Mario Becroft.

This is in the Quick FAQ

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1606. Re: Calamus 93 under Magic 6.0

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-11 00:00:00 UTC
From: curis@capitole.lure.u-psud.fr
Message-ID: <slrn7m1gl1.93f.curis@capitole.lure.u-psud.fr>
Source record: 9307

Bonjour,

Dans son message ï¿½ï¿½Calamus 93 under Magic 6.0ï¿½ï¿½, Fokko Veegens a ï¿½critï¿½:
ï¿½ï¿½I have a problem using Calamus 93 under Magic 6.0.
ï¿½ï¿½(yes I know I should upgrade, but I also use Calamus
ï¿½ï¿½95 and 98)

If you have 95 & 98, why don't you use them instead of 93 ?

ï¿½ï¿½The text editor doesn't work. I've heard about
ï¿½ï¿½this problem, but people say I have to make a
ï¿½ï¿½dual boot. Does anyone know how to?

I know there are some keyboard problems that can be corrected with
CALAPATOS. You could also try with Eddie (you must have one with the SL98)

--
Emmanuel CURIS
curis@lure.u-psud.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

1607. Re: Using modem and MagicPC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-11 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37610076985b10@mail.otenet.gr>
Source record: 9308

on Thu 10-06-1999 00:12 John Whalley wrote:

>Ronald Andersson wrote in message <375e155867037c2@oden.se>...
>
>[MagiC-PC only having one serial port in v.1.2]
>>I myself use no PC systems at all, so I have never tested MagiC PC myself,
>>but reliable testers have reported using MagiC_PC to network with other PC
>>systems. It is very probable that they did use newer MagiC_PC versions,
>
>
>That would figure: MPC 6 seems to have major changes in several areas.
>
>Anyone know if it can access more than one serial port at a time now?
>
Yes, MagiC PC 6 and newer can access more than one serial ports thanks
to a device driver (modem2.dev). It tries to be RSVF compatible and
seems it succeeds with several utilities (and I-Connect) but unfortunately
STinG can't use it (probably due to the way serial.stx accesses the
serial ports). At least this was my experience with it, others may have
better results.

Regards Vassilis

1608. Re: Iomega ZIP on STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-11 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <376151be$0$25705@news.zetnet.co.uk>
Source record: 9309

>In article <375c4378$0$9537@znews.zetnet.co.uk>, Gary Smith
><gaz.liz@zetnet.co.uk> writes
>>Has anybody managed to get an Iomega ZIP drive going ok on the
>>SCSI chain on their STe?
>(snip)
>
>Yes !
>I have been able to run both Iomega Zip and Jaz drives (though not at
>the same time !) from an Stf, a Mega 2 and a Mega 4 using Toplink as an
>adaptor with no problems. Toplink is powered by the termination voltages
>in the SCSI connector so it must be the first in the chain and connected
>to a full size SCSI connector. These connections are left out of the
>smaller connectors at the back of the Zip and Jaz drives.
>Despite getting around this problem by providing a separate 5 volt
>supply to Toplink I was never able to persuade any of these machines to
>boot from the Zip when it was the only drive connected. Has anybody
>managed to do this ?

Hi Guys!

Yes, my SCSI Zip is fine in my chain. To get it to boot when it's the only device on the bus, you need an extra cable running to the joystick port to be able to get the termination power (on an ST, a Falcon has SCSI 2, which negates this AFAIK). If as most people do, you have other devices such as hard drives, then you don't need the cable.

Gary, you won't need a terminator if the Zip is last in the chain, as there is a switch on the back to enable or disable internal termination.

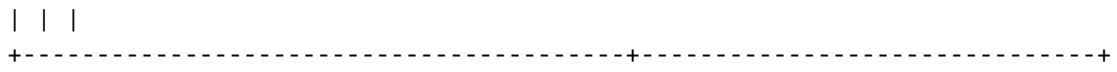
Another tip I can give, is to always use the drive standing on it's side, as I've found I get errors creeping in when the drive is flat.

Also it's not worth getting the parallel port version, as Atari's parallel port does not have all the lines needed for this to work, so it's SCSI only, but the SCSI version is much faster anyway.

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!



1609. Re: Atari 502ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-11 00:00:00 UTC
From: Eric <iggy@desupernet.net>
Message-ID: <3761A411.3732868C@desupernet.net>
Source record: 9310

Thanks for the information.

Eric

Steve Stupple wrote:

> On Thu, 10 Jun 1999 at 20:57:17 a message from Eric was created on the
> subject of Atari 502ST Mouse.
> >Can you use a standard serial mouse with this computer?
>
> Hi
>
> You can use a standard PC serial mouse if you can plug it into your
> serial port, you will need a program called GEMmouse and possibly a db9
> to db25 gender changer.
>
> Someone has also made an add-on that allows use of pc rodents. I can't
> remember his surname, this is going bother me until I remember it:(
> Anyway it's Mario ?????
>
> http://www.ak.planet.gen.nz/~mario/
>
> ATB
> Steve
>
> -- The Atari Software eXchange LaST PD
> asx@atari.org * * * lastpd@atari.org
> * * *
> Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
> Dfax: 0870 0521124 * * * Nick: MocknBird
> ** *** **
> Location: Narberth, Pembrokeshire, Wales, UK.

1610. Re: PS3000 Monitor upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-11 00:00:00 UTC
From: Xiting Phillips <xiting@worldnet.att.net>
Message-ID: <3761F20F.3098@worldnet.att.net>
Source record: 9311

John,

I thought about using an old adaptor I had for using the old PC card edge floppy cable on an IDC-equipped drive, but the flex cable in the Atari only has 14 conductors, and on one side of the cable, so I'm betting I can't just do a straight forward adaptor (though I bought a 3" female 34 lead card edge to female 34 lead card edge cable, just in case, but I'm afraid to try).

Dan

John Kolak wrote:
>
> I did that once, but I just traced the lines from the ST floppy
> connector (which you have a pinout for in the owners manual) and matched
> them to the standard PC floppy pinout.
>
> -- john
>
> Xiting Phillips wrote:
> >
> > Here's a challenge for the technical historians out there:
> >
> > I have an Atari PS3000 monitor (12" color monitor with floppy drive built
> > in). I assumed they just mounted a standard 354 SS/DD mechanism, but noooo,
> > they put some strange custom hack in. So when I opened it up to install the
> > 314 DS/DD mech that I just bought, I found that it doesn't have the standard
> > IDC header connection, it has a flex cable. And there only seem to be around
> > 10 lines on one side of the flex. Also, I haven't put a meter to it yet, but
> > it looks like there may not be a 12V line, but I'll figure that out for sure
> > later.
> >
> > So, does anyone have the data pinouts for the monitor and drive so that I
> > can make an adaptor?
> >
> > Thanks for any help,
> >
> > Dan

1611. lexmark 10-20 printer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-12 00:00:00 UTC
From: GRAHAM GIBSON <LYNDAMELIA@bigpond.com>
Message-ID: <01beb4b7$357dbc00$5672868b@pbcustomer>
Source record: 9312

Dont know if this is the right place to ask but here goes!

Father in law has an old Atari 520st and has just picked up a second hand Lexmark 10-20 inkjet colour printer. Does anybody know where we can get a driver for this printer to suit the atari? Will this computer and printer combo actually work ? Any info would be appreciated. Computer and printer are Australian versions.

Thanks for your help

Graham Gibson

1612. Re: Iomega ZIP on STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-12 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dt9zjn.7rx7b1s2y4iaN@pm-d20.rhein-main.de>
Source record: 9313

> Yes, my SCSI Zip is fine in my chain. To get it to boot when it's the only
> device on the bus, you need an extra cable running to the joystick port to
> be able to get the termination power (on an ST, a Falcon has SCSI 2, which

Fuse 1Amp Diode
+5V *----#####-------)------* TermPwr Pin

Modify the hostadapter, if they doasnï¿½t deliver TermPwr.
Fuse should not bigger than 1 Amp!!
Diode (single rectifier) in direction >>> to the TermPwr line on the
scsi bus.

> negates this AFAIK). If as most people do, you have other devices such as
> hard drives, then you don't need the cable.
>
> Gary, you won't need a terminator if the Zip is last in the chain, as
> there is a switch on the back to enable or disable internal termination.

Newer Drives terminates automatically if itï¿½s no other cable connected
to the second scsi plug.

> Also it's not worth getting the parallel port version, as Atari's parallel
> port does not have all the lines needed for this to work, so it's SCSI
> only, but the SCSI version is much faster anyway.

4 times slower as the scsi version..
But you can us it with an rom port interface from woller
berlin/germany

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1613. Re: Falcon and Zip drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-12 00:00:00 UTC
From: atari@bright.net
Message-ID: <7juon2$k57$1@cletus.bright.net>
Source record: 9314

On 10 Jun 1999 23:15:59 , broncos@primenet.com wrote:
>Can anyone tell me if The AHDI atari hardrive software will format and
>partition a Zip drive on a Falcon. I am not sure it will and if not what
>program would I get. I know of hard driver but Id rather keep it simple.

I have done this and it works fine. The ZIP won't boot though but
for a second drive it's ok.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

1614. Re: Iomega ZIP on STe?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-12 00:00:00 UTC
From: gaz.liz@zetnet.co.uk
Message-ID: <3762eda7$0$9537@znews.zetnet.co.uk>
Source record: 9315

Thanks for the replies on this one, you've put my mind at rest
so I can go get myself a SCSI ZIP drive and have a play with it!

Bye for now...

Gary. (gaz+liz@...)

1615. 1040 ST: External HDD?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-13 00:00:00 UTC
From: child0da60s@hotmail.com
Message-ID: <1103_929233386@k6-2350>
Source record: 9316

I recently acquired an Atari 1040 ST. this is the first atari I've messed with but am already impressed with this little machine ;-) anyway, this has a port for an external Hard-drive, but I don't have one... I figured there had to be something out there on getting a hard-drive, be it IDE or SCSI, to work with it.. I've found a couple of hardware solutions, both commercial. I've been unable to find schematics for any home-brew solutions at all, and thought I'd check here. At the very least I was looking for the info on ACSI vs. SCSI... anyway, any help would be apreciated...

Blue Suede

1616. Re: 1040 ST: External HDD?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-13 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7k0250$8sm$1@news4.svr.pol.co.uk>
Source record: 9317

<child0da60s@hotmail.com> wrote in message news:1103_929233386@k6-2350...
> I recently acquired an Atari 1040 ST. this is the first atari I've messed
with
> but am already impressed with this little machine ;-) anyway, this has a
> port for an external Hard-drive, but I don't have one... I figured there
had
> to be something out there on getting a hard-drive, be it IDE or SCSI, to
> work with it.. I've found a couple of hardware solutions, both commercial.
> I've been unable to find schematics for any home-brew solutions at all,
> and thought I'd check here. At the very least I was looking for the info
on
> ACSI vs. SCSI... anyway, any help would be apreciated...

The SCSI solution is the way to go. ACSI is very close to SCSI.

We have gone over this problem of DIY adapters many times now and, I'm afraid, there is no easy way. Your best bet is to watch out for people selling bare adapters (ICD, Supra etc.) when you can easily add the remaining bits. Or, you may find offers of 'shoe-boxes' containing adapter, PSU and drive.

1617. PC 30pin N/P Simms

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-13 00:00:00 UTC
From: <antocool@borg1101.freeserve.co.uk>
Message-ID: <7k0tfp$ls6$1@news5.svr.pol.co.uk>
Source record: 9318

I have 4 x 4Mb 30pin N/P Simms
now iam not sure if I can put them into a Atari STE
Now I took them out of a 486 Dx266Mhz that I had and I am going to
get an Atari 520 STE I know there are Simms Slots but I didn't know
if they will work.

please help

Daz (Borg1101) I-mail Cool@Borg1101.Freeserve.Co.Uk

1618. 720k bare 3.5 Epson SMD-286 floppy drives for sale.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-13 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <3763fbba.1188143@news.easynet.co.uk>
Source record: 9319

They look identical to the Falcon's internal Epson drive as
they have the same front but they are only Double Density.

Instead of beige the front is a charcoal colour. They're
almost as new.

All tested.

I have five up for sale or swop.

Price each is £10 including insured postage.

Always consider swops.

Also I still have a few spare Floptical disks. £3.50 each or
5 for £15.

Lastly a plain 520STFM with joysticks and lots of games plus
colour monitor £65 including postage.

Amiga 500 1MEG plus colour monitor, printer, slow modem and
lots of games £100 inclusive.

Again always consider swops.

1619. new to me Mega ST2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: ront@macn.bc.ca
Message-ID: <3764915d.170030@139.142.107.130>
Source record: 9320

I just acquired a Mega ST2.
Of course there was no software with it.
Can anyone tell me how to copy any of the available
utilities to an Atari formatted diskette using
DOS or Linux?

1620. Re: 1040 ST: External HDD?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3764AFBD.149E50FC@directprovider.REMOVETHECAPITALS.net>
Source record: 9321

child0da60s@hotmail.com a ï¿½crit :
>
> I recently acquired an Atari 1040 ST. this is the first atari I've messed with
> but am already impressed with this little machine ;-) anyway, this has a
> port for an external Hard-drive, but I don't have one... I figured there had
> to be something out there on getting a hard-drive, be it IDE or SCSI, to
> work with it.. I've found a couple of hardware solutions, both commercial.
> I've been unable to find schematics for any home-brew solutions at all,
> and thought I'd check here. At the very least I was looking for the info on
> ACSI vs. SCSI... anyway, any help would be apreciated...
>

You need to have a look at the Quick FAQ.

An external SCSI HD will require a SCSI host adapter interface that
connects to the ACSI port. There are no home brew solutions for this,
because it is not an easily made adapter. It requires logic programming,
PALs GALs and stuff.

Link interfaces can be bought from just about any of the remaining
dealers.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1621. Re: lexmark 10-20 printer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3764B0F0.8812FA25@directprovider.REMOVETHECAPITALS.net>
Source record: 9322

GRAHAM GIBSON a ï¿½crit :
>
> Dont know if this is the right place to ask but here goes!
>
> Father in law has an old Atari 520st and has just picked up a second hand
> Lexmark 10-20 inkjet colour printer. Does anybody know where we can get a
> driver for this printer to suit the atari? Will this computer and printer
> combo actually work ? Any info would be appreciated.

There are no "universal" drivers on the Atari. Each application has it's
own drivers.

Which application will he be using to print on the Lexmark ? He might
have to invest in a copy of NVDI, a screen accelerator and printing
utility, which will allow access to more modern printers as long as the
application makes use of NVDI.

> Computer and printer are Australian versions.

Oh, so you might need to put them upside down then... ;-)

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1622. Re: new to me Mega ST2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3764AFF2.3E18EF2E@directprovider.REMOVETHECAPITALS.net>
Source record: 9323

```
Ron Thurston a ï¿½crit :
>
> I just acquired a Mega ST2.
> Of course there was no software with it.
> Can anyone tell me how to copy any of the available
> utilities to an Atari formatted diskette using
> DOS or Linux?

Read the Quick FAQ.

Just use a 720K double density DOS formatted floppy disk.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1623. Re: new to me Mega ST2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <diuB3BAhVLZ3Ew8F@steverosie.demon.co.uk>
Source record: 9324

On Mon, 14 Jun 1999 at 05:24:10 a message from Ron Thurston was created
on the subject of new to me Mega ST2.
>I just acquired a Mega ST2.
>Of course there was no software with it.
>Can anyone tell me how to copy any of the available
>utilities to an Atari formatted diskette using
>DOS or Linux?

Yep;)

Format a double density disk, not a high density (HD) one, using DOS or
Windoze and you will be able to transfer files easily.

I think the dos command is: format a: /f:720

It's a long time since I've formatted a disk using dos!

If the files are larger than a disk can cope with, then use a program to
split the file up; I can't remember the program I used to use! now
that's going to bug me all day;)

If you have a null modem cable you can transfer files using comms.
software on both machines. There is also Ghost link, I've not been able
to get this working on my Pentium machines!! It worked fine on my 486
though!

There are several program that allow you to format a MS-DOS compatible
disk on the Atari. My favourite is DC format v3.

It is possible to use an extended format with the pc, you willhave to
format using a program for the Atari to use it. You can format, e.g. 10
spt, 81 tracks etc., and then use DC format to put a MS-DOS data on it!
Ideal for those medium size files.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1624. Re: Seagate 320 MB 2.5" IDE on a Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3764BDEE.CAE61928@ihug.co.nz>
Source record: 9325

Hi there,

J.W. Krych wrote:
>
> I know that the Falcon030 doesn't seem to like certain IDE drives.
>
> Will a 320Mbyte Seagate IDE, brand new, pose a problem for me?

I haven't heard of any older Seagates (Conners) causing problems. I
had a Conner (which is also a Seagate) that worked fine (340MByte).

I am curious how a 320MByte drive is brand new!? Most new 2.5" IDE
disks are in the region of 3.2 GBytes minimum capacity these days!!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1625. Re: PS3000 Monitor upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3765858C.E97F5470@jps.net>
Source record: 9326

That's why it's important to trace the pins one by one to be sure they
go to the right place.

Xiting Phillips wrote:
>
> John,
>
> I thought about using an old adaptor I had for using the old PC card
> edge floppy cable on an IDC-equipped drive, but the flex cable in the
> Atari only has 14 conductors, and on one side of the cable, so I'm
> betting I can't just do a straight forward adaptor (though I bought a 3"
> female 34 lead card edge to female 34 lead card edge cable, just in
> case, but I'm afraid to try).
>
> Dan
>
> John Kolak wrote:
> >
> > I did that once, but I just traced the lines from the ST floppy
> > connector (which you have a pinout for in the owners manual) and matched
> > them to the standard PC floppy pinout.
> >
> > -- john
> >
> > Xiting Phillips wrote:
> > >
> > > Here's a challenge for the technical historians out there:
> > >
> > > I have an Atari PS3000 monitor (12" color monitor with floppy drive built
> > > in). I assumed they just mounted a standard 354 SS/DD mechanism, but noooo,
> > > they put some strange custom hack in. So when I opened it up to install the
> > > 314 DS/DD mech that I just bought, I found that it doesn't have the standard
> > > IDC header connection, it has a flex cable. And there only seem to be around
> > > 10 lines on one side of the flex. Also, I haven't put a meter to it yet, but
> > > it looks like there may not be a 12V line, but I'll figure that out for sure
> > > later.
> > >
> > > So, does anyone have the data pinouts for the monitor and drive so that I
> > > can make an adaptor?
> > >
> > > Thanks for any help,
> > >
> > > Dan

1626. Re: lexmark 10-20 printer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <376585EF.B91E76AC@jps.net>
Source record: 9327

Many Lexmark injets are Hewlett Packard PCL compatible, and some Atari
programs have HP drivers. You may get somewhere with this approach.

Nicholas Bales wrote:
>
> GRAHAM GIBSON a ï¿½crit :
> >
> > Dont know if this is the right place to ask but here goes!
> >
> > Father in law has an old Atari 520st and has just picked up a second hand
> > Lexmark 10-20 inkjet colour printer. Does anybody know where we can get a
> > driver for this printer to suit the atari? Will this computer and printer
> > combo actually work ? Any info would be appreciated.
>
> There are no "universal" drivers on the Atari. Each application has it's
> own drivers.
>
> Which application will he be using to print on the Lexmark ? He might
> have to invest in a copy of NVDI, a screen accelerator and printing
> utility, which will allow access to more modern printers as long as the
> application makes use of NVDI.
>
> > Computer and printer are Australian versions.
>
> Oh, so you might need to put them upside down then... ;-)
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

1627. Re: Seagate 320 MB 2.5" IDE on a Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37659988$0$25705@news.zetnet.co.uk>
Source record: 9328

>
> I am curious how a 320MByte drive is brand new!? Most new 2.5" IDE
> disks are in the region of 3.2 GBytes minimum capacity these days!!
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

computer fairs are awash with small old stock but nevertheless brand new
drives,while of no use to many PC users these are a bargain for Atari
users ,I picked up an 850 for 10 pounds
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1628. TT HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <3765B697.7D22291F@qnet.com>
Source record: 9329

I just picked up a second TT and it has a problem with its ROMS. When booting it does not who the memory check or the Atari Fuji Logo but, after a little bit it boots up. Its like its checking the memory but, you just cant see the bar showing progress.

So I removed the ROMS out of my other TT and the second TTs problems went away. With the second TTs roms in my original TT the same problem happened as it did in the second TT.(Wheh hope tha makes since :))

The jumper settings according to the TT service manual were correct and the same for both setts of ROMS. BTW, its TOS 3.06. The chip numbers are 27C101A on the original TT and D27C101 on the second TT. Here is the other numbers found on the ROMS

Original

C301925-005
EE $BD53

C301926-005
OE $B6B8

C301927-005
EO $A97F

C301928-005
OO $73DD

SECOND TT

C301925-004D
EE $9235

C301926-004D
OE $A686

C301927-004D
EO $B299

C301928-004D
OO $1A7A

Can anyone please tell what the difference is between the chips?

And any other info that may help with the chips.

Don

1629. Re: Using modem and MagicPC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-14 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <929433809.24734.1.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 9330

Vassilis Papathanassiou wrote in message <37610076985b10@mail.otenet.gr>...
>on Thu 10-06-1999 00:12 John Whalley wrote:

>>Anyone know if it can access more than one serial port at a time now?
>>
>Yes, MagiC PC 6 and newer can access more than one serial ports thanks
>to a device driver (modem2.dev). It tries to be RSVF compatible and
>seems it succeeds with several utilities (and I-Connect) but unfortunately
>STinG can't use it (probably due to the way serial.stx accesses the
>serial ports). At least this was my experience with it, others may have
>better results.

Thanks for the info: I won't get my hopes up too much then!

Cheers,
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1630. Re: Seagate 320 MB 2.5" IDE on a Falcon030

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <376598A1.2910B2C9@ihug.co.nz>
Source record: 9331

Hi there,

kevin dermott wrote:
>
> computer fairs are awash with small old stock but nevertheless brand new
> drives,while of no use to many PC users these are a bargain for Atari
> users ,I picked up an 850 for 10 pounds

10 pounds is pretty good! Rip-off artists here in New Zealand are asking
(quick mental conversion of NZD to UKP...) 20 or 30 pounds for 2nd hand
disks of < 1GB capacity sometimes. You simply DO NOT SEE any new disks
that cannot be used in the latest Win98 machine, as I think the PC shops
here return them to the manufacturer if they become 'too small' for use
in a PC...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1631. Thanks -- still new

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: ront@macn.bc.ca
Message-ID: <3765e56f.304538@139.142.107.130>
Source record: 9332

Thanks for the help with a new-to-me Mega ST2

Now... How do I use the SLM804 that came with it?

More thanks.

1632. Re: Thanks -- still new

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3765FF39.7388A091@directprovider.REMOVETHECAPITALS.net>
Source record: 9333

Ron Thurston a ï¿½crit :
>
> Thanks for the help with a new-to-me Mega ST2
>
> Now... How do I use the SLM804 that came with it?

The SLM804 connects to the ACSI port. I've never had one, so I can't
tell you much more.

Drivers will depend on the application you plan to use.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1633. Null modem cable transfers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990615090600.07604.00000007@ng-fl1.aol.com>
Source record: 9334

hi,
I've been trading this question around looking for someone who
can tell me if this is possible. I just want to successfully transfer
those fun Automation games to my ST from the dreaded PC.
I know Null modem cables have been hooked to Amigas and PCs
and operated successfully, so how about the ST?
Anybody done this out there, as I haven't had too much success with
Makedisk and STdisk.
thanks,
jim

1634. Re: TT HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <7k5jek$p2v$1@testinfo.uoguelph.ca>
Source record: 9335

```
: I just picked up a second TT and it has a problem with its ROMS. When
: booting it does not who the memory check or the Atari Fuji Logo but,
: after a little bit it boots up. Its like its checking the memory but,
: you just cant see the bar showing progress.
[snip]
: And any other info that may help with the chips.

It sounds like the TOS version from your second TT is an early revision
of TOS 3. I have 3.01 in my TT, and it doesn't do a memory check or
display a fuji. Try booting with a floppy in the floppy drive,
and your bootup should be a lot faster. TOS 3.01, at least, seems to
check the floppy drive for 90 seconds before it gives up when it doesn't
find one and boots from the hard drive. Use NoRoach to cut the delay time
to something reasonable.

THeo
```

1635. Re: Null modem cable transfers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37666A1D.B4D1A4CE@directprovider.REMOVETHECAPITALS.net>
Source record: 9336

Lethor7 a ï¿½crit :
>
> hi,
> I've been trading this question around looking for someone who
> can tell me if this is possible. I just want to successfully transfer
> those fun Automation games to my ST from the dreaded PC.

First of all, this is software piracy. There is no such legal notion as
'abandonware' or whatever. Even if you have the feeling that this causes
no harm to anyone (which is wrong), this is illegal.

> I know Null modem cables have been hooked to Amigas and PCs
> and operated successfully, so how about the ST?

No problem at all.

You can use ghostlink to connect both machines, which will make the PC
drives appear as icons on the ST's desktop.

The problem is, memory-wise where are you going to put >800K disk image
on the ST side. Do you have a hard drive ? Do you have more than 1Mb to
use as a ram disk (you'll need to fit a 900K ram disk, plus whatever
program you are going to use to convert the image)? Do you have a second
floppy drive ?

If this is on a bare-bones 520ST, then it's a lost battle.

Why not convert them to MSA (which is like the .ST format, but with
compression). These should fit on a 720K disk. There are utilities in
the emulation world that can convert .ST files to MSA and vice-versa.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1636. Re: Null modem cable transfers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990615120630.02909.00000099@ng-fm1.aol.com>
Source record: 9337

hi,
thanks for all the pointers and advice.
Sorry to have bridled the piracey
issue. I didn't mean to offend anyone,
please ignore the question, I'll be sure
to not post another like it in the future.
all apologies

1637. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766a0f298a3283@oden.se>
Source record: 9338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Martin-Eric,

on Tue 15-06-1999 10:44 Martin-Eric Racine wrote:

>I just got myself one of those marevelous cards from Best Electronics,
>but there is hardly any documentation.... What are all those jumpers
>used for? How do I update the address in the card's memory?

I have no idea about the hardware setup needed (if any).

>Any hint about using one with MiNTnet?

Nope, except that I've seen a rumour that it should be possible.
So why am I replying to this at all then, you may ask.

Well, I just remembered that a Riebl card was exactly what Peter
Rottengatter used, and for which he wrote the ETHER.STX which is
part of the STinG 1.20 distribution package...

So for STinG, this card should be more or less 'plug-n-play' :-)
(Except for possible hardware strap needs.) And if there is any
problem, we do have access to the full source code as well, as
this was sent out to the beta list quite some time ago.

I now it may be useless to even mention this to the NMD developer,
but you could try it at least, as there is no conflict in using
MiNT and STinG 'side-by-side' as long as they use separate ports.

In fact it should even be possible to write a combo of STX and XDD
files that act as a local gateway from STinG to MintNet and vice versa,
though I know far too little about XDD construction to do that job.
(It is certainly possible at the STinG end though.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1638. Re: TT HELP!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3766a0f298a3280@oden.se>
Source record: 9339

Hi Don,

on Mon 14-06-1999 19:12 Don Schoengarth wrote:

> I just picked up a second TT and it has a problem with its ROMS. When
>booting it does not who the memory check or the Atari Fuji Logo but,
>after a little bit it boots up. Its like its checking the memory but,
>you just cant see the bar showing progress.

I see, just like TOS 2.05 on an MSTe then ?
Or could the delay be simply because it is trying to read a floppy ?
I know my TT boots a bit slower if no floppy is inserted.

The floppy contents makes no difference. Any floppy disk
at all will speed things up (unless directory is crashed).
Try with a floppy disk, to see if it makes any difference.

Also try pressing a key (as with TOS 3.06), to see if it then stops
the delay, as this should break a memory test if that is what it is
doing during the delay.

> So I removed the ROMS out of my other TT and the second TTs problems
>went away. With the second TTs roms in my original TT the same problem
>happened as it did in the second TT.(Wheh hope tha makes since :))

Consistency is always good, even with errors...
They raise the hope of a consistent cure.

>The jumper settings according to the TT service manual were correct and
>the same for both setts of ROMS.

They should be as the EPROM types mentioned below are virtually identical.

>BTW, its TOS 3.06.

For your original TT I'll believe that, but not for the second one.
If no fuji logo is shown, then it must be some older TOS.

>The chip numbers
>are 27C101A on the original TT and D27C101 on the second TT.

That just gives the EPROM types, saying nothing of the contents.

>Here is the other numbers found on the ROMS

These are the ones defined by Atari to specify the contents.

>Original
>

>C301925-005
>EE $BD53
>
>C301926-005
>OE $B6B8
>
>C301927-005
>EO $A97F
>
>C301928-005
>OO $73DD
>
>
>SECOND TT
>
>C301925-004D
>EE $9235
>
>C301926-004D
>OE $A686
>
>C301927-004D
>EO $B299
>
>C301928-004D
>OO $1A7A
>
>Can anyone please tell what the difference is between the chips?

Yes. Those of the second TT are from an older TOS version.
Possibly this was TOS 3.05, but I am not sure, as I do not know
in what version the Fuji logo was introduced, nor am I sure of
how to interpret the suffix codes shown above, except that
-004D is definitely older than -005, but not by very much.

>And any other info that may help with the chips.

I don't think you really need any. There is probably nothing wrong
with the TOS except that it is an older version. Anyone with an EPROM
programmer and an EPROM eraser can erase the old contents and refill
the chips with TOS 3.06, thus making your two systems identical.

Even lacking that update, I still think the second TT will work.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1639. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7k6g22$7kt$1@snipp.uninett.no>
Source record: 9340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ronald Andersson <dlanor@oden.se> wrote:

> In fact it should even be possible to write a combo of STX and XDD
> files that act as a local gateway from STinG to MintNet and vice versa,
> though I know far too little about XDD construction to do that job.
> (It is certainly possible at the STinG end though.)

You're not the first one to think of this ;-) I have been thinking of writing packet-drivers for STiNG and MiNT-net (XIF, not XDD) that use a block of shared memory to exchange packets, mostly to be able to use STiNG's IP-masquerading. However, with the recent development of IP-masq. in MiNT-Net I no longer have any need for this.

As for the Riebl-card, there are drivers for it (inc. source) in the MiNT-Net distribtion, so it shouldn't be hard to set it up. The problem is (as M-E indicated) the Riebl's hardware-address which might be lost. I'm afraid I can't be of any assistance in this case, as I don't have a Riebl myself.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1640. Re: PC 30pin N/P Simms

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990615183516.01784.00000262@ng-cb1.aol.com>
Source record: 9341

hi,
I hopy you get an expert reply,
because I'm in the very same
situation with my Stf. I don't
think we will luck out, it seems we
might have to upgrade in increments,
and if so, where in the blue blazes
can we order the chips??
james.

1641. Re: Thanks -- still new

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37670F00.BCE0BF5B@jps.net>
Source record: 9342

I assume you received the SLM interface with it. After connecting everything, you have to install the appropriate drivers in your software. Some programs will address it through NVDI. Others use the Diablo driver shipped with the printer. Others use the GDOS drivers shipped with the printer.

John

Ron Thurston wrote:
>
> Thanks for the help with a new-to-me Mega ST2
>
> Now... How do I use the SLM804 that came with it?
>
> More thanks.

1642. Re: PS3000 Monitor upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: Xiting Phillips <xiting@worldnet.att.net>
Message-ID: <7k7dmc$317$1@bgtnsc03.worldnet.att.net>
Source record: 9343

Yeah, I had a mental block and didn't catch what you were saying the first time. I traced the external connector on a regular external drive to the IDC connector inside to get the right lines. I'm surprised to find that there are two pins unused. I guess the 14 pin connector must have been cheaper than the 12. Not like the Tramiels to waste a penny.

John Kolak wrote in message <3765858C.E97F5470@jps.net>...
>That's why it's important to trace the pins one by one to be sure they
>go to the right place.
>
>Xiting Phillips wrote:
>>
>> John,
>>
>> I thought about using an old adaptor I had for using the old PC card
>> edge floppy cable on an IDC-equipped drive, but the flex cable in the
>> Atari only has 14 conductors, and on one side of the cable, so I'm
>> betting I can't just do a straight forward adaptor (though I bought a 3"
>> female 34 lead card edge to female 34 lead card edge cable, just in
>> case, but I'm afraid to try).
>>
>> Dan
>>
>> John Kolak wrote:
>> >
>> > I did that once, but I just traced the lines from the ST floppy
>> > connector (which you have a pinout for in the owners manual) and
matched
>> > them to the standard PC floppy pinout.
>> >
>> > -- john
>> >
>> > Xiting Phillips wrote:
>> > >
>> > > Here's a challenge for the technical historians out there:
>> > >
>> > > I have an Atari PS3000 monitor (12" color monitor with floppy drive
built
>> > > in). I assumed they just mounted a standard 354 SS/DD mechanism, but
noooo,
>> > > they put some strange custom hack in. So when I opened it up to
install the
>> > > 314 DS/DD mech that I just bought, I found that it doesn't have the
standard

>> > > IDC header connection, it has a flex cable. And there only seem to be
around
>> > > 10 lines on one side of the flex. Also, I haven't put a meter to it
yet, but
>> > > it looks like there may not be a 12V line, but I'll figure that out
for sure
>> > > later.
>> > >
>> > > So, does anyone have the data pinouts for the monitor and drive so
that I
>> > > can make an adaptor?
>> > >
>> > > Thanks for any help,
>> > >
>> > > Dan

1643. Re: PC 30pin N/P Simms

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-15 00:00:00 UTC
From: Xiting Phillips <xiting@worldnet.att.net>
Message-ID: <7k7dpr$3aq$1@bgtnsc03.worldnet.att.net>
Source record: 9344

They should work. None of the ST machines required parity and the SIMMs need to be 120 ns or faster.

> wrote in message <7k0tfp$ls6$1@news5.svr.pol.co.uk>...
>I have 4 x 4Mb 30pin N/P Simms
>now iam not sure if I can put them into a Atari STE
>Now I took them out of a 486 Dx266Mhz that I had and I am going to
>get an Atari 520 STE I know there are Simms Slots but I didn't know
>if they will work.
>
>please help
>
>Daz (Borg1101) I-mail Cool@Borg1101.Freeserve.Co.Uk
>
>
>
>
>

1644. Navarone clock, auto program won't work

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: Alex Fetesoff <alexf@boulez.emrl.com>
Message-ID: <3767537e@calwebnnrp>
Source record: 9345

I just inherited a 1040ST and a Navarone real time clock. I put the cartridge in my current ST but the auto-folder program doesn't work with it. It doesn't update the system clock from the cartridge.

It workes in the machine it came with and the only obvious difference is that it has TOS 1.0 and my current ST has TOS 1.4. Is this a known problem? Is there an updated program (tkauto.prg, I think it's called)? Is the company still around? I couldn't find them on the net. Thanks in advance for all comments.

1645. Re: PC 30pin N/P Simms

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37675699.77BECCB6@directprovider.REMOVETHECAPITALS.net>
Source record: 9346

```
Lethor7 a ï¿½crit :
>
> hi,
> I hopy you get an expert reply,
> because I'm in the very same
> situation with my Stf. I don't
> think we will luck out, it seems we
> might have to upgrade in increments,
> and if so, where in the blue blazes
> can we order the chips??
> james.

I'm afraid you're in a completely different situation with an STF. The
STF does not take SIMMs.

This is all explained in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1646. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990616105537.16169D-100000@hal.fishpool.fi>
Source record: 9347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I just got myself one of those marevelous cards from Best Electronics,
> but there is hardly any documentation.... What are all those jumpers
> used for? How do I update the address in the card's memory? Any hint
> about using one with MiNTnet?

Thanks to Leo for the NetBSD Faq, it cleared up a few things, not
just about the Riebl, but also about SCSI termination and a few
more things.

Ronald, we already have GlueSTiK that patches STiK calls into MiNTnet,
but indeed a low-level interface might be even better. The problem
is, STinG is currently known not to work on AES 4.1 and MiNT.

Jo-Even, yep, got the MiNTnet drivers, but the instructions are
rather vague. I'll see what Torsten has to reply.... ;-)

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1647. FS Jag System (U.S. only)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990616081916.21512.00000122@ng-fl1.aol.com>
Source record: 9348

Hello All,
I have an Atari Jaguar+CD system for sale. The system includes to controllers, about 12 games, and the Atari Jaguar Gamer's Guide (I don't remember the exact title). I will entertain all reasonable offers.
If you are interested, you may email me at angief18@aol.com.
Thanks,
Sam Ferrer

1648. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3767a5f24913c32@oden.se>
Source record: 9349
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Jo Even,

on Tue 15-06-1999 21:20 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
---- snip ----- re: MiNT+STinG cooperation via STX+XDD gateway combo
>
>You're not the first one to think of this ;-) I have been thinking of
>writing packet-drivers for STiNG and MiNT-net (XIF, not XDD) that use a
>block of shared memory to exchange packets, mostly to be able to use
>STiNG's IP-masquerading.

There are other useful reasons to do it too, but that is also a matter
of taste (in clients etc). Whatever the reasons, compatibility never
hurts anything.

>However, with the recent development of IP-masq. in MiNT-Net I no longer
>have any need for this.

Yes, I know. Mario and I had some nice Email chats about how best to fix
this limitation of MintNet. He could have done it anyway of course, but I
like to think that my help shortened his labor a bit.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1649. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7k8oa2$697$1@news1.xs4all.nl>
Source record: 9350

On 15 Jun 1999 10:44:06, Martin-Eric Racine wrote:
>Hello!
>
>I just got myself one of those marevelous cards from Best Electronics,
>but there is hardly any documentation.... What are all those jumpers
>used for? How do I update the address in the card's memory? Any hint
>about using one with MiNTnet?
>
>Thanks! Oh, please followup-to: comp.sys.atari.st.tech
>
some time ago i send the info to Chips n chips (M.Ruge)

maybe you can find it there but here is my info as I see it from my
Riebl card in a TT

J1-6
all together: BNC or AUI corrsponding position to the plugs of both

J7 to top BNC other AUI
Some say: no jumper

J17-23
closed all=TT open all=megaSTE

J8-J10
unknown works if
closed/open/closed in TT

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1650. HSMODEM - Reassign 300 baud as 38400 baud

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: au576@lafn.org
Message-ID: <1999Jun16.175642.19754@lafn.org>
Source record: 9351

Somebody told me that you can configure HSMODEM so that if you select 300 baud that you can actually use 38400 baud. Does someone know how to do this? The reason I'm asking is that I would like to use the Remote (mini-BBS) mode of STalker to link my TT to my Mega STe to transfer files. STalker only allows connections between 300 - 19200 baud. I would like to have a faster link, and 38400 would be a big improvement.

I tried the next higher connection (57600?) linking Serial 2 on both TT and Mega STe, but it did not seem to work (I could not see the characters I was typing appear at the other computer while running STalker at both machines with the same baud rate and communication port).

Can somebody suggest a good way to link the two computers together? Right now I have two modem cables and a null-modem adapter and can link at 38400, but with the STalker remote only at 19200. Thanks.

--

__ ___ _ _
/ |/ /__ _____(_)__ ____ (_) ______Mark A. Mariani______
/ /|_/ / _ `/ __/ / _ `/ _ \/ / Los Angeles Free-Net
/_/ /_/_,_/_/ /_/_,_/_//_/_/ au576@lafn.org

1651. Mega STE Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: markat@zetnet.co.uk
Message-ID: <37681015$0$9534@znews.zetnet.co.uk>
Source record: 9352

I have a suspect 105mb internal hard drive in my mega ste.

Inside is fitted a hard disk controller board C103561-001 Rev.3

Socketed chips on this board are

1) C103706-001 SCSI #7026
2) C103705-002 ACSI #4F32

There are 3 dip switches - all in the on position

My questions are - what is the function of the dip switches and
what kind of hard-drive is available as a replacement?

Thanks
Martin Holmes
Aberdeen

1652. Re: SLM printer (was Thanks -- still new)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37687819.1B2E6208@jps.net>
Source record: 9353

The extra connector is a DMA through port to connect extra DMA devices in daisy chain so the printer will not terminate your daisy chain. The Diablo driver enables it to be a generic text printer. Some software uses the Diablo driver as a graphics printer. GDOS software sees it as a GDOS output device. Some software has specific SLM drivers built in.

Ron Thurston wrote:
>
> On Tue, 15 Jun 1999 19:42:08 -0700, John Kolak <jkolak@jps.net> wrote:
>
> I do have the interface and have the 37 pin cable connected and the
> other cable connected to the hard disk port.
>
> There is a third 19 pin connector on the interface.
> Is this to be used?
>
> Can this be used as a general printer or is it only addressable from
> specific software?
>
> Thanks again.
>

1653. Re: PS3000 Monitor upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3768787F.34976E7C@jps.net>
Source record: 9354

Now you're on the right track. You'd have to ask someone who worked in
engineering at the time as to why that decision was made....

Xiting Phillips wrote:
>
> Yeah, I had a mental block and didn't catch what you were saying the first
> time. I traced the external connector on a regular external drive to the IDC
> connector inside to get the right lines. I'm surprised to find that there
> are two pins unused. I guess the 14 pin connector must have been cheaper
> than the 12. Not like the Tramiels to waste a penny.
>
> John Kolak wrote in message <3765858C.E97F5470@jps.net>...
> >That's why it's important to trace the pins one by one to be sure they
> >go to the right place.
> >

1654. Re: Mega STE Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-16 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37687913.1EEC751E@jps.net>
Source record: 9355

If these switches are the same as in the Megafile, it should select the Unit number. To check this, change a switch and observe the boot up messages as to the SCSI ID number. Any of the older SCSI drives should work in there.

Martin Holmes wrote:
>
> I have a suspect 105mb internal hard drive in my mega ste.
>
> Inside is fitted a hard disk controller board C103561-001 Rev.3
>
> Socketed chips on this board are
>
> 1) C103706-001 SCSI #7026
> 2) C103705-002 ACSI #4F32
>
> There are 3 dip switches - all in the on position
>
> My questions are - what is the function of the dip switches and
> what kind of hard-drive is available as a replacement?
>
> Thanks
> Martin Holmes
> Aberdeen

1655. Re: Thanks -- still new

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: ront@macn.bc.ca
Message-ID: <376912ed.447631@139.142.107.130>
Source record: 9356

On Tue, 15 Jun 1999 19:42:08 -0700, John Kolak <jkolak@jps.net> wrote:

I do have the interface and have the 37 pin cable connected and the
other cable connected to the hard disk port.

There is a third 19 pin connector on the interface.
Is this to be used?

Can this be used as a general printer or is it only addressable from
specific software?

Thanks again.

>I assume you received the SLM interface with it. After connecting
>everything, you have to install the appropriate drivers in your
>software. Some programs will address it through NVDI. Others use the
>Diablo driver shipped with the printer. Others use the GDOS drivers
>shipped with the printer.
>
>John
>
>Ron Thurston wrote:
>>
>> Thanks for the help with a new-to-me Mega ST2
>>
>> Now... How do I use the SLM804 that came with it?
>>
>> More thanks.

1656. Re: Null modem cable transfers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <7k9qk9$gkc@usenet.pa.dec.com>
Source record: 9357

In article <19990615090600.07604.00000007@ng-fl1.aol.com>, lethor7@aol.com (Lethor7) wrote:

>I know Null modem cables have been hooked to Amigas and PCs
>and operated successfully, so how about the ST?

For files transfer using NULL modem, see my webpage for how to do this.
http://probehouse.atari.org

William

1657. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990617082544.18440C-100000@hal.fishpool.fi>
Source record: 9358

> Riebl card in a TT
>
> J1-6
> all together: BNC or AUI corrsponding position to the plugs of both

Noted.

> J7 to top BNC other AUI
> Some say: no jumper

Mine only has 2/3 of the header strip, so it one can only put the
jumper to the "up" position.

There is also a J11 (between the power converter and the fuse);
same thing: 2/3 of the strip, towards the 7990 Lance chip.

> J17-23
> closed all=TT open all=megaSTE

Weird, mine came as:

J17-21 closed
J22-23 open

> J8-J10
> unknown works if
> closed/open/closed in TT

Noted.

Btw, most of the above was also found on the NetBSD FAQ. ;-)

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1658. Re: Thanks -- still new

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ka5lk$h0e$5@news6.svr.pol.co.uk>
Source record: 9359

On 15 Jun 1999 09:22:33 , Nicholas Bales wrote:
>
>
>Ron Thurston a crit :
>>
>> Thanks for the help with a new-to-me Mega ST2
>>
>> Now... How do I use the SLM804 that came with it?
>
>The SLM804 connects to the ACSI port. I've never had one, so I can't
>tell you much more.

It's important to have the laser switched on (if it's plugged in to the DMA port!) as otherwise you'll lose access to floppy or hard drives. It's possible to open the rear flap which will turn off the heater (saves electricity) but still leaves the controller box powered.

>Drivers will depend on the application you plan to use.

Luckily most Atari software has SLM drivers, including all versions of NVDI and GDOS.

There's also an Epson 9 pin emulator (!) on ftp sites (look for Laserbrain IIRC) and a Diablo 630 emulator.

I have an HP Laser/Deskjet to SLM driver that can also be used, one can also connect any other computer to the Atari and print to the laser using a null modem connection, look on my web page.

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1659. Transferring files; Aftp?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: Fokko Veegens <v952647@si.hhs.nl>
Message-ID: <3768B5F9.DE3A615C@si.hhs.nl>
Source record: 9360

Hi There,

Finally I have connected a Mac and a TT030 with succes using
the TT's LAN/Ser.2 port and the Mac's modem port. Using
STinG I can send and recieve pings. So the connection works.
But now I want to transfer files. I downloaded Aftp, but I think
I have to use an ftp-server. Has anyone a better solution for
this problem?
It's just to exchange files between the Mac and the Atari.

Thank You,

Fokko Veegens

1660. Re: Mega STE Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <3769012013bd3a0@smok.krakus.top.pl>
Source record: 9361

On Wed 16-06-1999 20:59 (GMT) Martin Holmes wrote:

>There are 3 dip switches - all in the on position
>
>
>My questions are - what is the function of the dip switches and
>what kind of hard-drive is available as a replacement?

Dip switches 2 and 3 on your host adapter are to change the SCSI ID
number as follows:

2 3 ID
=============
ON ON 0
ON OFF 1
OFF ON 2
OFF OFF 3

Jumpers on your HD drive must be set to ID=0.

Dip switch 1 is set to ON at me but I don't know what is its
destination.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1661. Re: HSMODEM - Reassign 300 baud as 38400 baud

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376923128568232@oden.se>
Source record: 9362

on Wed 16-06-1999 17:56 au576@lafn.org wrote:
>
>Somebody told me that you can configure HSMODEM so that if you select
>300 baud that you can actually use 38400 baud. Does someone know how
>to do this? The reason I'm asking is that I would like to use the Remote
>(mini-BBS) mode of STalker to link my TT to my Mega STe to transfer files.
>STalker only allows connections between 300 - 19200 baud. I would like
>to have a faster link, and 38400 would be a big improvement.

The special modes described for HSModem require a hardware patch too, so
as to make an alternative clock source available. I have built one such,
which was based on a GAL chip, and gave three new higher speeds.

These are 38400, 57600, and 115200. Using the top speeds does require
an accelerated system. A 16MHz MSTe should be able to use 57600 well,
but results with 115200 are more dubious. (I have no MSTe to try it.)

For old software the lowest speed settings can be used to choose the
new speeds, but newer software can recognize their availability through
HSModem, and can present the real speeds in their menus.

The project name for this patch is RSVE, and the person to contact is
Harun Scheutzow, the author of HSModem.

There are also many other variations on alternative clocking, but RSVE
is IMHO very good, and has excellent support through HSModem.

>I tried the next higher connection (57600?) linking Serial 2 on both TT
>and Mega STe, but it did not seem to work (I could not see the characters
>I was typing appear at the other computer while running STalker at both
>machines with the same baud rate and communication port).

I think MSTe and TT do not use exactly the same speeds, although some
software (like STalker I think) can't tell the difference. But I have
no MSTe myself, so I can't experiment with this.

>Can somebody suggest a good way to link the two computers together? Right
>now I have two modem cables and a null-modem adapter and can link at
>38400, but with the STalker remote only at 19200. Thanks.

The easiest way to get a higher speed than 19200 is to use Midi instead.
That too is a serial port, and it runs at 31250 bits per second. Midi
is implemented identically on all Atari machines, so there are never any
incompatibility problems.

For the software I recommend STinG (of course :-)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1662. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7kb6q0$ka9$1@snipp.uninett.no>
Source record: 9363

Ronald Andersson <dlanor@oden.se> wrote:

> In the latest MiNT version I tested (FreeMiNT 1.15.1) someone had
> managed to kill off the last remnant of compatibility to MetaDOS.
> (And thus also to my BetaDOS) Good work... NOT.

This is not the case, both BetaDOS and MetaXBS works fine with 1.15.1
here. How does your problem manifest itself?

> Perhaps I'm missing a point here, but where is the benefit in
> blocking compatibilities ?

None, and nobody is trying to do so either. Check your setup again.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1663. Mint question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: peter.slegg@I.HATE.SPAM.zetnet.co.uk
Message-ID: <376931ea$0$122@znews.zetnet.co.uk>
Source record: 9364

Hi,

Whenever my Milan boots into Mint/Ming I get a dialog box
with the following message:

etc/utmp file not found
No user option available

What does this message mean and how do I stop it from appearing?

Thanks,

Peter

1664. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7kbddr$pn6$1@news1.xs4all.nl>
Source record: 9365

On 15 Jun 1999 21:20:02, Jo Even Skarstein wrote:
>
>As for the Riebl-card, there are drivers for it (inc. source) in the
>MiNT-Net distribtion, so it shouldn't be hard to set it up. The problem is
>(as M-E indicated) the Riebl's hardware-address which might be lost. I'm
>afraid I can't be of any assistance in this case, as I don't have a Riebl
>myself.
>
The Linux 68k distribution has something to set that number when the
battery is empty.
Best to do: new battery, install Linux, setID, install MinTnet.

But first check maybe the Id is still in there!

Anyone a better idee?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1665. Re: HSMODEM - Reassign 300 baud as 38400 baud

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <376965f43376bb0@tripnet.se>
Source record: 9366

On Thu 17-06-1999 15:41 (GMT) Ronald Andersson wrote:

>on Wed 16-06-1999 17:56 au576@lafn.org wrote:
>>
>>Somebody told me that you can configure HSMODEM so that if you select
>>300 baud that you can actually use 38400 baud. Does someone know how
>>to do this? The reason I'm asking is that I would like to use the Remote
>>(mini-BBS) mode of STalker to link my TT to my Mega STe to transfer files.
>>STalker only allows connections between 300 - 19200 baud. I would like
>>to have a faster link, and 38400 would be a big improvement.
>
>The special modes described for HSModem require a hardware patch too, so
>as to make an alternative clock source available. I have built one such,
>which was based on a GAL chip, and gave three new higher speeds.

In this case no hardware patch is needed! To link the TT to MSTe at
57600 use Serial 2 on the TT and Modem 2 on the MSTe.

Stalker is not aware of the Modem 2 port speed differences between TT
and MSTe and simply uses the TT speeds also on the MSTe. If you insist
on using Stalker (Connect is freeware) it is possible to setup Hsmodem
on the MSTe to make Stalker think it is using Modem 1 at 300 bps but
the actual data is sent through Modem 2 at 57600.

What you will have to do is first in SCC.PRG set it to emulate Modem 1
through the Modem 2 port. Then enable the option to set the higher
speeds by using the very low port speeds 50, 75 and 300 bps.

In Stalker set communication port to Modem 1 and speed to 50-75-300
bps. This will work good but you will get very high transfer
procentages in the Stalker transfer window.

>These are 38400, 57600, and 115200. Using the top speeds does require
>an accelerated system. A 16MHz MSTe should be able to use 57600 well,
>but results with 115200 are more dubious. (I have no MSTe to try it.)

A not modified MSTe can use 57600 with only a very few lost characters.
If you can get a escc chip instead of the scc it is supposed to work
better. My TT runs perfectly at 57600 on Serial 2 but looses characters
as well at 115200. Maybe that's because I have no TT ram.

Does anyone know where you can get the Zilog escc chip?

>>I tried the next higher connection (57600?) linking Serial 2 on both TT
>>and Mega STe, but it did not seem to work (I could not see the characters
>>I was typing appear at the other computer while running STalker at both
>>machines with the same baud rate and communication port).

>
>I think MSTe and TT do not use exactly the same speeds, although some
>software (like STalker I think) can't tell the difference. But I have
>no MSTe myself, so I can't experiment with this.

This is correct. Se above!

>
>For the software I recommend STinG (of course :-)
>
If you want flexibility STinG running BNET will let you share drives
between computers. But for fastest possible transfer rates z-modem with
zipped files is best.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1666. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-17 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <376a7aa64e9692@ping.be>
Source record: 9367

on Thu 17-06-1999 18:05 Stichting ST wrote:

>On 15 Jun 1999 21:20:02, Jo Even Skarstein wrote:
>>
>>As for the Riebl-card, there are drivers for it (inc. source) in the
>>MiNT-Net distribtion, so it shouldn't be hard to set it up. The problem is
>>(as M-E indicated) the Riebl's hardware-address which might be lost. I'm
>>afraid I can't be of any assistance in this case, as I don't have a Riebl
>>myself.

>Best to do: new battery, install Linux, setID, install MinTnet.
>
>But first check maybe the Id is still in there!

AFAIK, one doesn't need to have a battery at least not if one use the Mint
'98 installation kit. According to the manual the hardware address is set
everytime one boot. The AdMiNTool has somewhere an option where one can
fill in the address as found somewhere on the backside of the card.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1667. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn7mj857.10t.mlake@melake.erols.com>
Source record: 9368

>>As for the Riebl-card, there are drivers for it (inc. source) in the
>>MiNT-Net distribtion, so it shouldn't be hard to set it up. The problem is
>>(as M-E indicated) the Riebl's hardware-address which might be lost. I'm
>>afraid I can't be of any assistance in this case, as I don't have a Riebl
>>myself.

>The Linux 68k distribution has something to set that number when the
>battery is empty.
>Best to do: new battery, install Linux, setID, install MinTnet.
>
>But first check maybe the Id is still in there!
>
>Anyone a better idee?

I purchased a Riebl card a couple of months ago. It has an original
battery in the thing I am told (so it's gotta be dead!). I'm running
Linux. Once I got the card installed Linux recognized it upon boot fine.
I have the TT networked to another Linux box and it's working fine with
the original battery.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

1668. Re: Transferring files; Aftp?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3769c02220f1bd1@oden.se>
Source record: 9369

Hi Fokko,

on Thu 17-06-1999 10:46 Fokko Veegens wrote:

>Finally I have connected a Mac and a TT030 with succes using
>the TT's LAN/Ser.2 port and the Mac's modem port. Using
>STinG I can send and recieve pings. So the connection works.

Good, then the rest should not be hard to do.

>But now I want to transfer files. I downloaded Aftp, but I think
>I have to use an ftp-server.

That should certainly work, and if you can't find one for the Mac,
you can find one for STinG in the "STinG"/"File" submenu of my
homepage at the URL given in my SIG, at the bootom of this post.
Look for "FTP Server" by Vassili Papathanassiou

With that installed you can then do the transfers by using an
FTP client on the Mac.

>Has anyone a better solution for this problem?
>It's just to exchange files between the Mac and the Atari.

If you run MagicMac on the Mac, I think you should be able to use
STinG at both ends (if you can configure Mac to release the port).
Then you can install the BNet Server/Client and get access to all
of the drives on each machine from the other machine. BNet is
also available on my site, and was also written by Vassili.

I've never tried that, as I have no Mac, but if MagicMac is as capable
as it should be, then this should work. Similar stuff works with
Magic-PC, as reported by some people.

Note that of these two methods the FTP one is likely to be a bit
faster, but the BNet method is very convenient, as all transfers
can be made as normal copy operations by drag&drop in normal
desktop directory windows.

Then again, the FTP method is *sure* to work, whereas the BNet
method depends on characteristics of MagicMac, which AFAIK
have never been fully tested.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1669. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3769c02220f1bd2@oden.se>
Source record: 9370

Hi Jo Even,

on Thu 17-06-1999 16:12 Jo Even Skarstein wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
>> In the latest MiNT version I tested (FreeMiNT 1.15.1) someone had
>> managed to kill off the last remnant of compatibility to MetaDOS.
>> (And thus also to my BetaDOS) Good work... NOT.
>
>This is not the case, both BetaDOS and MetaXBS works fine with 1.15.1
>here.

In your private mail to me on the same subject you also told me that
you are also using the SPIN.XFS, which is of course required for your
tests of MetaXBS, as that one only loads BOS drivers, but no DOS drivers.
The DOS drivers are instead loaded by SPIN.XFS when MiNT starts.

Then when you access a CD-ROM drive from the desktop, this gemdos call
is translated by MiNT kernel into a call to the SPIN XFS driver, and
that in turn calls XBIOS which reaches the XBIOS dispatcher of MetaXBS
which in turn calls the loaded BOS drivers.

Thus the necessary chain of DOS and BOS functions are invoked without
passing the call down to any other gemdos layer below MiNT.

Now then, when you boot BetaDOS instead of MetaXBS, then BetaDOS does
load both BOS and DOS drivers, but then the boot proceeds as above,
with SPIN.XFS also loading the same DOS drivers for the same drives.

This means that SPIN will hide the fact that no calls are ever made
to the gemdos dispatcher of BetaDOS, by performing the same actions
as described above when using MetaXBS. And in fact that is correct
by MiNT in this particular case, as the drive is handled by an XFS.

The real problem will only be visible when you try MetaDOS or BetaDOS
without SPIN.XFS, as it is only then that you are actually testing if
MiNT can reach the MetaDOS/BetaDOS gemdos dispatcher.

But now I am sure someone will say that if SPIN.XFS can do these things,
why not let it do so then for all BetaDOS drives ?

The problem with that is that this only allows the specific DOS drivers
supported internally by SPIN.XFS to function. All other ones will fail,
even some supported by normal MetaDOS. Also, the DOS drivers that SPIN
supports are only CD-ROM drivers, that must use a CD-ROM BOS driver.

BetaDOS supports many other drivers, such as ExtenDOS drivers, which are not compatible to MetaDOS and therefore not to SPIN either. And BetaDOS also supports drivers that are not for CD-ROMs and do not use any BOS, and that is done in a special way which allows drivers not possible under MetaDOS. So there are many useful drivers that SPIN can't support.

None of these drivers can be used under FreeMiNT 1.15.1, because the MiNT kernel does refuse to call the underlying gemdos layer as I described.

>How does your problem manifest itself?

eg: I boot with MINT030.PRG version 1.15.0 copied to \AUTO\MINTNP.PRG . When I reach desktop I test access to various BetaDOS drives, and they all work, both directly and through U: links

I then copy MINT030.PRG version 1.15.1 to \AUTO\MINTNP.PRG and make a new cold boot, just as the last one. When I then reach desktop and test exactly as before all access fails, both directly and through U: links. Those links are still there, showing that BetaDOS has installed its drivers as usual. But access fails because MiNT never calls any GEMDOS dispatcher below itself even for drives that it has not itself loaded any drivers for. It is crystal clear.

>> Perhaps I'm missing a point here, but where is the benefit in
>> blocking compatibilities ?
>
>None, and nobody is trying to do so either. Check your setup again.

I didn't really mean that someone was *actively* trying to do so, but I did mean to emphasize that the entire issue is being ignored, and is never tested properly before MiNT is released. Had it been so tested then this error would have been found long before release.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1670. Re: HSMODEM - Reassign 300 baud as 38400 baud

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3769c02220f1bd3@oden.se>
Source record: 9371

Hi Kenneth,

I am only replying to this post to clarify a mistake I made earlier.

on Thu 17-06-1999 22:16 Kenneth Medin wrote:
>On Thu 17-06-1999 15:41 (GMT) Ronald Andersson wrote:
>>>on Wed 16-06-1999 17:56 au576@lafn.org wrote:
>>>
----- snip ----- re: setting a low speed to actually get a high speed
>
>In this case no hardware patch is needed! To link the TT to MSTe at
>57600 use Serial 2 on the TT and Modem 2 on the MSTe.

Kenneth, I have no argument with what you say about the Serial 2 and Modem 2 ports. Of course no patch or other strangeness is needed to get high speeds on those ports. All that is needed is proper software.

But his mention of using the low speeds to select a high speed made me think he meant the Modem 1 port, which when enhanced by RSVE or some other patches does get exactly that characteristic. The very lowest speeds, that are not useful anyway, are detected by the hardware and the resulting signals are used to choose one of the three newer speeds, all faster than the old 19200 limit of Modem 1. The same thing can be done for serial 1 of course, but is less useful as there are no handshaking lines for it.

The nice thing about the RSVE is that it works on all machines that have a normal Modem 1 port, so even an ST or STe can get a real high-speed port, though they will need an accelerator to use higher speeds than 38400. (Which does work reasonably well.)

Evidently I misunderstood him, as there is also the 'low speed setting' trick of HSModem itself, for cases with 'improper' old software. I have somehow missed that trick, as I was never interested in using any software that needed it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1671. using MSte hardware on a TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: greg <gemmes@offratel.nc>
Message-ID: <7kcbnq$2ir0@enews4.newsguy.com>
Source record: 9372

Hello all,

My MegaSte 4/100 is dead (;_;). (black vertical stripes on white screen at boot-up)

I wonder if I can use :
the internal 105Meg Hard disk
the 1.44 floppy drive
the 4 meg RAM

on my newly acquired TT 2/40 ?
I'm pretty confident that exchanging hard drives would work, am I right ?
what about the HD floppy and RAM ?

Greg.

1672. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: mgrove@iwvisx.com
Message-ID: <929682236.339.74@news.remarQ.com>
Source record: 9373

On 9 Jun 1999 12:22:01 +, Magnus Kollberg wrote:
>Andrew Irvine wrote:
>>
>> I can't remember if it was this channel or another atari channel, but
>> pe3ople were talking about a ppc accelerator for the falc, is this real,
>> is it being developed?
>> --
>> Visit My website at: http://www.vectranet.co.uk/~ozzyman/
>> Down With Bill Gates!
>
>Take a look at:
>
>http://www.titan-bss.co.uk/
>
>And look after "Tempest". Also notice that Tempest/Eclipse might be
>available for the TT as well together with desTTiny if there is
>enough interrest.
>
>//MK
>.

Wasn't that suppose to be available a few months ago?

Mike

1673. TTFONTS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: d.clemins@zetnet.co.uk
Message-ID: <3769dcbe$0$123@znews.zetnet.co.uk>
Source record: 9374

Hi,
I am trying to add new fonts into the BTFONTS folder to use
with Papyrus4 with NVDI 4
I copy relevant font files from Bitstream 500 font
CD into BTFONTS folder, select scan them in the NVDI font
cache CPX
I reboot
message comes up "font files damaged"

can anyone help?

thanks,
Clem.

1674. Re: Thanks -- still new

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7kcr2r$a3p$1@news8.svr.pol.co.uk>
Source record: 9375

On 17 Jun 1999 03:29:39 , Ron Thurston wrote:
>On Tue, 15 Jun 1999 19:42:08 -0700, John Kolak <jkolak@jps.net> wrote:
>
>I do have the interface and have the 37 pin cable connected and the
>other cable connected to the hard disk port.
>
>There is a third 19 pin connector on the interface.
>Is this to be used?

That's for connecting a hard disk interface to (Link, Link II or Link '97)
so that you can use a hard drive with it. Without the laser's controller
you'd plug the hd interface into the back of the ST, where you have the
laser at the moment.

>Can this be used as a general printer or is it only addressable from
>specific software?
As I said you will need either the Laserbrain or Diablo 630 emulators to use
it as a "general" printer.

Don't expect to be able to find new drums or toner very easily BTW.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1675. Re: using MSte hardware on a TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: pls@no.spam
Message-ID: <7kcsil$9th$1@zharh00t.europe.nortel.com>
Source record: 9376

In article <7kcbnq$2ir0@enews4.newsguy.com>, "greg" <gemmes@offratel.nc> wrote:
>Hello all,
>
>My MegaSte 4/100 is dead (;_;). (black vertical stripes on white screen at
>boot-up)
>

Don't junk it yet, sounds like a memory problem, or a loose connection.
I'm not too familiar with the insides of the MSte, but the symptom you
describe happened a few times on my STFM, & was usually a loose connection or
bad soldered joint.

Might be a defective chip.

Can you get it fixed?
It's always better to have two working Atari's.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

1676. Another update

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: Michael Clark <mclark@ihug.co.nz>
Message-ID: <7kd1m7arc1@newsource.ihug.co.nz>
Source record: 9377

I have found out today that even though the book says it does (and the web site), Gemulator does not yet support TT Tos 3.06.
The other problem is that it does not support 28 pin 2 chip roms such as my TOS 1.62 roms
I am getting Tos 2.06 32 pin roms hopefully tomorrow.
MagiC6 ,NVDI 5 and CAB 2.7 arrived today so I will let you know how it all works out.

Mike

1677. Re: TTFONTS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7kd52unag1@news5.svr.pol.co.uk>
Source record: 9378

Derek Cleminson <d.clemins@zetnet.co.uk> wrote in message
news:3769dcbe$0$123@znews.zetnet.co.uk...
> Hi,
> I am trying to add new fonts into the BTFONTS folder to use
> with Papyrus4 with NVDI 4
> I copy relevant font files from Bitstream 500 font
> CD into BTFONTS folder, select scan them in the NVDI font
> cache CPX
> I reboot
> message comes up "font files damaged"
>
> can anyone help?

I have had this trouble with some fonts. I just turned off the font checking
in NVDI and everything was OK. There can't have been MUCH wrong with the
fonts :-)

1678. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7kdore$3ha$1@sun27.hrz.tu-darmstadt.de>
Source record: 9379

Hi!

Ronald Andersson <dlanor@oden.se> wrote:
> The real problem will only be visible when you try MetaDOS or BetaDOS
> without SPIN.XFS, as it is only then that you are actually testing if
> MiNT can reach the MetaDOS/BetaDOS gemdos dispatcher.

You're running BetaDOS /before/ MiNT, right? I know this is the correct
to do so for MetaDOS, as this can't cope with multitasking GEMDOS where
there's more than one current drive and directory, but if BetaDOS
doesn't suffer this restriction, try running it after MiNT.

Reason for this is that in the long run, MiNT will completely replace
GEMDOS, and that will also mean filesystems not explicitly supported
will no longer be accessible, as the original GEMDOS is simply switched
off.

> None of these drivers can be used under FreeMiNT 1.15.1, because the MiNT
> kernel does refuse to call the underlying gemdos layer as I described.

As said, only when it's run before MiNT. If BetaDOS can't cope with
being run with MiNT being active, that should be changed.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

1679. SCSI-->Ethernet adapter?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7kdr10qc2@zingo.tninet.se>
Source record: 9380

Are there any SCSI to Ethernet adapter drivers for the Atari yet?
There were some rumors about this, but nothing finally emerged?
What's the problem?

MG

1680. Scanner

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: wremsson@aol.com
Message-ID: <19990618130620.11023.00000474@ng-fm1.aol.com>
Source record: 9381

Can anone help wityh setting up a flat bed scanner on a Atari Mega STE. It is a Cannon Scanner with SCSI interface. I use a ICD board access by SCSI harddrives and would like to daisy chain the scanner? Also where can I find software for a scanner that a twain compatable? Any help on this topic would be greatly appreciated.

Walter Remson
Wremsson@aol.com

1681. Re: using MSte hardware on a TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990618214247.22037I-100000@hal.fishpool.fi>
Source record: 9382

> I wonder if I can use :
> the internal 105Meg Hard disk
> the 1.44 floppy drive
> the 4 meg RAM
>
> on my newly acquired TT 2/40 ?

The hard-drive and HD floppy should work, but ensure that
the TT has the Ajax chip as a floppy controller first.

RAM will not, because it is completely different on the TT.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1682. Re: using MSte hardware on a TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <376acaac1030c70@smok.krakus.top.pl>
Source record: 9383

On Fri 18-06-1999 13:39 (+1100) greg wrote:

>My MegaSte 4/100 is dead (;_;). (black vertical stripes on white screen at
>boot-up)

I was having this effect usually after some hours of work.
I susspected RAM SIMMs but finaly the problem disappeared when I changed
the flat cable connecting SCSI HDD with a host adapter.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1683. Re: HSMODEM - Reassign 300 baud as 38400 baud

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <pyJ7sEAowoa3Ewya@my-ste.demon.co.uk>
Source record: 9384

```
-----BEGIN PGP SIGNED MESSAGE-----

In article <3769c02220f1bd3@oden.se>, Ronald Andersson <dlanor@oden.se>
writes
<snip>

>The nice thing about the RSVE is that it works on all machines that
>have a normal Modem 1 port, so even an ST or STe can get a real
>high-speed port, though they will need an accelerator to use higher
>speeds than 38400. (Which does work reasonably well.)

I've an unaccelerated STE with a serial port upgrade based on the CD4040
chip giving me both 57600 and 38400 bps. What I've found is that under
plain TOS using 38400bps I get some lost characters while 57600bps is
almost unusable. Using the same STE with Magic 5 results in 38400bps
being no different to 19200 and, when using a comms program that turns
off the mouse interrupt, 57600bps has no lost characters.

I did try using 57600bps with STing but it was slower than using
38400bps. The strange thing about that was there was the same number of
packets that were dropped with both of the faster speeds but the cps
rates reported by STing was ~1000cps lower for the faster speed. I'm
guessing that this is because of the extra processing required handling
the packet headers. With a faster processor, it would probably end up
that 57600bps could become faster than 38400bps.

-----BEGIN PGP SIGNATURE-----
Version: PGPfreeware 5.5.3i for non-commercial use <http://www.pgpi.com>

iQBVAwUBN2qMCw7+qeA2fy0RAQEfegIAl8Ly5Cj6GFAFRkbfMIxsV8D4j5cdkCI/
5QHpJGGbb7k8yuGmAiAsccdNZET3dCL41H8RLu9vc8ADDHIj0l430g==
=xaE3
-----END PGP SIGNATURE-----

--
David Bolt
```

1684. Atari Mad

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-18 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <376ad5f3$0$139@news.zetnet.co.uk>
Source record: 9385

what ever happened to that big mouthed pea brain

1685. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7kfe4dncq1@news1.xs4all.nl>
Source record: 9386

On 17 Jun 1999 21:14:10, Martin "Nightowl" Byttebier wrote:

[...]

>
>AFAIK, one doesn't need to have a battery at least not if one use the Mint
>'98 installation kit. According to the manual the hardware address is set
>everytime one boot. The AdMiNTool has somewhere an option where one can
>fill in the address as found somewhere on the backside of the card.
>

I suffered acute memory loss and stack overflow.

For sure with the admin tools you can set the number.
But (maybe because I use Cab 1.5) I cannot do that. The form on
the screen gives not enough places to type in that long number.

But no problemo: my card has a good battery that keeps the internal
number.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1686. Re: SCSI-->Ethernet adapter?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-19 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <376B71F1.AB157E53@village.uunet.be>
Source record: 9387

Hello,

Martin Graiter wrote:
>
> Are there any SCSI to Ethernet adapter drivers for the Atari yet?
> There were some rumors about this, but nothing finally emerged?

The problem was, and still is, that we can't get the technical
documentation for these adaptors. The producers don't want to give them.
And since nobody wants to start without the technical documentation not
much is happening.
Although, a Dutch guy is making such an adaptor from scratch. Software
drivers will also be available.
Another positive thing : if you really want an ethernet connection for
your atari, you can consider a parallell port adaptor. In here and a few
weeks STinG driver software will be available, together with some extra
hardware plans needed for connecting the adaptor with the ROM-port.

I can only suggest you to take a look at this page :

http://gallery.uunet.be/saka/atari/network/index.htm

Hope this helps,

Greets,

--
Saka -- Karl Samyn
ir telecommunications

1687. Re: Scanner

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-19 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7kfva8$d8t@newstoo.ericsson.se>
Source record: 9388

In article <19990618130620.11023.00000474@ng-fm1.aol.com>, wremsson@aol.com (Wremsson) writes:
>Can anone help wityh setting up a flat bed scanner on a Atari Mega STE. It is a
>Cannon Scanner with SCSI interface. I use a ICD board access by SCSI harddrives
>and would like to daisy chain the scanner? Also where can I find software for a
>scanner that a twain compatable? Any help on this topic would be greatly
>appreciated.
>
>Walter Remson
>Wremsson@aol.com

I do not know if they support your scanner but check this page:
http://www.magma.ca/~nima/

/Erik Hall

1688. Re: Atari Mad

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-19 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kgnglsqg2@news.campuscwix.net>
Source record: 9389

On 18 Jun 1999 22:01:22 , "kevin dermott" wrote:
->what ever happened to that big mouthed pea brain
->
->.

Hehehehe, I'm sure that we've not seen the end of AtariMad...

And thank the gods we've not seen his "end"! (or any other
body parts either!) <snicker>

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1689. Re: Riebl card info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-19 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376bf2c87da2da7@oden.se>
Source record: 9390

Hi Thomas,

on Fri 18-06-1999 15:33 Thomas Binder wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>>
>> The real problem will only be visible when you try MetaDOS or BetaDOS
>> without SPIN.XFS, as it is only then that you are actually testing if
>> MiNT can reach the MetaDOS/BetaDOS gemdos dispatcher.
>
>You're running BetaDOS /before/ MiNT, right?

Normally yes. There are *very* important reasons to do so.

>I know this is the correct to do so for MetaDOS, as this can't cope with
>multitasking GEMDOS where there's more than one current drive and directory,

What you say is an oversimplification of the problem. The real case is that
each APP can have its own 'current' path for each existing drive. That means
up to 26 'current' paths per APP. (Assuming only normal GEMDOS drives A-Z)
And the number of APPs can of course be quite large.

Dealing with that would require reimplementing all of MiNT's path handling
inside MetaDOS/BetaDOS, or at least finding a secure way of finding where
and how MiNT stores those paths. And that is not known to me. I only know
how to find the current drives for each APP, but not the path strings, so
for BetaDOS (and also for MetaDOS) the 'current' path of a drive is global.

That is why it is so important even for BetaDOS that the Dsetpath and
Dgetpath functions of MiNT are installed 'on top' of those of BetaDOS,
so that the 'global' path treatment does not 'infect' any drives owned
by MiNT or its XFS drivers. That would be intolerable incompatibility
on my part if I allowed it to happen, and I will not do it.

There are also many other problems involved, such as GEMDOS reentrancy etc.
MetaDOS would need heavy restructuring to deal with that as well. BetaDOS
can deal fairly well with such things, as it is written to be reentrant in
some important ways (that is what makes CLUSTER.DOS possible), but the path
handling is another type of problem. I simply can't find those strings.

NB: Any information on how to find MiNT path strings would be very welcome.

>but if BetaDOS doesn't suffer this restriction, try running it after MiNT.

I thank you for the suggestion of a workaround of this kind, but I have
already made test versions that allow booting after MiNT, and this has
proven that with my present knowledge such an implementation can not be
made sufficiently compatible with the path handling of MiNT.

>Reason for this is that in the long run, MiNT will completely replace
>GEMDOS, and that will also mean filesystems not explicitly supported
>will no longer be accessible, as the original GEMDOS is simply switched
>off.

I simply can't agree with that notion. GEMDOS always was and always will
be the mainstay of the TOS platform, and if MiNT shall ever replace it
entirely, it must do so by incorporating all of its facilities including
support for GEMDOS extensions as defined by Atari, such as the MetaDOS
interface.

MiNT will never completely replace GEMDOS, as MiNT isn't the only multitasker
for the platform with a growing user group. Abandoning support of original
GEMDOS features, such as its extensibility (for example by a MetaDOS), will
only serve to alienate a large number of potential users. Those will then
choose another multitasker that does support the features they want.

>> None of these drivers can be used under FreeMiNT 1.15.1, because the MiNT
>> kernel does refuse to call the underlying gemdos layer as I described.
>
>As said, only when it's run before MiNT. If BetaDOS can't cope with
>being run with MiNT being active, that should be changed.

With the current state of MiNT documentation I find it impossible to change
that in a manner that would be compatible with MiNT's path handling. Doing
it in an incompatible manner is against my principles, even though that does
work for BetaDOS itself, so for the moment this means that BetaDOS can not
work with the FreeMiNT 1.15.1 kernel.

If someone can provide me with the information needed (see above), then I'll
use it to implement such a change. But I'll still consider the new behaviour
of FreeMiNT 1.15.1 to be incorrect. No driver should usurp operations which
are directed at other drives than those which that driver has been told to
handle.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1690. Re: HSMODEM - Reassign 300 baud as 38400 baud

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-19 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <376bf2c87da2da8@oden.se>
Source record: 9391

Hello David,

on Fri 18-06-1999 19:12 David Bolt wrote:
>In article <3769c02220f1bd3@oden.se>, Ronald Andersson <dlanor@oden.se>
>
----- snip ----- re: more than 38400 BPS on an ST requires accelerator

>I've an unaccelerated STE with a serial port upgrade based on the CD4040
>chip giving me both 57600 and 38400 bps. What I've found is that under
>plain TOS using 38400bps I get some lost characters while 57600bps is
>almost unusable.

That is to be expected. The system simply isn't fast enough to deal with
a character stream at 57600. The slight number of lost characters at
38400 are no problem for error checking protocols such as TCP, so they
only result in a few retransmitted packets, with no damage to final data.
The same applies to other error checking protocols such as Zmodem.

>Using the same STE with Magic 5 results in 38400bps being no different to
>19200

That is because important parts of MagiC are written in hand-optimized
assembler, which makes MagiC much faster than TOS. It is in fact the
only multitasker for TOS machines that actually raises system speed.

>and, when using a comms program that turns
>off the mouse interrupt, 57600bps has no lost characters.

It may be enough under MagiC, but I doubt if it would do the same under
normal TOS. It would have some effect, but not enough I fear.

>I did try using 57600bps with STing but it was slower than using
>38400bps. The strange thing about that was there was the same number of
>packets that were dropped with both of the faster speeds

That is probably due to a combination of effects based on the TCP window
size and the timeslice delay. With frequent errors this limits the number
of packets handled.

>but the cps rates reported by STing was ~1000cps lower for the faster speed.
>I'm guessing that this is because of the extra processing required handling
>the packet headers.

I rather think it was due to more and/or larger retransmission delays.
TCP fluency is a rather complex subject.

>With a faster processor, it would probably end up
>that 57600bps could become faster than 38400bps.

Yes, that is definitely the case. This has been verified by many users.
On my systems I use 76800 between Falcon and TT, and 115200 between TT
and my 56K modem. (To make efficient use of modem compression.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

1691. HTML page coding, mailto: problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-20 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <376cd218$0$2111@news.zetnet.co.uk>
Source record: 9392

Hi!

Having found that I can put a subject line in a mailto: link, does anyone know how to have spaces in the subject? Apparently it works from a PC, but doesn't work on an Atari when Newsie is the emailer.

<A HREF="mailto:jfhaslam@zetnet.co.uk?subject=This_is_the_subject">email me</A>

..works, but...

<A HREF="mailto:jfhaslam@zetnet.co.uk?subject=This is the subject">email me</A>

..doesn't! :(

Anyone know?

1692. Re: HTML page coding, mailto: problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-20 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <376cd871$0$2114@news.zetnet.co.uk>
Source record: 9393

On 20 Jun 1999 11:35:52 , James F. Haslam wrote:
>
>Hi!
>
>Having found that I can put a subject line in a mailto: link, does anyone know
>how to have spaces in the subject? Apparently it works from a PC, but
>doesn't work on an Atari when Newsie is the emailer.
>
><A HREF="mailto:jfhaslam@zetnet.co.uk?subject=This_is_the_subject">email me</A>
>
>...works, but...
>
><A HREF="mailto:jfhaslam@zetnet.co.uk?subject=This is the subject">email me</A>
>
>...doesn't! :(
>
>Anyone know?
>.

I forgot to add that someone told me that "%20" (percent two zero) should
work in place of the spaces should work, but Newsie doesn't interpret them
as spaces.

I've put a test page on the web with the options I've tried. Try it
yourself, and then see if you can suggest a solution.

http://www.users.zetnet.co.uk/jfhaslam/test.htm

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

1693. Re: Atari Mad

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-20 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <376ce0bd$0$2107@news.zetnet.co.uk>
Source record: 9394

On 19 Jun 1999 18:28:37 , DarkChyld wrote:
>On 18 Jun 1999 22:01:22 , "kevin dermott" wrote:
>->what ever happened to that big mouthed pea brain
>->
>->.
>
> Hehehehe, I'm sure that we've not seen the end of AtariMad...
>
> And thank the gods we've not seen his "end"! (or any other
> body parts either!) <snicker>

He's got a Milan I think. He's probably pretty cheesed off by the news that N.AES is being dumped in favour of MagiCMilan, as I know that he hates MagiC!!!

;-)))

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

1694. Re: Atari Mad

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kj9f0$co5$2@news.campuscwix.net>
Source record: 9395

On 20 Jun 1999 12:38:21 , James F. Haslam wrote:

->He's got a Milan I think. He's probably pretty cheesed off by the news
->that N.AES is being dumped in favour of MagiCMilan, as I know that he
->hates MagiC!!!
->
->;-)))
->
->
->
->Cheers!
->
->
->James

Hi James. I know he surely does hate MagiC. Hmm...is that official? That the Milan will "dump" N.aes in favor of MagiCMilan? I hadn't heard that anyplace else. I wonder why-I would have thought that they would have just offered a choice to the buyer, like they do with so many other Milan options...

Later... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

1695. Re: using MSte hardware on a TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-21 00:00:00 UTC
From: greg <gemmes@offratel.nc>
Message-ID: <7kjn37$1uv@enews3.newsguy.com>
Source record: 9396

```
>> on my newly acquired TT 2/40 ?
>
>The hard-drive and HD floppy should work, but ensure that
>the TT has the Ajax chip as a floppy controller first.
>
>RAM will not, because it is completely different on the TT.
>

Thanks for the info.
If needed, can I take the Ajax chip from th MSte and use it with the TT ?

Greg.
```

1696. Re: using MSte hardware on a TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-21 00:00:00 UTC
From: greg <gemmes@offratel.nc>
Message-ID: <7kjn15$1tl@enews3.newsguy.com>
Source record: 9397

>>My MegaSte 4/100 is dead (;_;). (black vertical stripes on white screen at
>>boot-up)
>>
>Don't junk it yet, sounds like a memory problem, or a loose connection.
>I'm not too familiar with the insides of the MSte, but the symptom you
>describe happened a few times on my STFM, & was usually a loose connection
or
>bad soldered joint.
>
>Might be a defective chip.
>
>Can you get it fixed?
>It's always better to have two working Atari's.

sure, but there's no one around with Atari repairing skills. (I live in New
Caledonia and nobody
ever sold a St here)
Besides, my MSte did only accept to work when put in the freezer ....
I'll be happy enough if I can salvage my HD with the TT.

Greg.

1697. SV: using MSte hardware on a TT ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-21 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7klct1$5lf$1@cubacola.tninet.se>
Source record: 9398

greg <gemmes@offratel.nc> skrev i
diskussionsgruppsmeddelandet:7kjn37$1uv@enews3.newsguy.com...
>
> >> on my newly acquired TT 2/40 ?
> >
> >The hard-drive and HD floppy should work, but ensure that
> >the TT has the Ajax chip as a floppy controller first.
> >
> >RAM will not, because it is completely different on the TT.
> >
>
> Thanks for the info.
> If needed, can I take the Ajax chip from th MSte and use it with the TT ?

Yes.

1698. DeskJet 712C

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-21 00:00:00 UTC
From: Harry & Angie Hill <harry.hill@sginet.com>
Message-ID: <7kmtn0ucv1@news.inquo.net>
Source record: 9399

Any way to get this thing to work with a Mega STE with 2.06?

Harry

harry.hill@sginet.com

Send e-mail to above as I do not always monitor newsgroups.

NOTE: Anybody know PAPA from Genie...he lives in Hawaii.

1699. hardware questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-22 00:00:00 UTC
From: Pops <ymonnet@club-internet.fr>
Message-ID: <7kmk3asab1@front6m.grolier.fr>
Source record: 9250

I got an atari 520 ste few days ago and i'd like to improve performances.

1/: Overclocking
2/: Hard disk connection (IDE)
3/: putting PC RAM on it
4/: Floppy disk (720 ko)
5/: motherboard electronic maps

thanks for answering back

1700. Re: hardware questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-22 00:00:00 UTC
From: Darren Brown <Cool@borg1101.freeserve.co.uk>
Message-ID: <7knoo4$u1a$1@news6.svr.pol.co.uk>
Source record: 9251

Pops <ymonnet@club-internet.fr> wrote in message
news:7kmk3asab1@front6m.grolier.fr...
> I got an atari 520 ste few days ago and i'd like to improve performances.
>
> 1/: Overclocking
> 2/: Hard disk connection (IDE)
****
> 3/: putting PC RAM on it STE have simms slots so just put in
the memory (30pin) but then max you can go is 4MB (4 x 1Mb)
****
> 4/: Floppy disk (720 ko)
> 5/: motherboard electronic maps
>
> thanks for answering back
>

Daz (Borg1101) E-Mail Cool@Borg1101.FreeServe.Co.UK

1701. Re: hardware questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <376F7981.73055784@directprovider.REMOVETHECAPITALS.net>
Source record: 9252

Pops a ï¿½crit :
>
> I got an atari 520 ste few days ago and i'd like to improve performances.
>
> 1/: Overclocking

Overclocking is a term from the PC world where you can change CPU clock
frequency. In this case, you want an accelerator board like the Veloce.
http://tusdev.demon.co.uk

> 2/: Hard disk connection (IDE)

The same company also builds an internal IDE adapter board. For it to
fit inside a standard STE case, you will need a 2.5" drive. I think they
even have a combined board that includes a Veloce+IDE adapter. Get in
touch with them.

> 3/: putting PC RAM on it

"PC Ram" doesn't exist. You want 4 standard 30 pin SIMMs, 1Mb each.
Plug'n'play.

> 4/: Floppy disk (720 ko)

It's already got one. Maybe you mean a 1.44Mb drive. This is in the
Quick FAQ.

> 5/: motherboard electronic maps

Links are in the Quick FAQ.

> thanks for answering back

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1702. usr sportster flash modem flashrom update

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-22 00:00:00 UTC
From: sjmontar@easynet.fr
Message-ID: <7koqjj$2u7i$2@buggy.easynet.fr>
Source record: 9253

Hi all

I have an USR sportster flash modem, now running 56000 bps
(actually 52000 at best) in X2 mode. I would like to update the
flashrom to get V90 access. I visited 3com/usr site and got (on
the french site) a .exe file for PC!
Is it possible to flash the eprom in my modem from the Atari
(falcon) or will I have to get it done from a PC ?

Any answer welcome

Cheers

Stephane

1703. Re: Atari Mad

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-22 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <376ff905$0$125@news.zetnet.co.uk>
Source record: 9254

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote in message
news:7kj9f0$co5$2@news.campuscwix.net...
> On 20 Jun 1999 12:38:21 , James F. Haslam wrote:
>
> ->He's got a Milan I think. He's probably pretty cheesed off by the
news
> ->that N.AES is being dumped in favour of MagiCMilan, as I know that he
> ->hates MagiC!!!

Ha Ha he will have to eat a lot of his own words now,did this Milan not
work with newsgroups I wonder
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1704. Re: usr sportster flash modem flashrom update

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-22 00:00:00 UTC
From: Yeah right <nospam.haynesd@ibm.net>
Message-ID: <377009ce@news1.us.ibm.net>
Source record: 9255

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

Bad news - I think you'll probably have to use a PC to update it.

I once made the tragic mistake of following the prompts using their
modem update "Wizard". They should call it the Modem Update Dunce.
Anyway, in the process of getting the modem operational again, I
learned the data files are stored in a proprietary format.

Regards,

Dan Haynes

-----BEGIN PGP SIGNATURE-----
Version: PGPfreeware 6.0 for non-commercial use <http://www.pgp.com>

iQA/AwUBN3AJQgp0ZORytDyzEQIg9gCgmMYpiMmQUA0X6GWE/m+vlIlxO54AnidE
F88+TdTyW6bLUSWGoG+gHI6i
=HKNP
-----END PGP SIGNATURE-----

Stephane Montarsolo wrote in message <7koqjj$2u7i$2@buggy.easynet.fr>...
>Hi all
>
>I have an USR sportster flash modem, now running 56000 bps
>(actually 52000 at best) in X2 mode. I would like to update the
>flashrom to get V90 access. I visited 3com/usr site and got (on
>the french site) a .exe file for PC!
>Is it possible to flash the eprom in my modem from the Atari
>(falcon) or will I have to get it done from a PC ?
>
>Any answer welcome
>
>Cheers
>
>Stephane
```

1705. laserjet 5l driver for pagestream and Calamus 98

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7kp99m$s2v$2@nnrp02.primenet.com>
Source record: 9256

Hello,

If anyone has a specific driver for the laserjet 5l could you please
send me it. I cannot get my 5l to print legal or legal four color sep.
For some reason it quits printing at about the 11 inch mark.
I have two people trying to fix it but If there are any specific drivers made
for this printer then it might just be that.

please email me if you do or respond.

gene

1706. 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: mika@mkab.com
Message-ID: <3770bc9e.10554601@news.alcom.aland.fi>
Source record: 9257

I have a MC6800P12 processor from an old IBM laser printer. This is as far as I know pin-compatible with the 68000P8 in the 520STm. I wonder if it is possible to put this in my ST and (with some modifications) get it to run at 12 MHz?

Mika Danielsson
mika@mkab.com

1707. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3770CD20.CDF85594@directprovider.REMOVETHECAPITALS.net>
Source record: 9258

Mika Danielsson a ï¿½crit :
>
> I have a MC6800P12 processor from an old IBM laser printer. This is as
> far as I know pin-compatible with the 68000P8 in the 520STm. I wonder
> if it is possible to put this in my ST and (with some modifications)
> get it to run at 12 MHz?
>

This has already been discussed. AFAIR, the conclusion was that just to
replace the processor would not give you a significant gain. You would
actually have to add some sort of cache in order to compensate for the
other system bottlenecks, which would end up probably looking like
something like the Veloce or PAK accelerator boards

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1708. Re: Mint question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: Helmut Obermeier <obermeie@informatik.tu-muenchen.de>
Message-ID: <3770D234.F8CFA374@informatik.tu-muenchen.de>
Source record: 9259

Peter Slegg wrote:
>
> Hi,
>
> Whenever my Milan boots into Mint/Ming I get a dialog box
> with the following message:
>
> etc/utmp file not found
> No user option available
>
> What does this message mean and how do I stop it from appearing?
>
> Thanks,
>
> Peter

You don't haven't installed the user accounting mechanism. In this file
the actual user informations are held.

Get a newer version of MiNT-Setter. mintsett38.zip is actual, you can
find it at http://www.cs.uni-magdeburg.de/~fnaumann/mint/1.15.1/

--
MfG., Helmut Obermeier
Mitterweg 5, D-82152 Krailling, Tel. +49/ 89/ 857 26 52
http://www.informatIk.tu-muenchen.de/~obermeie/

1709. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: pls@no.spam
Message-ID: <7kqv74$p5o$1@zharh00t.europe.nortel.com>
Source record: 9260

In article <3770CD20.CDF85594@directprovider.REMOVETHECAPITALS.net>, Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:
>
>
>Mika Danielsson a crit :
>>
>> I have a MC6800P12 processor from an old IBM laser printer. This is as
>> far as I know pin-compatible with the 68000P8 in the 520STm. I wonder
>> if it is possible to put this in my ST and (with some modifications)
>> get it to run at 12 MHz?
>>
>
>This has already been discussed. AFAIR, the conclusion was that just to
>replace the processor would not give you a significant gain. You would
>actually have to add some sort of cache in order to compensate for the
>other system bottlenecks, which would end up probably looking like
>something like the Veloce or PAK accelerator boards

It would be difficult to get a 12 MHz CPU to work in the ST, since the other devices run at multiples of 8 MHz. You can replace the CPU with a 16 MHz version, or replace the original CPU with a 12 MHz version, or even just wire the original CPU to a 16 Mhz clock (usually got from the shifter), & with a little decoding logic, you can have the CPU running at 16 MHz.

True, the speed increase is minimal, something like 10% average.
But, this is noticable & there are advantages to having your CPU running faster, like the interrupt latency is reduced & the screen redraws quicker.

Some internal CPU functions can be up to 90% faster (Mul & Div for example).

It is true that this combination won't beat a MSTe, but for approx $1 & a bit of time, it makes the ST a bit livelier.

Running the old CPU @ 16 Mhz works for most of the devices I've tried, & after 5 years, there are no early failures.

An even better solution is to run the whole ST @ 12 MHz, a little more challenging to get right, but everything will run 50% faster.

Aaccelerators with faster/extra memory will always produce good results.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

1710. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7kr4ds$70$1@news.campuscwix.net>
Source record: 9261

On 23 Jun 1999 14:03:44 , Nicholas Bales wrote:
x
->This has already been discussed. AFAIR, the conclusion was that just to
->replace the processor would not give you a significant gain. You would
->actually have to add some sort of cache in order to compensate for the
->other system bottlenecks, which would end up probably looking like
->something like the Veloce or PAK accelerator boards
->
->Nick

Hi Nick. I think you're right, but just out of curiosity-didn't Peter R.,
the STing author, use some kind of rigged ST that runs at 12mhz or so? I
can't remember all the details...

This reminds me of the "will a 68010 make my ST run better" thread. (it
won't, really) ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1711. Re: Mint question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <377120922072771@ping.be>
Source record: 9262

on Wed 23-06-1999 14:25 Helmut Obermeier wrote:

>Get a newer version of MiNT-Setter. mintsett38.zip is actual, you can
>find it at http://www.cs.uni-magdeburg.de/~fnaumann/mint/1.15.1/

The latest MiNT-setter version is 3.9 and can be found on the Belgian
ftp-site:
ftp://193.190.204.128/atari/mint/misc/mintsett39.zip

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

1712. stf on the hi-fi

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: ethhoack ethandphi exbeess <ethh@enemy.org>
Message-ID: <377146B7.4B7C0450@enemy.org>
Source record: 9263
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.computer.atari.hardware

hi all,

i need to plug an atari 1040stf on the hi-fi, but it has no jacks like
the ste does.

so i've been thinking, is there a way i can hack my st peritel cable to
get stereo jacks ?

any help will be appreciated.

--
ethh
2.6.x key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
C5 55
http://torpedoes.enemy.org

1713. 1040STF with a mind of it's own

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7krmb3rug1@black.interact.net.au>
Source record: 9264

My original ST , a 1040STF now with TOS 1.04 and 2.5mb seems to have developed strange habits.

It boots up properly and most programs and functions work as intended. Atari Basic, Logo etc all work properly. However it has taken a dislike to certain programs.

e.g. #1 A disk in the Atari Power pack game set - Disk G. It will run Pac-Mania and Eliminator but not Nebulus. The latter simply stops loading. The title page never appears. The disk and program seem ok. At least they work properly on my MSte. It doesn't appear to be a disk/drive incompatability in the 1040. The 1040 will copy all the Nebulus files to a ram disk.

e.g. #2 CAD3D - the program nearly loads - the workbench is drawn but the program then locks before the mouse pointer is drawn. This happens with either the colour or mono monitor. Again the disk appears not to be the problem. It works on the MSTe and a copy is no better on the 1040.

This behaviour is absolutely consistent. It doesn't matter whether the 1040 is hot or cold or anything else I can think of. And yet the 1040 will happily boot Magic and surf the net with STiK or STinG (admittedly not very quickly).

Has anyone met anything like this?

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1714. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: Brigitte and Eric McCormack <earthshaker@midsouth.net>
Message-ID: <3771A326.7429@midsouth.net>
Source record: 9265

Mika Danielsson wrote:
>
> I have a MC6800P12 processor from an old IBM laser printer. This is as
> far as I know pin-compatible with the 68000P8 in the 520STm. I wonder
> if it is possible to put this in my ST and (with some modifications)
> get it to run at 12 MHz?
>
> Mika Danielsson
> mika@mkab.com

Look in the Aminet file archives at uni.paderborn.de for Amiga Hardware/Hacks. There are several implementations for a faster 68000 (and also the 68010) that should be adaptable to the ST. Some are brute force hacks (with questionable effects on the rest of the system) and some are rather more involved technically and more self isolating timing wise.

On the same note, there is a PD design for a 020/881 accelerator at ftp.funet.fi (lucas.lha) that is pin compatible to the 68000 DIP socket. Perhaps it may be usable on the ST as well.

Eric

1715. Re: stf on the hi-fi

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3771B90F.D6A5C2C@jps.net>
Source record: 9266
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The ST monitor jack has a mono audio pin (normally goes to the speaker
in the SC/SM monitors). This can be fed by a y-splitter to a stereo.

ethhoack ethandphi exbeess wrote:
>
> hi all,
>
> i need to plug an atari 1040stf on the hi-fi, but it has no jacks like
> the ste does.
>
> so i've been thinking, is there a way i can hack my st peritel cable to
> get stereo jacks ?
>
> any help will be appreciated.
>
> --
> ethh
> 2.6.x key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6
> C5 55
> http://torpedoes.enemy.org

1716. Re: 1040STF with a mind of it's own

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-23 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3771B9A7.F862F075@jps.net>
Source record: 9267

ST's I've had with these symptoms develop overheated capacitors in front of the RAM chips. They are noticably blackened and cracked. Similar symptoms also occur with oxidized chip contacts. Remove and reseat all socketed chips.

David Leaver wrote:
>
> My original ST , a 1040STF now with TOS 1.04 and 2.5mb seems to have
> developed strange habits.
>
> It boots up properly and most programs and functions work as intended.
> Atari Basic, Logo etc all work properly. However it has taken a
> dislike to certain programs.
>
> e.g. #1 A disk in the Atari Power pack game set - Disk G. It will run
> Pac-Mania and Eliminator but not Nebulus. The latter simply stops
> loading. The title page never appears. The disk and program seem ok.
> At least they work properly on my MSte. It doesn't appear to be a
> disk/drive incompatability in the 1040. The 1040 will copy all the
> Nebulus files to a ram disk.
>
> e.g. #2 CAD3D - the program nearly loads - the workbench is drawn but
> the program then locks before the mouse pointer is drawn. This happens
> with either the colour or mono monitor. Again the disk appears not to
> be the problem. It works on the MSTe and a copy is no better on the
> 1040.
>
> This behaviour is absolutely consistent. It doesn't matter whether the
> 1040 is hot or cold or anything else I can think of. And yet the 1040
> will happily boot Magic and surf the net with STiK or STinG
> (admittedly not very quickly).
>
> Has anyone met anything like this?
>
> David
>
> David Leaver 10 Goodparla St,
> e-mail leaver@netinfo.com.au Hawker, ACT 2614
> leaver@alphalink.com.au Australia

1717. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-24 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7krtvp$se3$2@zingo.tninet.se>
Source record: 9268

DarkChyld <darkchyld@pcc-uky.campuscwix.net> skrev i
diskussionsgruppsmeddelandet:7kr4ds$70$1@news.campuscwix.net...

> Hi Nick. I think you're right, but just out of curiosity-didn't Peter
R.,
> the STing author, use some kind of rigged ST that runs at 12mhz or so? I
> can't remember all the details...

PR did probably boost up a Mega ST, which is more "boostable" than an ordinary 520ST. The hack is (in short) to detach the clock feed to certain chips and then provide them with a new source that will give them their old and only sensible frequencies. ACIA:s with 500KHz, the soundchip with 2MHz, the FDC with 8MHz and maybe some more. This is in fact an exclusion from the speedup of the rest of the system. For instance, an FDC fed with 12MHz would give you a unique disk format, and you wouldn't want that, would you?

These old-new clocks are normally achieved by removing the system main oscillator and using it to feed the above mentioned chips through a divider circuit, for instance a 74xx4040. Two divisions of 32MHz gives 8MHz, four gives 2Mhz and six gives 0.5Mhz.

In place of the old 32MHz oscillator you can put a 40MHz or a 48MHz. Divide the speed of the oscillator four times and you get the system speed. For a 48MHz oscillator you'd get 12MHz.

All nice and easy? Not quite. Your shifter chip, which makes the picture, will run faster as well and this will result in a distorted picture.
One remedy is a sequencer with tables in an EPROM which restores everything to "normal" on the screen. This will also open up a possibility for an extended (overscanned) graphics mode, like URA:s Lacescan.

Another way is to have a separate graphics card.

The matter of 68010 is that it really speeds up some things, but V-E-R-Y marginally. You must have a TOS 2.06 to be able to use a 68010.

The only really sensible solution to get a faster ST is to buy a speedup board. Or even better a new computer, like the Milan or Hades.

By the way, Hades? Medusa? Who came up with these "cute" names? What's next, an Anticrist with quadruple 68060:s?

"I is the enemy"
"I is anarchy"

MG

1718. LAN connection with ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-24 00:00:00 UTC
From: Point Creation <point@arfract.net>
Message-ID: <7ks2r9$c88$1@mars.worldonline.fr>
Source record: 9269

Hi everybody,

I would like to know if it's possible for me to connect my ST to my BNC network of PCs ? Can I also do it with my falcon ?

Thanks
Julien

1719. Re: HTML page coding, mailto: problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-24 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <7ks096$5bp$1@nnrp02.primenet.com>
Source record: 9270

```
On 20 Jun 1999 12:02:57 , James F. Haslam wrote:
>On 20 Jun 1999 11:35:52 , James F. Haslam wrote:
>>
>>Hi!
>>
>>Having found that I can put a subject line in a mailto: link, does anyone know
>>how to have spaces in the subject? Apparently it works from a PC, but
>>doesn't work on an Atari when Newsie is the emailer.
>>
>><A HREF="mailto:jfhaslam@zetnet.co.uk?subject=This_is_the_subject">email me</A>
>>
>>...works, but...
>>
>><A HREF="mailto:jfhaslam@zetnet.co.uk?subject=This is the subject">email me</A>
>>
>>...doesn't! :(
>>
>>Anyone know?
>>.
>
>
>I forgot to add that someone told me that "%20" (percent two zero) should
>work in place of the spaces should work, but Newsie doesn't interpret them
>as spaces.
>
>I've put a test page on the web with the options I've tried. Try it
>yourself, and then see if you can suggest a solution.
>
>http://www.users.zetnet.co.uk/jfhaslam/test.htm
>
The %20 and &32; are called standard_url_encoding.
This converts spaces to the + sign, and non-alphameric characters into
a % followed by 2 hex digits, and line breaks into %0d%0a.

NEWSie does not perform any translation of those characters in a
subject= parameter, but could do this as part of url-encoding
enhancements. It may get added to 0.96.

Other browsers tend to ignore spaces, but should accept the '+' and
translate those into spaces. Try it...

John

*
* John Rojewski email: rojewski@primenet.com
```

```
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari
```

1720. Re: LAN connection with ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-24 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3771DB05.A045701D@directprovider.REMOVETHECAPITALS.net>
Source record: 9271

```
Point Creation a ï¿½crit :
>
> Hi everybody,
>
> I would like to know if it's possible for me to connect my ST to my BNC
> network of PCs ? Can I also do it with my falcon ?
>

Nope, but you can connect with a serial null-modem.

This is in the Quick FAQ

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1721. Re: 1040STF with a mind of it's own

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-24 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3771DCB8.6AD65AF1@directprovider.REMOVETHECAPITALS.net>
Source record: 9272

David Leaver a ï¿½crit :
>
> My original ST , a 1040STF now with TOS 1.04 and 2.5mb seems to have
> developed strange habits.
>

It could be that those programs dislike your wierd RAM configuration
(Atari never supported 2.5Mb machines), or just are incompatible with
TOS 1.04

What with different drives, TOS versions, RAM, blitters, video modes,
etc... STs from various eras are hardly 100% compatible with each other.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1722. Re: 1040STF with a mind of it's own

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-24 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <7kt2k1$23g$1@black.interact.net.au>
Source record: 9273

On 24 Jun 1999 09:22:32 , Nicholas Bales wrote:
>
>
>David Leaver a crit :
>>
>> My original ST , a 1040STF now with TOS 1.04 and 2.5mb seems to have
>> developed strange habits.
>>
>
>It could be that those programs dislike your wierd RAM configuration
>(Atari never supported 2.5Mb machines), or just are incompatible with
>TOS 1.04
>
>What with different drives, TOS versions, RAM, blitters, video modes,
>etc... STs from various eras are hardly 100% compatible with each other.
>
>Nick

Nicholas,

Your suggestion may be the right one. I normally use the 1040 only for special purposes. I only discovered the problem because my son wanted to try a few old games and the MSTe was being used by my daughter. It's likely that I have never run CAD3D on it in its current configuration, but I should have thought that the games have been run on it since. It's a puzzle.....

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1723. SV: 1040STF with a mind of it's own

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-24 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7kt4sc$dk7$1@zingo.tninet.se>
Source record: 9274

David Leaver <leaver@dynamite.com.au> skrev i
diskussionsgruppsmeddelandet:7krmb3rug1@black.interact.net.au...

> At least they work properly on my MSte. It doesn't appear to be a
> disk/drive incompatability in the 1040. The 1040 will copy all the
> Nebulus files to a ram disk.
>
> e.g. #2 CAD3D - the program nearly loads - the workbench is drawn but
> the program then locks before the mouse pointer is drawn. This happens
> with either the colour or mono monitor. Again the disk appears not to
> be the problem. It works on the MSTe and a copy is no better on the
> 1040.
>
> This behaviour is absolutely consistent. It doesn't matter whether the
> 1040 is hot or cold or anything else I can think of. And yet the 1040
> will happily boot Magic and surf the net with STiK or STinG
> (admittedly not very quickly).

Make new file copy disks and loose the DESKTOP.INF and/or NEWDESK.INF files.
Also disable all accessories.

MG

1724. Re: 12 MHz ST?

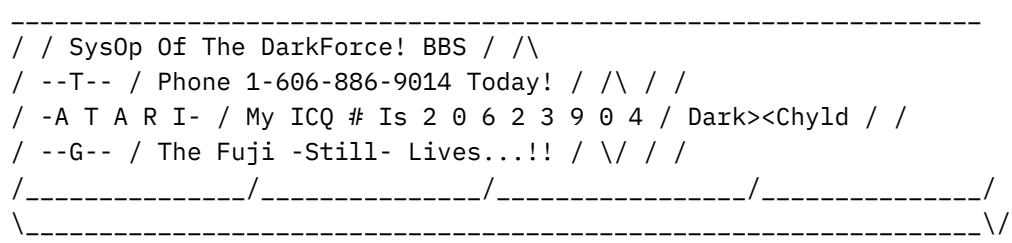
Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ktv7n$jh9$2@news.campuscwix.net>
Source record: 9275

On 23 Jun 1999 22:16:54 , Brigitte and Eric McCormack wrote:

->Look in the Aminet file archives at uni.paderborn.de for Amiga
->Hardware/Hacks. There are several implementations for a faster 68000
->(and also the 68010) that should be adaptable to the ST. Some are brute
->force hacks (with questionable effects on the rest of the system) and
->some are rather more involved technically and more self isolating timing
->wise.
->
->On the same note, there is a PD design for a 020/881 accelerator at
->ftp.funet.fi (lucas.lha) that is pin compatible to the 68000 DIP
->socket. Perhaps it may be usable on the ST as well.
->
->Eric
->.

Hi Eric!

I have an A1000 Amiga (that I keep simply because it has Jay Miners
signature on the inside cover), that had a 68010 in it once. Didn't
really give much of a performance boost, and in fact cause some probs
with compatibility. Talking to Amiga users confirmed that there is
little to be gained, and not worth the time/effort involved. Seems
the best way to go is at least an '20 upgrade or higher... ;-)



1725. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-24 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ktuuk$jh9$1@news.campuscwix.net>
Source record: 9276

On 24 Jun 1999 02:19:52 , "Martin Graiter" wrote:

->PR did probably boost up a Mega ST, which is more "boostable" than an
->ordinary 520ST. The hack is (in short) to detach the clock feed to certain
->chips and then provide them with a new source that will give them their old
->and only sensible frequencies. ACIA:s with 500KHz, the soundchip with 2MHz,
->the FDC with 8MHz and maybe some more. This is in fact an exclusion from the
->speedup of the rest of the system. For instance, an FDC fed with 12MHz would
->give you a unique disk format, and you wouldn't want that, would you?

I surely wouldn't! ;-)

<snip> (but thanks for that very detailed explanation!)

->The matter of 68010 is that it really speeds up some things, but V-E-R-Y
->marginally. You must have a TOS 2.06 to be able to use a 68010.

About what I thought.

->The only really sensible solution to get a faster ST is to buy a speedup
->board. Or even better a new computer, like the Milan or Hades.

Agreed.

->By the way, Hades? Medusa? Who came up with these "cute" names? What's next,
->an Anticrist with quadruple 68060:s?
->
->
->"I is the enemy"
->"I is anarchy"
->
->
->
->MG

Hehehehehe, I was kinda leaning towards Beast 666 (denoting an '060
at 66mhz!) <grin>

All in fun folks! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

1726. falocn printer port may be damaged

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-25 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7kun8c$o6m$2@nnrp03.primenet.com>
Source record: 9277

A friend of mine wrote a program for his TT to set any laserjet to legal.
when he runs the program the 5l laserjet blinks to show it revieced the
command. When I tested it on my 1040ste my 5l blinked to show it recieved
the command. But when I tested it on my falcon the laserjet just sat
there and fails to this day to print legal. Does anyone know why this is?
is the falcon parallel buggy or is my parallel port faulty.
my first printer a deskjet 660 failed on me about 4 weeks ago. Eventuall
(last saturday) the good guys replaced it with a brand new 697 which is
working now. But my 5l came in on monday and it was printing at first
and eventually only calamus could print. Double clicking on a .txt file
only locked up the printer into error on both my falcon and my ste telling me
its not the computer....on the other hand the falcon fails to set the laserjet
to legal when running the gfa program.
Can anyone make sense of this? PLEASE HELP!!!!!!!!!!!!!!!!

GENE

1727. Needed: Macro Utility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-25 00:00:00 UTC
From: Ted Leonard <tleonard@netzone.com>
Message-ID: <g0Fc3.780$G03.1364@news.goodnet.com>
Source record: 9278

Does anyone have an Atari ST macro utiltity which allows you to record mouse clicks, and then execute them when needed.

If you have such a macro utility you can contact me at tleonard@netzone.com

1728. Re: LAN connection with ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-25 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3773C3C4.B495BEAC@village.uunet.be>
Source record: 9279

Hello,

Point Creation wrote:
>
> Hi everybody,
>
> I would like to know if it's possible for me to connect my ST to my BNC
> network of PCs ?

With an Mega ST this should be possible if you buy a Riebl card.

> Can I also do it with my falcon ?

If you still can wait a little, it also should be possible with a normal
ST and Falcon. Then you need a pocket ethernet adaptor that connect to
the parallel port of a PC. You will also have to create a little
hardware piece.

More info available on :

http://gallery.uunet.be/saka/atari/network/index.htm

Hope this helps...

--
Saka -- Karl Samyn
ir telecommunications

1729. Re: SCSI-->Ethernet adapter?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-25 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3773F7A3.C1436000@cfc.dnd.ca>
Source record: 9280

Karl Samyn wrote:
> Hello,
> Martin Graiter wrote:
> > Are there any SCSI to Ethernet adapter drivers for the Atari yet?
> > There were some rumors about this, but nothing finally emerged?
>
> The problem was, and still is, that we can't get the technical
> documentation for these adaptors. The producers don't want to give them.
> And since nobody wants to start without the technical documentation not
> much is happening.
> Although, a Dutch guy is making such an adaptor from scratch. Software
> drivers will also be available.
> Another positive thing : if you really want an ethernet connection for
> your atari, you can consider a parallell port adaptor. In here and a few
> weeks STinG driver software will be available, together with some extra
> hardware plans needed for connecting the adaptor with the ROM-port.
> I can only suggest you to take a look at this page :
> http://gallery.uunet.be/saka/atari/network/index.htm
> Hope this helps,
> Greets,
> Saka -- Karl Samyn
> ir telecommunications

I've also heard of someone doing a SCSI-Ethernet adaptor, and so far it
looks good!
;-)
ken

1730. Atari computers and Parts FS: Australia (Melb)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-26 00:00:00 UTC
From: Audronic <audronic@alphalink.com.au>
Message-ID: <37740EB9.3277@alphalink.com.au>
Source record: 9281
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

If you wish to purchase Atari ST series Machines or parts Please contact

Ray Whitehurst

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

1731. Floppy disk B

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-26 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3774b4ea151940@zetnet.co.uk>
Source record: 9282

Hi All,

I just had my STE recased into a PC case by one of my friends,Chris Crosskey,and what a great job he has done.To connect up Drive A he has used an extended ribbon cable with an extra plug on it and we was wondering whether Drive B can use the same cable.

In PC's they use the same ribbon cable and was wondering whether it would work on an STE by plugging Drive B plug upside down?

All power cables are already installed.

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
The *Atari Users Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Unable to locate Coffee -- Operator Halted!

1732. Re: Floppy disk B

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-26 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <93mZyvAQ+Od3Ewpw@steverosie.demon.co.uk>
Source record: 9283

On Sat, 26 Jun 1999 at 12:09:16 a message from Gordy was created on the subject of Floppy disk B.
>Hi All,
>
>I just had my STE recased into a PC case by one of my friends,Chris
>Crosskey,and what a great job he has done.To connect up Drive A he
>has used an extended ribbon cable with an extra plug on it and we was
>wondering whether Drive B can use the same cable.
>

Hi

I can't see why not, as they are connected in parallel anyway. You will have to set the device number for drive B. Most external Atari drives have the ID lines twisted so that you can use a drive A drive without changing the jumpers.

I'd like to know if the same can be done with a High Density drive! I may know a little info on double density drives, but I know little about the HD variety;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1733. Re: Floppy disk B

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-26 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3775412c261eb0@zetnet.co.uk>
Source record: 9284

on Sat 26-06-1999 16:19 Steve Stupple wrote:

>>I just had my STE recased into a PC case by one of my friends,Chris
>>Crosskey,and what a great job he has done.To connect up Drive A he
>>has used an extended ribbon cable with an extra plug on it and we was
>>wondering whether Drive B can use the same cable.
>>
>
>Hi
>
>I can't see why not, as they are connected in parallel anyway. You will
>have to set the device number for drive B. Most external Atari drives
>have the ID lines twisted so that you can use a drive A drive without
>changing the jumpers.

Well,I tried it and did not work whichever way I plugged in the
ribbon cable.The problem was that I could access Drive B without any
problems but as soon as I clicked on the Drive A icon both Disk
drives were spiinning around.I could not access anything on Drive A.

Gordy

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
The *Atari Users Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: RAM = Rarely Adequate Memory.

1734. SV: Floppy disk B

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-27 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7l546s$4np$2@zingo.tninet.se>
Source record: 9285

Gordy <tesla1@zetnet.co.uk> skrev i
diskussionsgruppsmeddelandet:3775412c261eb0@zetnet.co.uk...

> Well,I tried it and did not work whichever way I plugged in the
> ribbon cable.

The ribbon cable must be plugged in the right way on both drives.
Look at the drive's connector and try to see if you can find out where pin 1
is. Usually it's printed somewhere on the floppy's circuit board.

Should you conncet the cable wrong your drive LED will shine continuosly and
the drive will not be accessible, but no harm will happen.

Try each drive alone. If both work as "A:" then your next step is to recode
one of the drives from 0 (zero) to 1. This is done by rejumpering somewhere
on the drive. Sometimes there is a small slide lever marked |0|1|2|3|, which
will do the same job.

Isn't this a bit embarrasing considering you've assumed the name of one of
the greatest hardware hackers in history in your email address?

;^)

MG

1735. On using Amiga mice with Atari STs.....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-28 00:00:00 UTC
From: Brigitte and Eric McCormack <earthshaker@midsouth.net>
Message-ID: <377767E2.1F14@midsouth.net>
Source record: 9286

I fiddled around with this last night and found that if pins 1 and
4 are swapped (i.e. pin 1 Amiga to pin 4 Atari and pin 4 Amiga to pin 1
Atari), the Amiga mouse behaves normally on an Atari ST. Also, pin 5
(Amiga end) should be connected to pin 9 (Atari ST end) for RMB
support. Pin 9 (Amiga end) and pin 5 (Atari ST end) are not connected
at all.
OR:

```
Amiga DB9F Atari ST DB9M
PIN Usage PIN Usage
1 Yb-----\ /-----------------1 Xb
2 Xa------\/------------------2 Xa
3 Ya------/\------------------3 Ya
4 Xb-----/ \-----------------4 Yb
5 RMB------ 5 N/C
6 LMB------\------------------6 LMB
7 +5 VDC----\-----------------7 + 5 VDC
8 GND--------\----------------8 GND
9 MMB----| ----------------9 RMB
```

I haven't been able to test the RMB portion yet, but if the pinouts I
derived the rest of it from are correct- then it should do OK.

Eric

1736. Re: Floppy disk B

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-28 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <biCA3GACS7d3Ew9l@steverosie.demon.co.uk>
Source record: 9287

On Sat, 26 Jun 1999 at 22:07:42 a message from Gordy was created on the
subject of Floppy disk B.
>>
>>Hi
>>
>>I can't see why not, as they are connected in parallel anyway. You will
>>have to set the device number for drive B. Most external Atari drives
>>have the ID lines twisted so that you can use a drive A drive without
>>changing the jumpers.
>
>Well,I tried it and did not work whichever way I plugged in the
>ribbon cable.The problem was that I could access Drive B without any
>problems but as soon as I clicked on the Drive A icon both Disk
>drives were spiinning around.I could not access anything on Drive A.

Oops! I forgot to merge the text into text. Thanks to Demon for telling
me I had broken my dial up rules!

OK here's how it should have been.

Below is the pin-outs to the Shugart interface, it may help:)
Shugart Connector

Pin 2: Head Load

A low signal on this line sets the read/write head on the diskette. This
feature is designed to protect the disk because the hear rubs on the
disk only when it is actually going to access it. Unfortunately, this
signal is not available of the ST becuase the WD1772 controller does not
have this connection available. This line is often connected to 'Motor
on' however.

Pin 3: Ground

All odd-numbered lines through 33 are tied to ground. This ground
conection is used for operation as well as shielding.

Pin 4: In Use

This signal tells the drive that it is connected and is used. It is not
available on the Atari.

Pin 6: Drive Select 3

A low level on this line means that drive three is being selected. Only
the drive which is assigned as drive three by a wire jumper in the drive
reacts to commands, and all other remain neutral. This signal is not
used on the Atari because a maximum of two floppies can be connected (0

and 1, or A and B).

Pin 8: Index

The drive uses this line to send a low pulse upon each rotation of the disk. This signal tells the cotnroller that the data which follow are at the very start of the curent track. This can be used to sybchronise the controller.

Pin 10: Drive Select 0

This signal corresponds to the one on Pin 6, except that i concerns drive 0 (drive A).

Pin 12: Drive Select 1

As above, except for drive 2 (Drive A).

Pin 14: Drive Select 2

As above, except for drive 2. Not connected on the St because only two drives are possible.

Pin 16: Motor on

A high level on this connection starts the motor of all drives and a low stops them.

Pin 18: Direction

This signal indicates the direction of the next step of the read/write head. If this pin is zero, the direction is in, toward track 79, while a 1 means out, toward track 0.

Pin 20: Step

A low pulse causes the step motor in the drive to move the read/write head one step in direction specified.

Pin 22: Write Data

This line carries the serial data which are to be written to the disk.

Pin 24: Write Gate

This signal selects the data direction. If it is low, the disk is written, while a high signal indecates read. I fthe disk is write protected, no write access is allowed by the drive.

Pin 26: Track 0

If the read/write head is over track 0, this pin is low.

Pin 28: Write Protect

A low on this line means that the diskette is write-protected.

Pin 30: Read Data

The data read from the disk are sent to the computer via this line.

Pin 32: Side Select

This line selects the desired side of the disk. A low level selects side 1 and a high selects sid 0. This line is unused for single sided drives.

Pin 34: Ready

A low level on this line indicates that a disk is inserted in the drive and that it is rotating normally. The computer can use this line to determine if the disk has been changed. This line is not connected to the Atari ST.

All of these signals are TTL-compatible, meaning that 0-0.4 volts indicates a LO(zero) and a 2.5-5.25 volts means HI(one).

Atari ST Line Shugart Connector
1 Read Data 30
2 Side 0 Select 32
3 Ground All odd lines
4 Index Pusle 8
5 Drive 0 select 10
6 Drive 1 select 12
7 Ground See above
8 Motor on 16
9 Direction in 18
10 Step 20
11 Write data 22
12 Write gate 24
13 Track 00 26
14 Write protect 28

I have checked my external drives and they have drive 0 and 1 lines switched over, this enables you to use drive 0's as a drive B. Of course you can always change the jumper on the drive;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1737. Using Jaz drive with Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-28 00:00:00 UTC
From: Steve Coates <steve@westgardens.demon.co.uk>
Message-ID: <skXeNEAPr$d3Ewbt@westgardens.demon.co.uk>
Source record: 9288

I am using an Iomega Jaz drive (SCSI - 1 gig) with a Mega 4 ST, Toplink, HD driver and TOS 2.06. I am using the drive to store digital audio with Digidesigns Sound Designer soft and hardware,
The Jaz drive has a "sleep" function which turns off the drive motor if the drive is not accessed for 15 mins and the drive will not power up again when accessed unless I turn it off and then on again.

Does anybody know how to turn off this "sleep" function or of any software that allows me to extend the default 15 mins setting?
Iomega supply software to do this for PC and Mac but offer no support at all to Atari.
I'd be grateful for any suggestions at all.
Steve Coates

1738. Re: Using Jaz drive with Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37787120.240F@ooc.de>
Source record: 9289

Steve Coates wrote:

> Does anybody know how to turn off this "sleep" function or of any
> software that allows me to extend the default 15 mins setting?

The ZIPCTRL.CPX which has been included in the HDDRIVER distribution for
quite some time now supports this. You probably need an update of
HDDRIVER. The current version is 7.72.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1739. Re: Using Jaz drive with Atari

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-29 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <O0%d3.310$x44.153421@news1.atlantic.net>
Source record: 9290

On 28 Jun 1999 23:44:31 , Steve Coates wrote:
>I am using an Iomega Jaz drive (SCSI - 1 gig) with a Mega 4 ST, Toplink,
>HD driver and TOS 2.06. I am using the drive to store digital audio with
>Digidesigns Sound Designer soft and hardware,
>The Jaz drive has a "sleep" function which turns off the drive motor if
>the drive is not accessed for 15 mins and the drive will not power up
>again when accessed unless I turn it off and then on again.
>
>Does anybody know how to turn off this "sleep" function or of any
>software that allows me to extend the default 15 mins setting?
>Iomega supply software to do this for PC and Mac but offer no support at
>all to Atari.
>I'd be grateful for any suggestions at all.
>Steve Coates
>.
Steve,
HDDRIVER7.xx (latest version) has such a function. Whether it works or
not, I can't say since I'm having trouble now (after a trouble free year)
with the 1 gig JAZ and IOMEGA refuses to check it out since I'm running a
Falcon and not a PC or MAC!!! (pisses me off). However, good luck anyway.
John

1740. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-29 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <37789B58.FE41C32A@NO.SPAM.emw.ericsson.se>
Source record: 9291

Mikey wrote:

> >Take a look at:
> >
> >http://www.titan-bss.co.uk/
> >
> >And look after "Tempest". Also notice that Tempest/Eclipse might be
> >available for the TT as well together with desTTiny if there is
> >enough interrest.
> >
> >//MK
> >.
>
> Wasn't that suppose to be available a few months ago?

What was supposed to be available? As the Eclipse isn't officially
released yet (should be any day now) the desTTiny can't be either.

//MK

1741. Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-29 00:00:00 UTC
From: Damir Kaknjo <kali@fly.srk.fer.hr>
Message-ID: <7lbdeo$9pe$1@bagan.srce.hr>
Source record: 9292

I would like to uograde my Atari 1040 ST with another disc drive (B) with 1.44Mb HD. Is this possible?

2. How to get a proper signal from Atari video output to connect to RCA (cinch) on TV and to see colour? Any tips, cables schematics?

3. How to repair the keys that would not to work anymore? Can I connect the PC keyboard to my Atari?

4. Why my monitor often beeps(about 10kHz) when I turn him on?

Thank you for any help.

1742. HD floppy on Stacy?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-30 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990630121020.2360A-100000@hal.fishpool.fi>
Source record: 9150
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is anyone familiar enough with the Stacy to confirm wether a high-
density floppy can be fitted in? I already have TOS 2.06 installed,
so that part is covered. What else beyond that, short of changing
the controler to an Ajax chip?

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1743. Re: Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-30 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3779C14F.262351AE@directprovider.REMOVETHECAPITALS.net>
Source record: 9293

Damir Kaknjo a ï¿½crit :
>
> I would like to uograde my Atari 1040 ST with another disc drive (B) with
> 1.44Mb HD. Is this possible?

Yes it's in the Quick FAQ

> 2. How to get a proper signal from Atari video output to connect to RCA
> (cinch) on TV and to see colour? Any tips, cables schematics?

Using the RCA RF Modulator output should be straightforward. Just
connect the other end of the cable to the TV's antenna socket. Some TVs
need to be tuned.

If you don't have an RF Modulator in your ST, then it can only output
RGB. Therefore, your TV has to have a SCART RGB input.

It sounds like you are only getting a black and white signal. Are you
sure you are using the correct TV standard (PAL/SECAM/NTSC). Using a PAL
system on a SECAM TV gives the same symptoms.

> 3. How to repair the keys that would not to work anymore? Can I connect
> the PC keyboard to my Atari?

Yes, but you need to buy an adapter. No home made solution I'm afraid.

You can also get a cheap old 520ST for those parts that die frequently:
disk drive, PSU, keyboard, mouse, etc...

> 4. Why my monitor often beeps(about 10kHz) when I turn him on?

Ouch... Maybe because it's coming to an end.

> Thank you for any help.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1744. Re: Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-30 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1du7ba0.e2qhcutue8vsN@pm-d19.rhein-main.de>
Source record: 9294

Damir Kaknjo <kali@fly.srk.fer.hr> wrote:

> I would like to uograde my Atari 1040 ST with another disc drive (B) with
> 1.44Mb HD. Is this possible?

Yes, needs a 1.44 HD disk drive and a "hd module" for inside your 1040.
Some one around here, also some homebrewed modifications.

> 2. How to get a proper signal from Atari video output to connect to RCA
> (cinch) on TV and to see colour? Any tips, cables schematics?

With RCA, thatï¿½s a simple video signal, not all machines supports
composit video. Best way is scart. Colorised schematics of all kind of
vieo connections -> DOIT_ST

> 3. How to repair the keys that would not to work anymore? Can I connect
> the PC keyboard to my Atari?

Bad job. Many scews, many more rubber cups inside..

If you lost somethink, kick the keyboard. I think the cheaper and faster
way is to get another keyboard form fleamarked or some else..
Best electronics, other users..

PC keyboad needs a special keyboard interface..

> 4. Why my monitor often beeps(about 10kHz) when I turn him on?

Sorry, i donï¿½t know. Must be a problem of the display.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1745. Re: Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-30 00:00:00 UTC
From: Damir Kaknjo <kali@fly.srk.fer.hr>
Message-ID: <7ldcmp$7t$1@bagan.srce.hr>
Source record: 9295

Nicholas Bales <bales@directprovider.removethecapitals.net> wrote:

> Damir Kaknjo a ďž˝crit :
>>
>> I would like to uograde my Atari 1040 ST with another disc drive (B) with
>> 1.44Mb HD. Is this possible?

> Yes it's in the Quick FAQ

Where? If I understand well, there are only instructions on how to *replace*
A: disk (of 720kb, which is in ST already), but I am asking will a new B:
drive of 1440kb work on Atari if I plug him on the back connector for
another disc drive.

>> 2. How to get a proper signal from Atari video output to connect to RCA
>> (cinch) on TV and to see colour? Any tips, cables schematics?

> Using the RCA RF Modulator output should be straightforward. Just
> connect the other end of the cable to the TV's antenna socket. Some TVs
> need to be tuned.

> If you don't have an RF Modulator in your ST,

I don't

then it can only output
> RGB. Therefore, your TV has to have a SCART RGB input.

It doesn't. But it have 1 audio and 1 video cinch input.

> It sounds like you are only getting a black and white signal.
I am not getting anything yet, because I didnt make a cable. I dont know
how to connect it. I know what to do with audio, but video is my problem.
I think that on composite video(pin 2) I would have the luminance, but I
am talking about CVRS (luminance+ crominance) and I dont know how to mix
that colours. I dont know what to do with VSYNC and HSYNC either. Maybe if
someone could point me to some technical link about television signals.

Are you
> sure you are using the correct TV standard (PAL/SECAM/NTSC). Using a PAL
> system on a SECAM TV gives the same symptoms.

My TV is PAL. My ATari is from Germany. It has German TOS.

>
>> 3. How to repair the keys that would not to work anymore? Can I connect
>> the PC keyboard to my Atari?

> Yes, but you need to buy an adapter. No home made solution I'm afraid.
Where?

> You can also get a cheap old 520ST for those parts that die frequently:
> disk drive, PSU, keyboard, mouse, etc...

I ment to put the real keyboard

>
>> 4. Why my monitor often beeps(about 10kHz) when I turn him on?

> Ouch... Maybe because it's coming to an end.

Thx for comfort!

>
>> Thank you for your help.

> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

1746. Re: Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-30 00:00:00 UTC
From: Damir Kaknjo <kali@fly.srk.fer.hr>
Message-ID: <7ldd0d$7t$2@bagan.srce.hr>
Source record: 9296

Robert Schaffner <doitarchive@atari-computer.de> wrote:

>> 2. How to get a proper signal from Atari video output to connect to RCA
>> (cinch) on TV and to see colour? Any tips, cables schematics?

> With RCA, thatďž˝s a simple video signal, not all machines supports
> composit video. Best way is scart. Colorised schematics of all kind of
> vieo connections -> DOIT_ST
Where is that file?

> PC keyboad needs a special keyboard interface..
Any schemes?

1747. Re: Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-30 00:00:00 UTC
From: Damir Kaknjo <kali@fly.srk.fer.hr>
Message-ID: <7ldeph$7t$5@bagan.srce.hr>
Source record: 9297

Damir Kaknjo <kali@fly.srk.fer.hr> wrote:
> Damir Kaknjo <kali@fly.srk.fer.hr> wrote:
>>> composit video. Best way is scart. Colorised schematics of all kind of
>>> vieo connections -> DOIT_ST
>> Where is that file?
> I found it on altavista!
But everything is ENCRYPTYED !!!
BOO!!!!!!! HOO!!!!!!!!

1748. Re: Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-30 00:00:00 UTC
From: Damir Kaknjo <kali@fly.srk.fer.hr>
Message-ID: <7ldea4$7t$3@bagan.srce.hr>
Source record: 9298

Damir Kaknjo <kali@fly.srk.fer.hr> wrote:
>> composit video. Best way is scart. Colorised schematics of all kind of
>> vieo connections -> DOIT_ST
> Where is that file?
I found it on altavista!

1749. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-06-30 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <930765413.17104@www.remarq.com>
Source record: 9299

Mikey wrote:

>>> Take a look at:
>>> http://www.titan-bss.co.uk/ And look after "Tempest".
>>> Also notice that Tempest/Eclipse might
>>> be available for the TT as well together with >>
>>> desTTiny > if there is enough interrest.
>>> //MK

>> Wasn't that suppose to be available a few months ago?

>What was supposed to be available? As the Eclipse isn't
>officially released yet (should be any day
>now) the desTTiny can't be either.

//MK

That's just what I ment. The date for the Eclipse and
Tempest keeps slipping, just like the deliverly of the
A/B's.
I would be interested in hearing from the tenth person to
sucessfully purchase one (beta testers excluded) and report
back on software compatibility, installation, and various
Falcon motherboard compatibility issues with REV G/H and K
machines. How does Apex Media run under PPC emulation? How
does Cubase Audio run under PPC emulation? If those two
applications don't work, why not just purchase a Milan?
Sorry, but a PPC running 68K emulation at the speeds
advertised just doesn't turn me on for the price they want.
An Amiga PPC card can be had for 1/2 the price (god knows
why you would want to do that either:0).
Hey, i'm a hard core Falcon user, but the "BIG" hype of
networking cards isn't all that big of deal for us "older"
users that don't have our accounts at school where a T-1 is
available, and in the U.S., anyway, homes, apartments and
motels don't have that kind of access either.
My NOVA is fast enough. My A/B 060 will be fast enough. I
expect no retoric from one who thinks an A/B without a
Nemesis is fast enough.

And you, dogging on another user (R.A.)in the newsgroup for
talking about software he is beta testing that isn't
available to anyone else. Shame on you, you Apex Alpha and
Core Design advocate....

Where is Apex Alpha by the way? If there were beta versions
that actually worked, and the project is discontinued, why
not just release the betas into PD? It would go a long way
to smooth over the bad rep that Titan has gotten over the
"lost" Apex Media disk that so many users have complained
about......

Mike
.

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

1750. Re: Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1du8aq2.12bvd5i16y4bx4N@pm-d07.rhein-main.de>
Source record: 9151

```
> >> Where is that file?
> > I found it on altavista!
> But everything is ENCRYPTYED !!!
> BOO!!!!!!! HOO!!!!!!!!

Any problems to read the web site, where you got the file?
"BOOs" and "HOOs" are not be answered.

Anybody can use the normal way, with normal voice and language..

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm
```

1751. Re: Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1du8akt.1ipqk806pu8e8N@pm-d07.rhein-main.de>
Source record: 9152

Damir Kaknjo <kali@fly.srk.fer.hr> wrote:

> > vieo connections -> DOIT_ST
> Where is that file?

Any message contains an footer..

http://www.rhein-main.de/people/robert/index.htm
http://www.atari-computer.de/doitarchive/index.htm

>
> > PC keyboad needs a special keyboard interface..
> Any schemes?

No

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1752. Re: Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <377B1658.A880BC8E@directprovider.REMOVETHECAPITALS.net>
Source record: 9153

Damir Kaknjo a ï¿½crit :
>
> Nicholas Bales <bales@directprovider.removethecapitals.net> wrote:
>
> > Damir Kaknjo a ï¿½crit :
> >>
> >> I would like to uograde my Atari 1040 ST with another disc drive (B) with
> >> 1.44Mb HD. Is this possible?
>
> > Yes it's in the Quick FAQ
>
> Where? If I understand well, there are only instructions on how to *replace*
> A: disk (of 720kb, which is in ST already), but I am asking will a new B:
> drive of 1440kb work on Atari if I plug him on the back connector for
> another disc drive.

Well, to plug in a B drive, you will need the cord, psu, case, etc...
therefore I was assuming you already had an extra external unit that you
wanted to convert. Building it up from scratch would be difficult. The
upgrade from a 720K drive to 1.44M one is described in section 3.3.2
"Upgrading to a HD drive":
http://quickfaq.atari.org/stfaq_3.htm#32

You will have to perform exactly the same changes to an external drive
as you would to the internal drive, and you also need to follow the
instructions for hacking the ST's controller chip to provide it with the
16MHz signal. This is all described in several text files including
Hallvard Tangeraas' one at:
http://launchpad.atari.org

> >> 2. How to get a proper signal from Atari video output to connect to RCA
> >> (cinch) on TV and to see colour? Any tips, cables schematics?
>
> > Using the RCA RF Modulator output should be straightforward. Just
> > connect the other end of the cable to the TV's antenna socket. Some TVs
> > need to be tuned.
>
> > If you don't have an RF Modulator in your ST,
>
> I don't
>
> then it can only output
> > RGB. Therefore, your TV has to have a SCART RGB input.
>
> It doesn't. But it have 1 audio and 1 video cinch input.

Yes, but the cinch input is for a composite signal. With no RF modulator
fitted, the ST has no composite output. Therefore, the only way is to
get an RGB>composite adapter. You can find these in some electronics/TV
shops. A radio shack should have things like that.

> > It sounds like you are only getting a black and white signal.
> I am not getting anything yet, because I didnt make a cable. I dont know
> how to connect it. I know what to do with audio, but video is my problem.
> I think that on composite video(pin 2) I would have the luminance, but I
> am talking about CVRS (luminance+ crominance) and I dont know how to mix
> that colours. I dont know what to do with VSYNC and HSYNC either. Maybe if
> someone could point me to some technical link about television signals.

On your ST, pin 2 (composite) is not connected. The ST only has RGB out.
Your TV only has composite in. See above.

It can be done, but it would be easier to buy an adaptor off the shelf.
Note that you will get a slightly blurrier image from mixing the
signals. This is why you get a much nicer image from a proper colour RGB
monitor like the SC1224. Note that the adapter might cost as much as a
used SC1224, but it might be easier to find.

> Are you
> > sure you are using the correct TV standard (PAL/SECAM/NTSC). Using a PAL
> > system on a SECAM TV gives the same symptoms.
>
> My TV is PAL. My ATari is from Germany. It has German TOS.

Ok, Fine.

>
> >
> >> 3. How to repair the keys that would not to work anymore? Can I connect
> >> the PC keyboard to my Atari?
>
> > Yes, but you need to buy an adapter. No home made solution I'm afraid.
> Where?

Mario Becroft is selling one. He has distributors all over the world:
http://planet.ak.planet.gen.nz/~mario/hardware/mouse.html

> > You can also get a cheap old 520ST for those parts that die frequently:
> > disk drive, PSU, keyboard, mouse, etc...
>
> I ment to put the real keyboard
>
> >
> >> 4. Why my monitor often beeps(about 10kHz) when I turn him on?
>
> > Ouch... Maybe because it's coming to an end.
>
> Thx for comfort!

Sorry, but that's an electronics problem. Check it with a TV repair shop
(bring the ST with you so that they can test the monitor with some sort
of signal).

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1753. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <377B4A7F.267D6A0@NO.SPAM.emw.ericsson.se>
Source record: 9154

M.Grove wrote:

Hi Mike,

> That's just what I ment. The date for the Eclipse and
> Tempest keeps slipping, just like the deliverly of the
> A/B's.

You can't compare it with the AB's. That was an entirely different
story and it was controlled from germany in the end. I don't know
what release date there has been on the Eclipse but it's not that
much delayed. I think it's just a a week ot two at most which
isn't bad at all. But I could be wrong. What was the date which
is slipping?

> I would be interested in hearing from the tenth person to
> sucessfully purchase one (beta testers excluded) and report
> back on software compatibility, installation, and various
> Falcon motherboard compatibility issues with REV G/H and K
> machines. How does Apex Media run under PPC emulation? How
> does Cubase Audio run under PPC emulation? If those two
> applications don't work, why not just purchase a Milan?

So you are talking about the Tempest now? I believe that there
hasn't even even been set a release date for that one. It's
rather hard to answer your question as it's still in the
development phase. Regarding to hardware compatiblity with
different revisons of the motherboard it shouldn't be as
troublesome as many other accelerators as the Tempest doesn't
push the hardware to its limits as some other does. But the
future will tell.

> Sorry, but a PPC running 68K emulation at the speeds
> advertised just doesn't turn me on for the price they want.

Ehh...?? If you get 2-10 times the speed of the CT2 depending
on the application at the same price as the CT2, you would
think it was bad? Even if it was faster than your AB?

> An Amiga PPC card can be had for 1/2 the price (god knows
> why you would want to do that either:0).

Ehhh... which one? The boards I have seen cost as much as the
Tempest and up to more than twice as much. Could you give an
example before saying something like this?

> Hey, i'm a hard core Falcon user, but the "BIG" hype of
> networking cards isn't all that big of deal for us "older"
> users that don't have our accounts at school where a T-1 is
> available, and in the U.S., anyway, homes, apartments and
> motels don't have that kind of access either.

So the possibility to have it is of no interest? I don't know
how it is in the states, but here in sweden more an more people
get access the internet through cabletv networks etc. If
you don't want it you don't have to buy it. It is as simple as
that.

> My NOVA is fast enough. My A/B 060 will be fast enough. I
> expect no retoric from one who thinks an A/B without a
> Nemesis is fast enough.

Have you got your 060 working yet BTW? Also the Eclipse is not
target at those who already has a AB or Nova but those who
doesn't and they are many many more than those who has. If
you already have a Nova there is no reason to change.

> And you, dogging on another user (R.A.)in the newsgroup for
> talking about software he is beta testing that isn't
> available to anyone else. Shame on you, you Apex Alpha and
> Core Design advocate....

Ehhh... I just thought that I would point out that beta testing
is usually done through private mail and fVDI is available to
everyone who wants to try it. Its free for you to download
and I know for sure that Johan wants people to try it and
tell him about the problems just like R.A. did. It's just
that it's not of much interest to most of us and he has a
habit to write very long, but interesting, messages. I don't
want to get into a argument about it as it was meet as hint
to him. Maybe I put it in the wrong way and I'm sorry if I did.

I'm no advocate of Apex Alpha or Core, I'm just interested in
what is best for me and if I believe in a product I will ofcourse
talk in favour for it.

> Where is Apex Alpha by the way? If there were beta versions
> that actually worked, and the project is discontinued, why
> not just release the betas into PD? It would go a long way
> to smooth over the bad rep that Titan has gotten over the
> "lost" Apex Media disk that so many users have complained
> about......

Why are you saying this to me?????? I have no interest in Apex
and I never had. I just beta tested it while it were still being
developed that's all. I have no relations to Core except that I
try to help out where I can in opposite to some other people
who just moans.

Did you have a bad day Mike?

//MK

1754. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7lfm7q$86t$1@nyheter.chalmers.se>
Source record: 9155

In article <930765413.17104@www.remarq.com>,
M.Grove <mgrove@iwvisp.com> wrote:
>Mikey wrote:
...
>>What was supposed to be available? As the Eclipse isn't
>>officially released yet (should be any day
>>now) the desTTiny can't be either.
...
>That's just what I ment. The date for the Eclipse and
>Tempest keeps slipping, just like the deliverly of the
>A/B's.

What third party Atari hardware release date hasn't slipped?
I seem to recall things being years late or never showing up at all...

>I would be interested in hearing from the tenth person to
>sucessfully purchase one (beta testers excluded) and report
>back on software compatibility, installation, and various

Of course. The Tempest obviously isn't going to make the
'2nd Quarter 1999' expected release, though.

>machines. How does Apex Media run under PPC emulation? How
>does Cubase Audio run under PPC emulation? If those two
>applications don't work, why not just purchase a Milan?

Well, if a program doesn't work under emulation for some reason,
you can always run it on the '030.
The Milan is a lot more expensive than the Tempest is expected to be.

>Sorry, but a PPC running 68K emulation at the speeds
>advertised just doesn't turn me on for the price they want.
>An Amiga PPC card can be had for 1/2 the price (god knows

You can get a PPC accelerator for #100? (# = pound sign)
Where?!?

>My NOVA is fast enough. My A/B 060 will be fast enough. I

Your NOVA would be even faster with fVDI. ;-)
(There is currently no suitable version of the mach64 driver
available, unfortunately, but there will be once I get the time.)

I hope you get that '060 working well soon.

>And you, dogging on another user (R.A.)in the newsgroup for
>talking about software he is beta testing that isn't
>available to anyone else. Shame on you, you Apex Alpha and

Nearly all fVDI beta versions have been publically available.
Ronald just fetched it from my ftp site.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1755. Flash EPROM in ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7lfvtv$8op$1@SOLAIR2.EUnet.yu>
Source record: 9156

Thanks to virus CIH and nato bombing I get one idea: putting Flash EPROM-s in Atari ST(E) machines instead usual (E)PROMS. This will allow very easy and fast modification of BIOS , TOS and GEM - really good thing for TOS patchers (Philip Taylor where are you ?) . If there will be some interest, I will make project, which should be quite simple btw.

Pera

1756. Re: Flash EPROM in ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: pls@no.spam
Message-ID: <7lg62v$q21$1@zharh00t.europe.nortel.com>
Source record: 9157

In article <7lfvtv$8op$1@SOLAIR2.EUnet.yu>, "Pera Putnik" <ppera@soyaprotein.com> wrote:
> Thanks to virus CIH and nato bombing I get one idea: putting Flash EPROM-s
>in Atari ST(E) machines instead usual (E)PROMS. This will allow very easy
>and fast modification of BIOS , TOS and GEM - really good thing for TOS
>patchers (Philip Taylor where are you ?) . If there will be some interest, I
>will make project, which should be quite simple btw.

It's a GOOD idea.

Most of the modern Flash devices have faster access times than old TOS ROM's,
how about making the Flash read cycle a big quicker.

Maybe even access the Flash @ 16 MHz by switching the ST's CPU clock when it
is accessing the the Flash area. That should get you a nice speed increase.

It's easy to do, especially if you use one small GAL to do the CPU clock
switch/Flash decode-access thing.

Only a few wires to solder & not too expensive either.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

1757. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <930848465.24764@www.remarq.com>
Source record: 9158

Why are you saying this to me?????? I have no interest in
Apex and I never had. I just beta tested it while it were
still being developed that's all. I have no relations to
Core except that I try to help out where I can in opposite
to some other people who just moans.

Did you have a bad day Mike?

//MK

No, I just don't have much interest in this project, and
tire of hearing about how great it is. Centek has taken a
lot of shit, and not many stand up for them. I don't even
know the company, but they have replied to my mails in a
timely maner, and produced what they said they would, in the
time they set. It is a quality, hi-tech product and
they should be commeneded for what they did for the Atari
world. What other company besides the Milan crew has as much
information readily available on their web site as them?
There, they give you the software and updates and tell you
what to expect. No bull shit as far as I can tell.
Hell, they even warranty the product. Best of all, they gave
highly technical updates during the project. These are
important to me. They openly discussed problems they had
before the product went to production. I have only seen
speculation on the PPC product. Aside from the normal hype,
I don't think I have seen any really interesting technical
details published.

So, with knowledge, fears can be subsided.

Nothing personal Magnus, your just on the otherside of the
keyboard;). Maybe I have been in the group to long..

Mike
.

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

1758. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: "M.Grove" <anonymous@web.remarq.com>
Message-ID: <930849361.24873@www.remarq.com>
Source record: 9159

In article <930765413.17104@www.remarq.com>, M.Grove
<mgrove@iwvisp.com> wrote:
>Mikey wrote:
....
What was supposed to be available? As the Eclipse isn't
officially released yet (should be any day
now) the desTTiny can't be either.

...MG.
That's just what I ment. The date for the Eclipse and
Tempest keeps slipping, just like the deliverly of the
A/B's.
JK
What third party Atari hardware release date hasn't slipped?
I seem to recall things being years late or never showing up
at all...
MG
:) Got me there. I just had money riding on the last
ordeal:).
JK
The Milan is a lot more expensive than the Tempest is
expected to be.
MG
I was guesstamating about $1100.00 for the video and
accelerator? Am I far off?
JK
Your NOVA would be even faster with fVDI. ;-) (There is
currently no suitable version of the mach64 driver

available, unfortunately, but there will be once I get the
time.)

I hope you get that '060 working well soon.
MG
fVDI looks promising for the NOVA. The later versions of
NVDI seem to be geared towards
MagiC than NAES and MiNT.

The 060 works. I toasted a trace on the A/B that had to be
repaired. That inturn blew
a few caps on the socket adapter. That has taken a while to
fix as I have to do it
at work under a microscope. The problem I had was with the
MI signal the 040 produces.
The Mach chip on the A/B utilizes it for bus timing of some

sort. A bad mistake. But
before I burned the trace, I had been able to three state
some signals and simulate
the MI for the AB when the 060 is installed. The 060 then
initialized on the diagnostic
cart without addressing errors that were occuring.
Unfortunately, TOS will not allow
it to boot from ROM. I have an EPROM, and am waiting for
Petr to release his new TOS.
Plus it is summer. It is to easily to put off soldering work
in 112 degree weather in
in the desert.

Mike

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

1759. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7lgh2kiqo1@snipp.uninett.no>
Source record: 9160

M.Grove <anonymous@web.remarq.com> wrote:

> I was guesstamating about $1100.00 for the video and
> accelerator? Am I far off?

Yes. With RAM it should about $500. That's about half the suggested price
for the Milan060.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1760. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: "M.Grove" <mgrove@iwvisp.com>
Message-ID: <930864305.26723@www.remarq.com>
Source record: 9161

M.Grove <anonymous@web.remarq.com> wrote:

MG I was guesstamating about $1100.00 for the video and
accelerator? Am I far off?
JE
Yes. With RAM it should about $500. That's about half the
suggested price for the Milan060.

--

Wow, you mean they are going to sell both the Tempest and
Eclipse with a video card and ram for $500.00 US?

Now that is a deal:).

/*
Jo Even Skarstein http://www.stud.ntnu.no/~josk/ beer -
maria mckee - atari falcon - babylon 5

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

1761. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7lgukkbsa1@nyheter.chalmers.se>
Source record: 9162

In article <930864305.26723@www.remarq.com> you write:
>M.Grove <anonymous@web.remarq.com> wrote:
>
> MG I was guesstamating about $1100.00 for the video and
>accelerator? Am I far off?
>JE
>Yes. With RAM it should about $500. That's about half the
>suggested price for the Milan060.
...
>Wow, you mean they are going to sell both the Tempest and
>Eclipse with a video card and ram for $500.00 US?

The prices quoted for the Eclipse and Tempest are both GBP199
(I don't know the exchange rates, so I'm not going to try to convert
that into US currency.)

The Eclipse is just about to be delivered, so that price is unlikely
to change. The price on the Tempest might of course be higher once
it arrives, but probably not by a huge amount.

>Now that is a deal:).

It certainly is.

Speaking of hardware and prices, I read in the June issue of ST-Computer
that there's now a RagePro/8Mbyte PCI graphics card available with
drivers for the Hades, at DM499.
According to pricewatch such a card can be had for USD42, and the
fVDI mach64 device driver should work with some minor tweaks...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)
--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1762. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-01 00:00:00 UTC
From: Robert_Schaffner@OF2.maus.de
Message-ID: <199907010909.a19867@of2.maus.de>
Source record: 9163

m> That's just what I ment. The date for the Eclipse and
m> Tempest keeps slipping, just like the deliverly of the
m> A/B's.

No suprise. I await that.

m> machines. How does Apex Media run under PPC emulation? How
m> does Cubase Audio run under PPC emulation? If those two
m> applications don't work, why not just purchase a Milan?
m> Sorry, but a PPC running 68K emulation at the speeds

The way why a lot of other persons doasn't take a milan.
-Some- software can't used furher..

m> Hey, i'm a hard core Falcon user, but the "BIG" hype of

You are not alone! :)

m> Where is Apex Alpha by the way? If there were beta versions

Forget it.
Ordered that package directly after the first preview.
Stopped my order after -three- years of stupid waiting.

m> "lost" Apex Media disk that so many users have complained
m> about......

And the time how was gone for a simple fucking update..

Send disk in march, got it back in november, on a german fair!!
And suprise suprise, it was another disk, not my own.

Take another update with a wrong serial on disk?

Never but anything!
Also not if they create a board with 1200Mhz PPC clock.

Regards, Robert (Men with the selled nemesis, only apex left..)

1763. Re: Atari ST -B:disc, RCA, keyboard, monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-02 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7lhaucfji1@cubacola.tninet.se>
Source record: 9164

Damir Kaknjo <kali@fly.srk.fer.hr> skrev i
diskussionsgruppsmeddelandet:7ldcmp$7t$1@bagan.srce.hr...

> Where? If I understand well, there are only instructions on how to
replace
> A: disk (of 720kb, which is in ST already), but I am asking will a new B:
> drive of 1440kb work on Atari if I plug him on the back connector for
> another disc drive.

You can also check out Vezzelli's Atari hardware page. Don't know the
address, but it's linked on other sites. There are lots of descriptions on
various conversions. My own DD-HD switcher among others.

> >> 2. How to get a proper signal from Atari video output to connect to
RCA
> >> (cinch) on TV and to see colour? Any tips, cables schematics?

> I am not getting anything yet, because I didnt make a cable. I dont know
> how to connect it. I know what to do with audio, but video is my
problem.
> I think that on composite video(pin 2) I would have the luminance, but I
> am talking about CVRS (luminance+ crominance) and I dont know how to mix
> that colours. I dont know what to do with VSYNC and HSYNC either. Maybe
if
> someone could point me to some technical link about television signals.

What you're asking about is simply impossible.

Your german Atari, without modulator, has no way of showing a color picture
on that TV. You can (I believe) get a black and white picture in ST-Lo and
ST-Medium. Maybe it is possible to use an Amiga external RF modulator, but
I'm not sure about this.

Suggestion: Get another TV set (with SCART and thus RGB in) or get another
RGB monitor. Philips, Commodore, Amiga, and Atari monitors will do nicely.
There is also a remote possibility of adding circuitry to an EGA monitor and
thus get a viewable color output from the ST. The Dutch magazine Elector
Electronics had a description of that many years ago.

For ST-Hi you can use most SVGA monitors, with a special adaptor cable.
If you find a NEC3D you might be able to use all three resolutions on it.
The same goes for other monitors within the TV frequency range. The VS is
50Hz (Atari can output 60Hz as well) and the horizontal sync is... someone?
Around 15KHz.

> >> 3. How to repair the keys that would not to work anymore?

Depends on what's happened to them?

> >> 4. Why my monitor often beeps(about 10kHz) when I turn him on?

What you hear is the swan song of your monitor, it's about to die.
Don't use it but instead take it to a TV repairman.

If you're lucky it's just a bad solder joint...

MG

1764. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-02 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <377C25CF.B2EFA18D@ihug.co.nz>
Source record: 9165

Hi there,

Magnus Kollberg wrote:
>
> M.Grove wrote:
> >
> > Where is Apex Alpha by the way? If there were beta versions
> > that actually worked, and the project is discontinued, why
> > not just release the betas into PD? It would go a long way
> > to smooth over the bad rep that Titan has gotten over the
> > "lost" Apex Media disk that so many users have complained
> > about......

David Encill informs me today that Doug Little still fully intends to bring APEX Alpha to market. He says that Doug is just very busy with a number of other projects currently. I'm hoping he's right.

What is story behind APEX media and lost disks? I emailed David to ask if he can upgrade my very early (v2.0) version of APEX media, and he says no problem...just send #12.50 and the original disks.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1765. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <377CC4FE.8D2B2250@NO.SPAM.emw.ericsson.se>
Source record: 9166

M.Grove wrote:
>
> M.Grove <anonymous@web.remarq.com> wrote:
>
> MG I was guesstamating about $1100.00 for the video and
> accelerator? Am I far off?
> JE
> Yes. With RAM it should about $500. That's about half the
> suggested price for the Milan060.
>
> --
>
> Wow, you mean they are going to sell both the Tempest and
> Eclipse with a video card and ram for $500.00 US?
>
> Now that is a deal:).

Maybe you should check the facts before you spit fire the
next time? ;-)

The Eclipse is a bargin (the Nova was to with the deal I got,
but the original price for the Nova was way to high) and the
Tempest is just about right as well compared to what you
get for the Amiga.

//MK

1766. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-02 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <377CC714.F54758F8@NO.SPAM.emw.ericsson.se>
Source record: 9167

M.Grove wrote:

> No, I just don't have much interest in this project, and
> tire of hearing about how great it is.

So why do you care? It hasn't been very much talk about it in
this group which kind of suprise me. The Amiga fans have been
raving about their PPC accelerators for well over a year now.

> world. What other company besides the Milan crew has as much
> information readily available on their web site as them?

I would think the information will be there when the time is
ready. BTW. Have you even took the time to look at the pages
about the Tempest lately? There is already _alot_ of info in
there and a FAQ. The Milan pages doesn't realy say much if
you care to read through them

> There, they give you the software and updates and tell you
> what to expect. No bull shit as far as I can tell.

Kind of hard to give you updates of a product which isn't
even released yet. Even then, you can already download beta
versions of fVDI to try your self. Not to bad eh?

> Hell, they even warranty the product. Best of all, they gave
> highly technical updates during the project. These are
> important to me. They openly discussed problems they had
> before the product went to production. I have only seen
> speculation on the PPC product. Aside from the normal hype,
> I don't think I have seen any really interesting technical
> details published.

I don't get it. Have you checked out the Tempest pages or not?
If there is anything you want to know, why don't you ask?

> Nothing personal Magnus, your just on the otherside of the
> keyboard;). Maybe I have been in the group to long..

I know. See ya.

//MK

1767. Re: PPC accelerator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-02 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dub2ay.rmi1b41ouq4kN@pm-d13.rhein-main.de>
Source record: 9168

> David Encill informs me today that Doug Little still fully intends
> to bring APEX Alpha to market. He says that Doug is just very busy
> with a number of other projects currently. I'm hoping he's right.

-ROTFL-

Exactly the same answer as last three years..
(Sorry)
Needï¿½s a new disc, old one is scratched :->

> What is story behind APEX media and lost disks? I emailed David to
> ask if he can upgrade my very early (v2.0) version of APEX media,
> and he says no problem...just send #12.50 and the original disks.

And wait 3-8 month.. (He forgot add that..)
(Sorry..) My own update storys, not only one time, teach me these
words..

No privat war with david/titan, but the service is -bad-

Service was good, allways, but only in the first year
i used apex. First update needs ONE week. Later updates month..

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1768. Networking A PC and STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-02 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7lj0k3$c5t$1@news4.svr.pol.co.uk>
Source record: 9169

Hi

More than likley this has been asked before, but is it possable to link
a ST and a PC together so that they can access each others drives.

If so what software hardware is needed to do it?

Bfn Ste

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

1769. Re: Flash EPROM in ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-02 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7lj59e$p73$2@SOLAIR2.EUnet.yu>
Source record: 9170

On 1 Jul 1999 17:01:40 +, "Pera Putnik" wrote:
> Thanks to virus CIH and nato bombing I get one idea: putting Flash EPROM-s
>in Atari ST(E) machines instead usual (E)PROMS. This will allow very easy
>and fast modification of BIOS , TOS and GEM - really good thing for TOS
>patchers (Philip Taylor where are you ?)

Not directly related to this, but... I was wondering would it be possible
to put add-ons like NVDI or even MiNT into ROM? On machines with the
4MB RAM limit that would free quite a lot of memory for applications, and
even might make the ST-type machines run a litle faster, if the hack is
made to accelerate the CPU and access the ROM at 16MHz.

And another thought, concerning TOS patches:

* Many people use NVDI- that replaces the VDI of TOS;
* One can use N-AES or AES4.1 to replace the AES of TOS;
* Alternative desktops replace the limited desktop of TOS;
* HSMODEM patch replaces communication routines of TOS;
* MiNT replaces some other TOS routines;

So, what is left of the poor original TOS? Not much. And would it be too
difficult to put together these main patches, relocate whatever should be
relocated, delete the old routines from TOS, and create a decent OS that
might be burned into EPROMs.

It would not hurt anyone's copyright, if a patch program be created, so
that one can create a new OS image for his personal use, using his own
copies of NVDI, TOS, etc.

Cu.

1770. Re: Flash EPROM in ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-02 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7lj59a$p73$1@SOLAIR2.EUnet.yu>
Source record: 9171

On 1 Jul 1999 17:01:40 +, "Pera Putnik" wrote:
> Thanks to virus CIH and nato bombing I get one idea: putting Flash EPROM-s
>in Atari ST(E) machines instead usual (E)PROMS. This will allow very easy
>and fast modification of BIOS , TOS and GEM - really good thing for TOS
>patchers (Philip Taylor where are you ?) . If there will be some interest, I
>will make project, which should be quite simple btw.

I like the idea very much. It is nice that you are willing to design that.

But didn't someone ask a similar question in this group, a while back?
I think he got a number of Flash EPROMS and asked if they could be used,
and it turned out that there would be some complications?

Btw. would the GLUE chip permit an attempt to write into the ROM address
interval?

Cu.

1771. Re: Flash EPROM in ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-02 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7lj9fn$r77$1@SOLAIR2.EUnet.yu>
Source record: 9172

Djordje Vukovic <vdjole@EUnet.yu> wrote in message
news:7lj59e$p73$2@SOLAIR2.EUnet.yu...

To previous your post:
Of course that Glue will not allow write to ROM, but it can be solved with
simple trick.

>
> Not directly related to this, but... I was wondering would it be possible
> to put add-ons like NVDI or even MiNT into ROM? On machines with the
> 4MB RAM limit that would free quite a lot of memory for applications, and
> even might make the ST-type machines run a litle faster, if the hack is
> made to accelerate the CPU and access the ROM at 16MHz.

ROM space is limited to 256KB, so I don't think that it will be possible
without complicated hardware modifications. Other thing is required
modification of software, to make it run from ROM.
I don't have such ambitions. I just want making simple and quick project.

>
> And another thought, concerning TOS patches:
>
> * Many people use NVDI- that replaces the VDI of TOS;
> * One can use N-AES or AES4.1 to replace the AES of TOS;
> * Alternative desktops replace the limited desktop of TOS;
> * HSMODEM patch replaces communication routines of TOS;
> * MiNT replaces some other TOS routines;
>
> So, what is left of the poor original TOS? Not much. And would it be too
> difficult to put together these main patches, relocate whatever should be
> relocated, delete the old routines from TOS, and create a decent OS that
> might be burned into EPROMs.
>
> It would not hurt anyone's copyright, if a patch program be created, so
> that one can create a new OS image for his personal use, using his own
> copies of NVDI, TOS, etc.
>

Well, Atari users, let start work on it ! :-)

I just want remind that nobody in UK made UK (or US) TOS 2.06 able to work
from RAM, for long years. I made it in less than one day work - practically
all it was finding of addresses to not relocate. I used printer and some
simple routines to make search of specific instructions faster.
Prog. is at : http://members.tripod.com/~piters/atari/tosload.htm .

pera

1772. Re: Flash EPROM in ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-02 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <377D05CD.723F@midsouth.net>
Source record: 9173

Djordje Vukovic wrote:
>
> On 1 Jul 1999 17:01:40 +, "Pera Putnik" wrote:
> > Thanks to virus CIH and nato bombing I get one idea: putting Flash EPROM-s
> >in Atari ST(E) machines instead usual (E)PROMS. This will allow very <SNIPERROO>
>
> So, what is left of the poor original TOS? Not much. And would it be too
> difficult to put together these main patches, relocate whatever should be
> relocated, delete the old routines from TOS, and create a decent OS that
> might be burned into EPROMs.
>
> It would not hurt anyone's copyright, if a patch program be created, so
> that one can create a new OS image for his personal use, using his own
> copies of NVDI, TOS, etc.
>
> Cu.
>

What about KaosTOS and SuperTOS? It can and has been done- perhaps a
R/W rom image that is loaded as the OS, accepts the patches as applied,
then is captured back to disk- using the RAM relocation vector address
as the starting point in TOS2disk. Within limits this may be a solution
to apply the more modern patches to the OS.

'Aleikum

Eric

1773. Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-03 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7ll509qjm2@zingo.tninet.se>
Source record: 9174
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ethernet Open Discussion Project

Seeing the lack of ethernet connectivity as a major drawback in using the Atari M68K machines and in view of the stalled SCSI-->Ethernet project, I'd like to propose a discussion on an ethernet solution based on massproduced ISA cards.

Karl Samyn has told me that there are people who can write the software drivers, which to me seems the biggest job. This discussion will be focused on hardware matters.

Anyone can join in and propose, criticize or correct in the discussion.

What's it good for?
Lots of things. One minimal requirement is that you have access to at least two computers, a solo network is a contradiction in terms...
A network means that you can share resources like printers, harddisks, modems, etc. Say that your family is all computerized. A PC is used by the kids to play games on. You're using your Atari for music production and your wife has another Atari for writing her novel. With a network all of you would have access to the PC:s harddisks, which means that harddisks for the ST:s wouldn't be necessary. Also the weird windows-only printer connected to the PC can now be used by both Ataris as well. All the family can surf the net at the same time, each on his/her own computer.

There are many more uses. An extreme computing project on the Linux platform is the Beowulf system. Beowulf networks a number of (differently equipped) computers into one "organism", to perform distributed computing tasks.

One such task could be to compute graphical manipulations to happen in realtime. A virtual picture is defined, say 1.000.000 pixels horizontally and 600.000 vertically. Say that the color depth is 32 bits and you get L-O-T-S of pixels to work with... Say that the computing time for one transition is 6 monts with one machine. With 6 machines it would be 1 month. With 60 machines it would be 3 days, etc etc.

(For anal types who'd want to remark that there are losses due to overhead, yes you're right. But I'm just trying to draw a picture here...)

Here are some starting points to begin with.

*Is there already a solution for the Amiga or Macintosh computers that could be easily adapted to the Atari hardware?

*Where to interface the ISA card? On the processor bus, on the cartridge port, on the DMA port? I vote for the processor bus, but all suggestions are

welcome.

*Which well-documented card (chip) to choose in the first place?
It is best to concentrate all efforts to one single type of card in the beginning. Later new drivers can be developed for other manufacturers.

*Ideally this solution would work on all the processors and bus speeds used by the various Atari models and their accellerator cards. Also this is supposed to be an unrestrained solution, that would give the same possibilities as on a PC. No stupid "parity disabled SCSI interface" or "almost SCSI, but not really, we call it ACSI", or "we delivered the printer port from one signal that the rest of the world has included". In other words no Tramiel cheapness!

*The information from this discussion is free and available to all, and so is the right/grant to use it for projects/products. If you're industrious and want to make a buck from producing cards/adaptors then go ahead! But you can't copyright the solutions emerged in this discussion to stop others from producing their own.

*My thought is that after a working prototype series is made to work we could dispose of the cumbersome ISA cards and produce a small (matchbox size) card that would easily fit inside any Atari. The Realtek card I have at home only needs the surface of a matchbox to fit its single chip and capacitors.

CONNECTION TO PROCESSOR BUS QUESTIONS:

*What about the Lo-byte Hi-byte issue concerning ISA cards on the Motorola bus? Do we flip the data bus or the address bus? In fact this is also a qustion for the cartridge and DMA solutions.

*What hardware address to choose for the memory mapping of the ethernet interface? Is one foreseen by Shiraz Shivji & Co? The Riebl card obiviously must have some address it dwells on?

*It looks to me as if this project can be realized in a very similar manner to the TOS 2.06 decoder for the ST series and even more the IDE interface. Any thoughts?

Martin Graiter

1774. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-03 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7llbkascf1@athena.netset.com>
Source record: 9175
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Martin Graiter <graiter@starmail.com> wrote in
<7ll509qjm2@zingo.tninet.se>:

>
>
Hi!

When I was doing research on a possible 1040STf motherboard replacement, I ran accross the 68K systems out there that use ISA cards. Perhaps we ought to contact that crowd for some help.

Regards,

Jim W. Krych

1775. Re: HD floppy on Stacy?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-03 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <377e5030$0$162@news.zetnet.co.uk>
Source record: 9176

Martin-Eric Racine <q-funk@pp.fishpool.com> wrote in message
news:Pine.LNX.3.96.990630121020.2360A-100000@hal.fishpool.fi...
> Is anyone familiar enough with the Stacy to confirm wether a high-
> density floppy can be fitted in? I already have TOS 2.06 installed,
> so that part is covered. What else beyond that, short of changing
> the controler to an Ajax chip?

yes I put the TUS kit in mine,I moved the hard drive slightly further up
the bracket to make clearance for the piggy back chip BTW this kit works
with any tos 1.4> with the aid of an auto folder patch
Kevin

1776. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-03 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7llmud$2jr$1@SOLAIR2.EUnet.yu>
Source record: 9177

On 3 Jul 1999 15:44:29 +, "Martin Graiter" wrote:

>***Ethernet Open Discussion Project***
>
>Seeing the lack of ethernet connectivity as a major drawback in using the
>Atari M68K machines and in view of the stalled SCSI-->Ethernet project, I'd
>like to propose a discussion on an ethernet solution based on massproduced
>ISA cards.
>
>*Is there already a solution for the Amiga or Macintosh computers that could
>be easily adapted to the Atari hardware?
>
>
>*Where to interface the ISA card? On the processor bus, on the cartridge
>port, on the DMA port? I vote for the processor bus, but all suggestions are
>welcome.

Isn't there already an ISA-card adaptor for the Ataris somewhere? I think
someone mentioned it sometime...

If it exists and it accepts any ISA card, it would of course accept an
ethernet card, and then it is a move to step #2: software driver(s).

If it doesn't exist, maybe it would be better to design that first, as it
might be useful for other purposes, too, and then move on to ethernet job.

But we are, perhaps, drifting here into the waters of Atari-emulated-on-a-PC,
and the point that Pera Putnik made: that the future of Atari may be in
emulation. It may be cheaper and better to concentrate efforts onto producing a
a really good Atari emulator (practically an alternative OS) on PC hardware,
using the brute power of fast Pentiums. And then we would cheaply have all
the interfaces we need- ISA, PCI, USB, network, IDE..., and retain the use
of a familiar TOS (and/or derivatives) operating system and applications.

Cu.

1777. Re: Flash EPROM in ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-03 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7llmuf$2jr$2@SOLAIR2.EUnet.yu>
Source record: 9178

On 2 Jul 1999 23:02:04 +, "Pera Putnik" wrote:

>> Not directly related to this, but... I was wondering would it be possible
>> to put add-ons like NVDI or even MiNT into ROM?
>>
> ROM space is limited to 256KB, so I don't think that it will be possible
>without complicated hardware modifications.

Of course; silly of me- I forgot. Actually, I had in mind all the time only
the TOS 2.06 ROMs at $E00000, and the 256KB free after them.

Regards;

1778. Re: Networking A PC and STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-03 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <377d7f6eaaf8660@mail.otenet.gr>
Source record: 9179

>Hi
>
>More than likley this has been asked before, but is it possable to link
>a ST and a PC together so that they can access each others drives.
>
>If so what software hardware is needed to do it?
>
There are several options, the simplest is ghostlink, PC becomes the
slave, ATARI the master and you can transfer files from/to PC using the
ATARI desktop and a null modem cable.

Using MagiC_PC under window$ and a single floppy (!) for the ST you
can use STinG/BNeT to access drives/files/printers etc on both machines
(like M$ networks, except that it doesn't take ages to connect and does
not use passwords :).
This setup plays better of course, if the STE has a hard disk, 4MB RAM
and runs MagiC ;-)

The only problem is the slow speed of ST's serial port. There is a
hardware modification that can increase the speed to 57600 bps IIRC.
Check HS-MODEM docs or ST related sites.

Now for Ethernet. MintNet has a driver for DLink DE600 pocket adapter
that plugs to the cartridge port. If such an adapter can be found, you
can use NFS to connect to the PC (I haven't tested this).

Realtek pocket adapters should be easier to find as Genius LAN, ZOT
pocket adapter etc. I've written a STinG driver for this chip and use
it for the last couple weeks to connect to the PC through FTP or HTTP,
STinG has no NFS for the moment.

Take a look in my homepage or the Belgian FTP server at:
"193.190.204.128/atari/network/ethernet/realtek" or Karl Samyn's page
at "http://gallery.uunet.be/saka/atari/network/"

Regards Vassilis
mailto:papval@otenet.gr
http://users.otenet.gr/~papval/

1779. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-04 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <377ea32440c8f00@tripnet.se>
Source record: 9180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sat 03-07-1999 15:44 (+0200) Martin Graiter wrote:

>***Ethernet Open Discussion Project***
>
>
>
>Seeing the lack of ethernet connectivity as a major drawback in using the
>Atari M68K machines and in view of the stalled SCSI-->Ethernet project, I'd
>like to propose a discussion on an ethernet solution based on massproduced
>ISA cards.

Take a look at:

ftp://193.190.204.128/atari/network/ethernet/realtek/

A fully working(?) DIY cartridge port adaptor for pocket Ethernet
adaptors complete with PCB layout and a STiNG driver!

Looks very promising.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1780. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-04 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <377f5a3f$0$161@news.zetnet.co.uk>
Source record: 9181

My Vote would have to go for a cartridge port solution to interface ISA 3-COM Ehterlink 3 adapters....Heres why...

Cart port is easily accessible to most Atarians unless, like some of my recasers they are a bit hard to get at. Musicians with cart-port dongles prolly aren't too fussed by networking anyway....The clock carts I've aseen have got through ports anway so that should be a non-issue.

Why 3-COM ELINK3's....well they're everywhere and cost peanuts. You can get the ISA ones in this country for about 5 UKP, so linking up to a PC will be trivial, equally getting hold of ISA sockets even though they're becoming obsolete will never be hard for the next decade, push comes to shove you can strip a 386 PC for half a dozen any time you want....

I can offer to do the layout, I use SCOOTER PCb on a Falcon and it'll handle a lot of layers if it needs to although I'd try to get it into doublesided if I could...We'd need to box it somehow or do what Titan/Core have done with the Eclipse and run a ribbon cable to a seperate box for the card (the same one they're using will do...), raising the possiblility of multiple cards being made available, though what you can get beyond extra paprallel ports and possibly HD IDE and SCSI boards that'd be worthwhile is another matter.....Soundblaster anyone?

chrisc

1781. Re: Networking A PC and STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-04 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <377F6372.33BA43E1@village.uunet.be>
Source record: 9182

Hello,

Stephen Barszczak wrote:
>
> Hi
>
> More than likley this has been asked before, but is it possable to link
> a ST and a PC together so that they can access each others drives.

hmm, yes this has been asked before...

> If so what software hardware is needed to do it?

That depends witch solution you want.
You simply can connect them using a serial nul-modem cable... or a
special parallel cable.
You can also connect them using an ethernet network (is rather
expensive).

You should decide if you will need the connection a lot.

Take a look at my pages, maybe you'll get a little wiser :-)

http://gallery.uunet.be/saka/atari/network/index.htm
http://gallery.uunet.be/saka/atari/lan/index.htm
http://gallery.uunet.be/saka/atari/faq/index.htm

If your browser supports java-scripts, you can use this wizard to find a
good solution.
http://gallery.uunet.be/saka/atari/faq/wizard.htm

Hope this helps.

--
Saka -- Karl Samyn
ir telecommunications

1782. Free old mags!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-04 00:00:00 UTC
From: Robert Casey <Robert.Casey@tesco.net>
Message-ID: <7lo6t8$f5$1@epos.tesco.net>
Source record: 9183
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

I have a pile of old computer mags - mainly Computer & Video Games but some other bits and pieces. Due to be filed under 'bin' unless anyone wants to come and get them (location Manchester UK)!

Rob

1783. Online Atari Shareware Registration

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-05 00:00:00 UTC
From: Denesh Bhabuta <denesh@cyberstrider.org>
Message-ID: <931131646.8631.0.nnrp-01.9e985843@news.demon.co.uk>
Source record: 9184
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

Just a short note to mention that you can now register for Atari shareware via CyberSTrider using your Credit Card (Mastercard/Visa) or Debit Card (Switch/Delta) via my web site.

http://www.cyberstrider.org/

follow the link that informs you of the online payment system. No need for Americans/Canadians to send me Dollar cheques/International Money Orders.. and no need for Europeans (non UK ones I mean ;) to send me Eurocheques.. just pay via the site...

You may also be interested to know about things my other company (Cyberstrider Limited) is doing... (domain names, web hosting, ecommerce)

www.cyberstrider.net
www.cyberstrider.co.uk
or
www.cybes.co.uk

Regards
Danny

1784. Re: Free old mags!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-05 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1duhfv6.1l2mqgjt7bzy8N@max02-058.enterprise.net>
Source record: 9185
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

Robert Casey <Robert.Casey@tesco.net> wrote:

> I have a pile of old computer mags - mainly Computer & Video Games but some
> other bits and pieces. Due to be filed under 'bin' unless anyone wants to
> come and get them (location Manchester UK)!

Where abouts in Manchester, Rob?

--
Steve <<Steve@mguk.enterprise-plc.com>>

MacGamer UK
http://web.ukonline.co.uk/macgamer/

1785. need tech reference

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-06 00:00:00 UTC
From: Vadim Grepan <kezal@mail.ru>
Message-ID: <7ls9pp$457$1@storm.comstar.ru>
Source record: 9186

Hello All!

few weeks ago I've bought an old ATARI 1040 STfm. But there is no any
docs with it

There are some connectors which I recognize - HDD, Printer, B/W monitor
etc. But on the left side I've found connector, near MIDI In and MIDI Out,
which hasn't any describe. It's 20-pin, one row like short ISA-slot,
female. What should It be?

Rgds, Vadim Grepan
----
kezal@mail.ru
2:5020/653@fidonet.org

1786. Re: need tech reference

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-06 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3781CFA1.374AD6D7@online.TAKE.THIS.OUT.fr>
Source record: 9187

Vadim Grepan a ï¿½crit :
>
> Hello All!
>
> few weeks ago I've bought an old ATARI 1040 STfm. But there is no any
> docs with it
>
> There are some connectors which I recognize - HDD, Printer, B/W monitor
> etc. But on the left side I've found connector, near MIDI In and MIDI Out,
> which hasn't any describe. It's 20-pin, one row like short ISA-slot,
> female. What should It be?

That's the cartridge port. You can use it for dongles, cartridge
software, an I/O interface, a real-time clock, etc...

The monitor port is for both monochrome and colour monitors, it detects
which kind of monitor is connected and switches the ST to the right
video mode.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1787. Re: need tech reference

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-06 00:00:00 UTC
From: Vadim Grepan <kezal@mail.ru>
Message-ID: <7lsrl2$6m9$1@storm.comstar.ru>
Source record: 9188

Hello Nicholas!
Nicholas Bales (please edit email addressto reply) ����� ⊠ ⊠⊠⊠⊠⊠⊠⊠⊠⊠
<3781CFA1.374AD6D7@online.TAKE.THIS.OUT.fr> ...
>
>> which hasn't any describe. It's 20-pin, one row like short ISA-slot,
>> female. What should It be?
>
>That's the cartridge port. You can use it for dongle s, cartridge
>software, an I/O interface, a real-time clock, etc...

Thanks. I think, It's not so much useful connectors...

>
>The monitor port is for both monochrome and colour monitors, it detects
>which kind of monitor is connected and switches the ST to the right
>video mode.

Alas, I've got only B/W monitor, so I want to connect my Sony TV to ST. I
suppose, It can be done through TV antenna, Isn't It?

Rgds, Vadim Grepan
----
kezal@mail.ru
2:5020/653@fidonet.org

1788. Re: need tech reference

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-06 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <378214A8.CCCA28A5@online.TAKE.THIS.OUT.fr>
Source record: 9189

Vadim Grepan a ï¿½crit :
>
> Hello Nicholas!
> Nicholas Bales (please edit email addressto reply) ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½
ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
> <3781CFA1.374AD6D7@online.TAKE.THIS.OUT.fr> ...
> >
> >> which hasn't any describe. It's 20-pin, one row like short ISA-slot,
> >> female. What should It be?
> >
> >That's the cartridge port. You can use it for dongle s, cartridge
> >software, an I/O interface, a real-time clock, etc...
>
> Thanks. I think, It's not so much useful connectors...
>

No, not unless you have the specific hardware that connects to it.

> >
> >The monitor port is for both monochrome and colour monitors, it detects
> >which kind of monitor is connected and switches the ST to the right
> >video mode.
>
> Alas, I've got only B/W monitor, so I want to connect my Sony TV to ST. I
> suppose, It can be done through TV antenna, Isn't It?
>

Correct, but that's a composite display, which is slightly inferior to
the RGB output that comes from the monitor connector. You would need a
special cable and an RGB input (like a SCART connector) on your TV to
use it. Some countries do not use SCART, that's why Atari included an RF
composite output in the STFM.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1789. Wanted: The Atari Diagnostic Cartridge

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pTrcrgARp6g3Ewh0@steverosie.demon.co.uk>
Source record: 9190
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,uk.adverts.computer,demon.adverts

Hi

I am after the diagnostic cartridge that Atari did for the Atari ST
series. Ideally with manuals etc.

Thanks

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1790. Rebuilding an Atari TT .. I need your help!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3783A08B.4A8E@geocities.com>
Source record: 9191
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer,stgt.atari

I recently bought a puzzle for $15. I'm not much one for puzzles, but this type I like....

It is a Atari TT, and this is what I've got so far....

"An Atari TT030 computer that is DEAD, NON-WORKING, INCOMPLETE, being sold FOR PARTS. Is missing keyboard, floppy drive, TOS ROMs, Hard Drive, Hard Drive Mount/shell, and a few other chips/components. Also does NOT inlcude any cords, mouse, or other cables. *Does include* the 68030 processor, power supply, VME cage, all connectors on back including the VME cover plate with two serial ports mounted on it. While there may be a chance that this computer could be fixed, I am selling it as a PARTS MACHINE ONLY."

Alright, the way I see it, the parts list is looking like this:

Missing list:

keyboard - I have a Mega ST keyboard. Would this be compatible?
floppy drive - No problem.. common.
TOS ROMs - Possible problem... anyone know of anyone who burns these?
Hard Drive - no problem.. common.. though the cables from the motherboard to the hard drive might be a problem.
Hard Drive Mount/shell - One could be fashioned to fit... might be challenging.
and a few other chips/components - again, possible problem, since more than likely these chips taken
were probably rare. Anyone deal
in ST/TT components?

cords - From computer to monitor/hard drive.. little problem
mouse - absolutely no problem.
other cables - "other" cables? Internal? Possible problem.

As for what's included... "68030 processor, power supply, VME cage, all connectors on back including the VME cover plate with two serial ports mounted on it. "

I'm relieved that the processor is there, and power supply... my only question is how good the motherboard and power supply is.

So these are the parts of the puzzle. I'm curious to sources for TT computer components, and where I can find specs so I can know what other parts I need to look for.

Thank folks for your helpon this savenger hunt!

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1791. Re: Free old mags!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-07 00:00:00 UTC
From: Robert Casey <Robert.Casey@tesco.net>
Message-ID: <7m0dp4$n3c$1@barcode.tesco.net>
Source record: 9192
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,uk.local.nw-england

>Where abouts in Manchester, Rob?

Fallowfield!

1792. Re: need tech reference

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-07 00:00:00 UTC
From: Vadim Grepan <kezal@mail.ru>
Message-ID: <7m1ikf$v99$1@storm.comstar.ru>
Source record: 9193

Hello Nicholas!

>>
>> Thanks. I think, It's not so much useful connectors...
>>
>
>No, not unless you have the specific hardware that connects to it.

If only.. ;-)

>
>> >
>> >The monitor port is for both monochrome and colour monitors, it detects
>> >which kind of monitor is connected and switches the ST to the right
>> >video mode.
>>
>> Alas, I've got only B/W monitor, so I want to connect my Sony TV to ST. I
>> suppose, It can be done through TV antenna, Isn't It?
>>
>
>Correct, but that's a composite display, which is slightly inferior to
>the RGB output that comes from the monitor connector. You would need a
>special cable and an RGB input (like a SCART connector) on your TV to
>use it. Some countries do not use SCART, that's why Atari included an RF
>composite output in the STFM.
I'm misleading a little. Can i simple connect TV-antenna's input and
TV-connector and TV-

1793. Re: need tech reference

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-08 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <378498BB.3B8940A2@online.TAKE.THIS.OUT.fr>
Source record: 9194

```
Vadim Grepan a ï¿½crit :
>
> Hello Nicholas!
>
> >>
> >> Thanks. I think, It's not so much useful connectors...
> >>
> >
> >No, not unless you have the specific hardware that connects to it.
>
> If only.. ;-)
>
> >
> >> >
> >> >The monitor port is for both monochrome and colour monitors, it detects
> >> >which kind of monitor is connected and switches the ST to the right
> >> >video mode.
> >>
> >> Alas, I've got only B/W monitor, so I want to connect my Sony TV to ST. I
> >> suppose, It can be done through TV antenna, Isn't It?
> >>
> >
> >Correct, but that's a composite display, which is slightly inferior to
> >the RGB output that comes from the monitor connector. You would need a
> >special cable and an RGB input (like a SCART connector) on your TV to
> >use it. Some countries do not use SCART, that's why Atari included an RF
> >composite output in the STFM.
> I'm misleading a little. Can i simple connect TV-antenna's input and
> TV-connector and TV-

Yes, the RCA connector on the back of the ST is the output from the RF
Modulator. This plugs directly into your TV's antenna socket.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

1794. Re: Rebuilding an Atari TT .. I need your help!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-08 00:00:00 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <7m26gu$h3o$1@testinfo.uoguelph.ca>
Source record: 9195

: I recently bought a puzzle for $15. I'm not much one for puzzles, but
: this type I like....

: It is a Atari TT, and this is what I've got so far....

: "An Atari TT030 computer that is DEAD, NON-WORKING, INCOMPLETE, being
: sold FOR PARTS. Is missing keyboard, floppy drive, TOS ROMs, Hard Drive,
: Hard Drive Mount/shell, and a few other chips/components. Also does NOT
: inlcude any cords, mouse, or other cables. *Does include* the 68030
: processor, power supply, VME cage, all connectors on back including the
: VME cover plate with two serial ports mounted on it. While there may be
: a chance that this computer could be fixed, I am selling it as a PARTS
: MACHINE ONLY."

Can't really beat the price...

: keyboard - I have a Mega ST keyboard. Would this be compatible?

Yes; it'll be plug and play.

: floppy drive - No problem.. common.
: TOS ROMs - Possible problem... anyone know of anyone who burns these?

If you can't find someone to burn some for you, check out Best
Electronics for new ones.

: Hard Drive - no problem.. common.. though the cables from the
: motherboard to the hard drive might be a problem.

Nope, it's just a standard SCSI cable,

: Hard Drive Mount/shell - One could be fashioned to fit... might be
: challenging.

You might want to consider re-casing the TT in a PC tower case. Benefits
include a good power supply, room for more than one internal SCSI device,
better looks (depending on your opinion of the TT "wedding cake" case),
and the ability put the computer somewhere else than on top of your desk.

: and a few other chips/components - again, possible problem, since
: more than likely these chips taken
: were probably rare. Anyone deal
: in ST/TT components?

Check out Best Electronics again.
http://www.best-electronics-ca.com/

THeo

1795. Re: need tech reference

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <CnSW2GAxLOh3Ewu4@steverosie.demon.co.uk>
Source record: 9196

On Thu, 8 Jul 1999 at 14:25:31 a message from Nicholas Bales (please edit email addressto reply) was created on the subject of need tech reference.
>Yes, the RCA connector on the back of the ST is the output from the RF
>Modulator. This plugs directly into your TV's antenna socket.

Don't forget to unplug, or use a monitor switch box, the MONO monitor otherwise you won't be able to use a TV.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1796. newsie strange behaviour

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-08 00:00:00 UTC
From: sjmontar@easynet.fr
Message-ID: <7m33lsmvk1@buggy.easynet.fr>
Source record: 9197

Hi everybody

I have been experiencing some problems in receiving some mail messages using Newsie0.94 (any update available by now?). The symptoms are the following : when I check for new mail, I get the dialog box with "x new messages" displayed (1 or more messages announces), then the right number of message is downloaded on my machine. But when the inbox list comes up some messages are missing. I checked on the mail directory (date directory) and the missing message is there, and can be shown apparently without glitches using the desktop. The messages were sent from work using ms exchange (sorry...).

Has anybody a hint as to what the problem is ?

Thanks for listening

Cheers

Stephane

1797. Controller card failure

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-09 00:00:00 UTC
From: shacoustic@aol.com
Message-ID: <19990708234431.16895.00010155@ng-fw1.aol.com>
Source record: 9198

I have an old piecemeal ST harddrive system with an ICD Controller Card. I rarely use my ST anymore, but this system has worked fine for years. Recently, I turned on the hard drive and heard the usual startup sounds from the power supply and drive, but the ST could not find the controller card. After closer examination, I saw that the card has a battery on it which was dead. So I replaced the battery, but still nothing happens. How can I get this antique system going again, or at least determine with a multimeter if the card is indeed not working?

If necessary, could I also find an old prepackaged ST hard drive and transfer the data from my existing drive to the new one by hooking it up to a PC?

Thanks,
Steve

1798. Re: Controller card failure

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-09 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <3785A497.53574DDD@online.TAKE.THIS.OUT.fr>
Source record: 9199

SHAcoustic a ï¿½crit :
>
> I have an old piecemeal ST harddrive system with an ICD Controller Card. I
> rarely use my ST anymore, but this system has worked fine for years. Recently,
> I turned on the hard drive and heard the usual startup sounds from the power
> supply and drive, but the ST could not find the controller card. After closer
> examination, I saw that the card has a battery on it which was dead. So I
> replaced the battery, but still nothing happens. How can I get this antique
> system going again, or at least determine with a multimeter if the card is
> indeed not working?
>

The battery is just for the clock that's built into these old ICD card.

You could try contacting ICD, they still have a web site somewhere, but
from experience, the drive mechanism usually fails well before the host
adapter. Maybe you could try attaching a new SCSI unit to it (with the
same drive ID and parity off).

> If necessary, could I also find an old prepackaged ST hard drive and transfer
> the data from my existing drive to the new one by hooking it up to a PC?

Finding an old hard drive would be difficult nowadays. You'd have to get
a modern SCSI/IDE drive and adapter. Besides, a PC could not read that
old atari drive.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1799. Help: Keyboard repair

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-10 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <3787C522.744F@midsouth.net>
Source record: 9200

Recently I recieved a 520STfm and a 1040STf in a trade. They weren't packed all that well and the keyboards got damaged. Outwardly they look fine (except the STf where the space bar is in two pieces), but all of the keys left of the 6-T-G-V line give no reponse. This is true of both. I disassembled the STf keyboard and discovered the PCB had been pushed in against the middle support column until it (the PCB) gave, making a 2 cm uplift with broken traces. After running wire wrap wire between the affected trace end points, I got the majority of the keys to work.

My problem now is that the 8-0-= keys and both of the shifts do not respond, although CAPSLOCK does. Does anyone have any ideas or previous experience that may shed some light on where to go next. Thanks in advance.

'Aleikum

Eric

1800. Re: Help: Keyboard repair

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-11 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <OoblIEAYHRi3EwHQ@steverosie.demon.co.uk>
Source record: 9201

On Sat, 10 Jul 1999 at 22:17:34 a message from Brigitte & Eric McCormack
was created on the subject of Help: Keyboard repair.
>Recently I recieved a 520STfm and a 1040STf in a trade. They weren't
>packed all that well and the keyboards got damaged. Outwardly they look
>fine (except the STf where the space bar is in two pieces), but all of
>the keys left of the 6-T-G-V line give no reponse. This is true of
>both. I disassembled the STf keyboard and discovered the PCB had been
>pushed in against the middle support column until it (the PCB) gave,
>making a 2 cm uplift with broken traces. After running wire wrap wire
>between the affected trace end points, I got the majority of the keys to
>work.
>
>My problem now is that the 8-0-= keys and both of the shifts do not
>respond, although CAPSLOCK does. Does anyone have any ideas or previous
>experience that may shed some light on where to go next. Thanks in
>advance.
>
Hi

I've given up trying to patch keyboards where the support goes through,
you can never guarantee it'll work 100%.

I may have a spare keyboard knocking around somewhere, depending where
you are:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1801. atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-12 00:00:00 UTC
From: Michele Smith <michelesmith@sprint.ca>
Message-ID: <01beccd6$6f2c6280$388194d1@default>
Source record: 9202

is there any way either software and or hardware that will increase
resolution and or colour on an st. other than spectrum 512,quatum paint?

1802. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-13 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <931839308.633.22@news.remarQ.com>
Source record: 9203

On 12 Jul 1999 23:24:50 , "Michele Smith" wrote:
>is there any way either software and or hardware that will increase
>resolution and or colour on an st. other than spectrum 512,quatum paint?
>
>.

PhotoChrome 4 and two of the Nifty viewers from the Apex package.
These are just viewers.

Mike

1803. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-13 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7mf0t4$e7q$1@nnrp1.deja.com>
Source record: 9204

Hi,

Many years ago, I acquired a "PC-Speed" device which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1804. ICD IDE Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-13 00:00:00 UTC
From: David Donachie <geas@holyrood.ed.ac.uk>
Message-ID: <Pine.GSO.3.95.990713112705.5807A-100000@holyrood.ed.ac.uk>
Source record: 9205

HI,
I recently recieved what I believed to be an old IDE interface, but to be honest I'm not sure.
It consists of two seperate boards around 6x8 and 6x6 inches in size.

One has the following written on it ICD Advantage Plus ST. date 1990.
This connects to the hard drive port on the ST and also has an out port which looks like could connect to another ADHI device. This board connects to the second board by a 50 pin cable.

I've looked at the ICD page and found this is a SCSI adaptor....

The other seems significantly older, has no date on the board itself but the chips date from 1983-4. And one of them is even made by (horror!) Intel!
It has a jumper block labelled A to O with no jumpers.
It has two 20 pin and one 34 pin cables with 'edge connector' type fittings. Which I guess go to a drive of some sort but look nothing like the modern IDE cables I know from PC's.

IS this second poard some odd SCSI to IDE interface or what?????

If anyone out there could give any additional info, fitting instructions etc. I'd be very greatful.

Thomas

1805. Re: ICD IDE Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-13 00:00:00 UTC
From: pls@no.spam
Message-ID: <7mfbc6$6c6$1@zharh00t.europe.nortel.com>
Source record: 9206

In article <Pine.GSO.3.95.990713112705.5807A-100000@holyrood.ed.ac.uk>, David Donachie <geas@holyrood.ed.ac.uk> wrote:
>HI,
>I recently recieved what I believed to be an old IDE interface, but to be
>honest I'm not sure.
>It consists of two seperate boards around 6x8 and 6x6 inches in size.
>
>One has the following written on it ICD Advantage Plus ST. date 1990.
>This connects to the hard drive port on the ST and also has an out port
>which looks like could connect to another ADHI device. This board connects
>to the second board by a 50 pin cable.
>
>I've looked at the ICD page and found this is a SCSI adaptor....

I think so too!

I don't remember ICD ever making IDE interfaces.

>
>The other seems significantly older, has no date on the board itself but
>the chips date from 1983-4. And one of them is even made by (horror!)
>Intel!
>It has a jumper block labelled A to O with no jumpers.
>It has two 20 pin and one 34 pin cables with 'edge connector' type
>fittings. Which I guess go to a drive of some sort but look nothing like
>the modern IDE cables I know from PC's.
>
>IS this second poard some odd SCSI to IDE interface or what?????

Sounds more like a SCSI to MFM converter.

AFAIR, Xebec used to make these, & I used to use them a long time ago, back when SCSI was expensive & hard to get. They have 20 & 34 pin interfaces to the old MFM winchester disks. The 20 pin cables carry control signals.

It's a very slow way to go though, & I stopped using them in favour of SCSI drives.

I guess you can use the ICD Advantage board if you can get hold of a SCSI drive or two. Any old PC MFM drives you find will be old, slow & probably have less than 100 MBytes capacity.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

1806. Re: ICD IDE Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-13 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <378BBCEA.4DC0@midsouth.net>
Source record: 9207

David Donachie wrote:
>
> HI,
> I recently recieved what I believed to be an old IDE interface, but to be
> honest I'm not sure.
> It consists of two seperate boards around 6x8 and 6x6 inches in size.
>
> One has the following written on it ICD Advantage Plus ST. date 1990.
> This connects to the hard drive port on the ST and also has an out port
<SNIP>
> Intel!
> It has a jumper block labelled A to O with no jumpers.
> It has two 20 pin and one 34 pin cables with 'edge connector' type
> fittings. Which I guess go to a drive of some sort but look nothing like
> the modern IDE cables I know from PC's.
>
> IS this second poard some odd SCSI to IDE interface or what?????
>
> If anyone out there could give any additional info, fitting instructions
> etc. I'd be very greatful.
>
> Thomas

The second board is probably a SCSI to MFM/RLL adapter or maybe ESDI.
The SH-204 series used one of these along with a ASCI-SCSI converter.
Odd that someone would use with an ICD.

The board is probably made by Emulex- you see a lot of these in the Sun
3/3x series systems, and to a lesser extent STs and Macs. I guess
MFM/RLL drives at the time were just cheap enough to justify these
boards and when SCSI got cheaper, they vanished into the backs of tech
rooms in droves. Hop this helps.

Eric

1807. Re: need tech reference

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-14 00:00:00 UTC
From: saif@zetnet.co.uk
Message-ID: <378cd81d$0$161@news.zetnet.co.uk>
Source record: 9208

On 6 Jul 1999 11:03:29 +, "Vadim Grepan" wrote:

> But on the left side I've found connector, near MIDI In and MIDI Out,
>which hasn't any describe. It's 20-pin, one row like short ISA-slot,
>female. What should It be?
>
This is the Partridge Port. Used for various applications, e.g
for Dongles for CUbase and other such software, for scanner
interfaces, for a real time clock. The Spectre GCR was a mac
emulator that used this port. Diagnostics cartridges are also
available from Best Electronics. Fast Basic was program that used to
use this slot.

Saif

P.S. if you want a copy of the manual, I've got one spare.
mail to saif@zetnet.co.uk

1808. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-15 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7mkafubgo1@nnrp1.deja.com>
Source record: 9209

Hi,

Many years ago, I acquired a "PC-Speed" hardware device which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1809. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-15 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FEww6s.4L4@cix.compulink.co.uk>
Source record: 9210

In message <931839308.633.22@news.remarQ.com>, mgrove@iwvisp.com said:

>On 12 Jul 1999 23:24:50 , "Michele Smith" wrote:
>>is there any way either software and or hardware that will increase
>>resolution and or colour on an st. other than spectrum 512,quatum paint?
>>
>>.
>
>PhotoChrome 4 and two of the Nifty viewers from the Apex package.
>These are just viewers.

Aren't all three for the Falcon only? She said 'on an st.'!

Regards, /Peter/

1810. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-15 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FEww6q.4KJ@cix.compulink.co.uk>
Source record: 9211

In message <01beccd6$6f2c6280$388194d1@default>, michelesmith@sprint.ca said:

>is there any way either software and or hardware that will increase
>resolution and or colour on an st. other than spectrum 512,quatum paint?

Don't know any other software. In some cases it is possible to fit a
graphics card - easier on Megas and TTs as they have an expansion slot
for the bus, though I believe it can be done on STFMs too with a lot of
soldering. But these cards are hard to get and tend to be expensive!

Regards, /Peter/

1811. WANTED !!! ICD Link 2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-15 00:00:00 UTC
From: Breaka <breaka77@my-deja.com>
Message-ID: <7mkq1lgnq1@nnrp1.deja.com>
Source record: 9212

DS/DD disks are becoming rare, I need a SCSI adapter to hook up a SCSI drive to my STE ....Help !

EMAIL me lets make a deal

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1812. ST programming books for sale (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-15 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <378DE10D.565D432C@patent.gov.uk>
Source record: 9213
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

ST programming books for sale (UK)

Programming the 68000; Steve Williams, SYBEX. ï¿½10.

ATARI ST INTERNALS; Gerts, Englisch, Bruckmann, Abacus software. ï¿½10

Introducing ATARI ST machine code, with disk, zzSoft. ï¿½12

High-Level Programmer's Guide to the 68000; Francis G. McCabe, PRENTICE
HALL. ï¿½10

680x0 Programming by Example; Stan Kelly-Bootle, HOWARD W. SAMS & Co.
ï¿½10.

All +PP.

All 5, ï¿½40 +PP

Bob_King

1813. Re: ST programming books for sale (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-15 00:00:00 UTC
From: Richard Davey <rich@atari.org>
Message-ID: <378e13d6@newnews.gemsoft.net>
Source record: 9214
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I'll like to buy them all. If someone has already offered you £40 then I'll up the offer. Please email to confirm details (rich@atari.org or rich@fatal-design.com)

Thanks,

Rich
--
http://www.atari.org
Atari.Org - The Definitive Atari Resource

BobKing <robert.king@patent.gov.uk> wrote in message news:378DE10D.565D432C@patent.gov.uk...
> ST programming books for sale (UK)
>
>
> Programming the 68000; Steve Williams, SYBEX. £10.
>
> ATARI ST INTERNALS; Gerts, Englisch, Bruckmann, Abacus software. £10
>
> Introducing ATARI ST machine code, with disk, zzSoft. £12
>
> High-Level Programmer's Guide to the 68000; Francis G. McCabe, PRENTICE
> HALL. £10
>
> 680x0 Programming by Example; Stan Kelly-Bootle, HOWARD W. SAMS & Co.
> £10.
>
> All +PP.
>
> All 5, £40 +PP
>
> Bob_King

1814. Re: ICD IDE Interface

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-15 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FExM14.CxA@cix.compulink.co.uk>
Source record: 9215

In message <Pine.GSO.3.95.990713112705.5807A-100000@holyrood.ed.ac.uk>,
geas@holyrood.ed.ac.uk said:

>I recently recieved what I believed to be an old IDE interface, but to be
>honest I'm not sure.

No - IDE wasn't invented at the time AFAIK:-)

>It consists of two seperate boards around 6x8 and 6x6 inches in size.
>
>One has the following written on it ICD Advantage Plus ST. date 1990.
>This connects to the hard drive port on the ST and also has an out port
>which looks like could connect to another ADHI device. This board connects
>to the second board by a 50 pin cable.
>
>I've looked at the ICD page and found this is a SCSI adaptor....

It is a host adapter that converts Atari's DMA signals to SCSI - later
replaced by the Link and Link 2, but should work OK with all SCSI (*not*
IDE!) drives (I've used one for 2 drives, including a SyQuest 44). The
chances are that your 50-way cable has a plug on the end that goes
directly to a SCSI drive embedded controller board (i.e. an internal
connection, not the external large-D usually used to teh box).

>The other seems significantly older, has no date on the board itself but
>the chips date from 1983-4. And one of them is even made by (horror!)
>Intel!
>It has a jumper block labelled A to O with no jumpers.

Probably for setting the LUN or ID.

>It has two 20 pin and one 34 pin cables with 'edge connector' type
>fittings. Which I guess go to a drive of some sort but look nothing like
>the modern IDE cables I know from PC's.

This is almost certainly a hard drive controller for older ST506/412
type hard drives that don't have an embedded SCSI interface - I believe
they are MFM or RLL. Not much use with modern drives!

Fitting instructions and much more were in the ICD AdSCSI ST Series
booklet. I had a spare but sold it. Try and get hold of it - it contains
much useful info on building a hard drive as well as description of the
ICD Utilities, some of which seem to be available PD.

Regards, /Peter/

1815. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-15 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <1ZGMWDAytjj3EwrX@my-ste.demon.co.uk>
Source record: 9216

In article <FEww6s.4L4@cix.compulink.co.uk>, Peter A West
<xlator@cix.compulink.co.uk> writes
>In message <931839308.633.22@news.remarQ.com>, mgrove@iwvisp.com said:
>
>>On 12 Jul 1999 23:24:50 , "Michele Smith" wrote:
>>>is there any way either software and or hardware that will increase
>>>resolution and or colour on an st. other than spectrum 512,quatum paint?
>>>
>>>.
>>
>>PhotoChrome 4 and two of the Nifty viewers from the Apex package.
>>These are just viewers.
>
>Aren't all three for the Falcon only? She said 'on an st.'!
>
>Regards, /Peter/
>
PhotoChrome will work on both STs and STEs although its 19700 colour
mode only works on STEs.

--
David Bolt

1816. Atari STE manual

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-16 00:00:00 UTC
From: S/N <102.2@nikocity.de>
Message-ID: <7mmla9htn1@news.nikoma.de>
Source record: 9217

Help! We need a maual for an Atari STE -.is there a site where it is downloadable?
Thanks for your help!

(Our problem here is: How has an internal harddisk to be connected to the mainboard?!)

Cheers, Sven
----------------- (please mail answers to: 102.2@nikocity.de)

1817. Re: Atari STE manual

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-16 00:00:00 UTC
From: Mark Phillips <mark@ataribloke.freeserve.co.uk>
Message-ID: <7mmr73pmj1@news7.svr.pol.co.uk>
Source record: 9218

I'm not sure if you can download a manual from the 'net, I have one though
and this subject is not covered.

Contact t.u.s. developments dave@tusdev.demon.co.uk
or
Abingdon synthesis projects chrisc@zetnet.co.uk

Costs 50-60 ukp

Marcus.

S/N <102.2@nikocity.de> wrote in message news:7mmla9htn1@news.nikoma.de...
> Help! We need a maual for an Atari STE -.is there a site where it is
> downloadable?
> Thanks for your help!
>
> (Our problem here is: How has an internal harddisk to be connected to the
> mainboard?!)
>
> Cheers, Sven
> ----------------- (please mail answers to: 102.2@nikocity.de)
>
>
>
>

1818. Re: WANTED !!! ICD Link 2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-16 00:00:00 UTC
From: magicmac@my-deja.com
Message-ID: <7mnmn0$k0e$1@nnrp1.deja.com>
Source record: 9219

In article <7mkq1lgnq1@nnrp1.deja.com>,
Breaka <breaka77@my-deja.com> wrote:
> DS/DD disks are becoming rare, I need a SCSI adapter to hook up a SCSI
> drive to my STE ....Help !
>
> EMAIL me lets make a deal
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.
>
Can't email you from here. I have a Link and Link2 (both ICD). $45.00
each, plus $3.50 shipping within the 48 States. Manuals and software
included.

Mike
.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1819. WANTED !!! ICD Link 2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-16 00:00:00 UTC
From: "Don Schmidt"
Message-ID: <378f607f.0@news.pacifier.com>
Source record: 9220

B> DS/DD disks are becoming rare, I need a SCSI adapter to hook up a
B> SCSI drive to my STE ....Help !

Take a look at Best Electronics web site at:

http://www.best-electronics-ca.com/

... Don Schmidt dschmidt@pacifier.com Vancouver, WA
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

1820. Re: Atari STE manual

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-16 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <reGM4HApi3j3Ewlu@steverosie.demon.co.uk>
Source record: 9221

On Fri, 16 Jul 1999 at 09:42:05 a message from Mark Phillips was created
on the subject of Atari STE manual.
>I'm not sure if you can download a manual from the 'net, I have one though
>and this subject is not covered.
>
>Contact t.u.s. developments dave@tusdev.demon.co.uk
>or
>Abingdon synthesis projects chrisc@zetnet.co.uk
>
>Costs 50-60 ukp

A little pricey!!!

There is little difference in the ST manual that deals with the STE, or
TOS 1.4 (Rainbow TOS) come to think of it, the enhancements are on a
blue card!!!

If you are still after a manual, drop me a line; this will give me time
to dig it out:)

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1821. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-16 00:00:00 UTC
From: Chauncey Smith <Chaunceys@juno.com>
Message-ID: <932183735.568.37@news.remarQ.com>
Source record: 9222

Ok this is the classic fix for this problem.
there is an old proggy called make512.prg
and it sets up a ramdisk that uses all other memory but 512k
and that will allow most games to work.

or a big ram disk will also help

Mac Sys Data wrote in message <7h4bf6$hv7$1@barcode.tesco.net>...
>I think you may find a lot of programs screw up on 4 meg. This is not
>because of the memory but because programmers
>as sloppy and write past the end of physical memory (into ROM).
>
>On a 1 and 2 meg machine this is ok as the memory beyond is still video
>memory and so will not cause a crash.
>I have the same problem when running some demos, I usually have to
>disassemble the code and fix it to make them work.
>
>Mark
>MSD/Persistence Of Vision
>
>
>Jeroen den Hertog wrote in message <7h1s6l$370$1@news.news-service.com>...
>>
>>
>>I have a MegaSTe with 4mb memory, and a 48Mb HD.
>>>Even on 8Mhz and the blitter off, there's no way to start a game on this
>>thing!!!
>>(yeah yeah: ok, four or five games are working ok...)
>
>

1822. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-17 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7moog0$7mn$3@delphi.ridgenet.net>
Source record: 9223

On 15 Jul 1999 20:50:10 , David Bolt wrote:
>In article <FEww6s.4L4@cix.compulink.co.uk>, Peter A West
><xlator@cix.compulink.co.uk> writes
>>In message <931839308.633.22@news.remarQ.com>, mgrove@iwvisp.com said:
>>
>>>On 12 Jul 1999 23:24:50 , "Michele Smith" wrote:
>>>>is there any way either software and or hardware that will increase
>>>>resolution and or colour on an st. other than spectrum 512,quatum paint?
>>>>
>>>>.
>>>
>>>PhotoChrome 4 and two of the Nifty viewers from the Apex package.
>>>These are just viewers.
>>
>>Aren't all three for the Falcon only? She said 'on an st.'!
>>
>>Regards, /Peter/
>>
>PhotoChrome will work on both STs and STEs although its 19700 colour
>mode only works on STEs.
>
>--
>David Bolt
>.

The TGA viewer will work on ST's, and I thought the GIF viewer would
too, but I don't have an ST to confirm that. The JPG viewer is Falcon
only (in the Apex Kit).

Mike

1823. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-17 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7movkk$fsa2@news.ajou.ac.kr>
Source record: 9224

On 17 Jul 1999 02:06:56 , Mikey wrote:
>On 15 Jul 1999 20:50:10 , David Bolt wrote:
>>In article <FEww6s.4L4@cix.compulink.co.uk>, Peter A West
>><xlator@cix.compulink.co.uk> writes
>>>In message <931839308.633.22@news.remarQ.com>, mgrove@iwvisp.com said:
>>>
>>>>On 12 Jul 1999 23:24:50 , "Michele Smith" wrote:
>>>>>is there any way either software and or hardware that will increase
>>>>>resolution and or colour on an st. other than spectrum 512,quatum paint?
>>>>>
>>>>>.
>>>>
>>>>PhotoChrome 4 and two of the Nifty viewers from the Apex package.
>>>>These are just viewers.
>>>
>>>Aren't all three for the Falcon only? She said 'on an st.'!
>>>
>>>Regards, /Peter/
>>>
>>PhotoChrome will work on both STs and STEs although its 19700 colour
>>mode only works on STEs.
>>
>>--
>>David Bolt
>>.
>
>The TGA viewer will work on ST's, and I thought the GIF viewer would
>too, but I don't have an ST to confirm that. The JPG viewer is Falcon
>only (in the Apex Kit).
>
>Mike

There was also a paint program called GFA Artist that allowed 1088
colors on the screen in a static lo-res picture. According to the
advertisement. I have never tried this program so I don't really know
if this is really possible or not. It also suppose to have animation
abilities as well. Sounds interesting, does anyone have this program?
If so, give us some details on it. ;)

phantomm@kih.net

1824. FS, Swap or P/x: Atari STuff (17/07/99) I'm getting there slowly;)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <DqMGVBAdLDk3EwWT@steverosie.demon.co.uk>
Source record: 9225
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer,netcom.uk.forsale

The Atari Software eXchange

Updated: Saturday 17th July 1999

I have the following Atari gear for sale. Prices do not include
postage.

Prices are in GBP's (Sterling) and I'm also willing to accept USD's.

As usual I will consider part exchanges or swaps for other Atari St,
Jaguar, Portfolio etc. hardware or software.

Things I'm on the lookout for:
Atari CD-ROM's, reference books, EPROM Programmer that can do 32-
pin DIL chips.. or anything that tickles my fancy;)
****

Atari ST Compilation Packs
Atari STE Discovery Xtra Pack, featuring:
Final Fight, Sim City, Escape from the Planet of the Robot
Monsters, 9 Lives and the Language Disk. ..... ï¿½5

Atari 520STE Turbo Pack, Featuring:
STOS, Hyperpaint 2, Music Maker 2, FirST BASIC, Blood Money,
Anarchy, Human Killing Machine, Impossible Mission, Dragon's
Breath, Indianna Jones and the Last Crusade, Outrun, and Super
Cycle. ..... ï¿½15

Compilations
ï¿½3 Each
Top Shots, featuring: Kick Off + Extra Time.

ï¿½4 Each
Hollywood Collection, featuring:
Ghostbusters II, Indiana Jones and the Last Crusade & Robocop. No
Batman or instructions.

ï¿½5 Each
Champions, featuring:
Manchester Untied, World Boxing Championship & Jahangir Khan
Squash. No Box.

TNT, featuring:
Xybots, Toobin, APB, Dragon Spirit & hard drivin'.

Mega-lo-Mania & First Samurai.

Educational
ï¿½4 Each
Learn to Read with Prof. Level 1. Ages 4 to 9. Not STE.
Mickey's Runaway Zoo (Disney Software) - Learn Numbers for 2-5 years.

Adventure, Strategy, Puzzle & Trivia type
ï¿½1 Each
Spidertronic

ï¿½2 Each
Crash Garrett
Go-Moku/Renju
Quizam!
Skweek
The Quest for the Time Bird
Tower of Babel

ï¿½3 Each
Advanced Dundgeons and Dragons 'Heroes of the Lance'. No box.
Borodino
Chess Player 2150
Corporation
Curruption. No Box.
Driller. Including a model of the planets surface.
Dungeon Master Editor. No box.
Dungeon Master Expansion Set #1 - Chaos Strike Back & Utility Disk.
Federation of Free Traders (F.O.F.T.). No box.
Lords of Chaos
Murder

ï¿½4 Each
Operation Stealth

ï¿½5 Each
Carrier Command
Kings Quest I. No Box.
Kings Quest II. No Box
Kings Quest III. No Box.
Buy all 3 Kings Quest Adventures for ï¿½15 inc. postage (UK only).
Leasure Suit Larry in 'The Land of the Lounge Lizards'.
*** WARNING ***
Leasure Suit Larry contains ADULT Material.
Parental guidance is suggested.
Powermonger including World War 1 edition
Shadowlands
Space Quest. No box.
Terrorpods

ï¿½7.50 Each
Civilization. 1 meg. No Box.
Midwinter II Flames of Freedom. 1 meg.

ï¿½10 Each
Frontier - Elite II. 1 meg.
Indy - Indianna Jones and the Last Crusade 'The Graphic Adventure'
(6 disks). I've no idea if this needs 1 meg! It comes with The
Arcade game as well.
Populous II. Both 1 meg and 512k versions.
Railroad Tycoon. 1 meg.

Simulations
ï¿½2 Each
Hunter Killer

ï¿½3 Each
Falcon The Mission Disk Volume 1.

ï¿½5 Each
Battlehawks 1942
Falcon. The F-16 Fighter Simulation. ï¿½7 including Mission disk 1.
Flight of the Intruder. Additional Features for 1 meg owners.
Gunship
Mig-29 Fulcrum. 1 meg needed.

ï¿½7.50 Each
Formula One Grand Prix (Microprose)
M1 Tank Platoon

ï¿½10 Each
F-19 Stealth Fighter.
Knights of the Sky. 1 meg.
Reach for the Skies. 1 meg.
Silent Service II. Requires 1 meg.

Sports
ï¿½2 Each
Football Director II
Hyperbowl. No Box.
Super League Soccer
World Cricket

ï¿½4 Each
Kick Off 2 + World Cup 90

ï¿½5 Each
Sensible Soccer. 1992/3 Season Edition. Computer Game of the Year '93.

ï¿½10 Each
Championship Manager End of 1994 Season Data up-Date disk.
Comes with Championship Manager (1 meg) and Championship Manager
Italia. Altogether 8 disks.

Arcade
ï¿½1 Each
Nitro Boost Challenge

ï¿½2 Each
Alpha Waves
Bad Company
Ballistix
Cabal
Defenders of the Earth
Fast Food. Featuring Dizzy.
Flood
Formula 1 Grand Prix (not Microprose)
Hard Drivin'
Hong Kong Phooey
Mean Machine
Outrun. No instructions, you don't need them.
Popeye 2
Robocop
Steg The Slug
The Light Corridor
Whirligig
Yogi Bear & Friends in the 'Greed Monster'

ï¿½3 Each
Awesome
Barbarian (Palace). The one with gladiator 'Wolf' on the box.
Barbarian (Psygnosis)
Cap'n Carnage
Captain America. No Box.
Championship Wrestling
Chase HQ II. No Box.
Combo Racer
Daley Thompson's Olympic Challenge. Not STE.
Defender II
Dragon Breed
First Samuri. No Box.
Golden Axe
Harley-Davidson 'The Road to Sturgis'
Hudson Hawk
Impossamole
Mach 3
Menace
Monty Python's Flying Circus. No Box.
Operation Thunderbolt
Oxxonian
Prince of Persia
Risky Woods
Robocop 2
Shadow of the Beast
Speedball 2
Spindizzy Worlds
Spitting Image
Star Breaker (Brand New) Still Shrink wrapped.
Star Wars

Super Hang-On
Switchblade II
Teenage Mutant Hero Turtles
Test Drive
The New Zealand Story
The Simpsons - Bart V's The Space Mutant
The Untouchables
Thunder Blade
Total Recall
Vigilante
Wizkid. No Box.

ï¿½4 Each
Ghostbusters II
Lotus III

ï¿½5 Each
Street Fighter II

Serious Stuff

C-Breeze. 'The C Programmers Editor'..... ï¿½5
Easy Text Professional 'Desktop Publishing System'..... ï¿½10
Fontpac Plus. GEM Fonts for the Atari ST. A set of 300x300 fonts for
Laser and Deskjet printers. Castleton Roman & Matlock
Roman..... ï¿½5
Gnu 'C' for MINIX ..... ï¿½4
HiSoft BASIC v1.31 ..... ï¿½10
HiSoft Tempus 2 'The Editor'..... ï¿½5
Hyperpaint ..... ï¿½3
Hyperpaint 2 ..... ï¿½5
Kcomm ..... ï¿½5
Lattice C v3 ..... ï¿½12
Lattice C v5 ..... ï¿½20
MacSEE, 'The Macintosh - ST Connection' ..... ï¿½3
Music Studio ..... ï¿½5
Prodata 'The Ideal Database Solution'..... ï¿½10
Protext v5.5 ..... ï¿½15
Redacteur 3. Requires 1 meg memory. No box ..... ï¿½20
Shoot 'em Up Construction Kit (S.E.U.C.K.) ..... ï¿½4
ST BASIC, Revised Edition ..... ï¿½5
S.T.O.S Compiler ..... ï¿½3
Superbase Personal 'Relational Database System' ..... ï¿½10
Talespin 'An Adventure Game Creation Program' ..... ï¿½5
Timeworks Desktop Publisher ..... ï¿½15
Ultimate Virus Killer (UVK) 8.1 ..... ï¿½3

CD-ROM's
Atari Gold ..... ï¿½10
The First Atari CD-ROM. Possible collectors item ..... ï¿½15

Hardware
Multi-Face ST ripper cartridge by Romantic Robot (NOT STE) ..... ï¿½15
STOS Maestro Plus. Software and sound sampling cartridge ..... ï¿½25
Syncro Express Disk back up hardware ..... ï¿½25
Video Master, sound & video sampler cartridge ..... ï¿½25

Please remember prices DO NOT include postage.

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1825. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7mpfdggkj1@news7.svr.pol.co.uk>
Source record: 9226

On 15 Jul 1999 12:32:50 , "Peter A West" wrote:
>In message <01beccd6$6f2c6280$388194d1@default>, michelesmith@sprint.ca said:
>
>>is there any way either software and or hardware that will increase
>>resolution and or colour on an st. other than spectrum 512,quatum paint?
>
>Don't know any other software. In some cases it is possible to fit a
>graphics card - easier on Megas and TTs as they have an expansion slot
>for the bus, though I believe it can be done on STFMs too with a lot of
>soldering. But these cards are hard to get and tend to be expensive!

I installed a Reflex graphics card in my STFM - originally designed to plug
into the processor bus of a MegaST. Lot of soldering involved...

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1826. Re: Tos 2.06 & games? Need help here!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-17 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7mq689hga1@SOLAIR2.EUnet.yu>
Source record: 9227

I observed problems only with few games. Flight of Intruder not works due
to changed V-blank routine.
But if you have enough free RAM, you can load some older version of TOS, and
run problematic games.
One of TOS-loaders you may find at :
http://members.tripod.com/~piters/atari/tosload.htm .

Pera

1827. ST Monitor for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-18 00:00:00 UTC
From: Paxton Matiney <fuckyou@eatmespamboy.net>
Message-ID: <Gahk3.640$5B2.108563@clnws01.we.mediaone.net>
Source record: 9228
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=133296667

--
Mark Freid
==========
canuss@blackbird.poocher.com
http://wolf.tierranet.com
http://www.yerf.com/freidmar/last.htm

1828. Wanted: Atari ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-18 00:00:00 UTC
From: timthorson@yahoo.com
Message-ID: <7mt779$7sh$1@nnrp1.deja.com>
Source record: 9229

Does anybody have an extra Atari ST mouse they would not mind parting with? I recently picked by a 1040ST without one.

I'll pay a fair price, or maybee we can trade

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1829. Re: Atari STE manual

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-18 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <8ark3.70$UI1.264208@nnrp3.proxad.net>
Source record: 9230

S/N <102.2@nikocity.de> a crit dans le message
<7mmla9htn1@news.nikoma.de>...
>Help! We need a maual for an Atari STE -.is there a site where it is
>downloadable?

No, you don't. There's absolutely no useful information in the manual,
except the connector pinouts maybe.

>Thanks for your help!
>
>(Our problem here is: How has an internal harddisk to be connected to the
>mainboard?!)

It can't without a 3rd party adapter board. Check out the Quick FAQ.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1830. Re: Wanted: Atari ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-18 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37929565@nemo.idirect.com>
Source record: 9231

On 18 Jul 1999 18:42:50 , timthorson@yahoo.com wrote:
:Does anybody have an extra Atari ST mouse they would not mind parting
:with? I recently picked by a 1040ST without one.
:I'll pay a fair price, or maybee we can trade
:Sent via Deja.com http://www.deja.com/
:Share what you know. Learn what you don't.
:.
check out
http://www.ak.planet.gen.nz/~mario/
ken

1831. Crazy question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-18 00:00:00 UTC
From: Frank Gregory <corvair2@bright.net>
Message-ID: <7mu4ds$j9b$1@cletus.bright.net>
Source record: 9232

I was going through my garage last weekend, and found tons of older IBM parts out there. Stuff like old MFM hardrives and such. Is any of this stuff usable for my old 1040 ST? It's pretty much useless on my PC, but my ST could use a harddrive.

Thanks!

1832. Re: Wanted: Atari ST Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-18 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3793801a$0$156@news.zetnet.co.uk>
Source record: 9233

<timthorson@yahoo.com> wrote in message
news:7mt779$7sh$1@nnrp1.deja.com...
> Does anybody have an extra Atari ST mouse they would not mind parting
> with? I recently picked by a 1040ST without one.
>
> I'll pay a fair price, or maybee we can trade
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

yes I have quite a few but do you know the internet works all over the
world? so some clue where you are would be a great help as it is not
worth posting something like that half way round the globe

1833. FS: Atari ST with Mono Monitor $ 150.oo

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-19 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <37927B85.29C@alphalink.com.au>
Source record: 9234
Cross-posted to: aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech,alphalink.forsale,aus.computers

Hi

I have an Atari ST 1040 with mono monitor + music software for sale.

Price $ 150.oo Pickup Only
--
Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

1834. [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-20 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7n1rkk$qt8$1@nnrp1.deja.com>
Source record: 9235

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Alternatively, anyone know if this SACK Electronic GmbH is still around ?

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1835. Re: [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-20 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37950d2819f0462@club-internet.fr>
Source record: 9236

Hello,

in article <7n1rkk$qt8$1@nnrp1.deja.com> (comp.sys.atari.st.tech)
french-lines@usa.net wrote on Tue 20-07-1999 12:55 (GMT):

.../...

If nobody can answer to your question, why do you insist to multipost
your message so often ?

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
Today's thought:
I had a life once... now I have a computer and a modem.

1836. ST/E Blitter Questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-21 00:00:00 UTC
From: Branko Badrljica <brankob@svet-el.si>
Message-ID: <37957199.B12EF8F4@svet-el.si>
Source record: 9237

Hi to all,

I have posted a question regarding ST blitter chip, but haven't seen any

response so far. Besides that I'm not sure that message made it's way
from my mailserver, so I'm repeating it. My apologies to those that
might see it as a harrasment.

I have been looking at Blitter data (that can be found on the Web)
lately and I think that DSP like AD's 21xx could be persuaded to play
that role
very effectively instead of original part.Since I have in my drawer a
few 2181's and 2115's, I would like to play with them...
But there are quite a few holes in my Blitter-related data, so I'm
curious about:

1. The role of the FXSR and NFSR bits in the last register of Blitter
($FF8A3D)
What good is to perform one extra source read at the beginning? Does
that
read affect all counters? Similar questions arise at NFSR bit (No Final
Source Read)...

2. I found somewhere mentioned that "Busy flag behaves exactly the same
as
interrupt line". Does that mean that Blitter requests an interrupt after

operation completion?

If so, which line is it & who generates interrupt vector for it
(GLUE,MFP,
Blitter) If Blitter is responsible for vector generation, which vector
is it
?

3. In which mode does Blitter acces memory (User or Supervisor)?
I mean, that thing covers entire address range of the 68000 CPU...
What would happen if Blitter starts transfer from/to some protected
area,
like first two kilobytes of memory or system registers which are over
15Mb
boundary ?

I seem to remember reading a document from Atari, describing Blitter
from all angles (registers, bus timings, pinout, all electrical specs
etc), but that was many years ago and I can not find it now. Do anyone
knows something about it?

Thanks in advance,

Branko.

1837. Re: [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-21 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dva5jx.iscfeh4bs0lvN@pm-d00.rhein-main.de>
Source record: 9238

> Many years ago, I acquired a "PC-Speed" hardware device from SACK
> Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe,
> and give access to DOS based programs.

Good development, but realy slow. ANY old 286CPU would be faster..

> In fact, I never went on to installing the device, (probably because I
> didn't want to void the ATARI's warranty), and the box laid in the back
> of a drawer for many years. Finally, I have decided to give it a go. I
> have all that is necessary (the board, the software) except the
> installation leaflet which presumably explains the hardware
> installation procedure (in particular, which way round you should
> install the board). My board is specifically for STe's (square type

All what i know is that some releases needs a newer driver.
You need a DOS part. on your hard drive.

> Alternatively, anyone know if this SACK Electronic GmbH is still
> around ?

Last information are several years old: SACK is close down.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1838. SIPPs in STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7n5eg3$ee9$1@snipp.uninett.no>
Source record: 9239

Hi!

I've finally got a new RAM-card for my STacy, it has 2Mb soldered in a 2
free SIPP-slots. I converted two 1Mb SIMMs (soldered on 60 small pins...),
but the STacy still recognise only 2Mb. Must I do something else than just
insert the SIPPs? If not I'm afraid I've destroyed the SIMMs :-(

Btw. if anybody has two SIPPs (8x1Mb) to sell me I'm very interested.

Btw2. I also got a new PSU for the backlight, so now I've got a very
bright and clear backlight on the STacy :-)

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1839. Re: SOFTWARE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-21 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <379628DF.18D1@midsouth.net>
Source record: 9240

ImpWWExp wrote:
>
> DEAR SIR/MADAM:
> I AM LOOKING FOR SOFTWARE PROGRAMS THAT ARE USED FOR
<SNIPPPEROO>
>
> THANK YOU.
> JULIA B.

I am shocked! Absolutely shocked to find that Juliette Binoche has been pulled down to such levels! Will the horrors never cease? Please, can someone save her? Anyone!

Eric

1840. Re: SIPPs in STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-22 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990722094921.3823A-100000@hal.fishpool.fi>
Source record: 9241

> but the STacy still recognise only 2Mb. Must I do something else than just
> insert the SIPPs? If not I'm afraid I've destroyed the SIMMs :-(

Probably some jumpers to switch.

> Btw2. I also got a new PSU for the backlight, so now I've got a very
> bright and clear backlight on the STacy :-)

Details? ;-))

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

1841. Re: SIPPs in STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-22 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7n6v03$oq0$1@nnrp1.deja.com>
Source record: 9242

In article <Pine.LNX.3.96.990722094921.3823A-100000@hal.fishpool.fi>,
Martin-Eric Racine <q-funk@pp.fishpool.com> wrote:

> > but the STacy still recognise only 2Mb. Must I do something else
than just
> > insert the SIPPs? If not I'm afraid I've destroyed the SIMMs :-(
>
> Probably some jumpers to switch.

I couldn't find any, but I'll take closer look.

> > Btw2. I also got a new PSU for the backlight, so now I've got a very
> > bright and clear backlight on the STacy :-)
>
> Details? ;-))

We all know that the backlight on STacys deteriorates with use, and
it's usually the electroluminescent sheet that deteriorates. This is
impossible to repair, it must be replaces. Apparently you can buy
sheets and cut it to size, but it's expensive.

In my case I was lucky enough to get a STacy that has been used very
little, so the EL-sheet was OK. But the PSU (the internal one, with the
100VAC trafo) was broken, so the backlight didn't come on until the
trafo was heated up. With the new PSU the backlight comes on instantly
and is very bright.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1842. NTSC compatability?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-22 00:00:00 UTC
From: Simon Lee Jackson <simon@thrudities.freeserve.co.uk>
Message-ID: <j3CcYMAp30l3EwrI@thrudities.freeserve.co.uk>
Source record: 9243

Dear sir or Madam

I was wondering if the Atari STE 520 which I bought in the UK would be compatible with the NTSC Standards? If I was to get a plug adapter to change it from a 3 pin plug to a two pin plug, would it work?

If not what would I have to do to make it work?
--
Simon Lee Jackson

Email Address: Simon@thrudities.freeserve.co.uk
Web Address: http://www.thrudities.freeserve.co.uk
My auctions: http://auctions.yahoo.com/uk/user/insanity_bites

1843. SH204

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-22 00:00:00 UTC
From: Jim <jtdon@direcpc.com>
Message-ID: <37979CDA.BEA315DE@direcpc.com>
Source record: 9244

Hi,
I just bought a bunch of Atari items including an ICD Fast drive and an

SH204.
I managed to get the ICD drive up and running, but the SH204 is a
problem.
Running ICD utilities I find nothing on the Scsi or Asci bus, using HD
Driver
7.5 I find a QMTI on Asci 0,0 and 0,1 but if I go to format or partition

nothing
is found. Using Supra utilities shows an adaptec 5500 controller, but
again no
valid devices attached at the format or partition stage. The unit has a

dip switch
inside, does anyone know the correct settings for this or have any other

solutions ?
Any help would be greatly appreciated.
Jim Donovan

1844. Re: SIPPs in STacy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-22 00:00:00 UTC
From: "R. Tim Coslet" <coslett@kaisere.com>
Message-ID: <3797ECA9.C9B7A9AB@kaisere.com>
Source record: 9245

I have a STACY that I expanded by dropping in 2 SIPPs (9 bit * 1Meg).

There is nothing more to it than inserting the parts. Mine came up instantly
with 4 MegaBytes.

I do recall a mechanical fit problem: the SIPPs caught on something and the
pins wouldn't line up right until I filed a bit of protruding plastic away.
But that was the only problem I had (Typical of Atari construction.)

RTC

joska@nuts.edu wrote:

> In article <Pine.LNX.3.96.990722094921.3823A-100000@hal.fishpool.fi>,
> Martin-Eric Racine <q-funk@pp.fishpool.com> wrote:
>
> > > but the STacy still recognise only 2Mb. Must I do something else
> than just
> > > insert the SIPPs? If not I'm afraid I've destroyed the SIMMs :-(
> >
> > Probably some jumpers to switch.
>
> I couldn't find any, but I'll take closer look.
>
> > > Btw2. I also got a new PSU for the backlight, so now I've got a very
> > > bright and clear backlight on the STacy :-)
> >
> > Details? ;-))
>
> We all know that the backlight on STacys deteriorates with use, and
> it's usually the electroluminescent sheet that deteriorates. This is
> impossible to repair, it must be replaces. Apparently you can buy
> sheets and cut it to size, but it's expensive.
>
> In my case I was lucky enough to get a STacy that has been used very
> little, so the EL-sheet was OK. But the PSU (the internal one, with the
> 100VAC trafo) was broken, so the backlight didn't come on until the
> trafo was heated up. With the new PSU the backlight comes on instantly
> and is very bright.
>
> Jo Even Skarstein
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

1845. Re: NTSC compatability?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-23 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7n8jb2$57j$2@delphi.ridgenet.net>
Source record: 9246

On 22 Jul 1999 17:59:21 , Simon Lee Jackson wrote:
>Dear sir or Madam
>
>I was wondering if the Atari STE 520 which I bought in the UK would be
>compatible with the NTSC Standards? If I was to get a plug adapter to
>change it from a 3 pin plug to a two pin plug, would it work?
>
>If not what would I have to do to make it work?
>--
>Simon Lee Jackson
>
>Email Address: Simon@thrudities.freeserve.co.uk
>Web Address: http://www.thrudities.freeserve.co.uk
>My auctions: http://auctions.yahoo.com/uk/user/insanity_bites
>.

If your talking about the composite output, no. The crystal for the RGB encoder is different. If could be changed however if you like to solder a little and can find a replacement crystal. Not a big job. The encoder used in Ataris is still available, and the data sheets are available. All that providing your machine has an RF modulator. If it dosen't, the encoder is still there, but there will be some other items missing you will need, one of which is a delay circuit. The spec for the encoder detail all that is required to install one if you have the hankering.
I had a UK PAL C-LAB Falcon, and it worked fine with a VGA and SC1224 monitor, but again the same problem, the RGB encoder was clocked for PAL and composite video didn't work on an NTSC system.

Mike

1846. Falcon 030 for sale with extras

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-23 00:00:00 UTC
From: Thunder <thunder@busprod.com>
Message-ID: <37989cd0.0@news.busprod.com>
Source record: 9247

```
Falcon 030 for sale with extras
check it out on Ebay!
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=135845171
```

1847. Re: SH204

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-23 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3798f3d0$0$159@news.zetnet.co.uk>
Source record: 9248

On 22 Jul 1999 18:36:10, Jim wrote:
>Hi,
> I just bought a bunch of Atari items including an ICD Fast drive and an
>
>SH204.
>I managed to get the ICD drive up and running, but the SH204 is a
>problem.
>Running ICD utilities I find nothing on the Scsi or Asci bus, using HD
>Driver
>7.5 I find a QMTI on Asci 0,0 and 0,1 but if I go to format or partition
>
>nothing
>is found. Using Supra utilities shows an adaptec 5500 controller, but
>again no
>valid devices attached at the format or partition stage. The unit has a
>
>dip switch
>inside, does anyone know the correct settings for this or have any other
>
>solutions ?
>Any help would be greatly appreciated.
> Jim Donovan

I could do with this info too as I have an SH204 with similar symptoms...I
also have a BMS-100 drive (similar MFM set up) that I'd like to try to
use...

chrisc

1848. Two things needed.....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-23 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7natc6$d3a$1@athena.netset.com>
Source record: 9249

Hello!

I need a couple of things,

I need an internal IDE cable for the Falcon030. The one I got did not have one and trying to get a cable around here in Cleveland is darn near imposible. This will be for sound system of my church.

Secondly, where can I get the schematics of the composite adaptor for ST's that have the composite video out?

Regards,

Jim

1849. Re: Two things needed.....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-24 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7nb4v7$7cg$1@delphi.ridgenet.net>
Source record: 9100

On 23 Jul 1999 23:20:38 , J.W. Krych wrote:
>Hello!
>
>
>I need a couple of things,
>
>I need an internal IDE cable for the Falcon030. The one I got did not have
>one and trying to get a cable around here in Cleveland is darn near
>imposible. This will be for sound system of my church.
>
>
I have a couple of extra. Send me your address. These are for 2.5" to
2.5" IDE drives, not 2.5" to 3.5".

>Secondly, where can I get the schematics of the composite adaptor for ST's
>that have the composite video out?
>

The users manual has the pinout. The other good source would be the
DoitF030 package from Robert Schaffner. Also you might want to look at
Hallavart's launch pad. There are several links there with the info.

Mikey

1850. FS: (U.S.) ICD Link and DEKA

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-24 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932804702.506.23@news.remarQ.com>
Source record: 9101

ICD Link 2, software and cable, $45.00 shipped, in the U.S.

Wizztronics DEKA PC keyboard adapter (external) for all Ataris.
$45.00 shipped, in the U.S.

Cash, moneyorder, personal checks with good credit.

Mike
(email address is good)

1851. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-24 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932804403.712.15@news.remarQ.com>
Source record: 9102

On 17 Jul 1999 08:38:08 , Derryck Croker wrote:
>On 15 Jul 1999 12:32:50 , "Peter A West" wrote:
>>In message <01beccd6$6f2c6280$388194d1@default>, michelesmith@sprint.ca said:
>>
>>>is there any way either software and or hardware that will increase
>>>resolution and or colour on an st. other than spectrum 512,quatum paint?
>>
>>Don't know any other software. In some cases it is possible to fit a
>>graphics card - easier on Megas and TTs as they have an expansion slot
>>for the bus, though I believe it can be done on STFMs too with a lot of
>>soldering. But these cards are hard to get and tend to be expensive!
>
>I installed a Reflex graphics card in my STFM - originally designed to plug
>into the processor bus of a MegaST. Lot of soldering involved...
>
>Rgds, Derryck

One of the few female users and you chase her off with stuff about
installing a graphics card in an STFM. My God man, what were you
thinking? :)

Mike

1852. Re: Two things needed.....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-24 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dvfpfd.1r7q9g6ik0f40N@pm-d30.rhein-main.de>
Source record: 9103

> I need an internal IDE cable for the Falcon030. The one I got did not have
> one and trying to get a cable around here in Cleveland is darn near
> imposible. This will be for sound system of my church.

Try to get the cable from a local notebook dealer. (apple store)
Itï¿½s a "normal" flat for notebook drives.

Otherway: call best electronics (Mr. Koda)

> Secondly, where can I get the schematics of the composite adaptor for ST's
> that have the composite video out?

Witch kind of adaptor u mean? Internal? External?
Cableadaptor? External R,G,B to FBAS (Composit) convertor?

-> DOIT_ST, but itï¿½s mostly in german..

(Schematics are multilingual) :>

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1853. WTB: TOS 2.06US

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-24 00:00:00 UTC
From: Richard Claunch <RClaunch@Dreamsoft.Com>
Message-ID: <Lfsm3.1799$dU.6342@newsfeed.slurp.net>
Source record: 9104

If someone has TOS 2.06 US to sale or can burn eproms
of SuperTOS 2.06US or such please email me.

Richard
RClaunch@Dreamsoft.Com

1854. atari for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-24 00:00:00 UTC
From: "M.J." <mikej@web-access.net>
Message-ID: <379a955b.0@news.wcc.net>
Source record: 9105

I have the following for sale:
1. Atari ST 520 Keyboard (has 1 meg ram upgrade) No power supply I lost
it.
2. SC 1224 Colored Monitor
3. Two SF 354 Floppies w/ power supply
4. I have the manuals and some assorted programs like:
VIP Professional Business program
Superbase Professional
Habla Writer
Wishbringer
Degas (art program)
80 diskettes of assorted Shareware programs and backups
A few assorted Atari Books

The 1st reasonable offer gets it all.

Thanks
Mike Jackson
On Ebay my name is Kingnick and I have a excellet rating of a 64 basiclly
meaning I"m good to do business with. All of this stuff worked the last
time I hooked it all up. I"m selling it as is. And I offer a full refund if
you not happy with it after 7 days. Please make best offer.

1855. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7nem5h$213$2@news6.svr.pol.co.uk>
Source record: 9106

On 24 Jul 1999 08:20:03 , Mikey wrote:
>On 17 Jul 1999 08:38:08 , Derryck Croker wrote:
>>On 15 Jul 1999 12:32:50 , "Peter A West" wrote:
>>>In message <01beccd6$6f2c6280$388194d1@default>, michelesmith@sprint.ca said:
>>>
>>>>is there any way either software and or hardware that will increase
>>>>resolution and or colour on an st. other than spectrum 512,quatum paint?

>>I installed a Reflex graphics card in my STFM - originally designed to plug
>>into the processor bus of a MegaST. Lot of soldering involved...
>
>One of the few female users and you chase her off with stuff about
>installing a graphics card in an STFM. My God man, what were you
>thinking? :)

Hmm, well the question included the words "hardware" and "ST". I have
experience of that but not software.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1856. SM_M_SPECIAL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7nfar2$6vf$1@snipp.uninett.no>
Source record: 9107

I'm having problems with using the SMC_* -messages under MagiC6 here. I'm trying to hide and show applications, but MagiC does not behave as documented in the the english MagiC-docs...

E.g. I send the following message to the screen-manager (APID 1):

```
msg[0] = SM_M_SPECIAL;
msg[1] = apid;
msg[2] = 0;
msg[3] = 0;
msg[4] = 'MA';
msg[5] = 'GX';
msg[6] = SMC_HIDEACT;
msg[7] = 0;
```

Sometimes this will actually hide the correct application (apid), but other times the *exact* same message will hide another app, or even crash an (apparently) random application... Does anybody know what's going on?

Also, is there an easy way to top (bring to front) an application under MagiC? The only thing I've found so far is wind_set(-1, WF_TOP, apid), but this one doesn't do what I need (actually it flash the menubar of apid for a brief moment and then switch to the desktop). I guess I could top the apps' windows.

I now remember why I didn't make Taskbar MagiC-compatibel in the first place :-(

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1857. Re: Crazy question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-25 00:00:00 UTC
From: Chris Emmitt <chris@emmitt.freeserve.co.uk>
Message-ID: <7nfa52$t3e$1@news4.svr.pol.co.uk>
Source record: 9108

I don't think MFM hard drives are compatible with the ST at all.
<:(

There's a way of connecting a SCSI hard drive though!

1858. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-25 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <932935565.975.57@news.remarQ.com>
Source record: 9109

On 25 Jul 1999 09:42:09 , Derryck Croker wrote:
>On 24 Jul 1999 08:20:03 , Mikey wrote:
>>On 17 Jul 1999 08:38:08 , Derryck Croker wrote:
>>>On 15 Jul 1999 12:32:50 , "Peter A West" wrote:
>>>>In message <01beccd6$6f2c6280$388194d1@default>, michelesmith@sprint.ca said:
>>>>
>>One of the few female users and you chase her off with stuff about
>>installing a graphics card in an STFM. My God man, what were you
>>thinking? :)
>
>Hmm, well the question included the words "hardware" and "ST". I have
>experience of that but not software.
>
>Rgds, Derryck

:). I was just joking. I just didn't use the terms Bugger and Bloddy
to give it away:).

Mike

1859. Re: Crazy question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-25 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FFG1t5.1Iu@cix.compulink.co.uk>
Source record: 9110

This article was probably generated by a buggy news reader.

1860. Re: Crazy question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-25 00:00:00 UTC
From: Richard Claunch <RClaunch@Dreamsoft.Com>
Message-ID: <bcOm3.2600$dU.14803@newsfeed.slurp.net>
Source record: 9111

Yes MFM drives work on the Atari ST. You need the following

ICD Host adaptor
Adaptec 4000 or 4070

The Adaptec 4000 has input of SCSI and out put of MFM

RC
Riverside, Ca

Chris Emmitt <chris@emmitt.freeserve.co.uk> wrote in message
news:7nfa52$t3e$1@news4.svr.pol.co.uk...
> I don't think MFM hard drives are compatible with the ST at all.
> <:(
>
> There's a way of connecting a SCSI hard drive though!
>
>
>

1861. Experience with SoundPool AudioTracker wanted !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-26 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <PWSm3.19$Wu4.100@news.get2net.dk>
Source record: 9112

```
Experience with SoundPool AudioTracker wanted !!!
Have you been - or are you using - the 8 track HardDisk
Recording software from SoundPool called AudioTracker
running on the Atari Falcon 030 then .... please ...... let me know.

Thanks
Preben Sloth, Denmark

psloth@post2.tele.dk
```

1862. a simple question I think

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-26 00:00:00 UTC
From: conljr01@holmes.ipfw.edu
Message-ID: <379C85EB.C25C197@holmes.ipfw.edu>
Source record: 9113

It's been awhile but I've got out my atari 800. I can't remember what to

do. I have a problem when I put a disk in the 810 disk drive nothing happens the screen just stays on atari memo pad. I can't remember if I have to have a cartgrige in the comp. to play a game. the only cartrige i have is atari word and when I put it in a get a list of options, I try

pressing the load option of the index of files to try and see if it will

get my game from the disk drive but it always says device not ready. I wonder if the parallell cord is bad between my comp. and disk drive. There are two places to plug this cord in on the disk drive. I believe I've tried both ones and still same results. Well that should give you the just of what's going on. Any ideas out there?

1863. Re: a simple question I think

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-26 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <211n3.1190$h27.11276@nnrp2.proxad.net>
Source record: 9114

conljr01@holmes.ipfw.edu a �crit dans le message
<379C85EB.C25C197@holmes.ipfw.edu>...
>It's been awhile but I've got out my atari 800. I can't remember what to
>

You might want to try the comp.sys.atari.8bit newsgroup. This is for the ST range.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1864. ALICE (ALl IConify Doohickie)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-26 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ni7o2caa3@news5.svr.pol.co.uk>
Source record: 9115

Yo!, Dudes!!.

Are there any Magic 6.1 users in here who also use ALICE,
(ALl IConify) doohickie).

Since upgrading to version 6 Magic (6.01 and now 6.1) Alice has
caused problems.

What happens is that the window resource extension fails, i get the
iconification features but lose my nice new window colour scheme.

Has anyone else suffered this problem?.

Laters Dudes!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1865. TT-Digger V6

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-26 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <379CBE31.A80232A8@cable.A2000.nl>
Source record: 9116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi everybody.

1: This version is a better one than V5.4 :-)

2: At last I put in the few special 040 & 060 instructions.

Visit my web site:

http://people.A2000.nl/hrobbers/Homepage.html

Met vriendelijke groeten
Regards.

Henk Robbers.

1866. Re: Crazy question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-26 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <379cc8f0$0$157@news.zetnet.co.uk>
Source record: 9117

On 25 Jul 1999 16:20:17, "Chris Emmitt" wrote:
>I don't think MFM hard drives are compatible with the ST at all.
><:(
>

Yes they are... the SH204, the BMS-100 and the Megafile 20 were all MFM
devices at heart....

chrisc

1867. 520 stfm dodgy disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-27 00:00:00 UTC
From: steve@hillman98.freeserve.co.uk
Message-ID: <7nkp7n$1jc$1@news5.svr.pol.co.uk>
Source record: 9118

I have just acquired a 520stfm, and when I try to access either the internal or external floppy drive, I am informed that the drive is not present or has no disk in (even when it has) or that the drive is not connected properly. After ensuring all the above are taken care of the drives still refuse to read. Could this be a problem with the I/O circuitry?. If anyone has any suggestions please reply

steven.hillman@tesco.net

1868. Re: 520 stfm dodgy disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-27 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <+XaZ6UALzen3EwaC@steverosie.demon.co.uk>
Source record: 9119

On Tue, 27 Jul 1999 at 18:12:15 a message from was created on the
subject of 520 stfm dodgy disk drives.
>I have just acquired a 520stfm, and when I try to access either the internal
>or external floppy drive, I am informed that the drive is not present or has
>no disk in (even when it has) or that the drive is not connected properly.
>After ensuring all the above are taken care of the drives still refuse to
>read. Could this be a problem with the I/O circuitry?. If anyone has any
>suggestions please reply
>
>steven.hillman@tesco.net
>
>

Hi

Have you double checked that the main connector is the right way around.
If it's fitted wrong the drive motor should be on and the computer will
not be ale to see it.

Double check the power plug and socket with a meter to check for power.

Do you get the drive 'A' & 'B' icons on the desktop?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1869. Re: 520 stfm dodgy disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-27 00:00:00 UTC
From: steve@hillman98.freeserve.co.uk
Message-ID: <7nkvm5$bt5$1@news6.svr.pol.co.uk>
Source record: 9120

Steve Stupple wrote in message <+XaZ6UALzen3EwaC@steverosie.demon.co.uk>...
>On Tue, 27 Jul 1999 at 18:12:15 a message from was created on the
>subject of 520 stfm dodgy disk drives.
>
>Hi
>
>Have you double checked that the main connector is the right way around.
>If it's fitted wrong the drive motor should be on and the computer will
>not be ale to see it.
>
>Double check the power plug and socket with a meter to check for power.
>
>Do you get the drive 'A' & 'B' icons on the desktop?
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
>Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

Thanks for the speedy reply.

I have checked the polarity of the main connector, and it is the correct way
round and reads 12v

and yes both drive icons appear on the desktop

once again thanks for the response.

Steve

1870. Re: 520 stfm dodgy disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-27 00:00:00 UTC
From: steve@hillman98.freeserve.co.uk
Message-ID: <7nkvvp$c68$1@news6.svr.pol.co.uk>
Source record: 9121

Steve Stupple wrote in message <+XaZ6UALzen3EwaC@steverosie.demon.co.uk>...
>On Tue, 27 Jul 1999 at 18:12:15 a message from was created on the
>subject of 520 stfm dodgy disk drives.
>>>>
>>
>
>Hi
>
>Have you double checked that the main connector is the right way around.
>If it's fitted wrong the drive motor should be on and the computer will
>not be ale to see it.
>
>Double check the power plug and socket with a meter to check for power.
>
>Do you get the drive 'A' & 'B' icons on the desktop?
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
>Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

Thanks for the speedy response.
Yes the mains connector is the right way round, I also checked the polarity
which is o/k and the voltage reads 12v, and yes both disk icons do appear
on the desktop.
Is it possible that both drives died at the same time ?

once again thanks for the response.

Steve.
steven.hillman@tesco.net

1871. Re: 520 stfm dodgy disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-27 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8535hrA++gn3EwZ6@steverosie.demon.co.uk>
Source record: 9122

On Tue, 27 Jul 1999 at 20:07:26 a message from was created on the
subject of 520 stfm dodgy disk drives.
>Thanks for the speedy response.
>Yes the mains connector is the right way round, I also checked the polarity
>which is o/k and the voltage reads 12v, and yes both disk icons do appear
>on the desktop.
>Is it possible that both drives died at the same time ?

If the drives die B-I-G, or if you have NO drives connected you don't
usually get the drive icons!!

Have you got another machine to try the drive in?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1872. WTB: CAB 3.0 !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-27 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7nlgm3$gv6$1@news1.xs4all.nl>
Source record: 9123

Hi,
I want to buy Cab 3.0 , the superfast version of the only neat
browser for Atari. It only has to be programmed by alexander Clauss
I cannot imagine i'm the only one who wants it, so come on guys,
let's give alex a signal that we want his update for atari and not
for that ugly Imac, a computer which is bound to drop of the store
shelves within a few months......
So let's visit his homepage and send him an email.
his homepage can be found on http://www.tu-darmstadt.de/~aclauss/
If we all react, he cannot ignore our wish and of course we want to
pay for it, cause good work has to be paid.
So react in this newsgroup and to Alexander in person.
Let's hope he'll do it !
Jos

1873. Re: 520 stfm dodgy disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-27 00:00:00 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <7Drn3.1138$KR2.782@198.235.216.4>
Source record: 9124

This is most likely a 360k single-sided drive. Are the disks you're using
that format, otherwise you will have errors reading other types of disks (eg
720k or 1440k)?

<steve@hillman98.freeserve.co.uk> wrote in message
news:7nkp7n$1jc$1@news5.svr.pol.co.uk...
> I have just acquired a 520stfm, and when I try to access either the
internal
> or external floppy drive, I am informed that the drive is not present or
has
> no disk in (even when it has) or that the drive is not connected
properly.
> After ensuring all the above are taken care of the drives still refuse to
> read. Could this be a problem with the I/O circuitry?. If anyone has any
> suggestions please reply
>
> steven.hillman@tesco.net
>
>

1874. Re: WTB: CAB 3.0 !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-27 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <379dfc5ee3a73eb1@lvdi.net>
Source record: 9125

On Tue 27-07-1999 23:51, Jos Vlietstra TOS'd the following:

>I want to buy Cab 3.0 , the superfast version of the only neat
>browser for Atari. It only has to be programmed by alexander Clauss
>I cannot imagine i'm the only one who wants it, so come on guys,
>let's give alex a signal that we want his update for atari and not
>for that ugly Imac, a computer which is bound to drop of the store
>shelves within a few months......

If the Imac dropped off the store shelves tomorrow, the installed Mac
userbase would dwarf the Atari. And it's not like Ataris are going
to replace them on those shelves. I'd love v3.0 as much as the next
guy, but I imagine Clauss has bills like the rest of us.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1875. ST>TT-Digger V6 interactive disassembler released

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-27 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <270719992051067121%H.Robbers@cable.A2000.nl>
Source record: 9126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.announce

The new version is a better one than V5.4 :-)

At last I put in the few special 040 & 060 instructions.

new since 5.3: (Forget V5.4 That one was a bit premature :-)
Marking of jumptables for label generating.
Find jmp's and jsr's with indirect operand.
Give names to absolute word addresses.
Options in the config file related to the above.
Give names to standard labels.
Attach a short comment to an address.
More flexible index file.
At last! Full 68040 & 68060 support.

Visit my web site:
http://people.A2000.nl/hrobbers/Homepage.html

Met vriendelijke groeten
Regards.
Henk Robbers.

1876. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7nm8ul$i5d$1@news7.svr.pol.co.uk>
Source record: 9127

```
On 25 Jul 1999 20:46:05 , Mikey wrote:
>On 25 Jul 1999 09:42:09 , Derryck Croker wrote:

>>Hmm, well the question included the words "hardware" and "ST". I have
>:). I was just joking. I just didn't use the terms Bugger and Bloddy
>to give it away:).

(g) No offence taken anyway! :-))

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1877. Re: 520 stfm dodgy disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <DSIGbMAAIrn3EwtB@steverosie.demon.co.uk>
Source record: 9128

On Tue, 27 Jul 1999 at 23:52:35 a message from Ross Cooling was created
on the subject of 520 stfm dodgy disk drives.
>This is most likely a 360k single-sided drive. Are the disks you're using
>that format, otherwise you will have errors reading other types of disks (eg
>720k or 1440k)?

Good point, I forgot completely about some STFM's have a single sided
beasts in them!!!! (administers as severe slap across the face;))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1878. Re: WTB: CAB 3.0 !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7nmfvv$4f5$1@news1.xs4all.nl>
Source record: 9129

On 27 Jul 1999 23:51:31 , Jos Vlietstra wrote:
OK, Alexander needs to buy his bread and butter, so I (and
hundreds of atarists) will help him , I mean CDRECORDERPRO costs
around $ 200,-, that's quite a few bucks for software which is free
to download on other platforms (PC,Mac)
We have to live with the fact, that if we want sophisticated
software, we have to pay a little extra........
That's the price for what's becoming a cult-computer !
Jos

1879. Re: WTB: CAB 3.0 !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990728164141.22038C-100000@hal.fishpool.fi>
Source record: 9130

> If the Imac dropped off the store shelves tomorrow, the installed Mac
> userbase would dwarf the Atari. And it's not like Ataris are going
> to replace them on those shelves. I'd love v3.0 as much as the next
> guy, but I imagine Clauss has bills like the rest of us.

Yes, and that has been the main issue all along: Alexander is
making a small fortune on iCAB, while CAB 2.* was mostly spready
through piracy (e.g. Vectronix, etc.) and few people purchased.

Otherwise, the iMAC is gaining a _lot_ of supporters (myself
included) and is starting to threaten Windooze for people who
prefer to pay a bit more to get a well-designed, well-integrated
and user-friendly machine, which the iMAC definitely is.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

1880. Stacy screen backlight.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: CSL Sevice <workshop@cslservice.swinternet.co.uk>
Message-ID: <7nn556$eu3$1@news8.svr.pol.co.uk>
Source record: 9131

Can anyone help!

My stacys screen backlight has gone very dim and there is a high pitched noise coming from within the unit.
I'm an electronics engineer so any info which would save me getting the scope out would be very much appreciated.

I'm also looking for a multi midi port expander for my STE. Any suggestions which one to go for and why would also be useful.

Thanks,
Richard B.

1881. Re: FS: (U.S.) ICD Link and DEKA

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: sandcat@ridgenet.net
Message-ID: <7nn4kbhgb3@delphi.ridgenet.net>
Source record: 9132

Both items have been sold.
Thanks,Mike

On 24 Jul 1999 08:25:02 , Mikey wrote:
>
>ICD Link 2, software and cable, $45.00 shipped, in the U.S.
>
>Wizztronics DEKA PC keyboard adapter (external) for all Ataris.
>$45.00 shipped, in the U.S.
>
>Cash, moneyorder, personal checks with good credit.
>

1882. Re: [HELP] PC-Speed installation instructions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <7nnmk0$bv6$1@nnrp1.deja.com>
Source record: 9133

Salut, Pascal

La r�ponse est pourtant �vidente : plus on demande souvent, plus on a
de chances de trouver CELUI qui a l'info...

El�mentaire, mon cher Pascal...

Et puis, �a anime un peu les sites ATARI qui ne sont (malheureusement)
pas aussi actifs que certains autres...

Cordialement,

Patrick

In article <37950d2819f0462@club-internet.fr>,
pricard@club-internet.fr (Pascal Ricard) wrote:
> Hello,
>
> in article <7n1rkk$qt8$1@nnrp1.deja.com> (comp.sys.atari.st.tech)
> french-lines@usa.net wrote on Tue 20-07-1999 12:55 (GMT):
>
> .../...
>
> If nobody can answer to your question, why do you insist to multipost
> your message so often ?
>
> Bye,
> /Pascal/
>
> --
> http://perso.club-internet.fr/pricard/index.html
> Today's thought:
> I had a life once... now I have a computer and a modem.
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1883. Re: Stacy screen backlight.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7nnbh7$id2$1@snipp.uninett.no>
Source record: 9134

CSL Sevice <workshop@cslservice.swinternet.co.uk> wrote:

> My stacys screen backlight has gone very dim and there is a high pitched

The STacy's backlight *will* go dim eventually (the EL-sheet "wears out"),
but if this happened suddenly...

> noise coming from within the unit.

...and this noise appeared at the same time it's most likely the internal
PSU that's dead.

> I'm an electronics engineer so any info which would save me getting the
> scope out would be very much appreciated.

I'm sorry, I don't know anything about it. I just got a replacement for
mine ;-)

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1884. Re: 520 stfm dodgy disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: steve@hillman98.freeserve.co.uk
Message-ID: <7nnet5$l5i$1@news8.svr.pol.co.uk>
Source record: 9135

Ross Cooling wrote in message <7Drn3.1138$KR2.782@198.235.216.4>...
>This is most likely a 360k single-sided drive. Are the disks you're using
>that format, otherwise you will have errors reading other types of disks
(eg
>720k or 1440k)?
>
Thanks for the info Ross,
the disks that I have been using are 720k DSDD , and if as you say the STFM
uses 360k disks, this could be the source of my problem, I,ll check it out
when I get back home.

Thanks Steve

steve.hillman@tesco.net

1885. FA: Cubase Audio/Falcon stuff, FDI, ADAT interface, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <379F74AC.FC6EEC2E@earthlink.net>
Source record: 9136
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,rec.music.makers.marketplace

I still haven't sold this stuff.. and I noticed a few people are asking about some of this gear, so I am willing to part this stuff out. See the urls below for more info if you're interested. Reserve is very fair, but if reserve is not met I may still sell to high bidder.

-Steinberg (SoundPool) FDI, Falcon Digital Interface.. this one has been upgraded to greater then 16 bit capability.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138493756

-SoundPool ADAT interface.. allows transferring audio to/from ADAT to Falcon.
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138498464

-Steinberg ST-MIDI 3.. adds 3 MIDI outputs and 1 MIDI input to Falcon.. useable only with MROS programs (like Cubase Audio Falcon)... $100
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138503090

-Cubase Audio Falcon.. with dongle, CAC (clock), manuals, etc.. I also have the Studio Module, Cue Trax, Style Trax package that I found invaluable..
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138507447

I will also sell the entire package above for a good package price if you're interested..

I will have a 14 meg Falcon for sale, with Screenblaster II, NVDI 3, HDDRiver 5, VGA adapter, tos 4.04, Diamond Edge/Back, etc when I get my jaz drives cleared and copied to my Mac.. make offer if you're interested.

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

1886. Re: 520 stfm dodgy disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-28 00:00:00 UTC
From: Brigitte & Eric McCormack <earthshaker@midsouth.net>
Message-ID: <379FD95A.2611@midsouth.net>
Source record: 9137

On Tue, 27 Jul 1999 at 18:12:15 a message from was created on the
subject of 520 stfm dodgy disk drives.
>I have just acquired a 520stfm, and when I try to access either the internal
>or external floppy drive, I am informed that the drive is not present or has
>no disk in (even when it has) or that the drive is not connected properly.
>After ensuring all the above are taken care of the drives still refuse to
>read. Could this be a problem with the I/O circuitry?. If anyone has any
>suggestions please reply
>
>steven.hillman@tesco.net
>
Were the errors just from trying to read/write previously known good
disks or formatting new ones? If the disks are known to be valid, then
the drive heads may be out of alignment (or the heads on the drive that
wrote the disks originally are misaligned) and the drive cannot find the
FAT.

Alternatively the drive sensors may be shot (unlikely, but possible).

The internal and external drives can be replaced with PC 720/1440k
floppy drives. Check out the Quick FAQ for directions to where to get
the info and other oh-so-useful bits and pieces.

'Aleikum

Eric

1887. Wanted: STOS 3D box (Atari)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-29 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <JDsUfNAvCKo3EwEm@steverosie.demon.co.uk>
Source record: 9138
Cross-posted to: alt.atari,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer

Hi

Wanted: STOS 3D box or the box that STOS 3D came in:)

Thanx

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1888. Re: WTB: CAB 3.0 !!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-29 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37A0BC8E.71160627@cfc.dnd.ca>
Source record: 9139

Martin-Eric Racine wrote:
> Yes, and that has been the main issue all along: Alexander is
> making a small fortune on iCAB, while CAB 2.* was mostly spready
> through piracy (e.g. Vectronix, etc.) and few people purchased.

hell! what is Vectronix?? maybe I'll e-bomb them! :-(
maybe Alexander could put some copy protection in??

> Otherwise, the iMAC is gaining a _lot_ of supporters (myself
> included) and is starting to threaten Windooze for people who
> prefer to pay a bit more to get a well-designed, well-integrated
> and user-friendly machine, which the iMAC definitely is.
> Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
> The ATARI TT030 Homepage http://funkyware.atari.org/TT030/
> --
> "When the time comes, I will know and I shall be." Q-Funk

1889. Re: Wanted: STOS 3D box (Atari)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-30 00:00:00 UTC
From: Richard Davey <rich@atari.org>
Message-ID: <37a19b2d@newnews.gemsoft.net>
Source record: 9140
Cross-posted to: alt.atari,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer

I have it - but I'd love to know what on earth you want it for?! :)

Cheers,

Rich
--
http://www.atari.org
Atari.Org - The Definitive Atari Resource

Steve Stupple <Steve@atari.org> wrote in message
news:JDsUfNAvCKo3EwEm@steverosie.demon.co.uk...
> Hi
>
> Wanted: STOS 3D box or the box that STOS 3D came in:)
>
> Thanx
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1890. Falcon/Audio stuff on Ebay..

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-30 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37A1E488.4A89C738@earthlink.net>
Source record: 9141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers.marketplace,alt.steinberg.cubase

So are my prices too high? Only 1 bid on 1 of the items so far..

Do you think I'm asking too much?

-Mark

138493756: Steinberg/SoundPool FDI Falcon Digital Int
Current bid: $75.00
Auction ends on: 08/04/99 13:49:37 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138493756

138498464: SoundPool ADAT int for Cubase Audio Falcon
Bidding starts at: $100.00
Auction ends on: 08/04/99 13:59:34 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138498464

138503090: Steinberg ST-MIDI 3 MIDI exp for ST/Falcon
Bidding starts at: $50.00
Auction ends on: 08/04/99 14:09:54 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138503090

138507447: Steinberg Cubase Audio Falcon software v2
Bidding starts at: $75.00
Auction ends on: 08/04/99 14:20:01 PDT
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=138507447

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

1891. Re: Falcon/Audio stuff on Ebay..

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-30 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37A1EB73.789C@geocities.com>
Source record: 9142
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers.marketplace,alt.steinberg.cubase

Particle Salad wrote:
>
> So are my prices too high? Only 1 bid on 1 of the items so far..
>
> Do you think I'm asking too much?
>
> -Mark
>

That's the beauty of the E-bay... you can put something up there for what you think it's worth, and if someone bids for it, you get the money. If not, you keep the item!

The fact that one person has bid for one of the items shows you have probably hit a good price range. At least what they were willing to pay.

And of course, there are always those that wait till the last minute to bid on items to keep from engauging in a price war with another bidder. (not that I personally know anyone that does that... hehehe....)

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1892. Re: TT030 Lan Port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-31 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7o01pv$7cv$1@snipp.uninett.no>
Source record: 9050

```
Jim <jtdon@direcpc.com> wrote:
> My TT has a plug on the side labeled "Lan". Can anyone
> tell me anything about this, since I don't have a TT manual.

It's a standard RS422-port, the same as you find on Macs. If you want to
use it for e.g. a modem, just get a Mac modem-cable.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1893. Serial Link between ST and PC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-31 00:00:00 UTC
From: John Tilley <mancity@email.com>
Message-ID: <7numv0$e71$1@news8.svr.pol.co.uk>
Source record: 9143

I have a 4 meg STE and a pc. I have a laplink cable with 1 9 pin connector and 1 25 pin connector on each end. Is this a null modem cable or not. I can't transfer any files at all either way. I have also tried on my Amiga.

Any help greatly appreciated.

1894. Re: Serial Link between ST and PC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-31 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7nvd45$43i$1@news5.svr.pol.co.uk>
Source record: 9144

John Tilley <mancity@email.com> wrote in message
news:7numv0$e71$1@news8.svr.pol.co.uk...
> I have a 4 meg STE and a pc. I have a laplink cable with 1 9 pin connector
> and 1 25 pin connector on each end. Is this a null modem cable or not. I
> can't transfer any files at all either way. I have also tried on my Amiga.

If it's a laplink cable it will be "null modem".

What software are you running? For the Atari the best is probably Ghostlink
which gives you a disc icon for the PC HD on your Atari so that file
operations are easy using drag-and-drop.

In theory all you need are terminal responders at each end but Ghostlink
make things so much more straightforward. It comes with the Atari .PRG and
an .EXE slave to stick on the PC.

1895. TT030 Lan Port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-31 00:00:00 UTC
From: Jim <jtdon@direcpc.com>
Message-ID: <37A351F6.7DCE00C2@direcpc.com>
Source record: 9145

My TT has a plug on the side labeled "Lan". Can anyone
tell me anything about this, since I don't have a TT manual.
Thank You,
Jim

1896. Help with sending MIDI files from MAC to Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-31 00:00:00 UTC
From: czit@gte.net
Message-ID: <czit-3107991251500001@1cust37.tnt3.san-fernando.ca.da.uu.net>
Source record: 9146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Any ideas on how I could download a MIDI file on my MAC 2ci and then play
them on my Atari ST sequencer?

Is there any way to get the Atari to read a MAC floppy disk?

Or could I hook up a MIDI interface to the MAC and then ship the MIDI file
to the Atari throuh a MIDI cable?

I'm new at this, so I would grateful for any help.

--
Carl Zittrer
czit@gte.net

1897. Re: Crazy question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-31 00:00:00 UTC
From: n0sqj@cs.com
Message-ID: <19990731164643.21705.00004583@ng-fv1.news.cs.com>
Source record: 9147

i saw your question and i have the same questions. did you receive any reply. i acquired an 1040 st with no doc.s or software at all. i don't remember much about the machine from reading about it years ago in the periodicals. any help is appreciated. n0sqj@cs.com or n0sqj@juno.com

1898. Re: TT030 Lan Port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-31 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7nvt2l$q48$1@news1.xs4all.nl>
Source record: 9148

On 31 Jul 1999 15:43:50 , Jim wrote:
Sorry, nothing at all
Jos

1899. Re: Serial Link between ST and PC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-07-31 00:00:00 UTC
From: John Tilley <mancity@email.com>
Message-ID: <7nvu5kqum1@news6.svr.pol.co.uk>
Source record: 9149

Thanks for the info. I have managed to get it to transfer files each way but vey slowly. I am using vanterm 3.8 from an st format cover disk. I have tried to download ghostlink but can't find it anywhere. I have seen 4 links to the file but each is not available.

Roger Cain <roger@cainr.freeserve.co.uk> wrote in message news:7nvd45$43i$1@news5.svr.pol.co.uk...
>
> John Tilley <mancity@email.com> wrote in message
> news:7numv0$e71$1@news8.svr.pol.co.uk...
> > I have a 4 meg STE and a pc. I have a laplink cable with 1 9 pin connector
> > and 1 25 pin connector on each end. Is this a null modem cable or not. I
> > can't transfer any files at all either way. I have also tried on my Amiga.
>
> If it's a laplink cable it will be "null modem".
>
> What software are you running? For the Atari the best is probably Ghostlink
> which gives you a disc icon for the PC HD on your Atari so that file
> operations are easy using drag-and-drop.
>
> In theory all you need are terminal responders at each end but Ghostlink
> make things so much more straightforward. It comes with the Atari .PRG and
> an .EXE slave to stick on the PC.
>
>

1900. Re: TT030 Lan Port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-01 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7o07db$2sv5@news.ajou.ac.kr>
Source record: 9051

On 31 Jul 1999 23:45:03 , Jo Even Skarstein wrote:
><edited>

Hi Jo,

Is the Lan port on the Mega STE and Falcon exactly the same as
the one on the TT?
phantomm@kih.net

1901. Re: Help with sending MIDI files from MAC to Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-01 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <54ioxCAQxBp3EwZO@steverosie.demon.co.uk>
Source record: 9052
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sat, 31 Jul 1999 at 19:51:31 a message from Carl Zittrer was created
on the subject of Help with sending MIDI files from MAC to Atari ST.
>Any ideas on how I could download a MIDI file on my MAC 2ci and then play
>them on my Atari ST sequencer?
>
>Is there any way to get the Atari to read a MAC floppy disk?
>
>Or could I hook up a MIDI interface to the MAC and then ship the MIDI file
>to the Atari throuh a MIDI cable?
>
>I'm new at this, so I would grateful for any help.
>

There is ways of doing it;)

I do have a program called MACsee:

MacSEE, 'The Macintosh - ST Connection' ..... ï¿½3
GBP + postage.

As you didn't mention it in your posting, I have no idea where in the
world you are. I am prepared to accept payment in USD's!

Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

1902. Re: TT030 Lan Port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7o17oj$d76$1@snipp.uninett.no>
Source record: 9053

Phantomm <phantomm@kih.net> wrote:

> Is the Lan port on the Mega STE and Falcon exactly the same as
> the one on the TT?

Electrically - yes. They're all SCC-ports, but the available baudrates are
different. On the TT (and perhaps the MSTE, I don't know) the LAN-port
shares a SCC-channel with one of the serial-ports (can't remember which)
so you can't use both at the same time.

There is some information about this in the HS-modem archive.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1903. Re: TT030 Lan Port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-01 00:00:00 UTC
From: Jim <jtdon@direcpc.com>
Message-ID: <37A42FC5.D07EE766@direcpc.com>
Source record: 9054

Thank You - So if I use this port with Ghostlink and my
Pc com ports, which are faster then my TT's serial posts,
I should have a faster connection ?
Jim

Jo Even Skarstein wrote:

> Jim <jtdon@direcpc.com> wrote:
> > My TT has a plug on the side labeled "Lan". Can anyone
> > tell me anything about this, since I don't have a TT manual.
>
> It's a standard RS422-port, the same as you find on Macs. If you want to
> use it for e.g. a modem, just get a Mac modem-cable.
>
> --
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> **
> ** beer - maria mckee - atari falcon - babylon 5
> */

1904. Re: Help with sending MIDI files from MAC to Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-01 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <933509959.7203.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 9055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Carl Zittrer wrote in message ...

>Is there any way to get the Atari to read a MAC floppy disk?

Possibly, but it might be easier to get the Mac to use disks the Atari can use. Newer Macs have the capacity built in to read/write DOS (PC) floppies which the Atari is quite happy to use. You can get the software for older Macs - IIRC it's called PC-Exchange.

>Or could I hook up a MIDI interface to the MAC and then ship the MIDI file
>to the Atari throuh a MIDI cable?

Doubtful. You could do it with a null modem serial cable and a comms package on each machine, I guess.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1905. Re: TT030 Lan Port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7o1shogco1@snipp.uninett.no>
Source record: 9056

```
Jim <jtdon@direcpc.com> wrote:
> Thank You - So if I use this port with Ghostlink and my
> Pc com ports, which are faster then my TT's serial posts,
> I should have a faster connection ?

The TT's serial/LAN-ports are capable of 230k400, few PCs can handle more
than 115k200.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

1906. WANTED: A GOOD HOME

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-01 00:00:00 UTC
From: iwb@cix.co.uk
Message-ID: <memo.19990801191152.10573B@iwb.compulink.co.uk>
Source record: 9057

I'm looking for a good home for my Atari SLM804. The printer is complete
and includes the manual, plus the following:
spare SLM804 carcass for spares
spare drum unit (£130 value)
spare toner cartridge (£30 value - still available from SysSol)

All of the above is available FREE to a good cause (school, charity, etc.)
or £50 to the first person to e-mail me!

"Buyer" must collect - Surrey, UK.

Regards,

Ian B

1907. Re: Help with sending MIDI files from MAC to Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-01 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a4b285$0$158@news.zetnet.co.uk>
Source record: 9058
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>
> >Or could I hook up a MIDI interface to the MAC and then ship the MIDI
file
> >to the Atari throuh a MIDI cable?

yes with two sequencers,play on the Mac,record on the Atari,a bit of a
long way round though
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1908. Falcon IDE cable needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-02 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7o30lb$1ku$1@athena.netset.com>
Source record: 9059

Hi!

To no fault of his, I receieved a 36 pin cable that will NOT work with the Falcon. I need a Falcon IDE cable for use with the Church's system. I am in the USA, Cleveland Ohio, and am willing to pay for the cable.

Take care,

Jim

1909. Re: TT030 Lan Port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990802114122.6868A-100000@hal.fishpool.fi>
Source record: 9060

> > Is the Lan port on the Mega STE and Falcon exactly the same as
> > the one on the TT?
>
> Electrically - yes. They're all SCC-ports, but the available baudrates are
> different.

Only the Modem2 baudrates are different. Serial2/LAN are the same.

> On the TT (and perhaps the MSTE, I don't know) the LAN-port
> shares a SCC-channel with one of the serial-ports
> so you can't use both at the same time.

That's Serial2 on the MEGA-STE and TT.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

1910. Re: TT030 Lan Port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990802114351.6868C-100000@hal.fishpool.fi>
Source record: 9061

> The TT's serial/LAN-ports are capable of 230k400,
> few PCs can handle more than 115k200.

Some recent modems and ISDN adapters can handle 230400 well.
One that comes to mind is the newest Diamond v90 56K modem.

However, unless one upgrades the PCLK of the SCC to 14.xxxx MHz,
baudrates above 57600 are reported to be rather unstable, on the
Falcon especially.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The ATARI TT030 Homepage http://funkyware.atari.org/TT030/

"When the time comes, I will know and I shall be." Q-Funk

1911. Falcon IDE cable needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-02 00:00:00 UTC
From: "Don Schmidt"
Message-ID: <37a5a1f9.0@news.pacifier.com>
Source record: 9062

```
JK> I receieved a 36 pin cable that will NOT work with the Falcon. I
JK> need a Falcon IDE cable for use with the Church's system. I am in
JK> the USA, Cleveland Ohio, and am willing to pay for the cable.

Give Best Electronics a call. They are the "best" place for Atari parts.

They CBR at:

Best Electronics
(408) 243-6950

2021 The Alameda Ste 290
San Jose, CA 95126-1127

... Don Schmidt dschmidt@pacifier.com Vancouver, WA
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register
```

1912. Re: Falcon IDE cable needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7o47tpisb1@news.campuscwix.net>
Source record: 9063

On 2 Aug 1999 02:43:55 G, J.W. Krych wrote:
->Hi!
->
->To no fault of his, I receieved a 36 pin cable that will NOT work with the
->Falcon. I need a Falcon IDE cable for use with the Church's system. I am in
->the USA, Cleveland Ohio, and am willing to pay for the cable.
->
->
->Take care,
->
->Jim
->.

Hi Jim! Try Best Electronics at:

Brad Koda
Owner
Best Electronics
2021 The Alameda Suite 290
San Jose, CA (USA) 95126-1127
Work phone: 408-243-6950
E-mail: bestelec@concentric.net
URL: http://www.best-electronics-ca.com/

Catch ya later... ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1913. Re: Falcon IDE cable needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-02 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dvx3ya.rra44qyo2nwgN@pm-d05.rhein-main.de>
Source record: 9064

J.W. Krych <jwkrych@n2net.net> wrote:

> To no fault of his, I receieved a 36 pin cable that will NOT work with the
> Falcon. I need a Falcon IDE cable for use with the Church's system. I am in

Whatï¿½s that? Never hear this before.

> the USA, Cleveland Ohio, and am willing to pay for the cable.

Normaly itï¿½s the same 2.5" IDE cable as in notebooks..
Ask Best-Electronics for an falcon ide ribbon.

If you like to add any 3.5" ide, adaptor 2.5"->3.5" is needet.
You can get that normaly by any good computer store.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1914. Re: Falcon IDE cable needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37a61b74$0$155@news.zetnet.co.uk>
Source record: 9065

J.W. Krych <jwkrych@n2net.net> wrote in message
news:7o30lb$1ku$1@athena.netset.com...
> Hi!
>
> To no fault of his, I receieved a 36 pin cable that will NOT work with
the
> Falcon. I need a Falcon IDE cable for use with the Church's system. I
am in
> the USA, Cleveland Ohio, and am willing to pay for the cable.
>
>
> Take care,
>
> Jim
any old notebook cable will do there is nothing special or specific about
falcon IDE cable
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1915. Re: Falcon IDE cable needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-03 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7o5dgasiv1@athena.netset.com>
Source record: 9066

Thanks for the help guys!

Here in Cleveland, the stores/shops I talked to would not even let me have
a laptop cable!!! :(

Jim

1916. Re: Falcon IDE cable needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37a748cf$0$158@news.zetnet.co.uk>
Source record: 9067

On 3 Aug 1999 00:35:22 , J.W. Krych wrote:
>Thanks for the help guys!
>
>Here in Cleveland, the stores/shops I talked to would not even let me have
>a laptop cable!!! :(
>

Alternately you could buy an IDE-Burster and install a 3.5" hard-drive in
there insrtead ofg the expensaive 2.5" one....Standard single disk in the
standard case model costs only 8 UKP from Abingdon Synthesis Projects (ie
me :-))

chrisc

1917. Re: TT030 Lan Port

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-04 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7o8cas$v11$1@athena.netset.com>
Source record: 9068

In article <Pine.LNX.3.96.990802114351.6868C-100000@hal.fishpool.fi>,
Martin-Eric Racine <q-funk@pp.fishpool.com> wrote:
>> The TT's serial/LAN-ports are capable of 230k400,
>> few PCs can handle more than 115k200.
>
>Some recent modems and ISDN adapters can handle 230400 well.
>One that comes to mind is the newest Diamond v90 56K modem.
>
>However, unless one upgrades the PCLK of the SCC to 14.xxxx MHz,
>baudrates above 57600 are reported to be rather unstable, on the
>Falcon especially.

I have a Supra Express 56k v.90 modem and I have to say that it
definately proves that not all modems are made the same. The thing just
flies and works flawlessly on my TT at 230400. A definate recommendation.
Hopefully the new owners of Diamond don't screw them up.

Dan Ackerman
aka baldrick@netset.com

1918. Re: Serial Link between ST and PC

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-04 00:00:00 UTC
From: John Tilley <mancity@email.com>
Message-ID: <7oab5bbpa1@news8.svr.pol.co.uk>
Source record: 9069

Thanks for the help, advice and emails I have never had such a response to a problem. What a friendly bunch we Atarians are.
John Tilley <mancity@email.com> wrote in message news:7nvu5kqum1@news6.svr.pol.co.uk...
> Thanks for the info. I have managed to get it to transfer files each way but
> vey slowly. I am using vanterm 3.8 from an st format cover disk. I have
> tried to download ghostlink but can't find it anywhere. I have seen 4 links
> to the file but each is not available.
>
>
> Roger Cain <roger@cainr.freeserve.co.uk> wrote in message
> news:7nvd45$43i$1@news5.svr.pol.co.uk...
> >
> > John Tilley <mancity@email.com> wrote in message
> > news:7numv0$e71$1@news8.svr.pol.co.uk...
> > > I have a 4 meg STE and a pc. I have a laplink cable with 1 9 pin
> connector
> > > and 1 25 pin connector on each end. Is this a null modem cable or not.
> I
> > > can't transfer any files at all either way. I have also tried on my
> Amiga.
> >
> > If it's a laplink cable it will be "null modem".
> >
> > What software are you running? For the Atari the best is probably
> Ghostlink
> > which gives you a disc icon for the PC HD on your Atari so that file
> > operations are easy using drag-and-drop.
> >
> > In theory all you need are terminal responders at each end but Ghostlink
> > make things so much more straightforward. It comes with the Atari .PRG and
> > an .EXE slave to stick on the PC.
> >
> >
>
>

1919. Re: Crazy question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-04 00:00:00 UTC
From: nomefme <nomail@yyahoo.com>
Message-ID: <7oafl8$63s$1@news6.svr.pol.co.uk>
Source record: 9070

Yes the Atari ST could use MFM drives they also could use scsi

if you wanted to use a mfm drive you would need the following:-

atari to scsi converter
scsi to mfm converter

suitable software to partition and format the drives

If any one is interested I probably still have the hardware described above
if I get enough response ill put it up for auction on ebay

MrBen@btinternet.com

Frank Gregory <corvair2@bright.net> wrote in message
news:7mu4ds$j9b$1@cletus.bright.net...
> I was going through my garage last weekend, and found tons of older IBM
> parts out there. Stuff like old MFM hardrives and such. Is any of this
> stuff usable for my old 1040 ST? It's pretty much useless on my PC, but my
> ST could use a harddrive.
>
> Thanks!
>
>
>

1920. FS: Atari ST with Mono Monitor $ 150.oo

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-05 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <37A90965.6BB1@alphalink.com.au>
Source record: 9071
Cross-posted to: aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech,alphalink.forsale,aus.computers

Ray Whitehurst wrote:
>
> Hi
>
> I have an Atari ST 1040 with mono monitor + music software for sale.
>
> Price $ 150.oo Pickup Only

I also Have an Atari STE with 4 meg of memory as above for $ 180.oo

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

1921. IDE Trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-06 00:00:00 UTC
From: nemanja.z@gmx.de
Message-ID: <7oen36olb1@SOLAIR2.EUnet.yu>
Source record: 9072

Hi people!
I need your help!!!! I have an Atari Mega 1 with an IDE interface. I bought a Conner CFS 270A (270MB, PIO3) HD for it and it the computer itself is aware of the fact that the disk is attached. I can easily partition it, test bad sectors, measure the transfer speed, etc. It all works. BUT, when I copy some files on it and try to start an application
from it it gives me bombs or a TOS Error 35, or hangs. Sometimes it won`t even write the data on the disk and just hangs instead!
However, it will agree to show the text files from desktop!!!, or sometimes to start a very small program (1KB).
"Diamond Edge" says that FAT1 is not matching FAT2, gives "DOS Error -1,
opening file, location 1792" messages and cannot do much about it.
I tested the Conner on a PC and it works. Also tried all available HD drivers. Is it possible that the PIO3 mode needs to be disabled somehow?
I am getting sick of the whole thing,
it will make me deeply regret for
sticking to the Atari as my only computer...

My main E-mail adress is:
nemanja.z@gmx.de

1922. FALCON PARALLELL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-06 00:00:00 UTC
From: enbordal@online.no
Message-ID: <933979126-461164AEicMi@online.no>
Source record: 9073

Hello!
I am using a Portfolio and have used a standard double-

male printer-cable for connecting to an IBM. I have
made a cable with some changes and a LED for
connecting my STE.
It all works fine and on the first try!
Now I, for once, will ask before I try:
Which one is the right for the Falcon?
Have The Falcon also a parallell port which is
different from the IBM-"standard"?

--
Norvald

Atari Falcon 030

1923. Link 96/97 needed !

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-06 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7ofqs9$9ee$2@news1.xs4all.nl>
Source record: 9074

Hi,
is there anyone willing to sell or trade a Link 96/97 adaptor for
DMA/CSI ??
Please react !
Jos
PS personal email would be appreciated !

1924. DR. T and Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-06 00:00:00 UTC
From: fpinto@byu.edu
Message-ID: <37ABC571.D6BC72D@byu.edu>
Source record: 9075
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Did any of your sucessfully run (no crash) Dr. T KCS or OMEGA in a PC running an emulator? was it possible to access PC's midi outputs?

Thanks, Phil.

1925. Re: FALCON PARALLELL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-07 00:00:00 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.9908070038450.15655-100000@kairos.algonet.se>
Source record: 9076

On Fri, 6 Aug 1999 enbordal@online.no wrote:

> Which one is the right for the Falcon?
> Have The Falcon also a parallell port which is
> different from the IBM-"standard"?

I haven tried my parallell port on my falcon very much but i never had no problems with it, using my old panasonic kxp1081 (or something). I really dont think it differs anything from the parallell port in the ST/STE.

regards,
/Fredrik Egeberg aka deez

1926. Re: Wanted: STOS 3D box (Atari)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <dauB55AqbDr3Ewvd@steverosie.demon.co.uk>
Source record: 9077
Cross-posted to: alt.atari,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer

On Fri, 30 Jul 1999 at 13:31:57 a message from Richard Davey was created
on the subject of Wanted: STOS 3D box (Atari).
>I have it - but I'd love to know what on earth you want it for?! :)
>
>Cheers,
>
>Rich

Hi

To store the disk and manual in;) I'm starting to set aside certain
packages for future reference and I do like them in the original
packaging so that I can place my mits on them:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1927. Re: FS: Atari ST with Mono Monitor $ 150.oo

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-07 00:00:00 UTC
From: composer22@mindspring.com
Message-ID: <37ac3eb0.831899762@news.mindspring.com>
Source record: 9078
Cross-posted to: aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech,alphalink.forsale,aus.computers

On Thu, 05 Aug 1999 13:47:49 +1000, Ray Whitehurst
<audronic@alphalink.com.au> wrote:

>Ray Whitehurst wrote:
>>
>> Hi
>>
>> I have an Atari ST 1040 with mono monitor + music software for sale.
>>
>> Price $ 150.oo Pickup Only
>
>I also Have an Atari STE with 4 meg of memory as above for $ 180.oo
>
>Leave Email or Ring on 9 397 7695
>Williamstown, Victoria, Australia
>
>Yours Ray Whitehurst.

I'm interested. By "pickup only" do you mean you will only sell to
someone who can pick up the computer physically in Australia?

Brandon

1928. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-07 00:00:00 UTC
From: composer22@mindspring.com
Message-ID: <37ac437e.833129752@news.mindspring.com>
Source record: 9079
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 06 Aug 1999 23:34:41 -0600, fpinto@byu.edu wrote:

>Did any of your sucessfully run (no crash) Dr. T KCS or OMEGA in a PC
>running an emulator? was it possible to access PC's midi outputs?
>
>Thanks, Phil.
>

No help, but tell me more about Dr. T emulation on PC. I called the company about six months ago and they were not in business. I also called Emile Tobenfeld's number and left a message but never heard back.

I've got tons of KCS and Copyist files that I would like to transfer to some currently supported environment. At least I'd like to emulate if that's possible. If you know anything about this please respond.

Al.

1929. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-07 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37AC7132.95F0D299@jps.net>
Source record: 9080
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Thought I read an announcment that all Dr. T Atari software were going into public domain, and were supposed to be posted on Emile's web site for download. The downside to all ST emulators is that none to my knowledge support the MIDI port.

Brandon Alexander wrote:
>
> On Fri, 06 Aug 1999 23:34:41 -0600, fpinto@byu.edu wrote:
>
> >Did any of your sucessfully run (no crash) Dr. T KCS or OMEGA in a PC
> >running an emulator? was it possible to access PC's midi outputs?
> >
> >Thanks, Phil.
> >
>
> No help, but tell me more about Dr. T emulation on PC. I called the
> company about six months ago and they were not in business. I also
> called Emile Tobenfeld's number and left a message but never heard
> back.
>
> I've got tons of KCS and Copyist files that I would like to transfer
> to some currently supported environment. At least I'd like to emulate
> if that's possible. If you know anything about this please respond.
>
> Al.

1930. Re: FALCON PARALLELL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-07 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37AC7264.6B9369A0@jps.net>
Source record: 9081

The Falcon parallel should be the same as the STE parallel.

enbordal@online.no wrote:
>
> Hello!
> I am using a Portfolio and have used a standard double-
>
> male printer-cable for connecting to an IBM. I have
> made a cable with some changes and a LED for
> connecting my STE.
> It all works fine and on the first try!
> Now I, for once, will ask before I try:
> Which one is the right for the Falcon?
> Have The Falcon also a parallell port which is
> different from the IBM-"standard"?
>
> --
> Norvald
>
> Atari Falcon 030

1931. Wanted Midi Seqeuncer for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-07 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7oi5j5bch2@nnrp02.primenet.com>
Source record: 9082

Does anyone know where I can pick up a copy of either notator or Cubase audio
or Emagics Logic audio or Cubase score for my Falcon. I am running
KCS omega II and I can only run it in 600 x 400 mode and Id like to run
my stuff in higher resolutions. If anyone can help me then please
email me or if anyone is selling the software I am interested.
please email me

Gene

1932. Re: Wanted Midi Seqeuncer for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-07 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37acbb03$0$165@news.zetnet.co.uk>
Source record: 9083

<broncos@primenet.com> wrote in message
news:7oi5j5bch2@nnrp02.primenet.com...
> Does anyone know where I can pick up a copy of either notator or Cubase
audio
> or Emagics Logic audio or Cubase score for my Falcon. I am running
> KCS omega II and I can only run it in 600 x 400 mode and Id like to run
> my stuff in higher resolutions. If anyone can help me then please
> email me or if anyone is selling the software I am interested.
> please email me
>
> Gene
>
What part of the world would you like to pick up a sequencer in as I have
several??,Oh if it happens to be America it is too far to bother with
shipping or Posting as I am in the other part

Kevin

1933. External Floppy for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-07 00:00:00 UTC
From: link <cushman@execulink.com>
Message-ID: <37ACEB3F.73C5@execulink.com>
Source record: 9084

Hi,

The internal floppy on my STf recently broke down. Today I found an external floppy drive that fits into the hard drive port on the back of my ST. Is there any way i can use this external drive rather than spend the money on a brand new internal drive?

thanks,

lincoln

1934. Re: External Floppy for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-08 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37acdc5d.5848119@news.jax.bellsouth.net>
Source record: 9085

On Sat, 07 Aug 1999 19:28:15 -0700, link <cushman@execulink.com>
wrote:

>Hi,
>
>The internal floppy on my STf recently broke down. Today I found an
>external floppy drive that fits into the hard drive port on the back of
>my ST. Is there any way i can use this external drive rather than spend
>the money on a brand new internal drive?
>
>thanks,
>
>lincoln

yes, but you won't be able to boot directly from the disk, but if your
only using it to write data, it would be "Drive "B" normally.
I'm sure someone could tell us all how to disable the internal drive
and make it work like the Orginial 520ST's which used both drives (A &
B) as externals' only.

Mike

1935. Re: Wanted: STOS 3D box (Atari)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-08 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <934103247.215561@Chaos.es.co.nz>
Source record: 9086
Cross-posted to: alt.atari,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer

Steve Stupple <Steve@atari.org> wrote in message
news:dauB55AqbDr3Ewvd@steverosie.demon.co.uk...
> On Fri, 30 Jul 1999 at 13:31:57 a message from Richard Davey was created
> on the subject of Wanted: STOS 3D box (Atari).
> >I have it - but I'd love to know what on earth you want it for?! :)
> >
> >Cheers,
> >
> >Rich
>
> Hi
>
> To store the disk and manual in;) I'm starting to set aside certain
> packages for future reference and I do like them in the original
> packaging so that I can place my mits on them:)
>
> -- Cheers! For Now
> Steve <>< * * *

But also because STOS and other programs for antique computers will one day be collector's items. And maybe sooner than you think. Obviously the programs themselves can be easily replicated and won't have much monetary value. But original disks with the labels intact, manuals and boxes will escalate in value as they become scarcer.

1936. Re: External Floppy for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <3vLbk0A8yWr3EwYG@steverosie.demon.co.uk>
Source record: 9087

On Sun, 8 Aug 1999 at 03:32:07 a message from Mike, Lisa & Conner
Harvey was created on the subject of External Floppy for ST.
>On Sat, 07 Aug 1999 19:28:15 -0700, link <cushman@execulink.com>
>wrote:
>
>>Hi,
>>
>>The internal floppy on my STf recently broke down. Today I found an
>>external floppy drive that fits into the hard drive port on the back of
>>my ST. Is there any way i can use this external drive rather than spend
>>the money on a brand new internal drive?
>>
>>thanks,
>>
>>lincoln
>
>yes, but you won't be able to boot directly from the disk, but if your
>only using it to write data, it would be "Drive "B" normally.
>I'm sure someone could tell us all how to disable the internal drive
>and make it work like the Orginial 520ST's which used both drives (A &
>B) as externals' only.
>
>Mike

If it plugs into the external disk drive port. I'm not sure about it
using the hard drive port!!!

You can use most 720K disk drives, although a little cutting of the case
may be required!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1937. Re: atari enhanced graphics

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-08 00:00:00 UTC
From: n0sqj@cs.com
Message-ID: <19990808101456.24137.00009148@ng-fw1.news.cs.com>
Source record: 9088

i recently got a 1040st with external floppy disk. any improvements that can be made somewhat easily to this machine would be appreciated. thanks.
n0sqj@juno.com

1938. Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-08 00:00:00 UTC
From: Sam Lowie <sam.lowie@ping.be>
Message-ID: <7ok5alsqo1@news3.Belgium.EU.net>
Source record: 9089

I have a 1040 STe with the SM124 monochrome monitor and a Falcon with PTC 1426 color monitor. Untill now I used a TV if I wanted to see some colors with my STe but the TV died lately.
Here's my question: can I use the PTC 1426 monitor with my STe, if I can, please tell me how.

Thanks.

e-mail: sam.lowie@advalvas.be

1939. FALCON-PORTFOLIO Paralell

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-08 00:00:00 UTC
From: enbordal@online.no
Message-ID: <934146756-680333AEicMi@online.no>
Source record: 9090

Hello!

I have used Portlink2.prg and a spesial cable on an STE to transfer data
throug the paralell port to and from a Portfolio.
It worked perfectly the first time I tried it!
But it is impossible to do get it working on my Falcon 030.
It can read the names of the files (FAT) on the Portfolio, but is not
able to receive or send any files through the paralell port.
(Message: Portfolio is not responding.)
I have been using Magic 5.13 on both computers.
Can anyone tell med why it do not work?

--
Norvald

Atari Falcon 030

1940. Re^2: "simulating" a click

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-09 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8907_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 9091

In uno strano messaggio del 07 Aug 99 U_Kaiser@t-online.de (2:333/608.1)
scrisse al povero Mike De.Petris:
UK> Hm, appl=5Ftplay() is well documented. Don't you have access to any
UK> AES documentation?

Oh yes, it is in my Lattice manual, I supposed it was a "new" AES function
and only searched my docs on files, sorry, it is clear and working now,
thanks a lot !

What I need now is to find the way to detect what applications are running
and top/hide/unhide any of them, I think this should be in the MagiC
documentation. I know there is appl_find to get the ap_id of a given appl,
but I think there should be something to find running appls, something like
appl_search I think. The other problem is more difficult, I would like to
detect windows opened in the system, give a running MagiC system, I would
like to search for all opened windows with their state (hidden, iconized,
fulled...) and the owner application..... possible ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

1941. Re^2: from TOS to GEM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-09 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <8908_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 9092

In uno strano messaggio del 07 Aug 99 U_Kaiser@t-online.de (2:333/608.1)
scrisse al povero Mike De.Petris:
UK> You could write your own vdi versions of printf and so on. But at first,
UK> there is a more simple solution to "GEMify" your program:
.
UK> 6. BUT rename your GEM program (.prg or .app) to .tos! Yes, true,
UK> as soon as any GEM-program is renamed to .tos it =5Fautomatically gets
UK> a text window opened by the system but WITH all other GEM features

This sound new to me, the .tos program isn't run by vt52 anyway ? I would
like to avoid this. I also found around some gem libraries, "gemlib" seems an
update one, are those things worth and are they free ? They seem to simplify
the effort detecting wich OS (TOS, MagiC, N.AES..) and using appropriate
functions for non-modal dialogs and so on.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

1942. unix on 1 MB Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-09 00:00:00 UTC
From: Paul Samwel <sammie@xs4all.nl>
Message-ID: <7on9aq$4rt$1@news1.xs4all.nl>
Source record: 9093
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have an atari 520 STM with 1 MB internal and 30 MB harddisk that is doing
nothing at the moment.

Is there software available to run Unix or a Unix like OS (minix?)
available to run on this configuration?
If yes, where can I get it?

Thanks,

Paul

1943. Re: SM_M_SPECIAL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-10 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <37AFE9C8.B1D5C95@NO.SPAM.emw.ericsson.se>
Source record: 9094

Jo Even Skarstein wrote:
Hi,

> Sometimes this will actually hide the correct application (apid), but
> other times the *exact* same message will hide another app, or even crash
> an (apparently) random application... Does anybody know what's going on?

I tried this as well maybe 2 years ago and I could never get it to work either.
I reported this to Andreas but I don't think I ever got a reply. I guess
it's just not working as it should. Maybe it has been fixed in later versions
of MagiC?

> Also, is there an easy way to top (bring to front) an application under
> MagiC? The only thing I've found so far is wind_set(-1, WF_TOP, apid), but
> this one doesn't do what I need (actually it flash the menubar of apid for
> a brief moment and then switch to the desktop). I guess I could top the
> apps' windows.

Wasn't this a "bug" in some versions of MagiC? Which version do you use?

//MK

1944. Re: Wanted Midi Seqeuncer for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-10 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <37AFEB30.6DF81259@NO.SPAM.emw.ericsson.se>
Source record: 9095

broncos@primenet.com wrote:
>
> Does anyone know where I can pick up a copy of either notator or Cubase audio
> or Emagics Logic audio or Cubase score for my Falcon. I am running
> KCS omega II and I can only run it in 600 x 400 mode and Id like to run
> my stuff in higher resolutions. If anyone can help me then please
> email me or if anyone is selling the software I am interested.
> please email me

If you want something new and supported try:

http://www.softjee.com/ or

http://www.softjee.com/anglais2/studio.htm

//MK

1945. Re: "simulating" a click

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-10 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7op2ep$sv8$1@sun27.hrz.tu-darmstadt.de>
Source record: 9096

Hi!

In article <8907_mike@bbsgate.interware.r.e.m.o.v.e.t.o.r.e.p.l.y.it>,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it (Mike De.Petris) writes:
> I would like to detect windows opened in the system, give a running
> MagiC system, I would like to search for all opened windows with their
> state (hidden, iconized, fulled...) and the owner application.....
> possible ?

Yes, at least the list of open windows is easy to get:
wind_get(WF_OWNER) will give you the application id of the owner, and
the window-id of the window below and above the window in question.

So, basically do this:

```
wind_get(0, WF_TOP, &win);
while (win)
{
if (wind_get(win, WF_OWNER, &owner, &below, &above))
{
/* Do something with window win and the owner id */
win = below;
}
else
break;
}
```

Note that WF_OWNER isn't available on older versions of GEM (but MagiC
has it, as well as MultiTOS, Geneva, N.AES, ...), so it's best to use
appl_getinfo() to check for its existance.

HTH

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

1946. Re: Wanted Midi Seqeuncer for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-10 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37b08dbb$0$157@news.zetnet.co.uk>
Source record: 9097

On 10 Aug 1999 11:04:48, Magnus Kollberg wrote:
>broncos@primenet.com wrote:
>>
>> Does anyone know where I can pick up a copy of either notator or Cubase audio
>> or Emagics Logic audio or Cubase score for my Falcon. I am running
>> KCS omega II and I can only run it in 600 x 400 mode and Id like to run
>> my stuff in higher resolutions. If anyone can help me then please
>> email me or if anyone is selling the software I am interested.
>> please email me
>
>If you want something new and supported try:
>
>http://www.softjee.com/ or
>
>http://www.softjee.com/anglais2/studio.htm
>

You'll need Nemesis (or Centurbo) or a similar accelerator to get the
higher resolutions or else get one of the wonderful new Eclipse graphics
cards and wonder how you survived without rock-solid 1280x1024 displays on
a 21" screen....like me :-))

fx <Evil laugh>...

when they get the 1600x1200 mode working I'll be looking for a bigger
monitor...anyone interested in a 21" Dell ultrascan :-))

chrisc

1947. Re: 520 stfm dodgy disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-10 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7oq5cc$aj4$1@news5.svr.pol.co.uk>
Source record: 9098

On 27 Jul 1999 18:12:15 , <steve@hillman98.freeserve.co.uk> wrote:
:>I have just acquired a 520stfm, and when I try to access either the internal
:>or external floppy drive, I am informed that the drive is not present or has
:>no disk in (even when it has) or that the drive is not connected properly.
:>After ensuring all the above are taken care of the drives still refuse to
:>read. Could this be a problem with the I/O circuitry?. If anyone has any
:>suggestions please reply

Try booting the machine with no disks in and then once at the
desktop, format a floppy, write the desktop.inf to it with save
preferences and then try to open an icon and read that with S. P. C.

Let me know if that works.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1948. Keyboard problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-11 00:00:00 UTC
From: tpollak@aristotle.algonet.se
Message-ID: <7osm22$d26$1@cubacola.tninet.se>
Source record: 9000

On my Falcon 030 I have problems with the keyboard. Some of the keys do not work properly, it is hard to get them issue something. Together with the (left) shift key andor control key it is very hard to get upper case and control case characters respectively.

Does anybody recognise the problem? If so, did you find a solution and if so what was it?

Would hate to have to switch to another computer...

--
Tommy Pollak Phone +46 8 27 24 27 (home)
Wiboms v 12, 2 tr +46 8 685 2098 (office)
S-171 60 SOLNA Fax +46 8 685 2026 (office)
Sweden

1949. Re: Keyboard problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-11 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37b1ea76$0$160@news.zetnet.co.uk>
Source record: 9001

On 11 Aug 1999 20:22:26, Tommy Pollak wrote:
>On my Falcon 030 I have problems with the keyboard. Some of the keys do
>not work properly, it is hard to get them issue something. Together with
>the (left) shift key andor control key it is very hard to get upper case
>and control case characters respectively.
>
>Does anybody recognise the problem? If so, did you find a solution and if
>so what was it?
>
>Would hate to have to switch to another computer...
>

Sounds like a dying mylar to me I'm afraid....YOu can replace it with the
keybopard from the STe or STF/FM (I've used these at various times in my
Falcon's) or Best Electronics can seell you a mylar if you want..

chrisc

1950. Re: unix on 1 MB Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-11 00:00:00 UTC
From: mjaap@atari-computer.de
Message-ID: <7oroj7$2pm$1@nnrp1.deja.com>
Source record: 9099
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <7on9aq$4rt$1@news1.xs4all.nl>,
"Paul Samwel" <sammie@xs4all.nl> wrote:
> I have an atari 520 STM with 1 MB internal and 30 MB harddisk that is
doing
> nothing at the moment.
>
> Is there software available to run Unix or a Unix like OS (minix?)
> available to run on this configuration?
> If yes, where can I get it?

There were Unix-like OS available for plan 1040ST back in the 80's.
They are however, not able to run today's software and are very rare.
Minix is not available anymore, but the file system is quite popular on
MiNT. I guess if you expand the memory to 4 MB you would be able to run
a UNIX-like environment with MiNT.

Greetings,
Matthias.

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1951. Re: Keyboard problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-12 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dweutk.iijq12vq15jtN@pm-d30.rhein-main.de>
Source record: 9002

Tommy Pollak <tpollak@aristotle.algonet.se> wrote:

> On my Falcon 030 I have problems with the keyboard. Some of the keys do
> not work properly, it is hard to get them issue something. Together with
> the (left) shift key andor control key it is very hard to get upper case
> and control case characters respectively.
>
> Does anybody recognise the problem? If so, did you find a solution and if
> so what was it?

The simplest thing:

Keys to switch to upper case and/or control characters are broken, some
dirt in the keyboard or one or more tracks on keyboard pcb are broken.

The best and cheapest way is to take another falcon keyboard.
Too many screws, cups and some more in the keyboard.

If not, you have to dismount the hole keyboard.
Check plastic cups below keys first. Check contact points on pcb.
Hard work.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1952. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-12 00:00:00 UTC
From: r e s <res@sympatico.ca>
Message-ID: <p0ts3.1217$ea.1599@news21.bellglobal.com>
Source record: 9003
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What is Emile's website address?

John Kolak <jkolak@jps.net> wrote in message
news:37AC7132.95F0D299@jps.net...
> Thought I read an announcment that all Dr. T Atari software were going
> into public domain, and were supposed to be posted on Emile's web site
> for download. The downside to all ST emulators is that none to my
> knowledge support the MIDI port.
>
> Brandon Alexander wrote:
> >
> > On Fri, 06 Aug 1999 23:34:41 -0600, fpinto@byu.edu wrote:
> >
> > >Did any of your sucessfully run (no crash) Dr. T KCS or OMEGA in a PC
> > >running an emulator? was it possible to access PC's midi outputs?
> > >
> > >Thanks, Phil.
> > >
> >
> > No help, but tell me more about Dr. T emulation on PC. I called the
> > company about six months ago and they were not in business. I also
> > called Emile Tobenfeld's number and left a message but never heard
> > back.
> >
> > I've got tons of KCS and Copyist files that I would like to transfer
> > to some currently supported environment. At least I'd like to emulate
> > if that's possible. If you know anything about this please respond.
> >
> > Al.

1953. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-12 00:00:00 UTC
From: Trond Einar Garmo <trond.einar.garmo@hf.ntnu.no>
Message-ID: <37B29E9E.30A19B2B@hf.ntnu.no>
Source record: 9004
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

r e s wrote:
>
> What is Emile's website address?

http://www.foryourhead.com/

And there are no free programs there. I recently updated my KCS Omega II to the latest, unreleased version for $39. It has some extra features for the open mode - a kind of programming language to extend the possibilities to use the open mode play screen as an "instrument". Plus there is a very useful MPE-module that imports single sequences or tracks from another file, and an unfinished upgrade to the Song Editor that will let you control transposition etc.in lines in real time via MIDI. This version of the Song Editor looks ugly, and there is no text in the dialog boxes. But it can be useful if for instance you want to change drum sounds in realtime.

1954. Re: External Floppy for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-12 00:00:00 UTC
From: Tim Kimber <tim@acrhodos.globalnet.co.uk>
Message-ID: <7ouve2hee1@gxsn.com>
Source record: 9005

On a similar note I got my 1040STfm out earlier today and the floppy disk drive has 'died' (making strange sounds and not accessible) Is it possible to find a replacement internal drive? Or would an external drive do the same trick (and if so where could I get one)? - Preferably in the UK.

Thanks...

Tim Kimber

1955. Re: External Floppy for ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <aIWg9LAUQxs3EwXS@steverosie.demon.co.uk>
Source record: 9006

On Thu, 12 Aug 1999 at 18:13:59 a message from Tim Kimber was created on
the subject of External Floppy for ST.
>
>On a similar note I got my 1040STfm out earlier today and the floppy disk
>drive has 'died' (making strange sounds and not accessible) Is it possible
>to find a replacement internal drive? Or would an external drive do the same
>trick (and if so where could I get one)? - Preferably in the UK.
>
>Thanks...
>
>Tim Kimber
>
>
Hi

There's nothing stopping you from removeing the external drive mechanism
and fitting it internally!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1956. Connect a PC keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-13 00:00:00 UTC
From: Laurent FAVARD <laurent.favard@libertysurf.fr>
Message-ID: <37B36091.96FC300E@libertysurf.fr>
Source record: 9007

Does anyone know if exists any free project to connect a
standard PC keyboard to a Tower Falcon instead of the standard Atari
Mega STE keyboard ? And in the same idea to use a PC mouse ?
And if it is, where i can get any schematics and explanations to build
this one.

I would like to share my PC keybaord beetween the PC and my Rack falcon.

1957. Re: DR. T and Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-13 00:00:00 UTC
From: r e s <res@sympatico.ca>
Message-ID: <7HLs3.1615$ea.2396@news21.bellglobal.com>
Source record: 9008
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Cool!

Trond Einar Garmo <trond.einar.garmo@hf.ntnu.no> wrote in message
news:37B29E9E.30A19B2B@hf.ntnu.no...
>
>
> r e s wrote:
> >
> > What is Emile's website address?
>
> http://www.foryourhead.com/
>
> And there are no free programs there. I recently updated my KCS Omega
> II to the latest, unreleased version for $39. It has some extra
> features for the open mode - a kind of programming language to extend
> the possibilities to use the open mode play screen as an "instrument".
> Plus there is a very useful MPE-module that imports single sequences or
> tracks from another file, and an unfinished upgrade to the Song Editor
> that will let you control transposition etc.in lines in real time via
> MIDI. This version of the Song Editor looks ugly, and there is no text
> in the dialog boxes. But it can be useful if for instance you want to
> change drum sounds in realtime.

1958. Re: "simulating" a click

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-13 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7p0to1nbi1@nnrp1.deja.com>
Source record: 9009
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <7op2ep$sv8$1@sun27.hrz.tu-darmstadt.de>,
gryf@hrzpub.tu-darmstadt.de (Thomas Binder) wrote:

> So, basically do this:
>
> wind_get(0, WF_TOP, &win);
> while (win)
> {
> if (wind_get(win, WF_OWNER, &owner, &below, &above))
> {
> /* Do something with window win and the owner id */
> win = below;
> }
> else
> break;
> }

This code does not work under MagiC6, atleast not on my TT... Btw., the wind_get-call should be "wind_get(win, WF_OWNER, &owner, &open, &below, &above)", but this doesn't help much either ;-)

Basically the problem is that while wind_get(0, WF_TOP...) returns the correct handle, the following wind_get-call only returns the same values every time (owner 1, open 0, below 11, above 1...). It also never returns FALSE, so the loop never ends.

I have a lot of small, but annoying problems like this with MagiC, especially the SM_M_MESSAGES to the screenmanager is giving me headaches. They *definitively* don't work as documented!

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

1959. Re: "simulating" a click

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-13 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7p18u1$lf5$1@sun27.hrz.tu-darmstadt.de>
Source record: 9010
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi!

In comp.sys.atari.programmer joska@nuts.edu wrote:
> This code does not work under MagiC6, atleast not on my TT...

Does Thing's topping of already running applications work? I.e., run a non-AV-Client (e.g. Pure C) open some windows in it, switch back to Thing and run the program again. Answer "No" to the question whether you want to run the app again, and it should get topped, including its menu bar.

If that works, the code is OK.

> Btw., the wind_get-call should be "wind_get(win, WF_OWNER, &owner,
> &open, &below, &above)", but this doesn't help much either ;-)

Well, I wrote it from memory, so errors are to be expected ;)

> Basically the problem is that while wind_get(0, WF_TOP...) returns the
> correct handle, the following wind_get-call only returns the same
> values every time (owner 1, open 0, below 11, above 1...). It also
> never returns FALSE, so the loop never ends.

It does in Thing, with MagiC 6.x on the Falcon, as with MagiC Milan (and N.AES, of course). Just a guess: You aren't using Pure C here? It doesn't work correctly for new wind_get/wind_set() opcodes, as it has an internal table telling how many parameters each opcode returns/expects. With new opcodes, the original PCGEMLIB code either crashes or does nonsense. You'll need your own wind_get() implementation, even for WF_TOP of you want to use its extended output.

If you're not using Pure C, I can't tell you what the problem could be.

> I have a lot of small, but annoying problems like this with MagiC,
> especially the SM_M_MESSAGES to the screenmanager is giving me
> headaches. They *definitively* don't work as documented!

At least the message to activate an app's menu bar does work correctly, Maus-Window successfully uses it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

Vote against SPAM: http://www.politik-digital.de/spam/

1960. Keyboard problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-13 00:00:00 UTC
From: enbordal@online.no
Message-ID: <934578042-304503AEicMi@online.no>
Source record: 9011

Hello!

On the school where I am working we earlier used STs.
Starting school one autumn after a warm, sunny summmer (yes it is possible in Norway too!), some keys was almost impossible to use.
I think the problem was due to warm and dry air in the room where the computers were situated.
The problem was that the contacts on the plastic pads under the keys did not work.
We did not use the functions keys too much, and I moved the misfunction contact to the function keyboard.
(It was not so easy to get hold of new ones.)
Perhaps it is the same illness with your keyboard?

--
Norvald

Atari Falcon 030

1961. CAF Mixers Not Working

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-13 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7p1rsp$1v2h@enews4.newsguy.com>
Source record: 9012

This is a new one for me...

I've been using CAF (version 2.06) for quite a while now, but I haven't done any AUDIO recording for a while - at least not since I had the Nemesis installed in my Falcon. Anyway, I was messing around with some guitar/vocal tracks I had recorded a few months ago last night, and for some reason unknown to me, none of the audio mixers do ANYTHING at all!

They've always worked fine before, but not any more. And yes, I've got the correct one chosen in the hardware setup screen, the mixer track is unmuted, and when I double click on it, it brings up the mixer screen (in this example, GRAPHIC EQ). But any changes made to the volume faders or EQ does nothing to the sound. The same thing happens with all of them.

I can only assume that this problem is somehow caused by the Nemesis - perhaps some small error in the installation? But I also had this same problem when I did a clean boot, with Nemesis OFF. And I tried running a couple previous versions of CAF, as well as running from a backup - all with the same results. My mixers just no longer work, period.

Everything else seems to work fine with regard to recording and playback though, and my recently aquired FDI seems to function properly as well (and yes I tested with and without the FDI attached). So is it possible that the portion of the DSP that deals with the effects in CAF has gone bad while the rest is ok? Or have I had some sort of mental lapse and forgotten some setting in CAF?

Any help would be appreciated.

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1962. Re: "simulating" a click

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-14 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7p2cf3$2b6$1@snipp.uninett.no>
Source record: 9013
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

In comp.sys.atari.st.tech Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

> N.AES, of course). Just a guess: You aren't using Pure C here? It

That's it :-) I'm using the original GEM-bindings for this project, that's
the problem. Thanks for reminding me ;-)

>> I have a lot of small, but annoying problems like this with MagiC,
>> especially the SM_M_MESSAGES to the screenmanager is giving me
>> headaches. They *definitively* don't work as documented!

> At least the message to activate an app's menu bar does work correctly,
> Maus-Window successfully uses it.

My problem is that while it will hide an application without problems, it
might (or might not!) show a completely different application even when
I'm using the same apid... Or it will hide the wrong application and
display the correct one. Or get both wrong. Occasionally it will actually
get both right. And yes - I *am* checking the parameters :-/

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1963. SV: IDE Trouble

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-14 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7p2iujkne3@cubacola.tninet.se>
Source record: 9014

<nemanja.z@gmx.de> skrev i
diskussionsgruppsmeddelandet:7oen36olb1@SOLAIR2.EUnet.yu...

> I tested the Conner on a PC and it works. Also tried all available HD
drivers. Is it possible that the PIO3 mode needs to be disabled somehow?

Could be that your PSU can't handle the extra load?

1964. SV: Monitor question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-14 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7p2iugkne2@cubacola.tninet.se>
Source record: 9015

Sam Lowie <sam.lowie@ping.be> skrev i
diskussionsgruppsmeddelandet:7ok5alsqo1@news3.Belgium.EU.net...

> Here's my question: can I use the PTC 1426 monitor with my STe, if I can,
> please tell me how.

No, you can't.

1965. Thanks for the help, and something more

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-15 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7p5g90$1kf$1@athena.netset.com>
Source record: 9016

Hey guys!

Thanks for all the help in regards to the Falcon that I am setting up for my church. This was in setting up the IDE HD. Got one up and running, and the cable was from Best Electronics.

Now, to get some good midi software for it.....

But also, the Atari UG here in the Cleveland area, in conjuunction with a couple other computer groups, is planning a Classic Computer And Gaming Fair, CCAG 2000.

The intended date is June 9 and 10 in 2000. Setup will be on the Friday, 9th, from 4 PM to 10 PM. Saturday will be the fair, from 9 AM to 7PM.

Because it is being held at a National Guard Armory, user groups, individuals, and some vendors, can keep there stuff overnight in the armory, as it will be locked up. Breaking into the armory is a Federal offense!!!!!

Now, the outside motorpool will be for a "flea-market", people doing this can come in at 7 AM to setup out there.

We have a couple of classrooms for vendors, I already have a local Atari video game dealer interested. Note, this is an older armory, and the amps available are limited-unless we want to trip breakers all day!

It looks like Atari, and TI, groups so far. With, Amiga groups being contacted. Timex group here may have a presence.

We have PLENTY of tables and chairs for the inside crowd. And, probable plenty of chairs for the outside.

The Armory is on Route 57 in Lorain Ohio. Right on the corner of a very big park. Can't miss it.

We will be keeping people updated as time goes on. And, a meeting soon of several UG reps will be done to coordinate things.

Now, here is the catch.......

Totally free, both users, vendors, and groups.

Hope to see you guys out there in June '2000!

Regards,

Jim W. Krych

1966. 2 'Bombs' and nothing.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-17 00:00:00 UTC
From: Andrew Rawlins <awr@aber.ac.uk>
Message-ID: <37B9277C.EE328E4@aber.ac.uk>
Source record: 9017

HI,

I have just been given a 520ST. Whe4n you power it on all it displays are two bombs. I have pushed all the chips in and nothing is loose. It is a different floppy drive to the standard one (you can tell by the case mod). It is set up correctly though, although it does keep its light on all the time. I disconnected it, and I am still getting the bombs.

Any help would be gratefully appreciated.

Cheers

1967. xxxx.ATARI.ORG addresses

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <S6RCBOABZTu3EwF$@steverosie.demon.co.uk>
Source record: 9018
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

Atari.org are having problems at the present and aren't able to redirect email AND web addresses. So if you send any mail to an address that ends 'atari.org' it may come back.

The web site addresses have the same problem, BUT if you go to www.atari.org and go to the sub-domain list you will be able to get to the site.

While the services are down, why not reply to this thread if you want to get in touch with someone who has an atari.org email address.

Just a simple message like the following, mine is an example:

steve@atari.org

please drop a line.

your.own@email address here (if different from the header OR it's another atari.org one)

I little crude but effective!!! but only an idea.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1968. Re: 2 'Bombs' and nothing.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <iqVOFTAQuTu3Ewih@steverosie.demon.co.uk>
Source record: 9019

Hi

On Tue, 17 Aug 1999 at 10:12:28 a message from Andrew Rawlins was
created on the subject of 2 'Bombs' and nothing..
>HI,
>
>I have just been given a 520ST. Whe4n you power it on all it displays
>are two bombs.

It sounds like a BUS address error!

> I have pushed all the chips in and nothing is loose.
> It
>is a different floppy drive to the standard one (you can tell by the
>case mod). It is set up correctly though, although it does keep its
>light on all the time. I disconnected it, and I am still getting the
>bombs.

If the disk drive has it's drive motor on continuously, then you may
have the 34-pin Schugart interface connector the WRONG way around.

All ODD pins are grounded so it wouldn't have done any damage. Also if
you get to the Desktop the drive icons may have vanished!

>
>Any help would be gratefully appreciated.

When does the ST bomb out? e.g. as the Desktop appears...

and was there any distortion, lines, flashes etc.. on the screen.

PLEASE NOTE: use steve@steverosie.demon.co.uk while Atari.org is down

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1969. TT Dip switches and SCSI termination

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-17 00:00:00 UTC
From: Eddy Morfan <eddy.morfan@mail.dotcom.fr>
Message-ID: <37B95CD6.E8040F3@mail.dotcom.fr>
Source record: 9020

Hi,
I've recently bought an used TT, this one as 3.05 TOS and a double density drive (and a WD 1772 FDC), I know that I have to change FDC, Floppy drive and dip switch settings to get high density, but which switch controls floppy density ?
What are the other switches for ?
As I want to plug external SCSI devices I'd like to disable TT internal terminators, but despite the fact I was able to find the termination resistors (the two resistors pack near the hard drive fan) I didn't manage to disable them.
How should it be done ? Do I have to unsolder them, or is there a dip switch which controls SCSI termination ?

Thanks in advance, Eddy.

1970. Re: 2 'Bombs' and nothing.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-17 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7pbr4bbfa1@athena.netset.com>
Source record: 9021

Try carefully loosening the TOS chips. If they are firmly in
place now. How you would think they should be. Sometimes this is too
good ;) I've found if you get 2 bombs on Boot and the TOS Chips are
firmly in place, loosening them often fixes the problems. Atari's
official fix for this problem was a 2 inch drop onto a hard surface.

Dan Ackerman
aka baldrick@netset.com

1971. Sting & baud rate

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-17 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7pbr77ien2@nnrp02.primenet.com>
Source record: 9022

Can anyone tell me how to increase the baud rate to my dial.script or some other script file. I think its connecting at about 9000 baud instead of at 14.4.

please let me know

gene

1972. For sale Atari ST handware & software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-17 00:00:00 UTC
From: Gary <gkminns@home.com>
Message-ID: <gwlu3.16328$C6.185532@news2.rdc1.on.home.com>
Source record: 9023

Atari ST and Atari 8-Bit hardware & software for sale at:

http://www.members.home.net/gkminns/atari_st.html

1973. Re: Sting & baud rate

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-18 00:00:00 UTC
From: res1@vcf-com.fr
Message-ID: <7pdnl4$1e6d$2@news5.isdnet.net>
Source record: 9024

On 17 Aug 1999 14:22:31 , broncos@primenet.com wrote:

>Can anyone tell me how to increase the baud rate to my dial.script or
>some other script file. I think its connecting at about 9000 baud instead
>of at 14.4.

Is maybe a modem configuration problem between you and your ISP.

Try to setup your modem with very simply init string recommended
with Mac or PC.

I had the same problem with my ISP, was data compression problem.

Olivier.

From Boulogne Billancourt FRANCE
Email : res1@vcf-com.fr
HomePage: http://services.worldnet.net/vcf-com/ob/olivier.htm (194.2.128.248)
STinG120: http://www.ettnet.se/~dlanor/

Par soucis de compatibilite, les accents sont volontairement retires*
**********No accent for all browser compatibility.**********

1974. jag on pc screen ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-18 00:00:00 UTC
From: ethhoack ethandphi exbeess <ethh@skynet.be>
Message-ID: <37BA879B.CF7B1CC5@skynet.be>
Source record: 9025

is there any technical trick to plug my jag on a pc svga screen ?

any help or ressource would be appreciated.

thanks

--
ethh
pgp5 public key available, hkp://keys.pgp.com/ethh@skynet.be
cpt, rc5-64 team #15802 doom space marines http://doomnation.com/rc5

1975. STe DMA sound

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-18 00:00:00 UTC
From: TEW <thomas.waite@eml.ericsson.se>
Message-ID: <7pe1k1$m6s@newstoo.ericsson.se>
Source record: 9026

Anyone got any C code/advice for making my Ste play samples? I'm hoping to write a shareware MIDI 4 track sample player.

Somebody out there must know something....

1976. Re: STe DMA sound

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-18 00:00:00 UTC
From: TEW <thomas.waite@eml.ericsson.se>
Message-ID: <7peedi$brl@newstoo.ericsson.se>
Source record: 9027

> If you grab the file "Don't click Jim's Head", available on most
>servers you will find in it C source code for playing .AVR sounds, STe

Cheers Dan.. I'm a bit new to this newsgroup lark.. where can I find "Don't click Jim's Head"? Avaliable on most what servers? (or could you email it?)

1977. Re: STe DMA sound

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-18 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7pef8fari1@athena.netset.com>
Source record: 9028

In article <7pe1k1$m6s@newstoo.ericsson.se>,
TEW <thomas.waite@eml.ericsson.se> wrote:
>Anyone got any C code/advice for making my Ste play samples? I'm hoping to
>write a shareware MIDI 4 track sample player.
>
>Somebody out there must know something....
>
>

If you grab the file "Don't click Jim's Head", available on most
servers you will find in it C source code for playing .AVR sounds, STe
support and Falcon030 support are in them. At least to some extent. I
updated the code a couple of times after I wrote that, but the basic
example is in there.

Dan Ackerman
aka baldrick@netset.com

1978. Re: STe DMA sound

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-18 00:00:00 UTC
From: TEW <thomas.waite@eml.ericsson.se>
Message-ID: <7peg71$e8g@newstoo.ericsson.se>
Source record: 9029

Don't worry, I found it on the world wide information superhighway net web.

1979. Re: STe DMA sound

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-18 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7pekm6$d0t$1@athena.netset.com>
Source record: 9030

In article <7peg71$e8g@newstoo.ericsson.se>,
TEW <thomas.waite@eml.ericsson.se> wrote:
>Don't worry, I found it on the world wide information superhighway net web.
>

Sorry about that. It's been a long day at work for me and it's
less than half way over :/. Glad you found it. What I had meant was
it's available from most of the atari ftp servers.

Dan Ackerman
aka baldrick@netset.com

1980. Re: TT Dip switches and SCSI termination

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-18 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7pes6p$s8j$1@news4.svr.pol.co.uk>
Source record: 9031

Eddy Morfan <eddy.morfan@mail.dotcom.fr> wrote in message
news:37B95CD6.E8040F3@mail.dotcom.fr...
> As I want to plug external SCSI devices I'd like to disable TT internal
> terminators, but despite the fact I was able to find the termination
> resistors (the two resistors pack near the hard drive fan) I didn't
> manage to disable them.
> How should it be done ? Do I have to unsolder them, or is there a dip
> switch which controls SCSI termination ?

On mine they just pull out. But, don't fiddle with them until you have the
external bus connected as I have found that I need to leave them in. It's
all a bit "suck-it-and-see" with the TT SCSI bus!

1981. Milan SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-18 00:00:00 UTC
From: peter.slegg@NOSPAMzetnet.co.uk
Message-ID: <37bafaca$0$15807@znews.zetnet.co.uk>
Source record: 9032

Hi All,

Does anyone have any experience of connecting a SCSI card
to a Milan?

I am thinking of getting one to connect my Syquest EZ Flyer
and then to get a SCSI flatbed scanner.

There seems to be two SCSI cards available a SCSI2 and
a Wide (or it it Fast) one. Are both compatible with the Syquest?

I like the look of the Umax 1200 scanner with Scan X or Scan X Pro
does anyone have any recomendations from personal experience?

Thanks,

Peter

PS if you reply via e-mail then remove the anti-spam device.

1982. THis is pretty OUTRAGEOUS!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-18 00:00:00 UTC
From: amfreq <metzl@execpc.com>
Message-ID: <7pfnnu$pm4@newsops.execpc.com>
Source record: 9033

dOOd no offense but your insane to be asking so much for all that ancient hardware......i mean 150 DOLLARS for a SM124???? i bought one for 5 dollars on ebay and i thought ebay could get overpriced!!!!

amfreq

1983. Re: 2 'Bombs' and nothing.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-19 00:00:00 UTC
From: Andrew Rawlins <awr@aber.ac.uk>
Message-ID: <37BBC48F.3A017121@aber.ac.uk>
Source record: 9034

Dan Ackerman wrote:
>
> Try carefully loosening the TOS chips. If they are firmly in
> place now. How you would think they should be. Sometimes this is too
> good ;) I've found if you get 2 bombs on Boot and the TOS Chips are
> firmly in place, loosening them often fixes the problems. Atari's
> official fix for this problem was a 2 inch drop onto a hard surface.

I took them out one by one and put them in again, pushing them firmly in
place ... :) I will try loosening/dropping :)

Thanks

Andrew

1984. Re: 2 'Bombs' and nothing.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-19 00:00:00 UTC
From: Andrew Rawlins <awr@aber.ac.uk>
Message-ID: <37BBC53A.C317F9E3@aber.ac.uk>
Source record: 9035

Steve Stupple wrote:

> It sounds like a BUS address error!
Waaaah :(

> If the disk drive has it's drive motor on continuously, then you may
> have the 34-pin Schugart interface connector the WRONG way around.

Nope :) Thought of that :)

> When does the ST bomb out? e.g. as the Desktop appears...
On power on, you get a little beep and then the 2 bombs.

> and was there any distortion, lines, flashes etc.. on the screen.
As soon as you power on, but very briefly :) I think that is prpbably
just Vid chip initialization to be honest. It went a little mental when
I took out one of the TOS chips, it came up, the bombs appeared, and
then it beeped and the screen looked like a disco :O)

Cheers

Andrew

1985. atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-19 00:00:00 UTC
From: SJE <sjerick@localnet.com>
Message-ID: <WuQu3.2144$a4.201176@typ12.nn.bcandid.com>
Source record: 9036

Does anyone know where I can get scymatics or info on the wiring color of a mouse or does anyoned know how to convert a pc mouse to an atarii mouse!

1986. Re: atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-19 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37BBF093.C7E2B6E5@online.TAKE.THIS.OUT.fr>
Source record: 9037

SJE a ï¿½crit :
>
> Does anyone know where I can get scymatics or info on the wiring color of a
> mouse or does anyoned know how to convert a pc mouse to an atarii mouse!

You can't directly convert one, since they are completely different. A
PC uses a serial connection with the PC, whereas the ST mouse sends
seperate X-Y signals.

You can connect a serial mouse to the ST's serial port if you use the
right driver (available on umich, lip6, etc...). However this will not
work with some games and takes up the serial port which can no longer be
used for a modem.

You can also buy Mario Becroft's adapter, which converts serial mouse
signals to be used on the ST's mouse port.
http://planet.ak.planet.gen.nz/~mario/

This is covered in the Quick FAQ (when it's up again!)

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=======================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

1987. Re: atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-19 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ph06uocn1@news.campuscwix.net>
Source record: 9038

On 19 Aug 1999 13:54:59 , please edit email addressto reply wrote:
->
->
->SJE a crit :
->>
->> Does anyone know where I can get scymatics or info on the wiring color of a
->> mouse or does anyoned know how to convert a pc mouse to an atarii mouse!
->
->You can't directly convert one, since they are completely different. A
->PC uses a serial connection with the PC, whereas the ST mouse sends
->seperate X-Y signals.
->
->You can connect a serial mouse to the ST's serial port if you use the
->right driver (available on umich, lip6, etc...). However this will not
->work with some games and takes up the serial port which can no longer be
->used for a modem.
->
->You can also buy Mario Becroft's adapter, which converts serial mouse
->signals to be used on the ST's mouse port.
->http://planet.ak.planet.gen.nz/~mario/
->
->This is covered in the Quick FAQ (when it's up again!)
->
->Nick

Hi Nick, SJE...

IIRC, you can also go to comp.sys.amiga.marketplace, pick up a used
Amiga mouse and convert it. According to articles I've read, its simply
a matter of switching 2 wires.

Why not just use an Atari mouse, or one of the better 3rd party
aftermarket replacement mice though? ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

1988. Re: jag on pc screen ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-19 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dwqsza.1irx6cmr35s3kN@pm-d05.rhein-main.de>
Source record: 9039

ethhoack ethandphi exbeess <ethh@skynet.be> wrote:

> is there any technical trick to plug my jag on a pc svga screen ?

No way. Jaguar deliver Video with a sync of 15.5Khz
Any VGA display need 30Khz..

Only way is to use a realy old vga display.
Easy way is to use a cheap R,G,B display.

All Video connections (and more) = PROFIJAG HTML

Regards, Robert

1989. Re: atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-19 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ndK$4AAqvEv3Ew5K@steverosie.demon.co.uk>
Source record: 9040

On Thu, 19 Aug 1999 at 13:18:22 a message from DarkChyld was created on
the subject of atari mouse.
>Hi Nick, SJE...
>
> IIRC, you can also go to comp.sys.amiga.marketplace, pick up a used
> Amiga mouse and convert it. According to articles I've read, its simply
> a matter of switching 2 wires.
>
> Why not just use an Atari mouse, or one of the better 3rd party
> aftermarket replacement mice though? ;-)

Most third party Amiga rodents have a switch to switch between ST and
Amiga; some also allow selection for a PC rodent!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

1990. Re: atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-19 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37BCAC5E.8CBFB786@midsouth.net>
Source record: 9041

SJE wrote:

> Does anyone know where I can get scymatics or info on the wiring color of a
> mouse or does anyoned know how to convert a pc mouse to an atarii mouse!

Other than converting an Amiga mouse as another here has mentioned, you may want to hit up the Aminet hardware/hacks directory for hacks to modify a serial mouse to use on the Amiga. Then switch those two wires and voila! An atari mouse!

1991. Re: Picture in Background

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-20 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37bdb9e3$0$29332@news.zetnet.co.uk>
Source record: 8950

On 20 Aug 1999 14:10:11, Dan Ackerman wrote:
>In article <7piesc$q25$1@athena.netset.com>,
>J.W. Krych <jwkrych@n2net.net> wrote:
>>Hi!
>>
>>I would like to have a picture in the background of my Falcon030. Not using
>>another OS, but is there an ACC or PRG that does this?
>>
>
>
> There is a program called Deskpic that does this. It's available
>on the umich atari archive. Probably on several others as well (it's
>several years old). It's just a simple AUTO folder program and a desk
>accessory (I think) that allows you to load XIMG files onto your desktop.
>

Deskpic doesn't like NVDI, and I thought it used GIF's...I used it before
NVDI.....now I don't, it certainly worked on an STe....I'll hjave a fiddle
maybe it's an autofolder issue...

chrisc

1992. Re: jag on pc screen ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-20 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199908200000.a36086@lu.maus.de>
Source record: 8951

Hello ethhoack,

e> is there any technical trick to plug my jag on a pc svga screen ?
Buy a PC TV card (i.e. from Hauppauge) for a few bucks and connect the Jag
to
it.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

1993. Re: atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-20 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <935103590.673252@Chaos.es.co.nz>
Source record: 9042

SJE <sjerick@localnet.com> wrote in message
news:WuQu3.2144$a4.201176@typ12.nn.bcandid.com...
> Does anyone know where I can get scymatics or info on the wiring color of
a
> mouse or does anyoned know how to convert a pc mouse to an atarii mouse!

You might also have a look at
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=149294963
for a pretty cheap ST compatible mouse.

1994. Picture in Background

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-20 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7piesc$q25$1@athena.netset.com>
Source record: 9043

Hi!

I would like to have a picture in the background of my Falcon030. Not using another OS, but is there an ACC or PRG that does this?

Regards,

Jim

1995. Re: atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-20 00:00:00 UTC
From: astralform@aol.comNOSPAM
Message-ID: <19990820005730.00357.00001536@ng-ck1.aol.com>
Source record: 9044

>Does anyone know where I can get scymatics or info on the wiring color of a
>mouse or does anyoned know how to convert a pc mouse to an atarii mouse!

You can convert a PC mouse to an Atari but it has to be a BUS MOUSE.It has a round mini din plug with about 8 pins.Cut the end off and solder on the 9 pin dsub connector for the Atari.Compare the wiring from the back of an Atari manual with the schematic for the bus mouse pins (used to be at Logitech's site).I've got a Micro$oft bus mouse hooked up to an Atari...Funny!

1996. ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-20 00:00:00 UTC
From: TEW <thomas.waite@eml.ericsson.se>
Message-ID: <7pjjkd$6qd@newstoo.ericsson.se>
Source record: 9045
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I have some Atari StE's, and am interested in accquiring a hard drive.
Either proper Atari ones or a nice cheap solution using something else (?).
By cheap, I mean I don't want to spend more than 100UKP at most.

Thanks!

1997. Re: Picture in Background

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-20 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7pjnk3$8pb$1@athena.netset.com>
Source record: 9046

In article <7piesc$q25$1@athena.netset.com>,
J.W. Krych <jwkrych@n2net.net> wrote:
>Hi!
>
>I would like to have a picture in the background of my Falcon030. Not using
>another OS, but is there an ACC or PRG that does this?
>

There is a program called Deskpic that does this. It's available
on the umich atari archive. Probably on several others as well (it's
several years old). It's just a simple AUTO folder program and a desk
accessory (I think) that allows you to load XIMG files onto your desktop.

Dan Ackerman
aka baldrick@netset.com

1998. Re: jag on pc screen ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7pjq7v$95s$1@news.campuscwix.net>
Source record: 9047

```
On 19 Aug 1999 17:32:34 , Robert Schaffner wrote:
->ethhoack ethandphi exbeess <ethh@skynet.be> wrote:
->
->> is there any technical trick to plug my jag on a pc svga screen ?
->
->No way. Jaguar deliver Video with a sync of 15.5Khz
->Any VGA display need 30Khz..
->
->Only way is to use a realy old vga display.
->Easy way is to use a cheap R,G,B display.
->
->All Video connections (and more) = PROFIJAG HTML
->
->
->Regards, Robert
->.

Well, there are *new* modern Multisynch monitors by Electrohome (and
another brand whose name eludes me) sold by Software Hut. Yes, they
are an Amiga dealer, but since the Amiga AGA machines have/had a lot
of the same video characteristics/concerns as the Falcon, these will
work with lower (RGB) signals. In fact, I'm using a 17" model right
now that lets me do both RGB and (s)VGA on my Falcon on one single
monitor. Note that you pay for this privilege, they are rather more
expensive.

After that, you would have to find a way to feed the Jags signal to
the PC/monitor. I guess you could feed it to one of those fancy
cards with TV in. ;-)

Good luck.

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1999. Re: atari mouse

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-20 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37bdb8fb$0$29332@news.zetnet.co.uk>
Source record: 9048

On 19 Aug 1999 05:58:11, "SJE" wrote:
>Does anyone know where I can get scymatics or info on the wiring color of a
>mouse or does anyoned know how to convert a pc mouse to an atarii mouse!
>
>
>
Easy.....buy one of Mario Becroft's Serial Mouse Adapters, availabel from
his agents all around the world.
http://www.ak.planet.gen.nz/~mario

chrisc

2000. Re: jag on pc screen ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-20 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37bdb98e$0$29332@news.zetnet.co.uk>
Source record: 9049

On 20 Aug 1999 14:54:55, DarkChyld wrote:
>On 19 Aug 1999 17:32:34 , Robert Schaffner wrote:
>->ethhoack ethandphi exbeess <ethh@skynet.be> wrote:
>->
>->> is there any technical trick to plug my jag on a pc svga screen ?
>->
>->No way. Jaguar deliver Video with a sync of 15.5Khz
>->Any VGA display need 30Khz..
>->
>->Only way is to use a realy old vga display.
>->Easy way is to use a cheap R,G,B display.
>->
>->All Video connections (and more) = PROFIJAG HTML
>->
>->
>->Regards, Robert
>->.
>
> Well, there are *new* modern Multisynch monitors by Electrohome (and
> another brand whose name eludes me) sold by Software Hut. Yes, they
> are an Amiga dealer, but since the Amiga AGA machines have/had a lot
> of the same video characteristics/concerns as the Falcon, these will
> work with lower (RGB) signals. In fact, I'm using a 17" model right
> now that lets me do both RGB and (s)VGA on my Falcon on one single
> monitor. Note that you pay for this privilege, they are rather more
> expensive.
>
> After that, you would have to find a way to feed the Jags signal to
> the PC/monitor. I guess you could feed it to one of those fancy
> cards with TV in. ;-)
>

I have an off-bard TV-VGA converter that sits between my Falcon and it's
21" monitor (Eclipse 4Mb graphics needs this kinda screen....honest) and it
does a nice job of turning it into a TV...it also has ports specifically
for connecting videos and games machines to it...It's a Grand TV AMazing if
anyone wants to know...

chrisc

2001. Re: ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-21 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <37be0055.2160416@news.jax.bellsouth.net>
Source record: 8952
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 20 Aug 1999 15:21:29 +0200, "TEW"
<thomas.waite@eml.ericsson.se> wrote:

>Hello,
>
>I have some Atari StE's, and am interested in accquiring a hard drive.
>Either proper Atari ones or a nice cheap solution using something else (?).
>By cheap, I mean I don't want to spend more than 100UKP at most.
>
>
>
>Thanks!
>
>
You might look for a used Syquest drive (44, 88 or 135 meg drives and
something like a ICD Link 1 or 2 as a host adaptor.) Works great on
an ST.

Mike

2002. Re: ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-21 00:00:00 UTC
From: Kelvin Wright <kelvinw@ihug.co.nz>
Message-ID: <935221214.250655@Chaos.es.co.nz>
Source record: 8953
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

<thomas.waite@eml.ericsson.se> wrote:
>I have some Atari StE's, and am interested in accquiring a hard drive.
>Either proper Atari ones or a nice cheap solution using something else
(?).
>By cheap, I mean I don't want to spend more than 100UKP at most.

Mario Becroft at http://www.ak.planet.gen.nz/~mario/ sells an adaptor which will allow an IDE drive to be fitted to an ST. The driver is $NZ150, which is around 50 pounds, plus postage. On top of that, you have the cost of a drive. Using Mario's adaptor a 2.5" laptop drive can be fitted inside the STe's case, or you can use a free standing unit outside the case. The adaptor fits in the cpu socket and comes with an upgrade to tos 2.6

2003. Atari Software and Hardware for sale, swap or P/x etc.,

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <9Iup9VA4wxv3EwKG@steverosie.demon.co.uk>
Source record: 8954
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,uk.adverts.computer,uk.adverts.other,demon.adverts

PLEASE NOTE: Please use the following email address if atari.org is still down: asx@steverosie.demon.co.uk

The Atari Software eXchange

Updated: Saturday 17th July 1999

I have the following Atari gear for sale. Prices do not include postage.

Prices are in GBP's (Sterling) and I'm also willing to accept USD's.

As usual I will consider part exchanges or swaps for other Atari St, Jaguar, Portfolio etc. hardware or software.

Things I'm on the lookout for:
Atari CD-ROM's, reference books, EPROM Programmer that can do 32-pin DIL chips.. or anything that tickles my fancy;)
****

Atari ST Compilation Packs
Atari STE Discovery Xtra Pack, featuring:
Final Fight, Sim City, Escape from the Planet of the Robot Monsters, 9 Lives and the Language Disk. ..... ï¿½5

Atari 520STE Turbo Pack, Featuring:
STOS, Hyperpaint 2, Music Maker 2, FirST BASIC, Blood Money, Anarchy, Human Killing Machine, Impossible Mission, Dragon's Breath, Indianna Jones and the Last Crusade, Outrun, and Super Cycle. ..... ï¿½15

Compilations
ï¿½3 Each
Top Shots, featuring: Kick Off + Extra Time.

ï¿½4 Each
Hollywood Collection, featuring:
Ghostbusters II, Indiana Jones and the Last Crusade & Robocop. No Batman or instructions.

ï¿½5 Each
Champions, featuring:
Manchester Untied, World Boxing Championship & Jahangir Khan Squash. No Box.

TNT, featuring:
Xybots, Toobin, APB, Dragon Spirit & hard drivin'.

Mega-lo-Mania & First Samurai.

Educational
ï¿½4 Each
Learn to Read with Prof. Level 1. Ages 4 to 9. Not STE.
Mickey's Runaway Zoo (Disney Software) - Learn Numbers for 2-5 years.

Adventure, Strategy, Puzzle & Trivia type
ï¿½1 Each
Spidertronic

ï¿½2 Each
Crash Garrett
Go-Moku/Renju
Quizam!
Skweek
The Quest for the Time Bird
Tower of Babel

ï¿½3 Each
Advanced Dundgeons and Dragons 'Heroes of the Lance'. No box.
Borodino
Chess Player 2150
Corporation
Curruption. No Box.
Driller. Including a model of the planets surface.
Dungeon Master Editor. No box.
Dungeon Master Expansion Set #1 - Chaos Strike Back & Utility Disk.
Federation of Free Traders (F.O.F.T.). No box.
Lords of Chaos
Murder

ï¿½4 Each
Operation Stealth

ï¿½5 Each
Carrier Command
Kings Quest I. No Box.
Kings Quest II. No Box
Kings Quest III. No Box.
Buy all 3 Kings Quest Adventures for ï¿½15 inc. postage (UK only).
Leasure Suit Larry in 'The Land of the Lounge Lizards'.
*** WARNING ***
Leasure Suit Larry contains ADULT Material.
Parental guidance is suggested.
Powermonger including World War 1 edition
Shadowlands
Space Quest. No box.
Terrorpods

ï¿½7.50 Each
Civilization. 1 meg. No Box.
Midwinter II Flames of Freedom. 1 meg.

ï¿½10 Each
Frontier - Elite II. 1 meg.
Indy - Indianna Jones and the Last Crusade 'The Graphic Adventure'
(6 disks). I've no idea if this needs 1 meg! It comes with The
Arcade game as well.
Populous II. Both 1 meg and 512k versions.
Railroad Tycoon. 1 meg.

Simulations
ï¿½2 Each
Hunter Killer

ï¿½3 Each
Falcon The Mission Disk Volume 1.

ï¿½5 Each
Battlehawks 1942
Falcon. The F-16 Fighter Simulation. ï¿½7 including Mission disk 1.
Flight of the Intruder. Additional Features for 1 meg owners.
Gunship
Mig-29 Fulcrum. 1 meg needed.

ï¿½7.50 Each
Formula One Grand Prix (Microprose)
M1 Tank Platoon

ï¿½10 Each
F-19 Stealth Fighter.
Knights of the Sky. 1 meg.
Reach for the Skies. 1 meg.
Silent Service II. Requires 1 meg.

Sports
ï¿½2 Each
Football Director II
Hyperbowl. No Box.
Super League Soccer
World Cricket

ï¿½4 Each
Kick Off 2 + World Cup 90

ï¿½5 Each
Sensible Soccer. 1992/3 Season Edition. Computer Game of the Year '93.

ï¿½10 Each
Championship Manager End of 1994 Season Data up-Date disk.
Comes with Championship Manager (1 meg) and Championship Manager
Italia. Altogether 8 disks.

Arcade
ï¿½1 Each
Nitro Boost Challenge

ï¿½2 Each
Alpha Waves
Bad Company
Ballistix
Cabal
Defenders of the Earth
Fast Food. Featuring Dizzy.
Flood
Formula 1 Grand Prix (not Microprose)
Hard Drivin'
Hong Kong Phooey
Mean Machine
Outrun. No instructions, you don't need them.
Popeye 2
Robocop
Steg The Slug
The Light Corridor
Whirligig
Yogi Bear & Friends in the 'Greed Monster'

ï¿½3 Each
Awesome
Barbarian (Palace). The one with gladiator 'Wolf' on the box.
Barbarian (Psygnosis)
Cap'n Carnage
Captain America. No Box.
Championship Wrestling
Chase HQ II. No Box.
Combo Racer
Daley Thompson's Olympic Challenge. Not STE.
Defender II
Dragon Breed
First Samuri. No Box.
Golden Axe
Harley-Davidson 'The Road to Sturgis'
Hudson Hawk
Impossamole
Mach 3
Menace
Monty Python's Flying Circus. No Box.
Operation Thunderbolt
Oxxonian
Prince of Persia
Risky Woods
Robocop 2
Shadow of the Beast
Speedball 2
Spindizzy Worlds
Spitting Image
Star Breaker (Brand New) Still Shrink wrapped.
Star Wars

Super Hang-On
Switchblade II
Teenage Mutant Hero Turtles
Test Drive
The New Zealand Story
The Simpsons - Bart V's The Space Mutant
The Untouchables
Thunder Blade
Total Recall
Vigilante
Wizkid. No Box.

ï¿½4 Each
Ghostbusters II
Lotus III

ï¿½5 Each
Street Fighter II

Serious Stuff

C-Breeze. 'The C Programmers Editor'..... ï¿½5
Easy Text Professional 'Desktop Publishing System'..... ï¿½10
Fontpac Plus. GEM Fonts for the Atari ST. A set of 300x300 fonts for
Laser and Deskjet printers. Castleton Roman & Matlock
Roman..... ï¿½5
Gnu 'C' for MINIX ..... ï¿½4
HiSoft BASIC v1.31 ..... ï¿½10
HiSoft Tempus 2 'The Editor'..... ï¿½5
Hyperpaint ..... ï¿½3
Hyperpaint 2 ..... ï¿½5
Kcomm ..... ï¿½5
Lattice C v3 ..... ï¿½12
Lattice C v5 ..... ï¿½20
MacSEE, 'The Macintosh - ST Connection' ..... ï¿½3
Music Studio ..... ï¿½5
Prodata 'The Ideal Database Solution'..... ï¿½10
Protext v5.5 ..... ï¿½15
Redacteur 3. Requires 1 meg memory. No box ..... ï¿½20
Shoot 'em Up Construction Kit (S.E.U.C.K.) ..... ï¿½4
ST BASIC, Revised Edition ..... ï¿½5
S.T.O.S Compiler ..... ï¿½3
Superbase Personal 'Relational Database System' ..... ï¿½10
Talespin 'An Adventure Game Creation Program' ..... ï¿½5
Timeworks Desktop Publisher ..... ï¿½15
Ultimate Virus Killer (UVK) 8.1 ..... ï¿½3

CD-ROM's
Atari Gold ..... ï¿½10
The First Atari CD-ROM. Possible collectors item ..... ï¿½15

Hardware
Multi-Face ST ripper cartridge by Romantic Robot (NOT STE) ..... ï¿½15
STOS Maestro Plus. Software and sound sampling cartridge ..... ï¿½25
Syncro Express Disk back up hardware ..... ï¿½25
Video Master, sound & video sampler cartridge ..... ï¿½25

Please remember prices DO NOT include postage.

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2004. Re: Picture in Background

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-21 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.changeme.co.uk>
Message-ID: <fUN20JA6Ixv3IwWw@shaw1.freeserve.co.uk>
Source record: 8955

Hey, wasn't it 02:34:52, Fri, 20 Aug 1999 when J. W. Krych (J. W. Krych <jwkrych@n2net.net>) posted to comp.sys.atari.st.tech ?

>Hi!
>
>I would like to have a picture in the background of my Falcon030. Not using
>another OS, but is there an ACC or PRG that does this?

There's a German one somewhere. If you have all the ST Format disks then look through them (that's where a catalogue is handy!!) -- it's in there somewhere!!

--
Clair D. Shaw | mailto:Clair@Shaw1.freeserve.co.uk
http://surf.to/shaws | mailto:SeedieS@yahoo.com
ICQ messages to: 1043359 | New email address coming at September
---
"...cos I'm 7 - but I'm not.. I'm nearly 8!" - Mickey, Blood Brothers

2005. FS: Atari ST 1040 FM $ 150.oo

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-22 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <37BF6007.2AEB@alphalink.com.au>
Source record: 8956
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I have an Atari ST 1040 FM With Mono Monitor and some Music programs

Price $ 150.00 Pickup Only

Ps I also service the Atari St Range of computers
and have Spare Mono Monitors.

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2006. Re: Picture in Background

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-22 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37BF7D19.FFBAD69C@ihug.co.nz>
Source record: 8957

Hi there,

J.W. Krych wrote:
>
> Hi!
>
> I would like to have a picture in the background of my Falcon030. Not using
> another OS, but is there an ACC or PRG that does this?

I have used Deskpic 5 which seems to work with IMG pics only up to 16 colours.
256 colour IMG pics have their palette mucked up, probably by TOS rearranging
the palette to system nominal values...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2007. Re: Picture in Background

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-22 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37BF7E39.57B63E60@ihug.co.nz>
Source record: 8958

Hi there,

Chris Crosskey wrote:
>
> Deskpic doesn't like NVDI, and I thought it used GIF's...I used it before
> NVDI.....now I don't, it certainly worked on an STe....I'll hjave a fiddle
> maybe it's an autofolder issue...

...and therefore I don't like Deskpic!! I never have been able to get it to show 256 colour pictures on TOS 4.0x without the picture palette being changed by either NVDI, TOS or whatever...no matter what I do (including disabling NVDI - also is same as disabling the WHOLE FALCON!)...

Shame something so trivial to mac/Wintel users is not possible on Atari...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2008. Re: Picture in Background

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-22 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7pon1lsej1@sun27.hrz.tu-darmstadt.de>
Source record: 8959

Hi!

J WILKINSON <jwandjw@ihug.co.nz> wrote:
> Shame something so trivial to mac/Wintel users is not possible on Atari...

Almost all alternative desktops (Gemini, NeoDesk, jinnee, Thing, ...)
allow installing background pictures. With SingleTOS, Thing (and maybe
some of the others as well) even keeps that picture when running a
program (if you do not unload it from memory), so it's only not visible
when programs use their own desktop.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2009. WTB: keyboard mega st

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-22 00:00:00 UTC
From: frank <frank@datast.net>
Message-ID: <000b8d9b.6c4d257b@usw-ex0106-048.remarq.com>
Source record: 8960

Hello there,

1)
I'm looking for a keyboard for the Atari Mega ST.
If you have one, tell much how much.

2)
I have a 520ST and was wondering if it is possible to connect
this keyboard (+mouse) to the Mega ST.

--
F r a n k R o t h k a m m
FluxRecords 7215 Willoughby #204 Hollywood, CA 90046
FluxRecords@email.com (323)512-2709
----------------- http://go.to/FluxRecords -----------

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2010. Re: WTB: keyboard mega st

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <m9W$wHAkvEw3EwDb@steverosie.demon.co.uk>
Source record: 8961

On Sun, 22 Aug 1999 at 11:02:49 a message from frank was created on the
subject of WTB: keyboard mega st.
>Hello there,
>
>1)
>I'm looking for a keyboard for the Atari Mega ST.
>If you have one, tell much how much.

Which sort of Mega have you got! Mega ST or Mega STE as they both have
different keyboards?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2011. FREE MAGS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-22 00:00:00 UTC
From: PSF <psf@fletcher001.freeserve.co.uk>
Message-ID: <7ppk6t$3tt$1@news6.svr.pol.co.uk>
Source record: 8962

I have a large selection of Atari mags FREE to whoever wants to collect them.[Nottingham, England]. They include ST World, St User(some binders available), ST Format (some binders available) & ST Applications. All are in A1 condition but I no longer have any of the cover disks.
Drop me a line if you require further details.

psf

2012. MidiMaze

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-22 00:00:00 UTC
From: Tom Guelker <tguelker@earthlink.net>
Message-ID: <7pqaiu$131$1@fir.prod.itd.earthlink.net>
Source record: 8963

Has anyone made a MidiMaze type program for the PC? I found one called MazeMan but it's incomplete and the author said they weren't planning to work on it anymore. Since networking PCs is so popular and easy now, it shouldn't be hard to do this. I used to play MidiMaze with my friends, and really miss it. Quake and Unreal and all those type of games are way too fancy for me. I like the simple type of game like MidiMaze.

Regards,
Tom Guelker
Past President ACCESS (Atari Computer Club East Side Scene)
SysOp - The Garage BBS

2013. Anyone have the interface spec for a Computereyes?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-23 00:00:00 UTC
From: trisoft@realtime.net
Message-ID: <37c0add0.0@feed1.realtime.net>
Source record: 8964
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have an old (very old) ComputerEyes for an Atari ST-520. I also have a need to digitize some static NTSC video on a different machine.

Does anyone happen to have (or know the whereabouts) of the interface spec (pinouts, signal catalog, etc.) for this beast? It plugged into the ST-520 "option" port on the side of the keyboard.

I know, it's probably easier just to buy a video card for the other machine than it is to rig an adapter and write a driver. But I hate to see working hardware go to waste.

Thanks for any pointers...

James M. Knox
trisoft@realtime.net

2014. PALs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-23 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7pr9pl$dr1$1@cubacola.tninet.se>
Source record: 8965
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,maus.computer.atari.hardware,fr.comp.sys.atari

For those with access to PAL or GAL programmers, here are some hard to find listings for producing replacement parts when the Atari supplies have dried out.

2015. Ali Baba and the 40 Thieves

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-23 00:00:00 UTC
From: Marc Westenburg <weste_ma@students.uwlax.edu>
Message-ID: <37C15174.C39B2FC6@students.uwlax.edu>
Source record: 8966

First of all, does anyone remember this Ali Baba for Atari 8-bit?
Second, if anyone has or might know where I could possibly find this
game, I'd be very grateful. I just discovered that my disk has been
corrupted. Any help would be most appreciated.

Please e-mail me at warky8@hotmail.com or weste_ma@students.uwlax.edu

Marc

2016. 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-23 00:00:00 UTC
From: n0sqj@cs.com
Message-ID: <19990823134302.09292.00002263@ng-fx1.news.cs.com>
Source record: 8967

i can't get the enter key or the mouse button to work on the keyboard, i cleaned the keyboard contacts but it won't work. i don;t have the boot disk or any software for it. i looked inside and there is an aprox. 1 inch square chip missing from the main circuit board. please help. n0sqj@cs.com or n0sqj@juno.com. thanks.

2017. Re: WTB: keyboard mega st

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-23 00:00:00 UTC
From: frank <frank@datast.net>
Message-ID: <06f57f7b.efbafa70@usw-ex0106-048.remarq.com>
Source record: 8968

Hello there Steve

I've got a APAPII system which some sort of MegaST in it,
according to Best Electronics: "They are both
interchangeable!"

So, either one will be fine, I'm just looking for a good
price.

Thanks!

--
F r a n k R o t h k a m m
FluxRecords@email.com

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2018. Re: WTB: keyboard mega st

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-23 00:00:00 UTC
From: Adrian Haigh-Hutchinson <kadu.flyer@zetnet.co.uk>
Message-ID: <19990823223122685 77@zetnet.co.uk>
Source record: 8969

The message <000b8d9b.6c4d257b@usw-ex0106-048.remarq.com>
from frank <frank@datast.net> contains these words:

> Hello there,

> 1)
> I'm looking for a keyboard for the Atari Mega ST.
> If you have one, tell much how much.

> 2)
> I have a 520ST and was wondering if it is possible to connect
> this keyboard (+mouse) to the Mega ST.

email Best Electronics best@concentric.com - they'll be able to help
- btw they are in California, Bay area...

> --
> F r a n k R o t h k a m m
> FluxRecords 7215 Willoughby #204 Hollywood, CA 90046
> FluxRecords@email.com (323)512-2709
> ---------- http://go.to/FluxRecords ----------

Adrian HH
<Tech Support - White Rose Atari Group, England>

--
==========
Role Model for the 'Zeros' -- Jar-Jar Binks -- A Local
==========

2019. Re: 1040st

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-23 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <9ijw3.62$yz6.379927@nnrp1.proxad.net>
Source record: 8970

N0sqj <n0sqj@cs.com> a crit dans le message :
19990823134302.09292.00002263@ng-fx1.news.cs.com...
> i can't get the enter key or the mouse button to work on the keyboard, i
> cleaned the keyboard contacts but it won't work. i don;t have the boot
disk or
> any software for it. i looked inside and there is an aprox. 1 inch square
chip
> missing from the main circuit board. please help. n0sqj@cs.com or
> n0sqj@juno.com. thanks.
>

Is it an STF or an STE ? The STE has a free socket for a maths co-processor.

You don't need a boot disk, if it's anything newer than the oldest 520ST
without floppy drives. Other than that, it sounds like a bad mouse or
keyboard. Try replacing the mouse. You don't have a joystick connected do
you ? Sometimes, the auto-fire on the joystick can cause problems like this.

--

Nicholas

||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2020. MEGA-ST keyboard cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.HPP.3.96.990824034353.9467C-100000@zetor.intellitel.com>
Source record: 8971

What is the schematic to build a new MEGA-ST keyboard cable?
Please Cc your reply via e-mail. Thanks.

--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

2021. which one to buy ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-24 00:00:00 UTC
From: covenant_666@my-deja.com
Message-ID: <7pt307$6f9$1@nnrp1.deja.com>
Source record: 8972

i*m able to get these 2 atari systems for nearly nothing .

mainly i want to play games (i can get the large software collection from a friend , a lot of classics included) .

i dont want to buy a standard st cause i want more power to play games , demos , etc . best quality possible .

i*m aloso interested in compatibility questions (can i play old st games on a falcon without probs ?).

system one :

atari tt030 ,orig. Atari 10MB ram extension card plus Mighty-Mic 32 mit 32MB RAM (8x4MB SIMM Modules), 2x 3.5" Floppy 1.44MB, DDD Big-Tower, 1 GB IBM SCSI-Festplatte, SuperNova Grafikkarte up to 16,7 Mio. colors, manuals , books and a lot of software , connectablto to every vga monitor.

system 2 :

Atari St, 4MB, Crazy Dots Grafikkcard, SCSI Harddisk, in 19" Racktower ext. power supply, ext. keyboard, 14" Sony Multiscan Monitor, without cooling device just Studio using.

any help would be great . please respond to : covenant_666@hotmail.com

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2022. Old ST mains adaptor connection?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-24 00:00:00 UTC
From: lca100@laser.york.ac.uk
Message-ID: <7ptkcp$du0$1@pump1.york.ac.uk>
Source record: 8973
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi!

My mate has aquired (don't ask!) an old ST,, one of the ones with a separate power supply in a little box. Only thing is the lack of the mains adaptor! The connector is a 7-pin DIN plug. Can anyone help me with the pinout of this connector? I've tried looking at FAQs and web searching, and have found every connector but that one!

Help!!!

Cheers,

Laz

2023. Re: PALs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-24 00:00:00 UTC
From: Vesa Koli <oh3luu@notenet.fi>
Message-ID: <7ptoji$e19$1@tron.sci.fi>
Source record: 8974
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,maus.computer.atari.hardware,fr.comp.sys.atari

Martin Graiter wrote in message <7pr9pl$dr1$1@cubacola.tninet.se>...
>For those with access to PAL or GAL programmers, here are some hard to find
>listings for producing replacement parts when the Atari supplies have dried
>out.
>
>

Where?

Vesa Koli

2024. MEGA-ST keyboard cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.HPP.3.96.990824124850.9467E-100000@zetor.intellitel.com>
Source record: 8975
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

What is the schematic to build a new MEGA-ST keyboard cable?
I recall that it uses the exact same connector as telephones,
but what is the pinout, at both ends of the cable?

Please Cc your reply via e-mail.
Thanks.

--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

2025. Re: Old ST mains adaptor connection?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-24 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7ptrhe$su3$1@news4.svr.pol.co.uk>
Source record: 8976
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Laurence Abbott <lca100@laser.york.ac.uk> wrote in message
news:7ptkcp$du0$1@pump1.york.ac.uk...
> Hi!
>
> My mate has aquired (don't ask!) an old ST,, one of the ones with a
> separate power supply in a little box. Only thing is the lack of the
> mains adaptor! The connector is a 7-pin DIN plug. Can anyone help me
> with the pinout of this connector? I've tried looking at FAQs and web
> searching, and have found every connector but that one!

Yes, by DIN 7P pin numbers it goes like:
1 +5v @3A
2 not connected
3 Ground
4 +12v @0.03A
5 -12v (?? probably not used)
6 +5v
7 Ground

The duplicated +5v and Ground are to make sure the current capacity is high
enough over the cable and connectors.

I think you can ignore the -12v line.

2026. Re: Picture in Background

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-24 00:00:00 UTC
From: Guillaume D&#65533;flache <Guillaume.Deflache@depinfo.enseeiht.fr>
Message-ID: <7pubnv$1to$1@nnrp1.deja.com>
Source record: 8977

```
In article <7piesc$q25$1@athena.netset.com>,
J.W. Krych <jwkrych@n2net.net> wrote:
> I would like to have a picture in the background of my Falcon030. Not
> using another OS, but is there an ACC or PRG that does this?
```

Check Didier Mequignon's Aniplayer's homepage:
http://perso.wanadoo.fr/didierm/ (also http://aniplay.atari.org)
and look for PICDESK.
I don't know if it really works with NVDI (it has its own accelarating
routines...) but it's a hell of a good program!
If you want (like me) a separate "pic-in-background only" program, ask
Didier if it can be done.
But at the moment he's working hard on his MP3 Player... so please
don't disturb him too much :) !
--
Guillaume D&#65533;flache
mailto:guillaumed@europe.com

```
Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.
```

2027. Re: Picture in Background

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-24 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7pu92tpns1@cubacola.tninet.se>
Source record: 8978

Chris Crosskey skrev i meddelandet <37bdb9e3$0$29332@news.zetnet.co.uk>...

>> There is a program called Deskpic that does this. It's available
>>on the umich atari archive. Probably on several others as well (it's
>>several years old). It's just a simple AUTO folder program and a desk
>>accessory (I think) that allows you to load XIMG files onto your desktop.
>>
>
>Deskpic doesn't like NVDI, and I thought it used GIF's...I used it before
>NVDI.....now I don't, it certainly worked on an STe....I'll hjave a fiddle
>maybe it's an autofolder issue...

It uses IMG, XIMG and GIF pictures. There are no problems with NVDI as far
as I can see. I use some W95,W98 and Linux KDE backgrounds with it, it has
given me no problems thisfar.

MG

2028. 16meg ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-24 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7puv4vljj1@news6.svr.pol.co.uk>
Source record: 8979

Hi all,

I was wondering if there was ever any kits or anything about converting a STFM to 16 meg ? I know the MMU only takes upto 4 meg, but was there ever anything to get around this ?

thanks

--

chris-swinson@mega-disczine.freeserve.co.uk

www.mega-disczine.freeserve.co.uk

2029. WILL PAY - for Spectre GCR to Mac transfer of disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-24 00:00:00 UTC
From: Wally Mayo <wmayo@rbnet.com>
Message-ID: <37C322E0.FE1C480E@rbnet.com>
Source record: 8980

I need to transfer one Spectre disk to Mac, and will pay a quick $20 for the transfer of ONE disk. Contact me at 540-977-5588 or e-mail me at wmayo@rbnet.com

W Mayo
in VA

2030. Re: MEGA-ST keyboard cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-25 00:00:00 UTC
From: nemanja.z@gmx.de
Message-ID: <7q0fr5$6c9$2@SOLAIR2.EUnet.yu>
Source record: 8981

Martin,
The Mega ST keyboard uses the so called "Western plug"
which is known as the "telephone plug" but there is a difference in the number of pins used: Mega uses all 6, the phone needs 2 of them although 4 are present. If you can find the right connectors I see no
problem at all: connect pin1 to pin1, pin2 to pin2...
and so on! For additional info on various kinds of
hardware issues, including "keyboarding" you should try Robert Schaffner's archives at:
http://www.rhein-main.de/people/robert/index.htm
Visit the site, fill the registration form, download
"DOIT-ST" (1,1MB, I think) and you'll get a key within hours.
Robert did a very nice job!

Nemanja.

2031. Atari --> PC - HELP please!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-25 00:00:00 UTC
From: RN <not@available.yet>
Message-ID: <7q0o6e$9bk$1@nnrp01.ops.uunet.co.za>
Source record: 8982

Hey all!

Please read quick and see if you can help!

There is an Atari ST running an automated mailer machine, and
the company want to replace it with a PC. I am now trying to get
an emulator to work well under Win95, that allows for communication
via the serial port to the mailer machine.

I have tried WinSTon, TOSBox etc etc but when I use the original
ST disks to boot up in the PC, the second disk causes 3 BOMB
icons to appear on the screen and it hangs.....

So now I dont know what to do! Any suggestions????

Thanks
RN

2032. Re: PALs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-25 00:00:00 UTC
From: Bernd Harries <bha@gmx.de>
Message-ID: <37C40711.7FFD3D91@gmx.de>
Source record: 8983
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,maus.computer.atari.hardware,fr.comp.sys.atari

Martin Graiter wrote:

> Sorry all...
>
> Didn't mean to make fools of you, just forgot to attach the ZIP.
> Here it is.

Cool stuff! Does anyone know where to get such stuff for the Riebl VME
Ethernetcard (Atarilance)?

--
Bernd Harries

bha@gmx.de http://www.freeyellow.com/members/bharries
bha@nikocity.de Tel. +49 421 809 7343 priv. | MSB First!
harries@stn-atlas.de +49 421 457 3966 offi. | Linux-m68k
bernd@linux-m68k.org 8.48'21" E 52.48'52" N | Medusa T40

2033. Re: Atari --> PC - HELP please!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-26 00:00:00 UTC
From: NSPIRIT <NSPIRIT@wanadoo.fr>
Message-ID: <7q36c9acd3@wanadoo.fr>
Source record: 8984

Have you tried GEMULATOR on www.emulators.com/download.htm
Take the free release !!!

2034. ILE DE LA REUNION

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-26 00:00:00 UTC
From: NSPIRIT <NSPIRIT@wanadoo.fr>
Message-ID: <7q3oip$j52$5@wanadoo.fr>
Source record: 8985

Cherche des contacts atari sur l'ile de la r&#65533;union

NSPIRIT@wandoo.fr

2035. Black&White Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-26 00:00:00 UTC
From: Andrew Sloan <andrew.sloan@fnac.net>
Message-ID: <7q41dn$2mr$1@news2.isdnet.net>
Source record: 8986

Is there anyway to adapt a PC monitor to my atari 520ste to get the hi res n/b mode.

please help

2036. Re: PALs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-26 00:00:00 UTC
From: NSPIRIT <NSPIRIT@wanadoo.fr>
Message-ID: <7q4295$1ba$1@wanadoo.fr>
Source record: 8987
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,maus.computer.atari.hardware,fr.comp.sys.atari

>> Didn't mean to make fools of you, just forgot to attach the ZIP.
>> Here it is.

where i can't find them 8-|

2037. Re: Black&White Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-26 00:00:00 UTC
From: Andy Blakely <anakimana@excite.com>
Message-ID: <37C598F2.BD038093@excite.com>
Source record: 8988

Yes, look at Mario Becroft's S/VGA adapter. I just bought one and it works great! His web page is at: http://www.ak.planet.gen.nz/~mario/index.html

Hope this helps,
Andy Blakely

Andrew Sloan wrote:

> Is there anyway to adapt a PC monitor to my atari 520ste to get the hi res
> n/b mode.
>
> please help

2038. What is this socket for?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-26 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37C5AEC3.29C79E79@midsouth.net>
Source record: 8989

I have a 520STFM, motherboard C070789-001 REV D and am curious what chip is supposed to go into U66. Its a 68 pin PLCC (sans socket). Blitter maybe? Considering it has an AJAX installed, it may have been one of the later ones and simply didn't have it installed. Is it just a matter of solering in the socket, pop in the chip and go or do I need to make any other modifications (Note: Socket U201 is empty as well, but I suspect it has more to do with the MC 6850s than the Blitter).

Any help would be appreciated.

Eric

2039. Re: Black&White Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-26 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37c5af76$0$8715@news.zetnet.co.uk>
Source record: 8990

Stick one of Mario Becrofts ST-VGA adapters between them then bask in that monochrome glow :-))...

I do them in the UK, I guess you can find the other guys at Marios website...

http://www.ak.planet.gen.nz/~mario IIRC

chrisc
On 26 Aug 1999 20:22:34, "Andrew Sloan" wrote:
>Is there anyway to adapt a PC monitor to my atari 520ste to get the hi res
>n/b mode.
>
>please help
>
>
>.

2040. Ricoh RH5500 drives wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-26 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7q4eod$9qu$1@athena.netset.com>
Source record: 8991

I'm surprised that I haven't posted to this group about this.

I need two Ricoh RH5500 SCSI cartirdge drives. For a small SCSI setup, STe and a replacement for the Falcon030.

Just the drives and the manual. I have a ton of the cartirdges already, and enclosures.

I am in the US, Cleveland Ohio.

Regards,

Jim

2041. Re: What is this socket for?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-27 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7q70agfgj1@plutonium.compulink.co.uk>
Source record: 8850

In message <37C5AEC3.29C79E79@midsouth.net>, earthshaker@midsouth.net said:

>I have a 520STFM, motherboard C070789-001 REV D and am curious what
>chip is supposed to go into U66. Its a 68 pin PLCC (sans socket).
>Blitter maybe? Considering it has an AJAX installed, it may have been
>one of the later ones and simply didn't have it installed. Is it just a
>matter of solering in the socket, pop in the chip and go or do I need to
>make any other modifications (Note: Socket U201 is empty as well, but I
>suspect it has more to do with the MC 6850s than the Blitter).

On the REV D board the space for a blitter socket is at front right,
next to the cut-out. I installed a blitter on mine, but can't remember
whether I needed to change a couple of solder pad bridges or not. I got
it and the socket from Best Electronics, which came with instructions.
The main chore is solder-suckering out all the pesky little holes :-)

Regards,
/Peter/

2042. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-27 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7q715c$70u$1@news1.xs4all.nl>
Source record: 8851

On 27 Aug 1999 12:57:52 , "Ben Hall" wrote:
Hi Ben,
Perhaps you've read my previous problems with SCSI...Now everything
works fine, but man oh man, it costs me hours and hours......
I got a Link but only a Seagate will work with it....cause this
Seagte has it's own Term Power.I removed the internal Termination
resistors, but that doesn't change anything at all, it keeps working!
Maxtor 300MB, I got one on my MegaSTE, works splendidly, for years,
it's a very good brand.So I would advise you to stop with your STE,
and buy a TT, here in Holland it will costs you $200,- ,then you have
real SCSI .Now I got two Seagates on my internal SCSI and a scanner,
a CDROMplayer and a CDWriter on my external SCSI, working all great.
Jos

2043. FALCON MK-X SPECIFICATIONS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-27 00:00:00 UTC
From: z-0@tinet.fut.es
Message-ID: <522.908T125T830165z-0@tinet.fut.es>
Source record: 8992
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I'm looking for the Falcon MK-X *PHISICAL* especifications: sizes, weight, floppy location (front, side?), keyboard type connection (TT? PC?), colour...

I want to buy a MK-X and put it in a machinery-tower (see, musical equipament furniture) for have all the 'instruments' in an only gorgerous stage.

In the web I have seen prototype/design/bad pics only. And a lot of technical specs, of course!

I'll agree if some happy user can send me the info. Or the scanned manual user, too.

Thanks and kisses! ^o^

Ms.Z-0

2044. HOW TO MAKE A LIGHTPEN MYSELF.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-27 00:00:00 UTC
From: z-0@tinet.fut.es
Message-ID: <152.908T666T671274z-0@tinet.fut.es>
Source record: 8993
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

I'm looking for make a lightpen myself.

In a old Maplin issue explain how to make it, I think.

Can anybody help me, please?

Kisses! ^o^

Ms.Z-0

2045. Re: Picture in Background

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-27 00:00:00 UTC
From: Nurmix@socal.comSPAM-FREE
Message-ID: <7q5a3l$13a@enews3.newsguy.com>
Source record: 8994

On 24 Aug 1999 14:54:58 , Guillaume D�flache wrote:

```
>Check Didier Mequignon's Aniplayer's homepage:
>http://perso.wanadoo.fr/didierm/ (also http://aniplay.atari.org)
>and look for PICDESK.
>I don't know if it really works with NVDI (it has its own accelarating
>routines...) but it's a hell of a good program!
>If you want (like me) a separate "pic-in-background only" program, ask
>Didier if it can be done.
>
>But at the moment he's working hard on his MP3 Player... so please
>don't disturb him too much :) !

MP3 Player eh? Now that's good to hear... :^)
Do you have any info on it yet?

-Paul

--

\ NURVIS Music / Red Light 6 Studio - El Segundo, California (USA)
\\
\\\ Visit Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing|Humor -
\\\\\
\\\\\\ SPAM ALERT: Remove "SPAM-FREE" before sending E-mail!
```

2046. SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-27 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7q5uev$2ur$2@news5.svr.pol.co.uk>
Source record: 8995

Hi guys,

I've had a long time problem with my Atari SCSI chain.

I have an STE, connected to a MiniS SCSI hard drive (Maxtor mechanism) through an ICD Link 2, which works fine. However, when I plug in any other device on the SCSI chain, the MiniS gets garbled (ICD, and an older HD Driver demo both report it's name with garbled characters - data transfer is just as garbled).

For a long time I thought it was my Zip Plus corrupting the chain, but any other SCSI device does this, so it must be a fault in the Maxtor mechanism. I've tried every combination of SCSI termination and tried all the various jumper settings in the drive, to no avail. Any clues?

I want to get this fixed because as the Zip and HD won't work together I have to back up my hard drive to floppies, then from floppies to Zip disks. This involves about 600 disk swaps. It's not exactly ideal..!! (and the whole reason I bought a Zip in the first place was to back up my HD)

Thanks,

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2047. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-27 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37C689C7.7B0A@ooc.de>
Source record: 8996

Ben Hall wrote:

> For a long time I thought it was my Zip Plus corrupting the chain, but any
> other SCSI device does this, so it must be a fault in the Maxtor mechanism.

It's much more likely that your cable is either bad or too long or your
drives are not properly terminated. Remember that the DMA cable
shouldn't be longer than 60 cm.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2048. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-27 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7q642f$697$2@news5.svr.pol.co.uk>
Source record: 8997

Thanks for the quick response Uwe,

>> For a long time I thought it was my Zip Plus corrupting the chain, but
any
>> other SCSI device does this, so it must be a fault in the Maxtor
mechanism.
>
>It's much more likely that your cable is either bad or too long or your
>drives are not properly terminated. Remember that the DMA cable
>shouldn't be longer than 60 cm.

It can't be the DMA cable (that's the one I got with the ICD Link2) as it works with the HD normally (and yes, it is quite short). It can't be the Zip cable because that works fine on other computers and the Zip is read by the Atari/ICD utilities fine, even though it's after the HD in the chain (and terminated).

After dismantling the HD so often to change jumpers, I've left the internal termination off, and I can connect a passive terminator to the second SCSI port on the HD when I use it on it's own, or if the Zip is connected I can connect the terminator to the second SCSI port on the Zip.

Lastly, I've also tried adding my Yamaha 4416 CDR after the Zip, and that has a hardware termination switch. Once again, even in this configuration, the computer correctly identifies both the Zip 100 and the Yamaha 4416 drive - but once again, the Maxtor data is garbled. So I really don't think it's the leads (although I know SCSI can be funny, sometimes...) or the termination.

Any other ideas?

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2049. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-27 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dx7ki7.18m2tud1bkynaaN@pm-d26.rhein-main.de>
Source record: 8998

Ben Hall <benj@seriously-productions.freeserve.co.uk> wrote:

> Hi guys,
>
> I've had a long time problem with my Atari SCSI chain.
>
> I have an STE, connected to a MiniS SCSI hard drive (Maxtor mechanism)
> through an ICD Link 2, which works fine. However, when I plug in any other
> device on the SCSI chain, the MiniS gets garbled (ICD, and an older HD
> Driver demo both report it's name with garbled characters - data transfer is
> just as garbled).

Lenght of SCSI cables?
Termination ok? Only the last physical device can be terminated.
Older releases of ICD adaptors/drivers are not compatible with
AHDI/HDDriver?

One device, one SCSIID. Maybee atari use ID7, MiniS used ID0, ZIP used
ID5 and so on..

> For a long time I thought it was my Zip Plus corrupting the chain, but any
> other SCSI device does this, so it must be a fault in the Maxtor mechanism.

Without any other device, MiniS use an terminator on the second scsi
plug? If not, the mechanism is internal terminated. (Jumper !)

Remove internal termination, if itï¿½s active, connect your other devices
and use termination on last device.

You chain contains homebrewed SCSI cables? Remove that..
Replace it with quality SCSI wires..

> I want to get this fixed because as the Zip and HD won't work together I
> have to back up my hard drive to floppies, then from floppies to Zip disks.
> This involves about 600 disk swaps. It's not exactly ideal..!! (and the
> whole reason I bought a Zip in the first place was to back up my HD)

Some ZIP devices needs an active TermPwr on SCSI Bus (Pin 38)
That track contain +5V, supply for terminator packs..

If not, some ZIP devices doasnï¿½t terminate SCSI bus correctly.

TermPwr can be activates on some hard drives. Some mechanism contain
a jumper named "TP" or "TermPwr"

Set it to "ON" delivers +5 to pin 38 on the hole SCSI Bus.
More as one device can have TermPwr "ON". Thatï¿½s ok.

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2050. SCSI 1.44 Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-27 00:00:00 UTC
From: Andy Blakely <anakimana@excite.com>
Message-ID: <37C6CD4E.3B7836ED@excite.com>
Source record: 8999

Hi,
Is it possible to connect a 1.44mb SCSI floppy to an STE in the same manner as a hard drive? I'd like to start using high density disks without attempting *another* modification (my first attempt was unsuccessful). I have ICD utilities... would that work for such a task?

Thanks much,
Andy Blakely

2051. Re: SCSI 1.44 Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-28 00:00:00 UTC
From: fitzpatri8@cs.comLESSPAM
Message-ID: <19990827232135.15609.00002703@ngol06.news.cs.com>
Source record: 8852

In article <37C6CD4E.3B7836ED@excite.com>, Andy Blakely <anakimana@excite.com>
writes:

>Is it possible to connect a 1.44mb SCSI floppy to an STE in the same
>manner as a hard drive?

Yes, I used an Insite 20 MB Floptical drive to do just that.

The upside is, all it takes is a Floptical drive and a Link to give a 1040STe
access to 1.44 disks, as well as 20 MB floppies (if you can still find 'em).
The down side is, you have to use your hard disk formatting utility to format
disks and you can't use it to read extended or proprietary format disks.

(Don't forget the other option available to you -- finding an inexpensive, used
Mega STE already set up with a 1.44 and TOS 206. That gives you a couple of
extra RS-232 ports to play with as well...)

Tom

2052. TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-28 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7q7nfhhif1@athena.netset.com>
Source record: 8853

Hi!

I am having trouble getting to the quickfaq. How big of a partition can my
1040STE have on a HD?

Regards,

Jim

2053. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-28 00:00:00 UTC
From: "B.P." <virtb@bellsouth.net>
Message-ID: <GPJx3.8292$jf6.32313@news1.mco>
Source record: 8854

Depends on what program you format it with and the tos version. I have had
1 gig partitions on a 1040 with ICD's link and software. You are better off
set as many smaller partitions as you can. ICD software allows you to hide
and unhide partitions at will. Tos will only give you C-P. 14 partitions.
Smaller partitions are faster to access and store data more efficiently than
larger partitions.

AHDI 5 or greater allows you to use partitions at least up to 500megs.

Not sure about anything bigger

B.P.

--
Do you invest in the stock market?
Tired of buying HIGH and selling LOW?
Do you feel that you can't trust a broker on the phone?
Then VISIT us at:
HTTP://virtualbrokers.net
J.W. Krych <jwkrych@n2net.net> wrote in message
news:7q7nfhhif1@athena.netset.com...
> Hi!
>
> I am having trouble getting to the quickfaq. How big of a partition can my
> 1040STE have on a HD?
>
> Regards,
>
>
> Jim

2054. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-28 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <%CNx3.61$be3.470067@nnrp2.proxad.net>
Source record: 8855

J.W. Krych <jwkrych@n2net.net> a �crit dans le message :
7q7nfhhif1@athena.netset.com...
> Hi!
>
> I am having trouble getting to the quickfaq. How big of a partition can my
> 1040STE have on a HD?

The entire atari.org server is broken at the moment.

The max size for TOS 1.62 is 256Mb.

2055. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-28 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dx8k5y.5l9vmc11zal4sN@pm-d08.rhein-main.de>
Source record: 8856

J.W. Krych <jwkrych@n2net.net> wrote:

> Hi!
>
> I am having trouble getting to the quickfaq. How big of a partition can my
> 1040STE have on a HD?

TOS-Release Partition Size

TOS 1.00 - 1.02 256 MByte
TOS 1.04 - 3.xx 512 Mbyte
TOS 4.0x 1024 MByte

MagiC / BigDOS 1024 MByte
2048 MByte (DOS comp.)

DOIT_ST V 2.6.8

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2056. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-28 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7q89i5$l9g$1@news8.svr.pol.co.uk>
Source record: 8857

Robert Schaffner wrote in message
<1dx7ki7.18m2tud1bkynaaN@pm-d26.rhein-main.de>...

>Lenght of SCSI cables?

Ok.

>Termination ok? Only the last physical device can be terminated.

Yep.

>Older releases of ICD adaptors/drivers are not compatible with
>AHDI/HDDriver?

I have 6.5.5. I can't see that this is the problem because it works with all devices individually. And when I tried a demo of HD Driver it gave the same results (indicating that the problem is on the chain itself, not within the software)

>One device, one SCSIID. Maybee atari use ID7, MiniS used ID0, ZIP used
>ID5 and so on..

Yes, this is fine. MiniS =1, Zip =5, CD-R =2, Atari whatever it is (6 or 7)

>Without any other device, MiniS use an terminator on the second scsi
>plug? If not, the mechanism is internal terminated. (Jumper !)

Internal termination jumper removed. When drive is the only device, I use a terminator on the second SCSI port. When other devices are on the chain, the last device is terminated (either using a terminator or hardware termination switch).

The weird thing is that the chain goes like this:

Atari ---> Link ---> MiniS (ext. or int. terminated)

...this works fine.

Atari ---> Link ---> MiniS ---> Zip ----> CD-R (hw terminated)
Atari ---> Link ---> MiniS ---> Zip (ext terminated)
Atari ---> Link ---> MiniS ---> CD-R (hw terminated)

In these combinations, data throughput from the Atari to the Zip/CD-R is fine, even though it's going through the MiniS first. It's only the data from the MiniS that's getting corrupted.

>Remove internal termination, if it&#65533;s active, connect your other devices
>and use termination on last device.

Yep.

>You chain contains homebrewed SCSI cables? Remove that..
>Replace it with quality SCSI wires..

Nope.

>Some ZIP devices needs an active TermPwr on SCSI Bus (Pin 38)
>That track contain +5V, supply for terminator packs..

This is Ok - termpwr is supplied by either the Maxtor or the CD-R drive.
It's easy to see what's providing termpwr as the LED on the Link lights. Now
I've added the CD-R to the SCSI chain, things work fine even if the HD is
turned off and still the first device in the chain (as the CD-R will power
the Link).

The only thing I haven't been able to try is putting the HD in any other
place than first on the chain, because of cabling difficulties.

So, I've tried (for a long time) to get this to work, and I've done all the
obvous stuff, and it still doesn't work. That's why this thing has been such
a *&$%**^%...

Thanks Robert,

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2057. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-28 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7q89i6$l9g$2@news8.svr.pol.co.uk>
Source record: 8858

Jos Vlietstra wrote in message <7q715c$70u$1@news1.xs4all.nl>...

>I got a Link but only a Seagate will work with it....cause this
>Seagte has it's own Term Power.I removed the internal Termination
>resistors, but that doesn't change anything at all, it keeps working!

I don't understand..?

>Maxtor 300MB, I got one on my MegaSTE, works splendidly, for years,
>it's a very good brand.So I would advise you to stop with your STE,
>and buy a TT, here in Holland it will costs you $200,- ,then you have
>real SCSI .Now I got two Seagates on my internal SCSI and a scanner,
>a CDROMplayer and a CDWriter on my external SCSI, working all great.

So you think it could be a problem with the Link 2?

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2058. Finnish keyboard for MEGA?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@intellitel.com>
Message-ID: <Pine.LNX.4.04.9908281401530.8540-100000@sandels.intellitel.com>
Source record: 8859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,sfnet.atk.atari

Greetings,

I was wondering if anybody knows wether Atari ever produced a Finnish keyboard layout for the MEGA keyboard? I recall reading in CHIPS555.HYP (an Atari technical FAQ by Michael Ruge) that there was one for STE, but there is no mention of any MEGA version.

Btw, does anyone have any details as to which TOS versions had Finnish keyboard support (presumablty 1.06 or 1.62) and if any ST/TT/Falcon were ever built with Finnish language version of TOS?

Thanks.
--
Martin-ï¿½ric Racine, Technical Writer OSN: +358 40 7534713
I n t e l l i t e l C o m m u n i c a t i o n s L t d.
Laserkatu 6, FIN - 53850 Lappeenranta www.intellitel.com

2059. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-28 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7q9bi8esa1@news5.svr.pol.co.uk>
Source record: 8860

Here's an example of my SCSI problem:

I just downloaded the HD Driver 7.7 demo, and here's the result of a ID scan with just the MiniS connected (demo HD Driver installed):

HDDRUTIL 7.73 IDCHECK:

ACSI 01.00: MAXTOR 7213-SCSI 7442 Direct Access

And here's what happens when I add a terminated Zip+...

HDDRUTIL 7.73 IDCHECK:

ACSI 01.00: IXTo_ 7337-WCSY 7442/ Direct Access
ACSI 01.01: AxTOrb 7213?SCSIi 7446- Direct Access
ACSI 05.00: IOMEGA ZIP 100 PLUS J.66 Direct Access

I just had a thought: could this happen if the MiniS is partitioned to C (boot), D, E, F and G, and the Zip is also partitioned to "C" as well (because when I partitioned the Zip, the hard drive wasn't working on the chain)?

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2060. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7q9v8gnoh1@plutonium.compulink.co.uk>
Source record: 8861

In message <7q5uev$2ur$2@news5.svr.pol.co.uk>, benj@seriously-productions.freeserve.co.uk said:

>I have an STE, connected to a MiniS SCSI hard drive (Maxtor mechanism)
>through an ICD Link 2, which works fine. However, when I plug in any other
>device on the SCSI chain, the MiniS gets garbled (ICD, and an older HD
>Driver demo both report it's name with garbled characters - data transfer is
>just as garbled).
>
>For a long time I thought it was my Zip Plus corrupting the chain, but any
>other SCSI device does this, so it must be a fault in the Maxtor mechanism.
>I've tried every combination of SCSI termination and tried all the various
>jumper settings in the drive, to no avail. Any clues?

Have you tried putting the MiniS at the very end of the chain? And is
it terminated? You could try unterminating it - theoretically wrong
but it sometimes works. Where does the Link 2 draw its power from? If
more than one device is suplying termpower, it may be that the MiniS
lacks an isolating diode and that is the cause of the problem?

Regards, /Peter/

2061. Re: SCSI 1.44 Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7q9v8hnoi1@plutonium.compulink.co.uk>
Source record: 8862

In message <37C6CD4E.3B7836ED@excite.com>, anakimana@excite.com said:

>Is it possible to connect a 1.44mb SCSI floppy to an STE in the same
>manner as a hard drive? I'd like to start using high density disks
>without attempting *another* modification (my first attempt was
>unsuccessful). I have ICD utilities... would that work for such a task?

Is there such a thing as a SCSI floppy drive? I haven't heard of one
(but then I'm not used to non-Atari gear). Provided the floppy
controller chip is up to it, the modification for swapping the 720 KB
drive to a 1.44 MB one is *very* simple - just a chip and a few wires,
with one leg of an existing chip being cut and bent up. But don't forget
to set the step-rate to compensate for the clock doubling.

Regards, /Peter/

2062. Re: Finnish keyboard for MEGA?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dx9fb0.1iljr55fko6kgN@pm-d28.rhein-main.de>
Source record: 8863

```
> Btw, does anyone have any details as to which TOS versions
> had Finnish keyboard support (presumablty 1.06 or 1.62) and
> if any ST/TT/Falcon were ever built with Finnish language
> version of TOS?

Falcon TOS contain finnish layout.

TOS-Header:

Offset _sysbase + $x

Sysbase Size Contens
- $0 WORD os_entry
- $2 WORD os_version
- $4 LONG reseth
- $8 LONG os_beg
- $C LONG os_end
- $10 LONG os_rsv1
- $14 LONG os_magic
- $18 LONG os_date
- $1C WORD os_conf
- $1E LONG os_osdate
- $20 LONG p_root
- $24 LONG p_kbshift
- $28 LONG p_run
- $2C LONG p_rsv2 (reserve)

TOS Country Konfigurationsbits

(os_conf>>1)

os_conf Land/Country

0 USA
1 Germany
2 France
3 United Kingdom
4 Spain
5 Italy
6 Sweden
7 Switzerland French
8 Switzerland German
9 Turkey
10 Finland
11 Norway
12 Denmark
13 Saudi Arabia
```

14 Holland
15 Czechosloavakia
16 Hungary
127 -

Source: DOITF030
http://www.atari-computer.de/doitarchive/index.htm

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2063. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dx9fne.1sh5b7u33grv5N@pm-d28.rhein-main.de>
Source record: 8864

> I have 6.5.5. I can't see that this is the problem because it works with all
> devices individually. And when I tried a demo of HD Driver it gave the same
> results (indicating that the problem is on the chain itself, not within the
> software)

Yes, first i think you use older releases of ICD drivers.

> Internal termination jumper removed. When drive is the only device, I use a
> terminator on the second SCSI port. When other devices are on the chain, the
> last device is terminated (either using a terminator or hardware termination
> switch).

Thatï¿½s ok. Must be another problem.

> The weird thing is that the chain goes like this:
>
> Atari ---> Link ---> MiniS (ext. or int. terminated)
>
> ...this works fine.
>
> Atari ---> Link ---> MiniS ---> Zip ----> CD-R (hw terminated)
> Atari ---> Link ---> MiniS ---> Zip (ext terminated)
> Atari ---> Link ---> MiniS ---> CD-R (hw terminated)
>
> In these combinations, data throughput from the Atari to the Zip/CD-R is
> fine, even though it's going through the MiniS first. It's only the data
> from the MiniS that's getting corrupted.

Hm, SCSI chain looks ok, any line. Wondering that data on the first
device are corrupted. Maybee also a good sign for bus trouble.
But how..
Canï¿½t see any mistake.

> This is Ok - termpwr is supplied by either the Maxtor or the CD-R drive.
> It's easy to see what's providing termpwr as the LED on the Link lights. Now
> I've added the CD-R to the SCSI chain, things work fine even if the HD is
> turned off and still the first device in the chain (as the CD-R will power
> the Link).

OK. Sounds good.
Another (stupid) idea. SCSI ID selektor on you new device is correctly
wired? You got another ID as shown in ID window if the connector of
the ID selector is connected wrong. (Fliped connection)
(Double used IDs!)

I donï¿½t know, but your problem smels like double IDs or some else in
that direction.

> The only thing I haven't been able to try is putting the HD in any other
> place than first on the chain, because of cabling difficulties.

Right, but thats are secondary. Normaly evry device works on and place
in any SCSI chain. Normaly, but.. :->

On my falcon chain, the ZIP only works correctly if itï¿½s the first
pysical device (ID5) All other devices, hard drives, CD-ROM, Burner
follows after this bloody ZIP. Same on PowerBook. Only with a desktop
Mac i can use that bullshit drive how ever i want in a SCSI chain.

Only a idea..
Try ZIP as first device, other devices after your ZIP?

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2064. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dxafez.1s0v3f11sb9y5uN@pm-d19.rhein-main.de>
Source record: 8865

Ben Hall <benj@seriously-productions.freeserve.co.uk> wrote:

> HDDRUTIL 7.73 IDCHECK:
>
> ACSI 01.00: IXTo_ 7337-WCSY 7442/ Direct Access
> ACSI 01.01: AxTOrb 7213?SCSIi 7446- Direct Access
> ACSI 05.00: IOMEGA ZIP 100 PLUS J.66 Direct Access
>
> I just had a thought: could this happen if the MiniS is partitioned to C
> (boot), D, E, F and G, and the Zip is also partitioned to "C" as well
> (because when I partitioned the Zip, the hard drive wasn't working on the
> chain)?

I you allready have a logical device "C" on your desktop, you canï¿½t use
another drive named "C", that doasnï¿½t work with any driver.

Scrambled hard ware messages looks like bus trouble!

Maybee SCSI bus is not correct terminated.
Try to use the ZIP not as last device.

Also the ZIP+ manual says: connect it only with the cable what
comes with the ZIP, right?

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2065. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7qb245$d83$1@news7.svr.pol.co.uk>
Source record: 8866

xlator@cix.compulink.co.uk wrote in message

>Have you tried putting the MiniS at the very end of the chain?

No, this is more or less the only thing I haven't tried yet, mainly because of the cabling requirements. This is something I will try though, I think...

>And is
>it terminated? You could try unterminating it - theoretically wrong
>but it sometimes works.

Yes, I've tried pretty much every jumper combination there is...

>Where does the Link 2 draw its power from? If
>more than one device is suplying termpower, it may be that the MiniS
>lacks an isolating diode and that is the cause of the problem?

The Link gets it's power from the MiniS. The Zip doesn't provide termpwr, so there's only one termpwr device on the chain (unless I add the CD-R in, as that will supply termpwr and power the Link, even if the MiniS is switched off).

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2066. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7qb5s7$g0u$1@news7.svr.pol.co.uk>
Source record: 8867

Hi Robert,

>Yes, first i think you use older releases of ICD drivers.

6.5.5 is the latest version. I just checked their website and they say they have beta version7 drivers in development, and are offering 6.5.5 (pro) at a cheap price.

In any case, the data looks garbled with HD Driver 7 demo, so I don't think it's the driver software.

>Another (stupid) idea. SCSI ID selektor on you new device is correctly
>wired? You got another ID as shown in ID window if the connector of
>the ID selector is connected wrong. (Fliped connection)
>(Double used IDs!)

Not a stupid idea at all. I've tried a number of Id's and it doesn't make a difference. Anyway, all driver software reports the MiniS on the correct Id, so that should be Ok.

>I don't know, but your problem smels like double IDs or some else in
>that direction.

Or (as I'm begining to suspect) a hardware fault in the drive itself.

>On my falcon chain, the ZIP only works correctly if it's the first
>pysical device (ID5) All other devices, hard drives, CD-ROM, Burner
>follows after this bloody ZIP. Same on PowerBook. Only with a desktop
>Mac i can use that bullshit drive how ever i want in a SCSI chain.
>
>Only a idea..
>Try ZIP as first device, other devices after your ZIP?

This is more compilcated, as firstly I do think I've ever found the correct SCSI adapter to do this, and secondly, as the Zip is a *&$^* Zip Plus, you have to use the cable that comes with it, as it's this that tells the Zip whether it's a SCSI or parallel connection. In practical terms, this means it's difficult or impossible to make the Zip the first device in the chain.

(And before you ask, it's not the Zip Plus cable corrupting the chain, as this corruption occurs when the MiniS is connected to my CD-R, without a Zip on the chain).

>> I just had a thought: could this happen if the MiniS is partitioned to C
>> (boot), D, E, F and G, and the Zip is also partitioned to "C" as well
>> (because when I partitioned the Zip, the hard drive wasn't working on the
>> chain)?

>I you allready have a logical device "C" on your desktop, you can't use
>another drive named "C", that doasn't work with any driver.

No, I meant that both drives were independently partitioned as drive C.
Remember, when one drive works, the other doesn't (great for backing up,
eh?)

So in order to partition a drive, the first partition gets written as C.
What I mean is, if I had two Zip drives, with disks partitioned as C, if I
connected both drives on a chain, would this cause an error, or would the
second drive get installed as "D" or something..?

> Scrambled hard ware messages looks like bus trouble!

Yup. But why..?

> Maybee SCSI bus is not correct terminated.
> Try to use the ZIP not as last device.

Tried it. Used Yamaha 4416 CD-R with hardware termination. Still the same
symptoms. Also the same same symptoms with just the MiniS and CD-R on the
chain. Basically, as soon as any other SCSI device is added to the MiniS,
the bus gets corrupted. This would point to termination in the MiniS. I'm
wondering if the internal termination is broken and permanently on? Could
this give the symptoms I describe? If this was the case, why are the devices
after the MiniS working correctly?

If the MiniS was the only device on the chain, and it was _un_terminated,
would it still work? (I'm trying to work out ways I can narrow down the
problem). Are there any SCSI diagnostic tools which can help with bus
problems..?

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2067. Re: SCSI 1.44 Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: Anthony Politz <ajpolitz@bellatlantic.net>
Message-ID: <37C932FD.EA99D3B2@bellatlantic.net>
Source record: 8868

How would one modify the STE to work with 1.44 meg floppies ?
Would the mod work on external drives as well ?

Ajpolitz

xlator@cix.compulink.co.uk wrote:

> In message <37C6CD4E.3B7836ED@excite.com>, anakimana@excite.com said:
>
> >Is it possible to connect a 1.44mb SCSI floppy to an STE in the same
> >manner as a hard drive? I'd like to start using high density disks
> >without attempting *another* modification (my first attempt was
> >unsuccessful). I have ICD utilities... would that work for such a task?
>
> Is there such a thing as a SCSI floppy drive? I haven't heard of one
> (but then I'm not used to non-Atari gear). Provided the floppy
> controller chip is up to it, the modification for swapping the 720 KB
> drive to a 1.44 MB one is *very* simple - just a chip and a few wires,
> with one leg of an existing chip being cut and bent up. But don't forget
> to set the step-rate to compensate for the clock doubling.
>
> Regards, /Peter/

2068. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37c972f646cad10@smok.krakus.top.pl>
Source record: 8869

On Sat 28-08-1999 19:59 (+0100) Ben Hall wrote:

>Here's an example of my SCSI problem:

What about parity control of your drives?
Is it switched ON or OFF on *all* of your drives?

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

2069. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7qc19vbsf1@news6.svr.pol.co.uk>
Source record: 8870

Krzysztof Maj wrote in message <37c972f646cad10@smok.krakus.top.pl>...

>>Here's an example of my SCSI problem:
>
>What about parity control of your drives?
>Is it switched ON or OFF on *all* of your drives?

I've tried both inside the MiniS. For the Zip, or the CD-R, there's nothing
(I'm aware of) that enables you to change this.

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2070. Accessing Atari Disks (very useful info!)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-29 00:00:00 UTC
From: "John R. Russom" <John@Russom.com>
Message-ID: <37C9BE2B.61F3EA59@Russom.com>
Source record: 8871

Accessing Atari ST Formatted Floppy Disks

Old versions of TOS had a bug that caused them to format floppy disks incorrectly. This bug prevented IBM PCs from reading Atari floppy disks,

even though Atari computers could read MS-DOS disks.

The problem was corrected in TOS 1.4 and later versions of TOS. However, you may still have some disks formatted the old way.

There are three ways to read information from such disks:

1. Format a blank disk on the PC and then use your Atari computer to copy the files from the old disk to the new disk. Once copied, reformat all
your old disks.

2. Activate the Atari Disk Mode option in Gemulator 98. This will allow Windows 95 to read the Atari disks and you can then use the PC to copy the
files from these disks onto freshly formatted disks. Note: this trick only works on Windows 95. Windows 3.1 and Windows NT are more picky and can
only read real MS-DOS disks.

3. Use an Atari ST utility such as DC Formatter or MOSDOS to re-write only the boot sector on the floppy disk. This fixes the disk without reformatting or losing any information. We supply the utility MOSDOS in the UTIL folder of the Gemulator 98 program disk.

2071. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7qcfnr$oh9$1@news6.svr.pol.co.uk>
Source record: 8872

>>And is
>>it terminated? You could try unterminating it - theoretically wrong
>>but it sometimes works.

One thing: the drive works fine even if it's unterminated and there's no terminator or other terminated device connected. Is this normal?

There are two resistor packs that control termination on the drive, and both are removed (by myself). As the drive works fine even when unterminated, perhaps there is something wrong with the drives termination?

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2072. notator unitor wanted!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: bengowave@aol.com
Message-ID: <19990829220512.17427.00001940@ng-ck1.aol.com>
Source record: 8873

Yes!...I need a Unitor or Unitor ll or similar to run with notator on Atari Mega and 1040

Contact me at
BENGOWAVE@AOL.COM

Alberto 212 689 7300

Thanks!

2073. Shematic of the cable between HD (ST 20Mo) and 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: jmg <jean-michel.guilgue@edf.fr>
Message-ID: <7qd9hs$6ml$1@clnews.edf.fr>
Source record: 8874

Please, if someone have the shematic of that cable send it to me

I lose my cable while a moving ....

please email me it at : jean-michel.guilgue@edf.fr

thanks

2074. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA3CC8.4185@ooc.de>
Source record: 8875

Ben Hall wrote:

> Here's an example of my SCSI problem:
>
> I just downloaded the HD Driver 7.7 demo, and here's the result of a ID scan
> with just the MiniS connected (demo HD Driver installed):
>
> HDDRUTIL 7.73 IDCHECK:
>
> ACSI 01.00: MAXTOR 7213-SCSI 7442 Direct Access
>
> And here's what happens when I add a terminated Zip+...
>
> HDDRUTIL 7.73 IDCHECK:
>
> ACSI 01.00: IXTo_ 7337-WCSY 7442/ Direct Access
> ACSI 01.01: AxTOrb 7213?SCSIi 7446- Direct Access
> ACSI 05.00: IOMEGA ZIP 100 PLUS J.66 Direct Access

To me this looks very much like a problem with either cables or
termination. Yes, I know that this is nothing new and has already been
suggested. Looking closely at the output it seems as if certain bits are
corrupted. This can also happen if a cable is not properly stuck into
its socket.
Anyway, it's definitely no software problem but clearly related to your
hardware.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2075. Re: SCSI 1.44 Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: pls@no.spam
Message-ID: <7qdeabcfe2@zharh00t.europe.nortel.com>
Source record: 8876

In article <7q9v8hnoi1@plutonium.compulink.co.uk>, xlator@cix.compulink.co.uk wrote:

** deleted**

>Is there such a thing as a SCSI floppy drive? I haven't heard of one
>(but then I'm not used to non-Atari gear).

Yes there is. Teac used to make a 1.44/2.88 Mb SCSI drive.
I tried one on the ST, but I never had software to use it.

>Provided the floppy
>controller chip is up to it, the modification for swapping the 720 KB
>drive to a 1.44 MB one is *very* simple - just a chip and a few wires,
>with one leg of an existing chip being cut and bent up. But don't forget
>to set the step-rate to compensate for the clock doubling.

Yes, this is the best way to get 1.44 Mb. You do run a small risk of killing
your controller, but it's probably work the risk.

Ajax chips were always too expensive.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2076. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA3D11.38F9@ooc.de>
Source record: 8877

Krzysztof Maj wrote:

> What about parity control of your drives?
> Is it switched ON or OFF on *all* of your drives?

Parity problems won't cause the symptoms described here. This must be
something else.

--

Dr. Uwe Seimet | I really hate this damned machine,
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Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2077. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA3DFD.299D@ooc.de>
Source record: 8878

B.P. wrote:

> Depends on what program you format it with and the tos version. I have had

No, this never depends on the format. This is a question of
partitioning, not formatting a hard disk drive.

> and unhide partitions at will. Tos will only give you C-P. 14 partitions.
> Smaller partitions are faster to access and store data more efficiently than
> larger partitions.

The access time doesn't depend on the partition size.

--

Dr. Uwe Seimet | I really hate this damned machine,
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WWW: http://home.nikocity.de/nogfradelt

2078. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA3D57.E8@ooc.de>
Source record: 8879

Ben Hall wrote:

> There are two resistor packs that control termination on the drive, and both
> are removed (by myself). As the drive works fine even when unterminated,
> perhaps there is something wrong with the drives termination?

I don't think you can deduce something from this. Sometimes drives do
work even when not being properly terminated.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2079. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA3DA4.5C25@ooc.de>
Source record: 8880

J.W. Krych wrote:

> I am having trouble getting to the quickfaq. How big of a partition can my
> 1040STE have on a HD?

This depends on the TOS version. It's at least 256 MByte. With TOS 2.0x
and newer it's 512 MByte, with TOS 4.0x it's 1 GByte. With MagiC or
Big-DOS or MiNT it's also 1 GByte.

--

Dr. Uwe Seimet | I really hate this damned machine,
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WWW: http://home.nikocity.de/nogfradelt

2080. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: pls@no.spam
Message-ID: <7qdf5a$dd9$1@zharh00t.europe.nortel.com>
Source record: 8881

In article <7q7nfhhif1@athena.netset.com>, J.W. Krych <jwkrych@n2net.net> wrote:
>Hi!
>
>I am having trouble getting to the quickfaq. How big of a partition can my
>1040STE have on a HD?
>

There are also some hardware limitations with drives & host adapters.
I believe the older (non ICD) host adapters, when used with AHDI, were
unreliable with drives greater than 1 Gb, even if your partitions are smaller
then 1 Gb

I think this problem is fixed for all new adapters (ICD, LINK) & newer drivers
like HDDriver.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2081. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA3E4B.6AEA@ooc.de>
Source record: 8882

Nicholas Bales wrote:

> The max size for TOS 1.62 is 256Mb.

No, it's 512 MByte with TOS >= 1.04. At least it is when partitioning
with the software included in the HDDRIVER distribution.

--

Dr. Uwe Seimet | I really hate this damned machine,
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Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2082. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA45D2.2860@ooc.de>
Source record: 8883

Gerry O'Rourke wrote:

> There are also some hardware limitations with drives & host adapters.
> I believe the older (non ICD) host adapters, when used with AHDI, were
> unreliable with drives greater than 1 Gb, even if your partitions are smaller
> then 1 Gb

No, that's wrong. With adapters and/or drivers not supporting drives > 1
GByte connected to the ACSI bus you simply can't use any sector that is
located beyond the 1 GByte limit. There are no other problems except
this one.

--

Dr. Uwe Seimet | I really hate this damned machine,
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Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2083. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: pls@no.spam
Message-ID: <7qdi97emu1@zharh00t.europe.nortel.com>
Source record: 8884

In article <37CA45D2.2860@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
** deleted**

>No, that's wrong. With adapters and/or drivers not supporting drives > 1
>GByte connected to the ACSI bus you simply can't use any sector that is
>located beyond the 1 GByte limit. There are no other problems except
>this one.

Great, I had assumed there was some sort of bit overflow/wraparound & the
drive would be reported as much less than 1 GB.

Thanks for clarifying the issue.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2084. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7qdnq5cdo1@news7.svr.pol.co.uk>
Source record: 8885

Uwe Seimet wrote in message <37CA3CC8.4185@ooc.de>...

>Anyway, it's definitely no software problem but clearly related to your
>hardware.

That's pretty much what I had concluded...

>To me this looks very much like a problem with either cables or
>termination. Yes, I know that this is nothing new and has already been
>suggested. Looking closely at the output it seems as if certain bits are
>corrupted. This can also happen if a cable is not properly stuck into
>its socket.

I'm beginning to suspect the Zip Plus cable. This is a sort of hybrid SCSI/parallel cable that's _supposed_ to work as either. However, I plugged a normal parallel cable into the MiniS (not reccommended, I know!), and the symptoms were similar (although a bit more severe).

So I think that some of the cabling for the parallel part of the cable is interfering with correct SCSI operation. Does anyone know if the Zip Plus will work in SCSI mode with a regular SCSI cable?

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2085. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA711F.7277@ooc.de>
Source record: 8886

Ben Hall wrote:

> interfering with correct SCSI operation. Does anyone know if the Zip Plus
> will work in SCSI mode with a regular SCSI cable?

It has to work if the drive is SCSI-compliant.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2086. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CA70ED.1B4A@ooc.de>
Source record: 8887

Gerry O'Rourke wrote:

> Great, I had assumed there was some sort of bit overflow/wraparound & the
> drive would be reported as much less than 1 GB.

No, it's simply that some sectors cannot be addressed. Under rare
circumstances using AHDI on such drives can be dangerous, though. If you
have connected several drives to the ACSI port and try to address a
sector beyond the 1 GByte limit AHDI will incorrectly set up the
parameters for the SCSI call. This can result in the wrong drive and
wrong sector number to be addressed.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2087. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7qdqklnfg1@sun27.hrz.tu-darmstadt.de>
Source record: 8888

Hi!

Ben Hall <benj@seriously-productions.freeserve.co.uk> wrote:

> I'm beginning to suspect the Zip Plus cable. This is a sort of hybrid
> SCSI/parallel cable that's _supposed_ to work as either. However, I plugged
> a normal parallel cable into the MiniS (not reccommended, I know!), and the
> symptoms were similar (although a bit more severe).

The Zip+ is known to make problems more often than to work correctly,
regardless whether used on PC, Mac, SGI, Atari, or any other platform.
At least for some time, Iomega therefore offered people with such
problems one SCSI Zip _and_ one parallel Zip in exchange. Dunno whether
this is still the case.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2088. Re: Accessing Atari Disks (very useful info!)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199908300000.a49180@lu.maus.de>
Source record: 8889

Hello "John,

J> Old versions of TOS had a bug that caused them to format floppy disks
J> incorrectly. This bug prevented IBM PCs from reading Atari floppy
disks,
Correction: It's a bug in MS-DOS and PC-BIOS, not in TOS. :-)

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

2089. Re: Shematic of the cable between HD (ST 20Mo) and 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37CA90F9.4230EC61@midsouth.net>
Source record: 8890

DB19M to DB19M wired straight through. If DB19s are scarce, cut down a
DB25M to size.

jmg wrote:
>
> Please, if someone have the shematic of that cable send it to me
>
> I lose my cable while a moving ....
>
> please email me it at : jean-michel.guilgue@edf.fr
>
> thanks

2090. Re: TOS partition

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: pls@no.spam
Message-ID: <7qe58inon1@zharh00t.europe.nortel.com>
Source record: 8891

In article <37CA70ED.1B4A@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
>Gerry O'Rourke wrote:
>
>> Great, I had assumed there was some sort of bit overflow/wraparound & the
>> drive would be reported as much less than 1 GB.
>
>No, it's simply that some sectors cannot be addressed. Under rare
>circumstances using AHDI on such drives can be dangerous, though. If you
>have connected several drives to the ACSI port and try to address a
>sector beyond the 1 GByte limit AHDI will incorrectly set up the
>parameters for the SCSI call. This can result in the wrong drive and
>wrong sector number to be addressed.
>

Sounds like this could overwrite partition information or data on other
drives, it's not worth risking, even if the chances are remote.

At best, you suffer TOS error 35 when loading programs; worst case, you lose
access to a whole drive.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2091. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7qe8rg$o5u$2@news7.svr.pol.co.uk>
Source record: 8892

Ben Hall <benj@seriously-productions.freeserve.co.uk> wrote in message
news:7qb5s7$g0u$1@news7.svr.pol.co.uk...
> So in order to partition a drive, the first partition gets written as C.
> What I mean is, if I had two Zip drives, with disks partitioned as C, if I
> connected both drives on a chain, would this cause an error, or would the
> second drive get installed as "D" or something..?

The partition information on a disk does not hold any info like C:, D:, etc.
although it may hold an ASCII partition title (if the software allows it).
The partition letters are assigned dynamically by the operating system in
the order that the drives come on line and/or are detected by the SCSI bus
scan. This usually means in ID order.

>Are there any SCSI diagnostic tools which can help with bus
> problems..?

They are a bit rare for working at this level - most of them just do
read/write tests of connected drives.

You could try to find the SCSI.PRG which comes with the ICD-Pro package.
This allows individual SCSI commands to be sent and the response examined.
You must be careful though as you can easily wreck a HD if you use some of
the more exotic commands.

From what you have said earlier I would guess you had a cabling problem
(yes, I know you have tried all permutations!). Don't believe all you hear
about "termination rules for SCSI" - it's what works for you that matters
:-)

2092. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7qe8rh$o5u$3@news7.svr.pol.co.uk>
Source record: 8893

Uwe Seimet <us@ooc.de> wrote in message news:37CA3D57.E8@ooc.de...
> I don't think you can deduce something from this. Sometimes drives do
> work even when not being properly terminated.

Ha! ..... and some don't work even when they are! (I'm thinking of problems with the TT bus) It's all a big mystery.

2093. Re: Shematic of the cable between HD (ST 20Mo) and 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <_byy3.64$KT2.449641@nnrp2.proxad.net>
Source record: 8894

jmg <jean-michel.guilgue@edf.fr> a crit dans le message :
7qd9hs$6ml$1@clnews.edf.fr...
> Please, if someone have the shematic of that cable send it to me

It's a straight pin to pin DB19 cable, but it must be shielded and short.

--

Nicholas

||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2094. Shematic of the cable between HD (ST 20Mo) and 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <JylEDXAiEry3EwHL@steverosie.demon.co.uk>
Source record: 8895

On Mon, 30 Aug 1999 at 08:50:33 a message from jmg was created on the
subject of Shematic of the cable between HD (ST 20Mo) and 1040 ST.
>Please, if someone have the shematic of that cable send it to me
>
>I lose my cable while a moving ....

Hi

It's a standard DB19 straight through plug. Most GOOD electronic
component shop do them.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2095. Re: Shematic of the cable between HD (ST 20Mo) and 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dxcxy3.h29tw3weapsN@pm-d19.rhein-main.de>
Source record: 8896

jmg <jean-michel.guilgue@edf.fr> wrote:

> Please, if someone have the shematic of that cable send it to me
>
> I lose my cable while a moving ....

Sounds like a normal Atari DMA cable..
Male DB19 to female DB 19.

Pinout? -> DOIT_ST

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2096. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7qejfh$h12$1@news4.svr.pol.co.uk>
Source record: 8897

Uwe Seimet wrote in message <37CA711F.7277@ooc.de>...

>> interfering with correct SCSI operation. Does anyone know if the Zip Plus
>> will work in SCSI mode with a regular SCSI cable?
>
>It has to work if the drive is SCSI-compliant.

Yes, but the Zip Plus is a sort of hybrid - it uses the actual autodetect cable to determine whether the connection should be a SCSI or parallel one. The socket on Zip isn't necessarily a SCSI _or_ a parallel one, but possibly a proprietry format. This is why the manual says you should always use the autodetect cable and nothing else (and part of the reason cabling the thing up on the Atari has been a pain...)

I was just wondering if anyone had connected a SCSI device directly to a Zip Plus with success, before I spend _another_ 30 quid on cables that may or may not help.

(Thanks everyone for the input on this BTW, I really appreciate it!)

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2097. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7qejfi$h12$2@news4.svr.pol.co.uk>
Source record: 8898

Thomas Binder wrote in message <7qdqklnfg1@sun27.hrz.tu-darmstadt.de>...

>The Zip+ is known to make problems more often than to work correctly,
>regardless whether used on PC, Mac, SGI, Atari, or any other platform.
>At least for some time, Iomega therefore offered people with such
>problems one SCSI Zip _and_ one parallel Zip in exchange. Dunno whether
>this is still the case.

I'm beginning to think it would be cheaper and easier to buy a SCSI Zip.
Great! I buy a Zip Plus because I couldn't get a normal SCSI one (only
parallel), but this should work. I also have a parallel one here (my
girlfriend's), and I resent buying a _third_ (!) and giving _more_ money to
Iomega for something that should've worked in the first place... :(

Firewire looks like a good idea to me (join the Nuke SCSI brigade..!)

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2098. Re: SCSI 1.44 Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: Andy Blakely <anakimana@excite.com>
Message-ID: <37CAEE4F.9EE2467@excite.com>
Source record: 8899

I tried modifying my STE for the 720k - 1.44mb swap... but the chip I soldered together didn't work. So I modified it again to work like it used to. I've seen various SCSI 1.44mb diskette drives on Ebay from time to time. I've done my research and the TEAC SCSI drive model numbers are:
FD-235-HS-711
FD-235-HS-715
FD-235-HS-911
FD-235-HS-918
FD-235-HS-1011
FD-235-HS-1111

My question is, would I need special drivers? Or could I trick ICD into thinking I had a 1.44mb hard drive?

Thanks,
Andy Blakely

Gerry O'Rourke wrote:

> In article <7q9v8hnoi1@plutonium.compulink.co.uk>, xlator@cix.compulink.co.uk wrote:
>
> ** deleted**
>
> >Is there such a thing as a SCSI floppy drive? I haven't heard of one
> >(but then I'm not used to non-Atari gear).
>
> Yes there is. Teac used to make a 1.44/2.88 Mb SCSI drive.
> I tried one on the ST, but I never had software to use it.
>
> >Provided the floppy
> >controller chip is up to it, the modification for swapping the 720 KB
> >drive to a 1.44 MB one is *very* simple - just a chip and a few wires,
> >with one leg of an existing chip being cut and bent up. But don't forget
> >to set the step-rate to compensate for the clock doubling.
>
> Yes, this is the best way to get 1.44 Mb. You do run a small risk of killing
> your controller, but it's probably work the risk.
>
> Ajax chips were always too expensive.
>
> Gerry O'Rourke
> Nortel Networks (IRL) Ltd
> E-mail (remove the #'s) gigxr01#@nortel#networks.com

2099. Re: SCSI 1.44 Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7qergjbkf1@plutonium.compulink.co.uk>
Source record: 8900

In message <37C932FD.EA99D3B2@bellatlantic.net>, ajpolitz@bellatlantic.net said:

>How would one modify the STE to work with 1.44 meg floppies ?
> Would the mod work on external drives as well ?

I don't have the details to hand, but The Upgrade Shop sell a High
Density module for £25 + PP with full instructions. You can contact by
Email: dave@tusdev.demon.co.uk and there is also a web page
http://www/tusdev.demon.co.uk

Yes, it can work with external drives too, but (depending on whether the
HD-select switch in the drive is connecetd to the cable) you may have to
run an extra wire from the external drive to the computer. The module is
accompanied by software AUTO programs that you use to tell the computer
whether internal, external or both drives are High Density.

Regards, /Peter/

2100. Re: SCSI 1.44 Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37caf4f3$0$16958@news.zetnet.co.uk>
Source record: 8901

On 29 Aug 1999 00:35:29, xlator@cix.compulink.co.uk wrote:
>In message <37C6CD4E.3B7836ED@excite.com>, anakimana@excite.com said:
>
>>Is it possible to connect a 1.44mb SCSI floppy to an STE in the same
>>manner as a hard drive? I'd like to start using high density disks
>>without attempting *another* modification (my first attempt was
>>unsuccessful). I have ICD utilities... would that work for such a task?
>
>Is there such a thing as a SCSI floppy drive? I haven't heard of one
>(but then I'm not used to non-Atari gear). Provided the floppy
>controller chip is up to it, the modification for swapping the 720 KB
>drive to a 1.44 MB one is *very* simple - just a chip and a few wires,
>with one leg of an existing chip being cut and bent up. But don't forget
>to set the step-rate to compensate for the clock doubling.
>
>

There are vairous species of floptical around...I have an Iomega one, use
it for back-up and it conveniently gives me a 1.44Mb floppy as well..use
with a Link2, ICD just sees it and plays, gotta be the simplest way...tried
the internal converrsion things and got one working, but the otehr one
won't handle 1.44's...OK with 72o's though...

chrisc

2101. Wanted: Atari 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-30 00:00:00 UTC
From: VoiceMan_00@webtv.net
Message-ID: <19268-37CB164D-65@newsd-262.iap.bryant.webtv.net>
Source record: 8902

I'm looking for a 1040 ST to buy,does any one know of a
good,"reputable," place to buy one?
Some where in the United States,(I'm in Nevada).I have a
monitor,mouse,and everything else.If not,is there any where in the
States,that repairs Artari?Let me know....

2102. ICD AdSCSI PLUS ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7qfkdi$ev7$1@athena.netset.com>
Source record: 8903

Hi!

Now that we are on the subject of SCSI!

I have the above controller. It recognizes only the HD, but nothing else. IDCHECK doesn't find anything else. I have set my creative labs 2x CD ROM to ID 1. HD is ID 0

This is a three connector cable I am using, after plugging into the card. Is there a priority I should follow? I am planning on getting a syquest 44MB drive, carts, and a 340 MB HD. Help! I would like to see my system recognize all this! System is a 4MB 1040STe.

Jim

2103. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CB8350.6BA9@ooc.de>
Source record: 8904

Roger Cain wrote:

> The partition letters are assigned dynamically by the operating system in
> the order that the drives come on line and/or are detected by the SCSI bus
> scan. This usually means in ID order.

No, the partition letters are assigned by the hard disk driver. And with
a driver like HDDRIVER the user can influence how letters are assigned.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2104. Re: SCSI 1.44 Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CB83EB.5F4A@ooc.de>
Source record: 8905

Andy Blakely wrote:

> My question is, would I need special drivers? Or could I trick ICD into thinking I had a
> 1.44mb hard drive?

I can't comment on the ICD software but with HDDRIVER SCSI floppy drives
connected to the SCSI bus should work just like you can use LS-120
drives as floppy drives with HDDRIVER.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2105. ATARI PHOTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: QUO <quo@iberonline.es>
Message-ID: <7qgir0$jks3@esiami.tsai.es>
Source record: 8906

Hi. I am a spanish journalist and I'm looking for photos for a report of Atari Pong, Atari VCS 2600 and Atari ST. Does anybody have any or any direction to download? Thank you very much.

2106. Don Schmidt

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: "Don Schmidt"
Message-ID: <37cbddfa.0@news.pacifier.com>
Source record: 8907

Just seeing if my messages are being sent out by my provider.

... Liberal: Someone who will give you the shirt off of someone else's back.
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

2107. Re: ICD AdSCSI PLUS ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7qgn35flb1@nntp1.uunet.ca>
Source record: 8908

Hi Jim;

I've got the same card, and when I first got it, I spent 3 days screwing around with it trying to get it to work., I reformatted it partitioned it, every thing I could think of. It just about drove me nuts! Then someone told me to turn on the HD first, wait for 10 seconds or so (you'll here a sort of whirring noise when it initializes) and then turn on the system. Sure enough, everything went fine after that. I wish I'd known that before I pulled all my hair out...

Hope this works

Chris

crupert@netrover.com
http://www.netrover.com/~crupert
J.W. Krych wrote in message <7qfkdi$ev7$1@athena.netset.com>...
>Hi!
>
>Now that we are on the subject of SCSI!
>
>I have the above controller. It recognizes only the HD, but nothing else.
>IDCHECK doesn't find anything else. I have set my creative labs 2x CD ROM
>to ID 1. HD is ID 0
>
>This is a three connector cable I am using, after plugging into the card.
>Is there a priority I should follow? I am planning on getting a syquest
>44MB drive, carts, and a 340 MB HD. Help! I would like to see my system
>recognize all this! System is a 4MB 1040STe.
>
>Jim

2108. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7qh5ldmjs1@news1.xs4all.nl>
Source record: 8909

On 30 Aug 1999 11:52:47, "Ben Hall" wrote:
>
>[...]
>
>So I think that some of the cabling for the parallel part of the cable is
>interfering with correct SCSI operation. Does anyone know if the Zip Plus
>will work in SCSI mode with a regular SCSI cable?
>
The Zip Plus has some automatic on board for knowing when to parallel
and when to scsi. Is decided that the latter is OK then an automatic
'need for termination' is figured out.
So this can lead to 0, 1 or 2 terminations, depending on your
hardware.

Some people have the experience that it only works with the supplied
cable.
Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2109. CDROM's and Falcons

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7qhc2nptf1@news6.svr.pol.co.uk>
Source record: 8910

Hi,
Im trying to link an old Apple SCSI CD-ROM drive
to my Falcon. The SCSI drive works fine on my Mac,
and Ive got the right cables (I think) for the Falcon.

Everything links up fine, but Im assuming I need some
kind of driver software for the CD drive? Does anyone
have any recommendations (shareware and/or commercial?)

Cheers

Bob

2110. Re: ICD AdSCSI PLUS ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <gOaQ5LAYVDz3Ewoz@steverosie.demon.co.uk>
Source record: 8911

On Tue, 31 Aug 1999 at 04:07:14 a message from J. W. Krych was created
on the subject of ICD AdSCSI PLUS ST.
>Hi!
>
>Now that we are on the subject of SCSI!
>
>I have the above controller. It recognizes only the HD, but nothing else.
>IDCHECK doesn't find anything else. I have set my creative labs 2x CD ROM
>to ID 1. HD is ID 0
>
>This is a three connector cable I am using, after plugging into the card.
>Is there a priority I should follow? I am planning on getting a syquest
>44MB drive, carts, and a 340 MB HD. Help! I would like to see my system
>recognize all this! System is a 4MB 1040STe.
>

I wouldn't worry to much about it not seeing the CD-ROM drive, as long
as the CD driver you are using sees it.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2111. Re: ATARI PHOTOS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37cc5136$0$8721@news.zetnet.co.uk>
Source record: 8912

Andy Blakely <anakimana@excite.com> wrote in message
news:37CC0501.EB14E062@excite.com...
> Isn't "Happy99.exe" a computer virus? I remember my computer being
> infected with it once. Everybody stay away from the above file!!!
>
> Andy Blakely
>
> QUO wrote:
>
> > Name: Happy99.exe
> > Happy99.exe Type: unspecified type (application/octet-stream)
> > Encoding: x-uuencode
>

yes it is a harmless one,but that said I have a pen that can write in
four colours

2112. Re: CDROM's and Falcons

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37cc59e1$0$8720@news.zetnet.co.uk>
Source record: 8913

On 31 Aug 1999 20:57:36, "Bob F" wrote:

>Hi,
>Im trying to link an old Apple SCSI CD-ROM drive
>to my Falcon. The SCSI drive works fine on my Mac,
>and Ive got the right cables (I think) for the Falcon.
>
>Everything links up fine, but Im assuming I need some
>kind of driver software for the CD drive? Does anyone
>have any recommendations (shareware and/or commercial?)

Metados 2.7 (2.72?) works well..I use it on Flacons and St's with no trouble, it's free too....Anodynes Extendos is a bit simpler to set up (it has an installer routine) but costs money :-(...If you tell me what drive letter you want assigned to the CDROM (I suggest P if you are using TOS) and which SCSI ID it is located on (unless you need it for something else then I suggest ID5 or 6) then I can send you a ZIPfile of everything you need, with all the set-up done, you just copy the fiels where the README tells you to ...

chrisc

2113. Re: Don Schmidt

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: Harold Williams <hwilliams@efette.net>
Message-ID: <37cc918d$0$225@nntp1.ba.best.com>
Source record: 8914

Don Schmidt put down his copy of Mein Kampf long enough to write...
>... Liberal: Someone who will give you the shirt off of someone else's
back.

Yes, Don. We read your political message loud and clear.

Conservative: Someone who will shoot at you for not be a
white/male/Christian.
Liberal: Someone who will try to make sure people like Don Schmidt don't
have access to automatic weapons.

2114. ATARI 1040 MIDI SERIAL EXPANSION?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-08-31 00:00:00 UTC
From: AMBER C LANGLEY <BLADE2050@prodigy.net>
Message-ID: <7qi9sn$fh2$1@newssvr04-int.news.prodigy.com>
Source record: 8915

I am looking to expand my midi outputs thru the serial port rs232. I am using cubase 3.10 and it includes drivers to do so but the devices for this are not available.Does anyone know of a device that I can do this with for the 1040. I really need to expand my midi output.

Thank You!!!!

2115. Re: Don Schmidt

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <Ae4z3.248$mK4.23899196@nnrp1.proxad.net>
Source record: 8916

Harold Williams <hwilliams@efette.net> a ?crit dans le message :
37cc918d$0$225@nntp1.ba.best.com...
> Don Schmidt put down his copy of Mein Kampf long enough to write...
> >... Liberal: Someone who will give you the shirt off of someone else's
> back.
>
> Yes, Don. We read your political message loud and clear.
>
> Conservative: Someone who will shoot at you for not be a
> white/male/Christian.
> Liberal: Someone who will try to make sure people like Don Schmidt don't
> have access to automatic weapons.
>

```
Are you sure this is the right newsgroup ?

--

Nicholas

||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2116. Re: Problems to install a SCSI HD on MEGA STE !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CD374F.231F@ooc.de>
Source record: 8917

David ROCHE wrote:

> I have a MEGA STE and the hard disk inside don't works fine but it is
> recognised !!

This drive might expect a SCSI host adapter supporting parity. The
internal adapter of the MegaSTE doesn't support this. If there is a
jumper on the drive you have to switch parity checking off. If there is
no jumper and it's a parity check problem you can't use this drive.

> Thus i trying to install an other SCSI disk MAXTOR LXT213SY (200Mo) and the
> MEGA STE don't recognize it with the HDX.PRG and HDINSTALL.PRG utilities.

You should try another hard disk driver just to ensure that it's not
simply a software problem. Try the demo version of HDDRIVER:

http://home.nikocity.de/nogfradelt/atari_english.html
--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2117. Ronald Hall

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37cd0dcc.0@news.pacifier.com>
Source record: 8918

Got your MO yesterday, 8/31/99. Sent out Power Supply same day by US Postal Service. Hope you like the added surprises in the box.

... "May your shadow be found in happy places." (Orgin: Native American)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

2118. Re: CDROM's and Falcons

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CD596C.F4231F6F@jps.net>
Source record: 8919

Mine worked fine with ExtendDOS Pro. Should be able to buy it at Systems
Solutions or any good atari dealer. Many here are using MetaDOS and
SPIN, but haven't tried either.

Bob F wrote:
>
> Hi,
> Im trying to link an old Apple SCSI CD-ROM drive
> to my Falcon. The SCSI drive works fine on my Mac,
> and Ive got the right cables (I think) for the Falcon.
>
> Everything links up fine, but Im assuming I need some
> kind of driver software for the CD drive? Does anyone
> have any recommendations (shareware and/or commercial?)
>
> Cheers
>
> Bob

2119. Re: Problems to install a SCSI HD on MEGA STE !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CD59B9.5450ED26@jps.net>
Source record: 8920

have you checked your terminators? is there another SCSI device
conflicting with the ID?

David ROCHE wrote:
>
> Hello,
>
> I have a MEGA STE and the hard disk inside don't works fine but it is
> recognised !!
>
> Thus i trying to install an other SCSI disk MAXTOR LXT213SY (200Mo) and the
> MEGA STE don't recognize it with the HDX.PRG and HDINSTALL.PRG utilities.
>
> How can i do ?
> Is there a special disk for MEGA STE ? (i don't think because the interface
> is SCSI)
>
> HELP HELP HELP !!!
>
> best regards, David
>
> DROCHE@SOFTHOME.NET
>
> a+

2120. Re: Ronald Hall

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7qjnpr$b0d$1@news.campuscwix.net>
Source record: 8921

On 1 Sep 1999 04:26, Don Schmidt wrote:
->Got your MO yesterday, 8/31/99. Sent out Power Supply same day by US Postal
->Service. Hope you like the added surprises in the box.
->
->.... "May your shadow be found in happy places." (Orgin: Native American)
->--
->---
->pacifier.com - Vancouver's Public access Internet (360) 693-0325
->telnet or dial the above and type "new" at the prompt to register
->.

Glad its on its way, thank you ever so much!

Hmm, extras? Now you've got me really curious! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2121. Re: Problems to install a SCSI HD on MEGA STE !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7qjtef$jm3$1@nntp3.uunet.ca>
Source record: 8922

Hi David;

Did you try turning on the Hard drive first, waiting about 10 seconds
(listen for a whirring sound as it initializes) and then turning on the
computer?

I have a SCSI drive on my 1040STf and that's the only way it will recognize
it.

Good luck
Chris

crupert@netrover.com
http://www.netrover.com/~crupert
David ROCHE wrote in message <7qj655jhg1@jaydee.iway.fr>...
>Hello,
>
>I have a MEGA STE and the hard disk inside don't works fine but it is
>recognised !!
>
>Thus i trying to install an other SCSI disk MAXTOR LXT213SY (200Mo) and the
>MEGA STE don't recognize it with the HDX.PRG and HDINSTALL.PRG utilities.
>
>How can i do ?
>Is there a special disk for MEGA STE ? (i don't think because the interface
>is SCSI)
>
>HELP HELP HELP !!!
>
>best regards, David
>
>DROCHE@SOFTHOME.NET
>
>a+
>
>

2122. Re: Don Schmidt

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37CD7FB6.A52862DC@midsouth.net>
Source record: 8923

```
Nicholas Bales wrote:
>
> Harold Williams <hwilliams@efette.net> a ï¿½crit dans le message :
> 37cc918d$0$225@nntp1.ba.best.com...
> > Don Schmidt put down his copy of Mein Kampf long enough to write...
> > >... Liberal: Someone who will give you the shirt off of someone else's
> > back.
> >
> > Yes, Don. We read your political message loud and clear.
> >
> > Conservative: Someone who will shoot at you for not be a
> > white/male/Christian.
> > Liberal: Someone who will try to make sure people like Don Schmidt don't
> > have access to automatic weapons.
> >
>
> Are you sure this is the right newsgroup ?
>
> --
>
> Nicholas
>
> ||| Nicholas Bales, Toulouse, France
> ===|||========================================
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org online.fr

As long as the conservatives and liberals both run on motorola
processors and boot TOS, I guess so.......

Eric
```

2123. Re: Problems to install a SCSI HD on MEGA STE !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37cd8a89$0$8722@news.zetnet.co.uk>
Source record: 8924

Chris Rupert <crupert@netrover.com> wrote in message
news:7qjtef$jm3$1@nntp3.uunet.ca...
> Hi David;
>
> Did you try turning on the Hard drive first, waiting about 10 seconds
> (listen for a whirring sound as it initializes) and then turning on the
> computer?
>
> I have a SCSI drive on my 1040STf and that's the only way it will
recognize
> it.
>
> Good luck
> Chris
this can't be done as the question states that it is a Mega Ste with the
drive INSIDE
Kevin

2124. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37cd9f2e$0$16958@news.zetnet.co.uk>
Source record: 8925

On 2 Sep 1999 02:29:18 , "David ROCHE" wrote:
>Hello,
>
>I have a MEGA STE and the hard disk inside don't works fine but it is
>recognised !!
>
>Thus i trying to install an other SCSI disk MAXTOR LXT213SY (200Mo) and the
>MEGA STE don't recognize it with the HDX.PRG and HDINSTALL.PRG utilities.
>
>How can i do ?
>Is there a special disk for MEGA STE ? (i don't think because the interface
>is SCSI)
>

Umm... we need more details...what are the symptoms?...You say it is recognised...I guess with AHDI that is a good sign... is there an icon for it on the desktop?...You have TOPS 2.06...try doing a Control C from the desktop and see if it brings up the drive....all else failing use HDX to see if you can partition the drive ...go for a boot partition of about 10Mb and the rest in a couple of equallish parts...Try HD-Driver (get the language version you understand)...If you are going to try another drive, remove the original one and set the new one to ID0, disable parity and make sure it's terminated...

chrisc

2125. FA:Diamond Edge, Diamond Back 3, Datalite, more

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: Jim <jtdon@direcpc.com>
Message-ID: <37CDA5C9.B715C9F8@direcpc.com>
Source record: 8926

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=154601198

2126. Re: SCSI 1.44 Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-01 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7qka5bssi1@SOLAIR2.EUnet.yu>
Source record: 8927

On 30 Aug 1999 08:09:26 , Gerry O'Rourke wrote:

>>Is there such a thing as a SCSI floppy drive? I haven't heard of one
>>(but then I'm not used to non-Atari gear).
>
>Yes there is. Teac used to make a 1.44/2.88 Mb SCSI drive.
>I tried one on the ST, but I never had software to use it.

Last year I found one of these (or similar) on a flea-market. Without
any documentation, of course, and with about 15 unknown set-up jumpers
on the unit. It was a Teac HF-235-something with additional SCSI board below
the drive, and a nice Atari-gray face mask. The 34-pin connector on the
drive was slightly modified (some ground pins reconnected) to alow the
SCSI board to get +5V power through it from the drive.

I did not know this might be a 2.88MB drive! I could not find any info
on this particular variant of HF-235.

I tried to add it to my SCSI chain and it ALMOST worked. I concluded that
with proper software (HDDRIVER maybe?) it would work OK. I tried the drive
with ICD and Hushi drivers/formatters and had partial success:

On of these packages agreed to format the drive, but then would not
read/write to it. The other package would not format it (the formatting
utility did not recognize drive's presence in the chain), but then it would
read/write to it if the drive was formatted by the other package. Weird.

The inconvenient detail was that the package that wanted to format the drive
(I think it was the ICD) insisted that it was a removable hard disk, and
always partitioned it, making a master boot record and partitioning info-
so not compatible with the standard floppy format, I think.

>>Provided the floppy
>>controller chip is up to it, the modification for swapping the 720 KB
>>drive to a 1.44 MB one is *very* simple - just a chip and a few wires,
>>with one leg of an existing chip being cut and bent up. But don't forget
>>to set the step-rate to compensate for the clock doubling.
>
>Yes, this is the best way to get 1.44 Mb. You do run a small risk of killing
>your controller, but it's probably work the risk.

Well, in the end I disconnected the SCSI board from the drive (so now I
have this surplus board), reconfigured the 34-pin connector back to normal,
and replaced my internal 720KB drive with this drive. I have a WD1772-02-02
controller chip, and I the adapter that I made was based on Martin Graiter's
elegant single-chip design; perfect, especially if you have only one drive,
very few wires to connect. I just modified the adapter design so that the

controller chip was on 16 MHz only when HD was inserted AND the drive was really doing something- detected using the MOTOR ON signal from the controller chip. So the overheating is minimal, as the controller is on normal 8 MHz almost all the time. It works perfectly, always.

So maybe it would work even for people having a WD1772 without the 02-02 (wigher temperature range) suffix?

This drive gives "HD-inserted" signal even when there is NO DISK in the drive- so in fact this is a "DD-not-inserted" signal :) and to prevent the controller chip from being overclocked without need, I used this MOTOR ON signal.

Cu.

2127. Problems to install a SCSI HD on MEGA STE !!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: David ROCHE <DROCHE@SOFTHOME.NET>
Message-ID: <7qj655jhg1@jaydee.iway.fr>
Source record: 8928

Hello,

I have a MEGA STE and the hard disk inside don't works fine but it is
recognised !!

Thus i trying to install an other SCSI disk MAXTOR LXT213SY (200Mo) and the
MEGA STE don't recognize it with the HDX.PRG and HDINSTALL.PRG utilities.

How can i do ?
Is there a special disk for MEGA STE ? (i don't think because the interface
is SCSI)

HELP HELP HELP !!!

best regards, David

DROCHE@SOFTHOME.NET

a+

2128. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CE22B1.291B@ooc.de>
Source record: 8929

Chris Crosskey wrote:

> and the rest in a couple of equallish parts...Try HD-Driver (get the
> language version you understand)...If you are going to try another drive,

There is only one version of HDDRIVER that supports both the German and
the English language. The language used for the manual differs, however.
So ensure that you don't get a German version in case you don't
understand German. As far as I know there is at least one company in
England that sells HDDRIVER with its German manual. If you want to be
sure that you get an English manual you should buy HDDRIVER from System
Solutions. They translated the German manual and have the copyright for
the English manual.
--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2129. Re: CDROM's and Falcons

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: Bob F <info@techsoftware.freeserve.co.uk>
Message-ID: <7ql97hpda1@news8.svr.pol.co.uk>
Source record: 8930

Thanks for the replies.

Bob.

2130. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: David ROCHE <DROCHE@SOFTHOME.NET>
Message-ID: <7qlcr8$5ar$1@jaydee.iway.fr>
Source record: 8931

Thanks for your help !!

I don't know if the disk is terminated and i don't know witch jumper i must change to disable the parity !!
(i'll try to surch a documentation about it, but it is a old disk (200Mo))

The symptoms are the disk turn on (the rotation is true and the heads are unparked !!) but it is not present on the desktop and the HDX program don't want to format it or partition the drive !!

How can i do something ??

best regards, David

A+

Chris Crosskey <chrisc@zetnet.co.uk> a crit dans le message :
37cd9f2e$0$16958@news.zetnet.co.uk...
> On 2 Sep 1999 02:29:18 , "David ROCHE" wrote:
> >Hello,
> >
> >I have a MEGA STE and the hard disk inside don't works fine but it is
> >recognised !!
> >
> >Thus i trying to install an other SCSI disk MAXTOR LXT213SY (200Mo) and
the
> >MEGA STE don't recognize it with the HDX.PRG and HDINSTALL.PRG utilities.
> >
> >How can i do ?
> >Is there a special disk for MEGA STE ? (i don't think because the
interface
> >is SCSI)
> >
>
>
> Umm... we need more details...what are the symptoms?...You say it is
> recognised...I guess with AHDI that is a good sign... is there an icon for
> it on the desktop?...You have TOPS 2.06...try doing a Control C from the
> desktop and see if it brings up the drive....all else failing use HDX to
> see if you can partition the drive ...go for a boot partition of about
10Mb
> and the rest in a couple of equallish parts...Try HD-Driver (get the
> language version you understand)...If you are going to try another drive,
> remove the original one and set the new one to ID0, disable parity and
make

> sure it's terminated...
>
> chrisc

2131. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7qlj2p$7f8$1@nnrp1.deja.com>
Source record: 8932

In article <7qlcr8$5ar$1@jaydee.iway.fr>,
"David ROCHE" <DROCHE@SOFTHOME.NET> wrote:

> I don't know if the disk is terminated and i don't know witch jumper

It should definitely *not* be terminated! Some drives might work even with termination enabled, but most don't and if you have really bad luck you might even damage the SCSI-adapter...

Getting a SCSI-drive to work with a Mega STE or STacy is not easy, there are several things you have to take care of:

* As I said, the drive must *not* be terminated. It's easy to see if your drive is terminated; most (if not all) older drives use resistor packs which you'll have to remove. These resistor-packs are usually located right next to the SCSI-connector.

* The drive *must* have SCSI ID #0. If you want to change it's ACSI-ID you must do so on the SCSI-adapter, not the drive.

* You can't use drives with parity enabled (OK you can but that requires some hacking). Parity can usually be disabled by removing a jumper (normally called "EP" on Quantum-drives).

> (i'll try to surch a documentation about it, but it is a old disk (200Mo))

Try www.pc-disk.de, I'm almost certain that you can find the specs on your disk there.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2132. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7qljb5$7hm$1@nnrp1.deja.com>
Source record: 8933

In article <37cd9f2e$0$16958@news.zetnet.co.uk>,
chrisc@zetnet.co.uk (Chris Crosskey) wrote:

> remove the original one and set the new one to ID0, disable parity

Correct...

and make
> sure it's terminated...

No. It *must not* be terminated, the MSTE/STacy's SCSI-adapter is not
designed for this. It will work with some drives (like the Seagates
originally shipped with these machines) but most will not. All drives
works with parity disabled (if you can disable parity that is).

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2133. External drive A on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7qljl9$7rc$1@nnrp1.deja.com>
Source record: 8934

A few years ago I read a piece about how to swap drive A and B on STs with internal drives. I have a STE with no internal floppy now (there's a harddisk there instead), and want to use an external floppy as drive A.

However, if I simply plug in an external floppy it does not work, the STE believes there's an internal drive A present but no external. How do I hack the STE to get this working? IIRC it had something to do with the internal drive-cable, but I'm not sure if this will work when there's no internal drive. Also, it's possible that my external drive (an ugly device from Power Computing) is hardwired to act as drive B.

Any suggestions anyone?

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2134. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CE4C46.36D1@ooc.de>
Source record: 8935

David ROCHE wrote:

> The symptoms are the disk turn on (the rotation is true and the heads are
> unparked !!) but it is not present on the desktop and the HDX program don't
> want to format it or partition the drive !!
>
> How can i do something ??

As already indicated if it's parity you can't do anything than turn
parity checking off. HDX is old and doesn't work for some drives. Try an
alternative, e. g. HDDRIVER.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2135. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7qlngraea1@nnrp1.deja.com>
Source record: 8936

In article <7qlj2p$7f8$1@nnrp1.deja.com>,
joska@nuts.edu wrote:

> > (i'll try to surch a documentation about it, but it is a old disk
> (200Mo))
>
> Try www.pc-disk.de, I'm almost certain that you can find the specs on
> your disk there.

Never mind, go to Maxtor instead :-)

ftp://ftp.maxtor.com/pub/scsi/7213s.txt

According to this you should remove the jumpers J307, J308 and J309 to
set it's ID to 0, and enable jumper J303 to disable parity. And don't
forget to remove those resistor packs if present.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2136. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7qlof3atc1@nnrp1.deja.com>
Source record: 8937

In article <37CE4C46.36D1@ooc.de>,
Uwe Seimet <us@ooc.de> wrote:

> As already indicated if it's parity you can't do anything than turn
> parity checking off. HDX is old and doesn't work for some drives. Try
an
> alternative, e. g. HDDRIVER.

But with this host-adapter it's possible that not even HD-Driver will
work correctly. I have a 52Mb Quantum LPS in my STacy, and HD-Driver
7.12 refused to format or partition this drive (HDX too). I had to put
the drive in my Falcon to partition it.

Also, HD-Driver doesn't autoboot on my STacy, I have to boot with AHDI
and put HD-Driver in the autofolder.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2137. Re: External drive A on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: pls@no.spam
Message-ID: <7qlrf1qdj1@zharh00t.europe.nortel.com>
Source record: 8938

In article <7qljl9$7rc$1@nnrp1.deja.com>, joska@nuts.edu wrote:
>A few years ago I read a piece about how to swap drive A and B on STs
>with internal drives. I have a STE with no internal floppy now (there's
>a harddisk there instead), and want to use an external floppy as drive
>A.

I remember this problem when I put my STFM in a tower case.
AFAIR, the external drive connector socket (on the back panel) does not have the select line for the "A" drive. Also, the internal drive "A" cable is not wired to select the "B" drive either.

>However, if I simply plug in an external floppy it does not work, the
>STE believes there's an internal drive A present but no external. How
>do I hack the STE to get this working? IIRC it had something to do with
>the internal drive-cable, but I'm not sure if this will work when
>there's no internal drive.

You could swap the drive "A" select line from the internal motherboard connector to the external connector. Cutting one track & a short piece of wire should be all that's needed. You could also swap the drive select lines which come from the PSG port. Do you need details?

Also, it's possible that my external drive
>(an ugly device from Power Computing) is hardwired to act as drive B.

This is possible, many drives in the PC world are hard wired to act as drive "B", & a twist in the cable reverses the drive select lines between the "A" & "B" drive connector.

Examine the drive, perhaps the drive select jumpers are labelled "DS0" or "DS1" , use "DS0" for "A" & remove "DS1".

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2138. Re: External drive A on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <37CE8173.5685089E@midsouth.net>
Source record: 8939

joska@nuts.edu wrote:
>
> A few years ago I read a piece about how to swap drive A and B on STs
> with internal drives. I have a STE with no internal floppy now (there's
> a harddisk there instead), and want to use an external floppy as drive
> A.
>
> However, if I simply plug in an external floppy it does not work, the
> STE believes there's an internal drive A present but no external. How
> do I hack the STE to get this working? IIRC it had something to do with
> the internal drive-cable, but I'm not sure if this will work when
> there's no internal drive. Also, it's possible that my external drive
> (an ugly device from Power Computing) is hardwired to act as drive B.
>
> Any suggestions anyone?
>
> Jo Even Skarstein
>

On the external floppy port, pin 5 is /DRVSA and 6 is /DRVSB- a simple flipflop on those two may be the ticket if the external drive is hardwired "B". But the problem of shutting up the internal drive saying "Auuuuugh! I don't have a drive here!" is solved thus- pins 13 (/DRVSA) and 33 (/DISKCHG) need to be connected. What this means is that when the amiga polls the disk drive to say 'Hi! Are you there and is there a disk in?' it says 'Hi back to you- yes I am and no there isn't.'

This was cribbed from HappyHardDrive.LHA, an Amiga hack. Who sez Amigas are all bad?!

Eric

2139. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37CE7DF7.6D4C@ooc.de>
Source record: 8940

David ROCHE wrote:

> where can i found the HDDRIVER (not in demo mode !!) ?

HDDRIVER is commercial software. You can purchase the German version
from me, the English one from System Solutions and the French version
(French manual) from Promethee:

http://home.worldnet.fr/aspromet

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2140. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37ce8667$0$8715@news.zetnet.co.uk>
Source record: 8941

David ROCHE <DROCHE@SOFTHOME.NET> wrote in message
news:7qlcr8$5ar$1@jaydee.iway.fr...
> Thanks for your help !!
>
> I don't know if the disk is terminated and i don't know witch jumper i
must
> change to disable the parity !!
> (i'll try to surch a documentation about it, but it is a old disk
(200Mo))

you may find details about your drive here
http://www.blue-planet.com/tech/
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2141. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: Eric Rich <erich@cisco.com>
Message-ID: <37CEA9C2.96B81C08@cisco.com>
Source record: 8942

> Why 3-COM ELINK3's....well they're everywhere and cost peanuts. You can get
> the ISA ones in this country for about 5 UKP, so linking up to a PC will be
> trivial, equally getting hold of ISA sockets even though they're becoming
> obsolete will never be hard for the next decade, push comes to shove you
> can strip a 386 PC for half a dozen any time you want....

I would have to agree. Also as an alternative would be the intel NIC's as
well. This would also give a fall back. I think if we could get one working,
I would bet that the other drivers would be a snap to get. It's just that
inital hurtal to overcome.

>
>
> I can offer to do the layout, I use SCOOTER PCb on a Falcon and it'll
> handle a lot of layers if it needs to although I'd try to get it into
> doublesided if I could...We'd need to box it somehow or do what Titan/Core
> have done with the Eclipse and run a ribbon cable to a seperate box for
> the card (the same one they're using will do...), raising the possiblility
> of multiple cards being made available, though what you can get beyond
> extra paprallel ports and possibly HD IDE and SCSI boards that'd be
> worthwhile is another matter.....Soundblaster anyone?

This is a good idea. I think that if we could design a cartrage "chamber" say,
that allows for say 1 or more ISA slots, with a passthough built in for use of
a cartrage.

I also think we are now talking more about porting over standard ISA to the
Atari platform more than anything....but this does raise some good questions.
If it is possible to port a standard ISA network card....what is stoping
someone from porting other ISA card products over.

- Eric Rich

2142. Re: !!!!! BUY A FALCON 030 !!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37cece90$0$8716@news.zetnet.co.uk>
Source record: 8943

David ROCHE <DROCHE@SOFTHOME.NET> wrote in message
news:7qlrr5$1br$1@jaydee.iway.fr...
> I would to buy a FALCON 030
> Make proposition at :
>
> DROCHE@SOFTHOME.NET
>
> best regartds, David
same old thing (yawn) WHAT COUNTRY WOULD YOU BUY A FALCON IN?

2143. Re: External drive A on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7qmj6k$j1u$1@snipp.uninett.no>
Source record: 8944

Gerry O'Rourke <pls@no.spam> wrote:

> should be all that's needed. You could also swap the drive select lines which
> come from the PSG port. Do you need details?

Ah, that's an idea. I didn't think of this, but now that you mention it it
sounds like the obvious solution. I think I have the schematics somewhere
so I think I can work it out.

> This is possible, many drives in the PC world are hard wired to act as drive
> "B", & a twist in the cable reverses the drive select lines between the "A" &
> "B" drive connector.

> Examine the drive, perhaps the drive select jumpers are labelled "DS0" or
> "DS1" , use "DS0" for "A" & remove "DS1".

The drive itself is an Epson SMD-380, the one that originally was in the
STE. It's possible that I have to swap the select-lines though. Thanks for
the tip.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2144. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CF3EFC.D6588101@jps.net>
Source record: 8945

In this case wouldn't a PCI port be more sensible?

John

Eric Rich wrote:
>
> I also think we are now talking more about porting over standard ISA to the
> Atari platform more than anything....but this does raise some good questions.
> If it is possible to port a standard ISA network card....what is stoping
> someone from porting other ISA card products over.
>
> - Eric Rich

2145. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-02 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37CF3E83.2F2BF91B@jps.net>
Source record: 8946

In the US contact www.SystemsForTomorrow.com

David ROCHE wrote:
>

> where can i found the HDDRIVER (not in demo mode !!) ?
>
> best regards, David

2146. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37cf3e4a58f6e50@oden.se>
Source record: 8800

Hi Martin,

on Thu 24-06-1999 02:19 Martin Graiter wrote:
>
>PR did probably boost up a Mega ST, which is more "boostable" than an
>ordinary 520ST. The hack is (in short) to detach the clock feed to certain
>chips and then provide them with a new source that will give them their old
>and only sensible frequencies. ACIA:s with 500KHz, the soundchip with 2MHz,
>the FDC with 8MHz and maybe some more. This is in fact an exclusion from the
>speedup of the rest of the system. For instance, an FDC fed with 12MHz would
>give you a unique disk format, and you wouldn't want that, would you?
>
>These old-new clocks are normally achieved by removing the system main
>oscillator and using it to feed the above mentioned chips through a divider
>circuit, for instance a 74xx4040. Two divisions of 32MHz gives 8MHz, four
>gives 2Mhz and six gives 0.5Mhz.
>
>In place of the old 32MHz oscillator you can put a 40MHz or a 48MHz. Divide
>the speed of the oscillator four times and you get the system speed. For a
>48MHz oscillator you'd get 12MHz.

All of the above is correct. It fits the descriptions Peter gave me of his
ST modifications.

>All nice and easy? Not quite. Your shifter chip, which makes the picture,
>will run faster as well and this will result in a distorted picture.
>One remedy is a sequencer with tables in an EPROM which restores everything
>to "normal" on the screen. This will also open up a possibility for an
>extended (overscanned) graphics mode, like URA:s Lacescan.

Peter has described using his ST with 960 pixels width on an SM124 monitor.
As the pixel rate was 48 MHz, this still only used 20 microseconds of the
28 available with normal SM124 timing, so additional overscan is possible.

>Another way is to have a separate graphics card.
>
But that is not so easily done with a normal ST anyway.

>The matter of 68010 is that it really speeds up some things, but V-E-R-Y
>marginally. You must have a TOS 2.06 to be able to use a 68010.

There are also some marginal slowdowns with a 68010 for some things, so I
think it is mostly a loss, as there are also incompatibilities. The only
real gain is that 68010 is supposed to allow virtual memory to be supported,
though I doubt there are any implementations of this for it on TOS machines.

>The only really sensible solution to get a faster ST is to buy a speedup
>board.

I don't know about that. a good 16MHz speeder with cache will only give a
speedup of appx 80%, and no other improvements at all, but Peter's patches
gave an overall speedup of 50%, plus a 50% increase in horizontal resolution.
All for a very low price. Just an oscillator, a few 74HC chips, and some work.

I think some users would find the improved rez quite valuable, especially
if combined with overscan for an overall resolution of, say, 1024x480, which
is definitely possible. But it would take a new LaceScan driver to adapt TOS
for such resolutions.

>Or even better a new computer, like the Milan or Hades.

That certainly makes a big difference, but at a considerable cost.

>By the way, Hades? Medusa? Who came up with these "cute" names?

I think Medusa was first, probably named so because it made other TOS
computers seem petrified when you looked at it.

Hades was probably just inspired by Medusa. Actually a bad choice, as
the greek god Hades (after whom his domain was named) was not much for
showing any speed, though he was one of the three 'biggies' that killed
off Cronos and founded the new world order (with Zeus and Poseidon).

>What's next, an Anticrist with quadruple 68060:s?

You're off on a wrong turning here Martin. Medusa was a *bad* customer,
sure, but Hades was not so considered. He just ruled the underworld, but
that wasn't the same as hell, and he didn't punish anyone for the fun of it.
He was just part of the administration so to speak, and had to obey fate as
did all the greek gods. And his fate was to do that job, and do it fairly.
He was still considered a god, and a good one, and respected as such.

This is really quite similar to nordic mythology, except that the gallery
of gods and goddesses is entirely different. Hel ruled over Hel, but was
not considered a bad person even though that was a very bad place.

It is only in a few of the worlds religions that devil(s) were supposed to
have power enough to rule over humans, and be allowed to do so by the god(s).
By any real logic, in a progression from Medusa to Hades, the next step should
be someone really positive. (Hades was a bit dour after all. ;-)

Ok, ok, I know this is off-topic, so I'll stop now.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

2147. Re: LAN connection with ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37cf3e4a58f6e51@oden.se>
Source record: 8801

on Thu 24-06-1999 09:15 Nicholas Bales wrote:
>>
>> I would like to know if it's possible for me to connect my ST to my BNC
>> network of PCs ? Can I also do it with my falcon ?
>>
>
>Nope, but you can connect with a serial null-modem.
>
>This is in the Quick FAQ

Correction:

TOS computers do not have built-in support for Ethernet, but it can be added by expansion boards, which can then be driven by TCP/IP stack software. Both MintNet and STinG drivers exist for this purpose. Some boards can only be mounted in TT030 and MegaSTe computers, but on other computers such as ST/STe and Falcon it is possible to connect so called 'Ethernet pocket adapters' (really intended for PC printer ports), through an adapter on the cartridge port of the ST/STe/Falcon. Such stuff is currently being beta-tested for STinG with great success. MintNet drivers will surely follow soon after when the schematics are published.

NB: I am not the one doing this development, so don't ask me for the stuff yet. For the present I am just waiting for it myself.

For those not having any Ethernet expansion hardware (like myself), serial null-modem connections are the normal way to implement local networks with PCs. For local networks between ST and STe machines, MIDI ports are a better choice, as they give higher speed than the Modem 1 port, unless that has been modified to raise its speed.

Btw:
This stuff should also be put in the Quick FAQ I think, and updated as new developments occur (as they surely will).

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

2148. Re: ICD AdSCSI PLUS ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7qne41$n66$1@athena.netset.com>
Source record: 8802

J.W. Krych <jwkrych@n2net.net> wrote in <7qfkdi$ev7$1@athena.netset.com>:

>Hi!
>
>Now that we are on the subject of SCSI!
>
>I have the above controller. It recognizes only the HD, but nothing else.
>IDCHECK doesn't find anything else. I have set my creative labs 2x CD ROM
>to ID 1. HD is ID 0
>
>This is a three connector cable I am using, after plugging into the card.
>Is there a priority I should follow? I am planning on getting a syquest
>44MB drive, carts, and a 340 MB HD. Help! I would like to see my system
>recognize all this! System is a 4MB 1040STe.
>
>Jim
>
OKAY!

Found out that the old SCSI CD ROM ws a parity one, the NEC CDR-210P. So I
now have an Adaptec 4000/4070.

The ICD boot check does find the CD ROM, I have it now at ID 4. So does ID
Check.

But, now extendos doesn't even see it! :(

Where can I get driver software that will work with the ICD adSCSI ST Plus?

Thanks for the help!

Jim

2149. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7qo1un$1ct$1@nnrp1.deja.com>
Source record: 8803

In article <37cf3e4a58f6e50@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:

> Peter has described using his ST with 960 pixels width on an SM124
monitor.
> As the pixel rate was 48 MHz, this still only used 20 microseconds of

Is it just a matter of setting up the VDI correctly? If so, I would
assume that you could easily adapt the Lacescan-driver for this.

the
> 28 available with normal SM124 timing, so additional overscan is
possible.

I already have Lacescan in my Mega (I actually never use this machine,
I just like to have something to hack on...), it would be interesting
to stretch things even further by accelerating the bus...

> I don't know about that. a good 16MHz speeder with cache will only
give a
> speedup of appx 80%, and no other improvements at all, but Peter's
patches
> gave an overall speedup of 50%, plus a 50% increase in horizontal
resolution.

What about combining these? A 12MHz ST with a 24MHz ADspeed...

> All for a very low price. Just an oscillator, a few 74HC chips, and
some work.

...and some software to fix up the screen I guess.

It would be *very* nice if you or Peter could write down some details
about this, and perhaps release the software or atleast some source-
code to help us lesser hackers ;-)

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2150. Re: ICD AdSCSI PLUS ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <BuIGELAmL3z3Ewvn@steverosie.demon.co.uk>
Source record: 8804

On Fri, 3 Sep 1999 at 03:08:49 a message from J. W. Krych was created on
the subject of ICD AdSCSI PLUS ST.
>
>
>Found out that the old SCSI CD ROM ws a parity one, the NEC CDR-210P. So I
>now have an Adaptec 4000/4070.
>
>The ICD boot check does find the CD ROM, I have it now at ID 4. So does ID
>Check.
>
>But, now extendos doesn't even see it! :(
>
>Where can I get driver software that will work with the ICD adSCSI ST Plus?
>

Hi

Any good FTP site or PD library should be able to supply you with ADHI,
Atari's hard disk driver. Or you can purchase the excellent HDdriver.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2151. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <37CFB069.7ECAD5E3@NO.SPAM.emw.ericsson.se>
Source record: 8805

John Kolak wrote:
>
> In this case wouldn't a PCI port be more sensible?

Why not contact Core Design about your interest of making drivers
for a ethernet card for the Eclipse? As the Eclipse will be available
for the TT later on it will be a good thing for TT owners as well and
it might also be possible to use the Eclipse with the ST if there is
enough interest in this.

If noone asks them about this they wont know that people wants it
and therefor it will never turn up.

//MK

2152. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: pls@no.spam
Message-ID: <7qohf6aci1@zharh00t.europe.nortel.com>
Source record: 8806

In article <7qo1un$1ct$1@nnrp1.deja.com>, joska@nuts.edu wrote:
>In article <37cf3e4a58f6e50@oden.se>,

Stuff deleted about 12 MHz ST ***

>
>It would be *very* nice if you or Peter could write down some details
>about this, and perhaps release the software or atleast some source-
>code to help us lesser hackers ;-)
>
>Jo Even Skarstein

It was in a series of articles in one of the German magazines, I have some details somewhere. As far as I remember, the original author did the work on the older STM machine. The newer machines might be able to make it to 16 MHz.

I intend to try this over the Winter, when I'll have more time.

I did the 12 MHz modification, it worked & averything was 50% faster.

I did not build the Eprom sequencer for the new video resolutions, so I could not really use it with the SM124 for very long. (I guess I could fix the SM124 to work also, but since I have two STFM's, I want to keep it normal for now).

It should also be possible to run the CPU faster, I run my STFM CPU @ 16 MHz when not accessing the bus, I need to find some CMOS 68000, these are supposedly able to go much higher (> 40 MHz).

I guess an ST, with the bus @ 16 MHz, the cpu @ 32 MHz, while not costing much to do would be of interest to hardware hackers. Perhaps it does not have the best performance, but it's a lot of fun to update the ST hardware & see the old applications run much faster.

Great for MiNT.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2153. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: pls@no.spam
Message-ID: <7qohtuack1@zharh00t.europe.nortel.com>
Source record: 8807

In article <37CF3EFC.D6588101@jps.net>, John Kolak <jkolak@jps.net> wrote:
>In this case wouldn't a PCI port be more sensible?

>>
>> I also think we are now talking more about porting over standard ISA to the
>> Atari platform more than anything....but this does raise some good questions.
>> If it is possible to port a standard ISA network card....what is stoping
>> someone from porting other ISA card products over.
>>

Was'nt there some video board expansions for the ST, which used standard PC
video cards. I remember one design which practically built an ISA slot into an
ST. The hardware interface is not difficult, & the ST bus speed (8 MHz) is in
the acceptable range for ISA cards.

PCI, well it's much faster, & there are lots of cards available, I think it
runs @ 33 MHz, but that might not be important for ethernet cards.
Also, the ISA slot is very simple in terms of hardware support, PCI is more
complicated.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2154. SyJet Carts

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37d02130$0$16958@news.zetnet.co.uk>
Source record: 8808

Hi All,

Does anyone know of a source to buy SyJet (1.5 gig) carts in the UK ?
The local PC World do not seem to have heard of them !!

TIA

Jim

2155. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37d02d57$0$8717@news.zetnet.co.uk>
Source record: 8809

Main problem with PCI is that the hardware costs are significant, and the
software aint fun either....ISA needs like a handful of off-the-shelf
standard logic chips to get you on the bus and it's a lot simpler.../.You
wilkl spend more time being able to deal with board-specific drivers rather
than general PCI bus issues....Although PC's may be killing off ISA, there
will be vast numbers of ethernet boards around for a long time yet....a lot
of places are only wired for 10-base 2 or 10-base T so they don't need
PCI=-based adapters...but as they upgrade there will be loads of ISA boards
available..

chrisc

On 2 Sep 1999 20:22:36 , John Kolak wrote:
>In this case wouldn't a PCI port be more sensible?
>
>John
>
>Eric Rich wrote:
>>
>> I also think we are now talking more about porting over standard ISA to the
>> Atari platform more than anything....but this does raise some good questions.
>> If it is possible to port a standard ISA network card....what is stoping
>> someone from porting other ISA card products over.
>>
>> - Eric Rich
>.

2156. Re: ICD AdSCSI PLUS ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7qpm7q$206$1@plutonium.compulink.co.uk>
Source record: 8810

In message <7qfkdi$ev7$1@athena.netset.com>, jwkrych@n2net.net said:

>I have the above controller. It recognizes only the HD, but nothing else.
>IDCHECK doesn't find anything else. I have set my creative labs 2x CD ROM
>to ID 1. HD is ID 0

I think you will need a separate driver for the CD, such as SPIN! or
Extendos etc. as the ICD driver only works with hard drives - including
interchangeables (I am using an AdSCSI with a SyQuest 44 besides a
normal HD).

Regards, /Peter/

2157. Re: 18 AND OVER 24169

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: Earl Malmrose <earl@nospam.malmrose.com>
Message-ID: <iYZz3.5912$R84.158425@typ12.nn.bcandid.com>
Source record: 8811
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.be.advocacy

```
<adam91998@aol.com> wrote in message news:030999171600@aol.com...
> free xxx pics:
>
> http://207.240.225.250$Oi\A"&I

That URL looks hosed. Try again.
```

2158. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: David ROCHE <DROCHE@SOFTHOME.NET>
Message-ID: <7qlrialui1@jaydee.iway.fr>
Source record: 8947

Thanks,

I have found the spec of my HD, and the spec you have found are bad, the
reference of my disk are MAXTOR LXT213SY.
Thus i have set the jumper to have : No parity , ID=0.
There are no resistor pack.
BUT BUT HDX don't recognize it and i don't have an other SCSI disk manager
to try to install the disk !!
This disk is alone on the SCSI chain (with the host adapter as well)

HOW can i do ?
where can i found the HDDRIVER (not in demo mode !!) ?

best regards, David

A+

<joska@nuts.edu> a crit dans le message : 7qlj2p$7f8$1@nnrp1.deja.com...
> In article <7qlcr8$5ar$1@jaydee.iway.fr>,
> "David ROCHE" <DROCHE@SOFTHOME.NET> wrote:
>
> > I don't know if the disk is terminated and i don't know witch jumper
>
> It should definitely *not* be terminated! Some drives might work even
> with termination enabled, but most don't and if you have really bad
> luck you might even damage the SCSI-adapter...
>
> Getting a SCSI-drive to work with a Mega STE or STacy is not easy,
> there are several things you have to take care of:
>
> * As I said, the drive must *not* be terminated. It's easy to see if
> your drive is terminated; most (if not all) older drives use resistor
> packs which you'll have to remove. These resistor-packs are usually
> located right next to the SCSI-connector.
>
> * The drive *must* have SCSI ID #0. If you want to change it's ACSI-ID
> you must do so on the SCSI-adapter, not the drive.
>
> * You can't use drives with parity enabled (OK you can but that
> requires some hacking). Parity can usually be disabled by removing a
> jumper (normally called "EP" on Quantum-drives).
>
> > (i'll try to surch a documentation about it, but it is a old disk
> (200Mo))
>

> Try www.pc-disk.de, I'm almost certain that you can find the specs on
> your disk there.
>
> Jo Even Skarstein
>
>
> Sent via Deja.com http://www.deja.com/
> Share what you know. Learn what you don't.

2159. !!!!! BUY A FALCON 030 !!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: David ROCHE <DROCHE@SOFTHOME.NET>
Message-ID: <7qlrr5$1br$1@jaydee.iway.fr>
Source record: 8948

I would to buy a FALCON 030
Make proposition at :

DROCHE@SOFTHOME.NET

best regartds, David

2160. Re: External drive A on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-03 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37cf176e$0$8722@news.zetnet.co.uk>
Source record: 8949

there is a small program that canmake drive B think it is drive A I had
it years ago
Kevin

2161. Connecting a VGA monitor to a Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-04 00:00:00 UTC
From: Mark Danley <danley@home.com>
Message-ID: <umrQN7vfj5I9+Ky59D39TzsGLzbz@4ax.com>
Source record: 8812

Does anyone know how to do this? I have the pinouts and it almost works but not quite. My screen appears to be split in half with the left half showing on the right side and the right half showing on the left side and each half overlapping each other. Anyone why it's doing that and how I can fix it.

Thanks,
Mark Danley

2162. Re: Connecting a VGA monitor to a Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dxlgi7.3bdqj6bxs268N@pm-d28.rhein-main.de>
Source record: 8813

Mark Danley <danley@home.com> wrote:

> Does anyone know how to do this? I have the pinouts and it almost works but
not
> quite. My screen appears to be split in half with the left half showing on
the
> right side and the right half showing on the left side and each half
overlapping
> each other. Anyone why it's doing that and how I can fix it.

Take DOIT_ST and have a look to the colorised schematics on video
section. Wrong connections may damage the display.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2163. Email..

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dxlkrl.1c91q9j1umxblaN@pm-d28.rhein-main.de>
Source record: 8814
Cross-posted to: de.comp.sys.atari,maus.sys.atari.f030,maus.sys.atari.hardware,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.mac.allgemeines,de.comp.sys.mac,fido.ger.mac

Alle die an meine alte Emailadresse im Usenet geschrieben haben und
bisher keine Antwort erhalten haben mï¿½ssten, sofern es wichtig war, ihre
Anfrage erneut an die unten aufgefiï¿½hrte Emailadresse richten.

Die alte Emailadresse wird nicht mehr gepflegt.

Robert Schaffner

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2164. Top 10 Requested software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <RJrytMACaQ03EwHW@steverosie.demon.co.uk>
Source record: 8815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I am wanting to add a top 20 (maybe more) requested files to my web
site. The type I'm on about are the answers to these type of questions:
How can I get disk read using a PC?... How do I make an .ST image?...
and visa versa..

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2165. Re: Top 10 Requested software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-04 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <WgcA3.389$qh.184430685@nnrp1.proxad.net>
Source record: 8816
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple <Steve@atari.org> a �crit dans le message :
RJrytMACaQ03EwHW@steverosie.demon.co.uk...
> Hi
>
> I am wanting to add a top 20 (maybe more) requested files to my web
> site. The type I'm on about are the answers to these type of questions:
> How can I get disk read using a PC?... How do I make an .ST image?...
> and visa versa..

Sounds a bit like the Quick FAQ... or what it was intended to be when it started!

FYI, a not-quite-up-to-date copy of the Quick FAQ is available at http://bales.online.fr/atari while the quickfaq.atari.org site is down (atari.org is partially up, except for the locally hosted web pages).

Nicholas

```
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2166. Re: Top 10 Requested software

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-04 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <$vGZ0PA00W03Ewhi@steverosie.demon.co.uk>
Source record: 8817
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

On Sat, 4 Sep 1999 at 17:02:46 a message from Nicholas Bales was created
on the subject of Top 10 Requested software.
>
>Sounds a bit like the Quick FAQ... or what it was intended to be when it
>started!
>
>FYI, a not-quite-up-to-date copy of the Quick FAQ is available at
>http://bales.online.fr/atari while the quickfaq.atari.org site is down
>(atari.org is partially up, except for the locally hosted web pages).
>

No I'm not adventurous, I just want to have a place where the most
common requested files can be found in one place.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2167. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-04 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7qrr9l$2rv$1@cubacola.tninet.se>
Source record: 8818

Ronald Andersson skrev i meddelandet <37cf3e4a58f6e50@oden.se>...

>Hades was probably just inspired by Medusa. Actually a bad choice, as
>the greek god Hades (after whom his domain was named) was not much for
>showing any speed, though he was one of the three 'biggies' that killed
>off Cronos and founded the new world order (with Zeus and Poseidon).

I always connected the name Hades to the "kingdom of the dead" and not the person Hades. As I recall it there were much more references to the place Hades than to the person Hades in the old stories.

>>What's next, an Anticrist with quadruple 68060:s?
>
>You're off on a wrong turning here Martin. Medusa was a *bad* customer,
>sure, but Hades was not so considered. He just ruled the underworld, but
>that wasn't the same as hell, and he didn't punish anyone for the fun of
it.
>He was just part of the administration so to speak, and had to obey fate as
>did all the greek gods. And his fate was to do that job, and do it fairly.
>He was still considered a god, and a good one, and respected as such.

Well, my question was rhetoric and humoristic. In old times ugly names were something people wore with pride. Like the swedish noble family Svinhufvud, which means "swinehead" or another noble name, Trolle, which means "troll". The heraldic shield of the Trolle family depicts a decapitated troll which isn't exactly the most beautiful sight I can think of...

>This is really quite similar to nordic mythology, except that the gallery
>of gods and goddesses is entirely different. Hel ruled over Hel, but was
>not considered a bad person even though that was a very bad place.

All these prechristian mythologies of the old Indo-Europeans (or Indo-Aryans as the old name was) seem to come from the same sources, the old (10.000 years?) stories from India and Aryana (today's Afghanistan and Iran). Haven't read them myself but there was a dramatization on TV a couple of years ago.

Please note that the use and meaning of the name Aryan, Aryana has nothing to do with the meaning and use that the nazi's put into it. Unfortunately more people today seem to know the hitlerian interpretation (which is wrong) than the real story.

>It is only in a few of the worlds religions that devil(s) were supposed to
>have power enough to rule over humans, and be allowed to do so by the
god(s).

In that case, giving computers names after devils isn't that bad after all?
They rule our lifes, yes?

>By any real logic, in a progression from Medusa to Hades, the next step
should
>be someone really positive. (Hades was a bit dour after all. ;-)

Prometheus should be the most appropriate name for a computer, he stole the fire from the gods and gave it to the humans. A kind of equalizer of the old days. He knew that information (knowledge) wants to be free (for all).

MG

2168. Re: Connecting a VGA monitor to a Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-05 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37D21659.EAB28C09@jps.net>
Source record: 8819

You probably have an older monitor. It requires a newer VGA or a SVGA to
sync with Atari signals. Also, this only works in mono mode, so you must
ground your mono detect pin. To get color you need a Multisync capable
of syncing down to the CGA range. Newer ones won't do this.

Mark Danley wrote:
>
> Does anyone know how to do this? I have the pinouts and it almost works but not
> quite. My screen appears to be split in half with the left half showing on the
> right side and the right half showing on the left side and each half overlapping
> each other. Anyone why it's doing that and how I can fix it.
>
> Thanks,
> Mark Danley

2169. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-05 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <37D23E1F.2CFB69BC@village.uunet.be>
Source record: 8820

Gerry O'Rourke wrote:
>
> In article <37CF3EFC.D6588101@jps.net>, John Kolak <jkolak@jps.net> wrote:
> >In this case wouldn't a PCI port be more sensible?
>
> >>
> >> I also think we are now talking more about porting over standard ISA to the
> >> Atari platform more than anything....but this does raise some good questions.
> >> If it is possible to port a standard ISA network card....what is stoping
> >> someone from porting other ISA card products over.
> >>
>
> Was'nt there some video board expansions for the ST, which used standard PC
> video cards. I remember one design which practically built an ISA slot into an
> ST. The hardware interface is not difficult, & the ST bus speed (8 MHz) is in
> the acceptable range for ISA cards.

I thought there already was a card that has an ISA slot for the Atari.
If I'm right it is called Phanter II.
I read something about this on the german newsgroup.
If I'm wrong please correct me!

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

2170. Re: Black&White Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-05 00:00:00 UTC
From: nspirit <nspirit@wanadoo.fr>
Message-ID: <7qtr16$2dp$2@wanadoo.fr>
Source record: 8821

Andrew Sloan a crit dans le message <7q41dn$2mr$1@news2.isdnet.net>...
>Is there anyway to adapt a PC monitor to my atari 520ste to get the hi res
>n/b mode.
>
>please help
>

If you PC monitor can support ST rafresh rate(MultiSynchro?), with the next
tip
you will see wath you are suposed to see:

St VGA
1 -
2 -
3 -
4 if you want color the pin must be not connected so for MONO connect
to GND(st: pin13)
5 -
6 -
7 -
8 -
9 13
10 -
11 1,2,3 (if you want color: 6->2, 7->1,10->3)
12 -
13 4,5,6,7,8,10,11

Yesterday i have do colors on, it work.
I have not already do the B&W on.

P.S: it's not from me, but i give it to you here because i don't remenber
where i sawn it on the WEB.

NSPIRIT

2171. Technical questions about MiNT and CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-05 00:00:00 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@free.fr>
Message-ID: <iqyA3.286$H27.1703953@nnrp3.proxad.net>
Source record: 8822

Some technical questions :

I'm looking for the structure of the "physical interface"
drivers for MetaDos (.BOS files)

Can MiNT manage IDE CD-ROM drives ?

Has anyone tried to put MiNT in an EPROM ?
(could be TOS for boot, then MiNT on a ROM-DISK)

Is MiNT able to run without TOS, once booted ?

Please help !

J&#65533;r&#65533;me

2172. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-05 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7qucrhesp1@news1.xs4all.nl>
Source record: 8823

Whatever the outcome of this all:

I found a new Ne2000 compatible ISA Ethernet card for EUR 12 with 10 Mb/s and coax and MTP. I will keep it in a box for later...

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl.

2173. a cool trick

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-07 00:00:00 UTC
From: Mike Stewart <mike-the-man@leyburn37.freeserve.co.uk>
Message-ID: <7r30ss$fe2$1@news7.svr.pol.co.uk>
Source record: 8824

Hi Everyone.

I know this is completely unrelated, but I thought it might be a bit of fun for everyone.

Just do it.

FOLLOW THE INSTRUCTIONS - DO NOT CHEAT OR IT WON'T WORK AND YOU WILL WISH YOU HADN'T !!

Take 3 minutes and try this - it will freak you out!!

The person who sent this said her wish came true 10 minutes after they read the mail. But no cheating!!!

This game has a funny/creepy outcome. Don't read ahead,just do it in order.

It takes about 3 minutes - worth a try.

First get a pen and a paper.

When you actually choose names, make sure it's people you actually know, and go with your first instincts!!

Scroll down one line at the a time-don't read ahead or you'll ruin the fun!!

1. First, write the numbers 1 through to 11 in a column.

2. Then, beside numbers 1 and 2, write down any two numbers you want.

3. Beside the 3 and 7, write down the names of members of the opposite sex.

Don't look ahead or it won't turn out right!!

4. Write anyone's name (like friends or family....) in the 4th, 5th and 6th spots.

Don't cheat or you'll be upset that you did.

5. write down four song titles in 8,9,10 and 11

6. finally make a wish.

And here is the key of the game...

1. You must tell (the number in space 2) people about this game.

2. The person in space 3 is the one that you love

3. The person in 7 is one you like but can't work out

4. You care most about the person you put in 4.

5. The person you name in number 5 is the one who knows you very well.

6. The person you named in 6 is your lucky star.

7. The song in 8 is the song that matches with the person in number 3.

8. The title in 9 is the song for the person in 7.

9. The tenth space is the song that tells you most about your mind.

10. And 11 is the song telling how you feel about life.

Send this to 10 people within the hour you read this. If you do, your wish will come true. If you don't it will become the opposite.

strange but it seems to work!!!!

2174. server test (ignore)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@megacom.net>
Message-ID: <Pine.MNT.4.10.9909072109400.149-100000@rakastaja>
Source record: 8825
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
For some stupid reason, I cannot seem fo find any posts for the
comp.sys.atari.st, comp.sys.atari.st.tech newsgroups. Let's see
if this one gets through and if I can read mysefl back tomorrow.

--
-----------------------------------------------------------------
Martin-i¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/
-----------------------------------------------------------------
"When the time comes, I will know and I shall be." Q-Funk
```

2175. Re: Ethernet Open Discussion Project

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-08 00:00:00 UTC
From: Micah Brunt <mbrunt@SPORKearthlink.net>
Message-ID: <37D61CF3.52832CE7@SPORKearthlink.net>
Source record: 8826

I came upon this thread a bit late, so I missed the initial postings. Are you all discussing a ROM cartridge -> ethernet/ISA adapter?
I've been thinking along these lines for a little while myself, considering the possibility of making an ethernet or ISA adapter for either the cartridge port, the parallel port, or (since I have two MegaST's) the MegaBus..

The advantage to using the cartridge or parallel port would be compatibility with varoius systems. Using the MegaBus would just be neat.. :)

My concern was whether the cartridge port or parallel port have throughput rates appropriate for the task?

Also, as I've not done any hardware-level programming on the Atari: if one were to attach an ISA video card, how easy would it be to redirect the Atari's standard video?

I'd really like to see an ISA bus adapter, or at least an ethernet adapter, for the ST released in the public domain!

later
micah

2176. Re: a cool trick

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-08 00:00:00 UTC
From: nspirit <nspirit@wanadoo.fr>
Message-ID: <7r8grvshg5@wanadoo.fr>
Source record: 8827

BIG LOL :0)
Total stupidity like the Gods

2177. 1040 ST start-up problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-10 00:00:00 UTC
From: Robert Worne <nobody@primenet.com>
Message-ID: <7rb5hqud1@nnrp03.primenet.com>
Source record: 8828

I recently picked up a 1040STF, mouse, and monitor. When I power up the system, I get a blank white screen. After letting the system sit for up to 20 minutes, there is no change.

Here are some other symptoms:
1. Floppy spins for about 1/2 second or so when disk is inserted or when powered up. the drive light does not come on.

2. usually, very faint vertical bars are visible. these are spaces about 2mm apart from each other, and are slightly darker than the white background.

3. very rarely, when powering up, a row of bombs (one complete horizontal row) shows up. The disk may or may not spin when this happens.

The system does not apparently get unusually hot and an inspection of the machine's guts reveals nothing unusual happened to it, it's quite clean and no one has been in there before me. I wouls suspect that it blew a RAM chip, but how does one go about figuring out which one (if it is)? Any other suggestions?

2178. Re: 1040 ST start-up problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-10 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <37D98463.A2EF0BCF@qnet.com>
Source record: 8829

Try re seatting all your socketed chips. Sometimes there is a little
corrosion or just a bad connection in a pin or 2.

don

2179. Re: 1040 ST start-up problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-10 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7rd9re$s4j$1@news8.svr.pol.co.uk>
Source record: 8830

Robert Worne <nobody@primenet.com> wrote in message
news:7rb5hqud1@nnrp03.primenet.com...
> I recently picked up a 1040STF, mouse, and monitor. When I power up the
> system, I get a blank white screen. After letting the system sit for up
to
> 20 minutes, there is no change.
>
> Here are some other symptoms:
> 1. Floppy spins for about 1/2 second or so when disk is inserted or when
> powered up. the drive light does not come on.
>
> 2. usually, very faint vertical bars are visible. these are spaces about
> 2mm apart from each other, and are slightly darker than the white
> background.
>
> 3. very rarely, when powering up, a row of bombs (one complete horizontal
> row) shows up. The disk may or may not spin when this happens.
>
> The system does not apparently get unusually hot and an inspection of the
> machine's guts reveals nothing unusual happened to it, it's quite clean
and
> no one has been in there before me. I wouls suspect that it blew a RAM
> chip, but how does one go about figuring out which one (if it is)? Any
> other suggestions?

These sort of problems are common with older STs. I would guess that some
socketed chips have worked loose or have oxidised contacts.

Press home all socketed chips (if you really wat to be clever you can
extract them, clean up the pins and put them back again). Check power and
data connections to the floppy (from what you say I guess this is where the
problem might be). Check that you have a good 5v across the large
electrolytic capacitor close to the RAM bank. This can sometimes go dry and
give RAM problems.

Good luck!

Roger

>
>

2180. Re: Problems to install a SCSI HD on ME

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7rdstl$28f$4@news6.svr.pol.co.uk>
Source record: 8831

On 2 Sep 1999 11:37:00 G, joska@nuts.edu wrote:
:>In article <7qlj2p$7f8$1@nnrp1.deja.com>,
:> joska@nuts.edu wrote:

:>Never mind, go to Maxtor instead :-)

Does anyone kow a URL for Seagate, i'd like to find out a bit more
about my drives.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2181. Re: 1040 ST start-up problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-11 00:00:00 UTC
From: Robert Worne <nobody@primenet.com>
Message-ID: <7re3fildc1@nnrp02.primenet.com>
Source record: 8832

Roger Cain <roger@cainr.freeserve.co.uk> wrote in message
news:7rd9re$s4j$1@news8.svr.pol.co.uk...
> These sort of problems are common with older STs. I would guess that some
> socketed chips have worked loose or have oxidised contacts.
>
> Press home all socketed chips (if you really wat to be clever you can
> extract them, clean up the pins and put them back again). Check power and
> data connections to the floppy (from what you say I guess this is where
the
> problem might be). Check that you have a good 5v across the large
> electrolytic capacitor close to the RAM bank. This can sometimes go dry
and
> give RAM problems.

I've resocketed all the chips, pretty much the same behavior. I'll try
checking out the capacitor. I assume it's the cylindrical one on the far
lower left of the motherboard, next to the two rows of small chips (looks
like 120ns RAM)?

2182. Re: Problems to install a SCSI HD on ME

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-11 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7re8kgrkn1@news7.svr.pol.co.uk>
Source record: 8833

>
> Does anyone kow a URL for Seagate, i'd like to find out a bit more
> about my drives.
>

I'd bet that it was something obvious like www.seagate.com

2183. Syquest 230 meg removeable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-11 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7rebpi$28v@nnrp2.farm.idt.net>
Source record: 8834

Hi,

I know this may have been covered in the past but I have been
offered a 230 meg removeable Syquest. This was used with a
PC and has, I beleive, a cable that ends with a db9 plug and
is supposed to be a SCSI unit. My system is a TT. 4 st/16 tt ram,
Crazy Dots II board - two 120 meg maxtor hd's, 44 meg syquest,
and a CD drive all being SCSI. I have all running with AHDI.

Will this dirve work with my system and which cable should I try
to get to use it?

****
===== Frank Lawrence =====
===== Norman OK US =====
****

2184. Re: Syquest 230 meg removeable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-12 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <7retgi$69e$1@bomb.dynamite.com.au>
Source record: 8835

On 11 Sep 1999 19:50:10 , Frank W. Lawrence wrote:
>Hi,
>
>I know this may have been covered in the past but I have been
>offered a 230 meg removeable Syquest. This was used with a
>PC and has, I beleive, a cable that ends with a db9 plug and
>is supposed to be a SCSI unit. My system is a TT. 4 st/16 tt ram,
>Crazy Dots II board - two 120 meg maxtor hd's, 44 meg syquest,
>and a CD drive all being SCSI. I have all running with AHDI.
>
>Will this dirve work with my system and which cable should I try
>to get to use it?

I assume that you are talking about an ezFlyer 230 mb. If it is SCSI
and not parallel port it will certainly work with you TT. I have one
plugged into this TT now. You need a cable with a MAC/Atari 25-D SCSI
plug on one end and the appropriate plug for whatever you are going to
plug it into on the other. The ezFlyer is auto-terminating.

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2185. Re: Problems to install a SCSI HD on ME

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-12 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37db0e46$0$450@news.zetnet.co.uk>
Source record: 8836

take a look here tons of drive info
http://www.thetechpage.com/cgi-bin/default.cgi

Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2186. Help needed for Emagic's Notator SL v3.21 (Atari)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <dBmx$HA8U423EwWJ@steverosie.demon.co.uk>
Source record: 8837
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer,uk.adverts.other

Hi

I am trying to sort someone out who has a problem with their Notator SL
software OR the dongle.

I'd be very grateful if I could borrow the software/dongle to find out
what the problem is.

Thanks in advance

Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2187. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-13 00:00:00 UTC
From: Folkert Rienstra <rienstra.1@hccnet.nl>
Message-ID: <7rjnd4$n5q$1@news.hccnet.nl>
Source record: 8838

Some suggestions (to work from):

Is there termination on the LINK itself? It should be, it 's a chain end.

Can the ZIPplus be converted (back) to a standard SCSI ZIP
That is: does it have an extra board that can be discarded.

Your problem could be that one (or more) of the scsi lines drops below standard operating condition at the fixed HD. Try moving it within the chain, preferably at the end.

Some CD drives are problematic on where they are in the chain. Again try moving it within the chain.

Roger Cain <roger@cainr.freeserve.co.uk> wrote in message news:7qe8rh$o5u$3@news7.svr.pol.co.uk...

Uwe Seimet <us@ooc.de> wrote in message news:37CA3D57.E8@ooc.de...
> I don't think you can deduce something from this. Sometimes drives do
> work even when not being properly terminated.

Ha! ..... and some don't work even when they are! (I'm thinking of problems with the TT bus) It's all a big mystery.

2188. WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-14 00:00:00 UTC
From: Markku Luoto <mluoto@cc.helsinki.fi>
Message-ID: <7rl12i$g61$4@oravannahka.helsinki.fi>
Source record: 8839

Hello,

I wanted to make partitions bigger than 256Mb on my 4 Gig. SCSI hard
disk, but HUSHI HD-utility tells me I need a TOS version 4.0 or newer
than that...

Currently 3.05 and 3.066 or 3.66 in other TT.

Does anyone have such TOS on file or on ROMs ?

Patches that I should use with 3.05 to make it work ?

Could you repply by E-mail... Haven't got time to browse through this
too often...

markku.luoto@helsinki.fi

Cheers,
Markku

--
Email: Markku.Luoto@Helsinki.Fi # ...Joskus voi olla vaikeaa
Fax: +358-9-4524015 # mich zu verstehen,
City: +358-41-5116165 <SMS OK!) # men att fï¿½rstï¿½ ï¿½r det
GSM: +358-40-5013210 <NO SMS MESSAGES!) # beginning of acceptance...

2189. MegaST + Internet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-14 00:00:00 UTC
From: "M.Tester" <tester@test.com>
Message-ID: <7rlbegbsq1@sunu789.rz.ruhr-uni-bochum.de>
Source record: 8840

Hi,

I owned a 1040Stf several years ago and I'm planing to buy a MegaST 2 now (I really wanted that thing when I was 14 - now I'm going to buy a used one :-)) I was wondering if it is possible to connect the MegaST to a LAN / the internet. We're using a 10Mbit Cheapernet (ThinWire BNC) (TCP/IP, IPX/SPX and NetBeui Protocol), and we are going to install a 100Mbit twisted Pair in few weeks. Are there any solutions available to successfully connect a MegaST to these Networks?

Thanks
Michael
Michael.Schwekutsch@ruhr-uni-bochum.de

2190. Re: MegaST + Internet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-14 00:00:00 UTC
From: "M.Schwekutsch" <Michael.Schwekutsch@ruhr-uni-bochum.de>
Message-ID: <7rlbjubtk1@sunu789.rz.ruhr-uni-bochum.de>
Source record: 8841

Sorry,

the username and E-Mail were wrong...

Ciao
Michael

M.Tester <tester@test.com> wrote in message
news:7rlbegbsq1@sunu789.rz.ruhr-uni-bochum.de...
> Hi,
>
> I owned a 1040Stf several years ago and I'm planing to buy a MegaST 2 now
(I
> really wanted that thing when I was 14 - now I'm going to buy a used one
> :-)) I was wondering if it is possible to connect the MegaST to a LAN /
the
> internet. We're using a 10Mbit Cheapernet (ThinWire BNC) (TCP/IP, IPX/SPX
> and NetBeui Protocol), and we are going to install a 100Mbit twisted Pair
in
> few weeks. Are there any solutions available to successfully connect a
> MegaST to these Networks?
>
> Thanks
> Michael
> Michael.Schwekutsch@ruhr-uni-bochum.de
>
>
>

2191. Re: MegaST + Internet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-14 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37DE3C51.768C95FF@online.TAKE.THIS.OUT.fr>
Source record: 8842

"M.Tester" a ï¿½crit :
>
> Hi,
>
> I owned a 1040Stf several years ago and I'm planing to buy a MegaST 2 now (I
> really wanted that thing when I was 14 - now I'm going to buy a used one
> :-)) I was wondering if it is possible to connect the MegaST to a LAN / the
> internet. We're using a 10Mbit Cheapernet (ThinWire BNC) (TCP/IP, IPX/SPX
> and NetBeui Protocol), and we are going to install a 100Mbit twisted Pair in
> few weeks. Are there any solutions available to successfully connect a
> MegaST to these Networks?

Internet: Yes, no problem with STinG.
LAN: You'll need hardware to attach it.

Check out the Quick FAQ at:
http://bales.online.fr/atari

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2192. Re: Problems to install a SCSI HD on ME

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-14 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7rm933$5fa$2@news8.svr.pol.co.uk>
Source record: 8843

On 11 Sep 1999 19:55:32 , "Roger Cain" wrote:
:>
:>>
:>> Does anyone kow a URL for Seagate, i'd like to find out a bit more
:>> about my drives.
:>>
:>
:>I'd bet that it was something obvious like www.seagate.com

I hit the return key on the origonal post and then shut down for the
night, walking down the hallway i wondered if it was that obvious,
the next day someone posted me the URL, and guess what. 8~)).

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2193. Re: External drive A on STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-14 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7rm934$5fa$3@news8.svr.pol.co.uk>
Source record: 8844

On 3 Sep 1999 01:28:14 +, "kevin dermott" wrote:
:>there is a small program that canmake drive B think it is drive A

:> I had it years ago

Its been about that long for me. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2194. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-14 00:00:00 UTC
From: atari@bright.net
Message-ID: <QEyD3.45$Lv.1944@cletus.bright.net>
Source record: 8845

On 14 Sep 1999 08:30:10 , Markku Luoto wrote:
>Hello,
>
>I wanted to make partitions bigger than 256Mb on my 4 Gig. SCSI hard
>disk, but HUSHI HD-utility tells me I need a TOS version 4.0 or newer
>than that...
>
>Currently 3.05 and 3.066 or 3.66 in other TT.
>
>Does anyone have such TOS on file or on ROMs ?
>
>Patches that I should use with 3.05 to make it work ?

Purchase HD Driver, high performance software worth every penny.

>Could you repply by E-mail... Haven't got time to browse through this
>too often...

I havn't got time to send individuals special replies, the purpose
of usenet is to share info so I reply here so others with same
questions may see the reply.

2195. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-14 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37DF39DE.C528C0AC@jps.net>
Source record: 8846

BIG-DOS works with AHDI on the TT.

Lonny Pursell wrote:
>
> On 14 Sep 1999 08:30:10 , Markku Luoto wrote:
> >Hello,
> >
> >I wanted to make partitions bigger than 256Mb on my 4 Gig. SCSI hard
> >disk, but HUSHI HD-utility tells me I need a TOS version 4.0 or newer
> >than that...
> >
> >Currently 3.05 and 3.066 or 3.66 in other TT.
> >
> >Does anyone have such TOS on file or on ROMs ?
> >
> >Patches that I should use with 3.05 to make it work ?
>
> Purchase HD Driver, high performance software worth every penny.
>
> >Could you repply by E-mail... Haven't got time to browse through this
> >too often...
>
> I havn't got time to send individuals special replies, the purpose
> of usenet is to share info so I reply here so others with same
> questions may see the reply.

2196. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-15 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37DF65E2.5949@ooc.de>
Source record: 8700

r e s wrote:

> Tos 4.0 on a TT? Is that possible?

No, that's impossible.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2197. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-15 00:00:00 UTC
From: Martin-Eric Racine <q-funk@megacom.net>
Message-ID: <Pine.MNT.4.10.9909151500100.172-100000@rakastaja>
Source record: 8701

On 14 Sep 1999, Markku Luoto wrote:
> I wanted to make partitions bigger than 256Mb on my 4 Gig. SCSI hard
> disk, but HUSHI HD-utility tells me I need a TOS version 4.0 or newer
> than that...

Perhaps Hushi ought to learn that TOS 2.xx and 3.xx handle up
to 512 MB on their own...

> Currently 3.05 and 3.066 or 3.66 in other TT.

That would be 3.06. There never was 3.66, period.

> Could you repply by E-mail... Haven't got time to browse through
> this too often...

Siun pitï¿½ï¿½ opia lukemaan uutisryhmï¿½n vastauksia vai ï¿½lï¿½ kysy sieltï¿½.

In plain English:

Don't bother asking here if you ain't gonna read our answers.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2198. Re: MegaST + Internet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-15 00:00:00 UTC
From: Martin-Eric Racine <q-funk@megacom.net>
Message-ID: <Pine.MNT.4.10.9909151507160.172-100000@rakastaja>
Source record: 8702

> I was wondering if it is possible to connect the MegaST to a LAN /
> the internet. We're using a 10Mbit Cheapernet and we are going to
> install a 100Mbit twisted Pair in few weeks. Are there any solutions
> available to successfully connect a MegaST to these Networks?

There once was a MEGA-ST version of the Riebl Ethernet card, but good luck trying to find those nowadays. It features a CheapNet connector and works reasonably well, using MiNT-Net. However, while TCP/IP is available, there is no IPX support.

Last but not least, those Riebl cards cost a fortune....

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2199. Re: Problems to install a SCSI HD on ME

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-15 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7ro2ug$8s0$1@news8.svr.pol.co.uk>
Source record: 8703

> I hit the return key on the origonal post and then shut down for the
> night, walking down the hallway i wondered if it was that obvious,
> the next day someone posted me the URL, and guess what. 8~)).

:-)

2200. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-15 00:00:00 UTC
From: r e s <res@sympatico.ca>
Message-ID: <RhFD3.12540$FW3.12941@news21.bellglobal.com>
Source record: 8847

Tos 4.0 on a TT? Is that possible?

Lonny Pursell <atari@bright.net> wrote in message
news:QEyD3.45$Lv.1944@cletus.bright.net...
> On 14 Sep 1999 08:30:10 , Markku Luoto wrote:
> >Hello,
> >
> >I wanted to make partitions bigger than 256Mb on my 4 Gig. SCSI hard
> >disk, but HUSHI HD-utility tells me I need a TOS version 4.0 or newer
> >than that...
> >
> >Currently 3.05 and 3.066 or 3.66 in other TT.
> >
> >Does anyone have such TOS on file or on ROMs ?
> >
> >Patches that I should use with 3.05 to make it work ?
>
> Purchase HD Driver, high performance software worth every penny.
>
> >Could you repply by E-mail... Haven't got time to browse through this
> >too often...
>
> I havn't got time to send individuals special replies, the purpose
> of usenet is to share info so I reply here so others with same
> questions may see the reply.

2201. Research source code ATARI IDE & SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-15 00:00:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <37DF4B46.5F44A73@club-internet.fr>
Source record: 8848
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,maus.computer.atari.hardware,pl.comp.sys.atari,maus.computer.atari.falcon,maus.computer.atari.talk

Hello,

I'm research source code in C or assembleur for programming the IDE and
SCSI bus of a Falcon 030 (and TT for the SCSI). Could you help me ?

Thank's for your answer.
Best regard

Florent

lafabrie@club-internet.fr

http://www.club-internet.fr/perso/lafabrie/index.html
author of HARDWARE 2.0 for Falcon 030

2202. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-15 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37DF552D.DFFAFE98@online.TAKE.THIS.OUT.fr>
Source record: 8849

```
r e s a ï¿½crit :
>
> Tos 4.0 on a TT? Is that possible?
>

No.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2203. advice on MIDI routing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: czit@gte.net
Message-ID: <czit-1509991705540001@1cust200.tnt2.san-fernando.ca.da.uu.net>
Source record: 8704
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,comp.sys.atari.st.tech

I want to connect the following equipment. MIDI in's and out's are indicated.

KX88: IN • OUT

Korg M1: IN • OUT • THRU

ATARI: IN • OUT

The object is use the KX88 as a controller (it has no sounds anyway) for
the sounds on the M1, record into the Atari sequencer (Atari has a built
in MIDI interface), and play back from the Atari into the M1.

I would also like to be able to hear what I am playing when the Atari is
turned off so that I am not forced to listen through the sequencer.

Question: How should I hook this up?

Thanks for your opinion.

--
Carl Zittrer
czit@gte.net

2204. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7rq8ictdg1@nnrp1.deja.com>
Source record: 8705

In article <Pine.MNT.4.10.9909151500100.172-100000@rakastaja>,
Martin-Eric Racine <q-funk@megacom.net> wrote:
> On 14 Sep 1999, Markku Luoto wrote:
> > I wanted to make partitions bigger than 256Mb on my 4 Gig. SCSI hard
> > disk, but HUSHI HD-utility tells me I need a TOS version 4.0 or
newer
> > than that...
>
> Perhaps Hushi ought to learn that TOS 2.xx and 3.xx handle up
> to 512 MB on their own...

a) It's SCSI-Tool, not HuSHI,

b) AS this is a FAQ, partition size limits are both documented in the
HELP menu and the readme files,

c) The maximum partition size under TOS 3.06 is 512 MB -- however you
need the right combination of sector size (which may not be 16384) and
number of sectors.

Hope this helps,

Julian

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2205. Re: advice on MIDI routing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: Ryan Avery <Ryan.Avery@Colorado.edu>
Message-ID: <37E08B92.517A3E78@Colorado.edu>
Source record: 8706
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,comp.sys.atari.st.tech

Carl Zittrer wrote:

> I want to connect the following equipment. MIDI in's and out's are indicated.
>
> KX88: IN ï¿½ OUT
>
> Korg M1: IN ï¿½ OUT ï¿½ THRU
>
> ATARI: IN ï¿½ OUT
>
> The object is use the KX88 as a controller (it has no sounds anyway) for
> the sounds on the M1, record into the Atari sequencer (Atari has a built
> in MIDI interface), and play back from the Atari into the M1.

Going out of my league here: Connect the KX88 MIDI Out to the KorgM1 MIDI In. Connect the Korg M1 MIDI Out (could be thru, however) to the Atari MIDI In. This will accomplish what you want.

> I would also like to be able to hear what I am playing when the Atari is
> turned off so that I am not forced to listen through the sequencer.

Simply connect your speakers to the M1 audio out. This way, sound playback is not dependant on the Atari.

> Question: How should I hook this up?

Now I just need a rig like this for myself. There's glory in having to spend 5 hours just to figure out how to wire your setup - it usually means you have a buttload of equipment...;-)

--
Ryan Avery
Ryan.Avery@Colorado.edu
http://ucsub.colorado.edu/~averyr
http://www.mp3.com/ryanavery
ICQ# 17490198

2206. Re: advice on MIDI routing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37e0d7d43a5cc50@tripnet.se>
Source record: 8707
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,comp.sys.atari.st.tech

On Thu 16-09-1999 00:17 (-0600) Ryan Avery wrote:

>Carl Zittrer wrote:
>
>> I want to connect the following equipment. MIDI in's and out's are indicated.
>>
>> KX88: IN ï¿½ OUT
>>
>> Korg M1: IN ï¿½ OUT ï¿½ THRU
>>
>> ATARI: IN ï¿½ OUT
>>
>> The object is use the KX88 as a controller (it has no sounds anyway) for
>> the sounds on the M1, record into the Atari sequencer (Atari has a built
>> in MIDI interface), and play back from the Atari into the M1.
>
>Going out of my league here: Connect the KX88 MIDI Out to the KorgM1 MIDI In.
>Connect the Korg M1 MIDI Out (could be thru, however) to the Atari MIDI In. This
>will accomplish what you want.

With this setup you will not be able to playback from the Atari
program. You will need extra hardware to get the setup you want:

KX88 Out to MIDI Merger In 1
Atari Out to MIDI Merger In 2
MIDI Merger Out to M1 In
M1 Thru to Atari In

Note that with this sort of setup you must turn off the "software Thru"
in the Atari program.

>
>> I would also like to be able to hear what I am playing when the Atari is
>> turned off so that I am not forced to listen through the sequencer.
>
>Simply connect your speakers to the M1 audio out. This way, sound playback is not
>dependant on the Atari.

We are talking about MIDI here, not audio!

>> Question: How should I hook this up?

See above! Actually I would prefer a standard setup without the MIDI
Merger. Then you must have the sequencer program running but this also
makes channel changes etc much easier when you play the keyboard
yourself:

KX88 Out to Atari In
Atari Out to M1 in
If you want to control KX88 behaviour from the Atari add:
M1 Thru to KX88 In

(Followups trimmed)

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2207. Re: advice on MIDI routing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37e0df73$0$12561@news.zetnet.co.uk>
Source record: 8708
Cross-posted to: alt.music.midi,comp.music.midi,comp.sys.atari.st,comp.sys.atari.st.tech

Carl Zittrer <czit@gte.net> wrote in message
news:czit-1509991705540001@1cust200.tnt2.san-fernando.ca.da.uu.net...
> I want to connect the following equipment. MIDI in's and out's are
indicated.
>
> KX88: OUT 2 Korg M1: IN ,,Korg M1 thru (or out, because some outs act
as a mirror of the in) 2 Atari in,,Atari out 2 KX88 in

I think this should do it,when recording you may need to turn off
something like (local, echo) or whatever it is called in your choice of
sequencer to prevent what you are playing going back to the KX88 and
being sent over and over

hope this helps
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2208. Research source code ATARI IDE & SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <37E0E4DB.767B8673@club-internet.fr>
Source record: 8709
Cross-posted to: maus.computer.atari.hardware,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

Hello,

I'm research source code in C or assembleur for programming the IDE and
SCSI bus of a Falcon 030 (and TT for the SCSI). Could you help me ?

Thank's for your answer.
Best regard

Florent

lafabrie@club-internet.fr

http://www.club-internet.fr/perso/lafabrie/index.html
author of HARDWARE 2.0 for Falcon 030

2209. STE DMA Chip Help!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: Martin Landa <landa@ltm.pvt.cz>
Message-ID: <7rqr4v$1mgt$1@mail1.pvt.net>
Source record: 8710

Hi all of ATARI world!
warning, my english is too BAD ;-)))
Im search for my ATARI 1040 STE the DMA Chip.
Typ: DMA C398789-001 in PLCC 44pin socket
is use in the STE, MEGA STE and TT Atari computers.
Bye

--
Genesis
e-mail: landa@ltm.pvt.cz

ATARI Falcon 030, 14MB, SRC 40Mhz, 8.4GB HDD
?ATARI 1040 STE, 4MB, TOS 2.6CS, 20MB HDD
ATARI SM124, SC1435, STAR LC2410, TNC 2-MV

2210. FS: Atari MIDI Gear

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: PDohman@cbsd.com
Message-ID: <7rreqb$pi4$1@nnrp1.deja.com>
Source record: 8711

Hello

The asking price for the merchandise below is $175.00 U.S
"Trades will be considered. Iam looking for Synths & Signal Processors"

Iam located in Minneapolis MN.
The shipping cost will be payed by the seller within the 48 contiguous
states"

Please E-Mail all enquiries to pdohman@cbsd.com

Terms of payment:

a.On line escrow buyer pays "tradesafe" fee

b.Buyer prepays

I have done my best to provide accurate descriptions. Iam by no means a
expert on the Atari platform so please bear with me

The 1040stf is running:
TOS version 1.0
GEM version 0.19
Total RAM 1.05 Megs

The software I have available is as follows:
1.E-Magic Notator SL
version 3.16
2.C-Lab Creator Notator
version 3.1
3.E-Magic fonts & help disk
4.E-Magic Fonts 1
5.C-Lab demo disk
contains SON documents for Kawai, Roland etc..
6.C-Lab font disk
contains 20+ fonts
7.Dr T's
version 1.12 with MPE
8.Dr T's
version 1.1 with MPE
9.Dr T's X-OR profiles disks 1-2-3-4
10.Band in a Box
version 5.0 includes disk 2 & 3 with 50+ styles on each
11.Genwave
version 1.41 Program seems to crossfade algorithms for Korg, Emu,
Peavey, Roland
samplers. The dongle for this program inserts in port next to mouse. The

dongle shows signs of wear.
12.Genwave
version 2.0 Most of the programs on this disk require color monitors
13.Steinberg synthi works DX/TX
this program would not boot on either drive.
14.Steinberg synthi works DX/TX color
was unable to boot due to monochrome monitor
15.Steinberg synthi works DX/TX sound library
documents appear to be patch libraries.

Once again the hardware I have available is:

1040STF Computer.Comes with Power
Cable,Manual and Mouse

Future (Indus) GTS-100, Formats DSDD
720KB. Extends Format to 85 Tracks.
Step up from An Atari Disk Drive. Has
a 1" Drive Mechanism. Newer & Quieter
than Atari Drives and easier to find
Drive Mechanism Replacements. You can
also replace the Power Supply with an
Atari 5200 Power Supply. Has a Track
Counter which can show the Track Copy
Protection is on. Cable and Power
Supply included..

SM124 MonoChrome Monitor

Best Regards
Patrick Dohman

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2211. st writer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: mackellar@adelphia.net
Message-ID: <37E105A9.2127@adelphia.net>
Source record: 8712

can someone tell me where i can download st writer for a pc emulator

thanks

2212. converting music files from atari to pc

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: Lola Perrin <lolaperrin@freeuk.com>
Message-ID: <KKcE3.21520$Ze2.678180@nnrp3.clara.net>
Source record: 8713

I have some work saved on a floppy as .son and .pat files, created in either Notator or Creator on an Atari ST1040. I no longer have the Atari or the music programme I used to work with. I urgently need to convert these files to midi for use on a PC. Is there any programme for converting these or is there somewhere I could e-mail them for conversion?
Thanks

Lola

lolaperrin@freeuk.com

2213. HELP RE:monitor compatibility for 520ste

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: swinford@lineone.net
Message-ID: <37e0e891.7853663@news.lineone.net>
Source record: 8714

Please could any kind soul provide me with information regarding requirments for conecting a PC monitor to my 520ste as I don't know what to buy.Information gratefully recieved at email - swinfordNOSPAM@lineone.net

2214. Re: converting music files from atari to pc

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-16 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E1CD28.2A86E5D6@jps.net>
Source record: 8715

Subscribe to this list:

* To subscribe to this list, send an email with the *
* message: subscribe notator *
* to: majordomo@burger.forfree.at *

Lola Perrin wrote:
>
> I have some work saved on a floppy as .son and .pat files, created in either
> Notator or Creator on an Atari ST1040. I no longer have the Atari or the
> music programme I used to work with. I urgently need to convert these files
> to midi for use on a PC. Is there any programme for converting these or is
> there somewhere I could e-mail them for conversion?
> Thanks
>
> Lola
>
> lolaperrin@freeuk.com

2215. Re: Syquest 230 meg removeable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-17 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7rsj7n$ffd@nnrp2.farm.idt.net>
Source record: 8716

David,

Thanks for the reply on the ezFlyer. Guess I'll have to give
it a try.

On 12 Sep 1999 00:52:34 , David Leaver wrote:
>On 11 Sep 1999 19:50:10 , Frank W. Lawrence wrote:
>>Hi,
>>
>>I know this may have been covered in the past but I have been
>>offered a 230 meg removeable Syquest. This was used with a
>>PC and has, I beleive, a cable that ends with a db9 plug and
>>is supposed to be a SCSI unit. My system is a TT. 4 st/16 tt ram,
>>Crazy Dots II board - two 120 meg maxtor hd's, 44 meg syquest,
>>and a CD drive all being SCSI. I have all running with AHDI.
>>
>>Will this dirve work with my system and which cable should I try
>>to get to use it?
>
>I assume that you are talking about an ezFlyer 230 mb. If it is SCSI
>and not parallel port it will certainly work with you TT. I have one
>plugged into this TT now. You need a cable with a MAC/Atari 25-D SCSI
>plug on one end and the appropriate plug for whatever you are going to
>plug it into on the other. The ezFlyer is auto-terminating.
>
>
>David Leaver 10 Goodparla St,
>e-mail leaver@netinfo.com.au Hawker, ACT 2614
> leaver@alphalink.com.au Australia
>.

****
===== Frank Lawrence =====
===== Norman OK US =====
****

2216. Re: st writer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-17 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37E1E7DF.79F03309@online.TAKE.THIS.OUT.fr>
Source record: 8717

mackellar@adelphia.net a ï¿½crit :
>
> can someone tell me where i can download st writer for a pc emulator
>

I've never seen it for download. Wasn't it commercial ?

Anyway, you can get the Marcel word processor which can read ST Writer
files and convert them to RTF or ASCII. It's freeware on most FTP sites.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2217. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-17 00:00:00 UTC
From: m.fistravec@mfmusic.demon.nl
Message-ID: <937578419.21950.0.pluto.d4ee02a4@news.demon.nl>
Source record: 8718

On 14 Sep 1999 08:30:10 , Markku Luoto wrote:
>Hello,
>
>I wanted to make partitions bigger than 256Mb on my 4 Gig. SCSI hard
>disk, but HUSHI HD-utility tells me I need a TOS version 4.0 or newer
>than that...
>
>Currently 3.05 and 3.066 or 3.66 in other TT.
>
>Does anyone have such TOS on file or on ROMs ?
>
>Patches that I should use with 3.05 to make it work ?
>
>
>Could you repply by E-mail... Haven't got time to browse through this
>too often...
>
>markku.luoto@helsinki.fi
>
>Cheers,
>Markku
>
>--
>Email: Markku.Luoto@Helsinki.Fi # ...Joskus voi olla vaikeaa
>Fax: +358-9-4524015 # mich zu verstehen,
>City: +358-41-5116165 <SMS OK!) # men att f&#65533;rst&#65533; &#65533;r det
>GSM: +358-40-5013210 <NO SMS MESSAGES!) # beginning of acceptance...
>.

MARKKU

HUSHI IS NOT GOOD FOR BIG HD (I HAD SAME PROBLEM WITH MY TT AND 2GB DISC.
WITH NEW HDdriver no problems. You do not need to change TOS

Mirko
Greetings

MF MUSIC NEDERLAND
Mirko Fistravec

FOR ALL YOUR MATTERS IN SHOW BUSINESS
---
for correspondence use following address:

MF Music Nederland - Rademarkt 3a - NL 9711 CS Groningen
tel.: + 31-50-3122874 fax.: + 31-50-3144310
internet web site: www.mfmusic.demon.nl

2218. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-17 00:00:00 UTC
From: m.fistravec@mfmusic.demon.nl
Message-ID: <937579019.21950.1.pluto.d4ee02a4@news.demon.nl>
Source record: 8719

Markku

Get HDDriver (no hushi) your HD is to big for the hushi driver
HDdriver vesion 7.7 is out now. Work perfect for me.
I had same problems with 2GB disc.
Not new TOS needed

Mirko

On 14 Sep 1999 08:30:10 , Markku Luoto wrote:
>Hello,
>
>I wanted to make partitions bigger than 256Mb on my 4 Gig. SCSI hard
>disk, but HUSHI HD-utility tells me I need a TOS version 4.0 or newer
>than that...
>
>Currently 3.05 and 3.066 or 3.66 in other TT.
>
>Does anyone have such TOS on file or on ROMs ?
>
>Patches that I should use with 3.05 to make it work ?
>
>
>Could you repply by E-mail... Haven't got time to browse through this
>too often...
>
>markku.luoto@helsinki.fi
>
>Cheers,
>Markku
>
>--
>Email: Markku.Luoto@Helsinki.Fi # ...Joskus voi olla vaikeaa
>Fax: +358-9-4524015 # mich zu verstehen,
>City: +358-41-5116165 <SMS OK!) # men att f�rst� �r det
>GSM: +358-40-5013210 <NO SMS MESSAGES!) # beginning of acceptance...
>.

Greetings

MF MUSIC NEDERLAND
Mirko Fistravec

FOR ALL YOUR MATTERS IN SHOW BUSINESS
---

for correspondence use following address:

MF Music Nederland - Rademarkt 3a - NL 9711 CS Groningen
tel.: + 31-50-3122874 fax.: + 31-50-3144310
internet web site: www.mfmusic.demon.nl

2219. Re: HELP RE:monitor compatibility for 520ste

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-17 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37E25BB9.BE676AE6@online.TAKE.THIS.OUT.fr>
Source record: 8720

alistair walker a ï¿½crit :
>
> Please could any kind soul provide me with information regarding
> requirments for conecting a PC monitor to my 520ste as I don't know
> what to buy.Information gratefully recieved at email -
> swinfordNOSPAM@lineone.net

The thing is what do you want to do with the STE ?

If you want to play games, and only play games, you need a colour
monitor or a TV.

If you want to work with serious applications, and no games, you need a
mono monitor.

If you want to do both, then you need both monitors.

Don't go and buy a PC monitor for use with an ST. It can work as a
replacement for a mono-monitor if you are able to build (or buy) a
special interface but I wouldn't buy one specifically for that purpose.
You'd better go and buy a real used Atari monitor. It will be cheaper
and give a better display.

Details in the Quick FAQ at http://bales.online.fr/atari

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2220. Re: Problems to install a SCSI HD on MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-17 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ru3ab$4cs$2@news8.svr.pol.co.uk>
Source record: 8721

On 2 Sep 1999 02:29:18 +, "David ROCHE" wrote:
:>Hello,
:>
:>I have a MEGA STE and the hard disk inside don't works fine but it is
:>recognised !!

Where do you live dude!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2221. Re: HELP RE:monitor compatibility for 5

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-17 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37e2a9f3$0$12562@news.zetnet.co.uk>
Source record: 8722

On 17 Sep 1999 17:18:17 , please edit email addressto reply wrote:

>
>The thing is what do you want to do with the STE ?
>
>If you want to play games, and only play games, you need a colour
>monitor or a TV.
>
>If you want to work with serious applications, and no games, you need a
>mono monitor.
>
>If you want to do both, then you need both monitors.
>
>Don't go and buy a PC monitor for use with an ST. It can work as a
>replacement for a mono-monitor if you are able to build (or buy) a
>special interface but I wouldn't buy one specifically for that purpose.
>You'd better go and buy a real used Atari monitor. It will be cheaper
>and give a better display.
>

I would argue this point I'm afraid...I build and sell the vwery small interfaces required to use ST's with SVGA monitors as mono and I personally find them better than most Atari monitors if opnly because they are bigger, as for expense...a S/H ST mono monitor is worth more than a 1040STE in this country, used PC monitors are almost throqwn away....15 UKP buys the converter plug if you don't want to build it yourself.....As for colour, I can build SCART leads or I have aerial leads on the shelf...

chrisc

2222. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-17 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E30751.EEF158CC@jps.net>
Source record: 8723

Did you have problems with HD Driver on the 2GB disk? I find that the PC won't recognize files after the Falcon has written to to 2 GB drive. I wonder if upgrading to 7.7 will solve the problem

John

Mirko Fistravec wrote:
>
> Markku
>
> Get HDDriver (no hushi) your HD is to big for the hushi driver
> HDdriver vesion 7.7 is out now. Work perfect for me.
> I had same problems with 2GB disc.
> Not new TOS needed
>

2223. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-18 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7rvm8p$p84$1@nnrp1.deja.com>
Source record: 8724

In article <937579019.21950.1.pluto.d4ee02a4@news.demon.nl>,
m.fistravec@mfmusic.demon.nl (Mirko Fistravec) wrote:
> Markku
>
> Get HDDriver (no hushi) your HD is to big for the hushi driver
> HDdriver vesion 7.7 is out now. Work perfect for me.
> I had same problems with 2GB disc.
> Not new TOS needed

The maximum TOS partition size does not depend on the partition utility
or driver. Under TOS 3.06, SCSI-Tool lets you create partitions up to
512 MB (which is the limit for TOS), and HuSHI is able to access them.

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2224. Re: st writer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-18 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <X4Y+IBAyHu43Ewly@my-ste.demon.co.uk>
Source record: 8725

In article <37E1E7DF.79F03309@online.TAKE.THIS.OUT.fr>, Nicholas Bales
(please edit email addressto reply) <bales@online.TAKE.THIS.OUT.fr>
writes
>
>
>mackellar@adelphia.net a ï¿½crit :
>>
>> can someone tell me where i can download st writer for a pc emulator
>>
>
>I've never seen it for download. Wasn't it commercial ?
>
>Anyway, you can get the Marcel word processor which can read ST Writer
>files and convert them to RTF or ASCII. It's freeware on most FTP sites.

I think ST Writer was public domain and, IIRC was written because 1st
Word wasn't finished when the first STs were released. Either that or it
was written so that the 8-bit users had a compatible WP when they
upgraded to the ST.

It was on both the February '91 ST User and ST Format 27 cover-discs
with the ST Format version being STE compatible.

--
David Bolt

2225. Re: MegaST + Internet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-18 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <37E35E01.48C0A44@village.uunet.be>
Source record: 8726

Hello,

M.Tester wrote:
>
> Hi,
>
> I owned a 1040Stf several years ago and I'm planing to buy a MegaST 2 now (I
> really wanted that thing when I was 14 - now I'm going to buy a used one
> :-)) I was wondering if it is possible to connect the MegaST to a LAN / the
> internet. We're using a 10Mbit Cheapernet (ThinWire BNC) (TCP/IP, IPX/SPX
> and NetBeui Protocol), and we are going to install a 100Mbit twisted Pair in
> few weeks. Are there any solutions available to successfully connect a
> MegaST to these Networks?

It is possible to connect your MegaST to a 10baseT / 10base2 TCP-IP LAN.
You will need some extra hardware (Riebl card, PAM card or RealTek
adaptor with ROM-port device).
You will also need software. Think STinG will be the best solution in
your case. Once you have STinG configured you can surf on the LAN and
also on the Internet with your ethernet board.

more info, available here :

http://gallery.uunet.be/saka/atari/network/index.htm

CU

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

2226. Re: st writer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-18 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7s0e2n$k30$1@plutonium.compulink.co.uk>
Source record: 8727

In message <37E1E7DF.79F03309@online.TAKE.THIS.OUT.fr>, "Nicholas said:

>I've never seen it for download. Wasn't it commercial ?

No, I think Atari released it as PD. I certainly saw sevdral versions on magazine cover and similar disks, and PD libraries all had it.

>Anyway, you can get the Marcel word processor which can read ST Writer >files and convert them to RTF or ASCII. It's freeware on most FTP sites.

True, but in fact unless you want to reproduce the print styles, spacing and paging, you can just print the files out from the desktop, or load them into a text editor and remove the 'Do run run' header and a few high ASCII characters (sometimes followed by a single number or letter) and then print out from the text editor. It's virtually all plain text.

Regards, /Peter/

2227. Re: 1040 ST start-up problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-18 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <37E3C79A.19CE9C2@sidra.si>
Source record: 8728

As I can tell all answers so far have addressed main part of the problem.
However, there might be a few more thing so check.

1. MMU and GLUE chip contacts oxidisation. Be sure to clean contacts both on chip and on socket. I do it carefully with fine grade nail polisher. It also helps to bend all pins on the socket with needle in order to press on chip pins harder. Check also al corner pins on the chip. Sometimes they come in contact with each other when you insert the chip into socket.

2. Check pin no. 17 (HALT) on the CPU. When you press the RESET button, pins 17 and 18 (RESET) should go low. When you release button, both pins should go high and stay there. If machine finds error in RAM during initialisation, pin 17 (HALT) will go low and stay in that state...

3. If you suspect RAM failure, it usually helps to check it by bank swapping. 1040ST has two banks of RAM (each 1/2 Meg) and with manipulation of just a few wires you can disconnect the second bank and try starting without it or disconnect the first bank, place second bank in its place and try again. But this involves some soldering and perhaps skalpelwork, so you can email me about it if everything else fails.
BTW: If you find error in RAM in this way, it's usually good excuse for making RAM upgrade 4Mb as it would cost you in money and time practically the same...

4. Try reseating TOS chips and everything else in sockets.

Hope this helps,

Branko

Robert Worne wrote:

> I recently picked up a 1040STF, mouse, and monitor. When I power up the
> system, I get a blank white screen. After letting the system sit for up to
> 20 minutes, there is no change.
>
> Here are some other symptoms:
> 1. Floppy spins for about 1/2 second or so when disk is inserted or when
> powered up. the drive light does not come on.
>
> 2. usually, very faint vertical bars are visible. these are spaces about
> 2mm apart from each other, and are slightly darker than the white
> background.
>
> 3. very rarely, when powering up, a row of bombs (one complete horizontal
> row) shows up. The disk may or may not spin when this happens.
>
> The system does not apparently get unusually hot and an inspection of the

> machine's guts reveals nothing unusual happened to it, it's quite clean and
> no one has been in there before me. I wouls suspect that it blew a RAM
> chip, but how does one go about figuring out which one (if it is)? Any
> other suggestions?

2228. WTB Atari computer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-18 00:00:00 UTC
From: on8142@aol.com
Message-ID: <19990918172511.05022.00000157@ngol08.aol.com>
Source record: 8729

Hello all,
Enjoy tinkering with computers and would love to try an inexpensive
Atari. So if you have one or know of one for sale.....send the info my way.

thanks
John

check out our web page at
www.members.aol.com/On8142/main.htm

2229. WTB Atari computer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-18 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37e46f9a.0@news.pacifier.com>
Source record: 8730

O> Enjoy tinkering with computers and would love to try an inexpensive
O> Atari. So if you have one or know of one for sale.....send the
O> info my way.

Would this temp you? It refers to shipping in the USA.

The time has come for a new owner for the Bear Cavern BBS's equipment.

The following Atari equipment and software are for sale for $500 plus $50 for handling and shipping.

Optional: Will include an APC BackUPs 400 UPS for an additional $40 which will probably only pay for shipping.

1 Atari Mega 4 STe equipt with 50 MB hard drive, Ajax chip, 1.44 floppy drive. With a JinMouse (better than an Atari Mouse).

2 Atari 14" swivel base monochrome monitors.

1 Atari SC1224 color monitor.

1 1.1 Gigabit Seagate SCSI Toad Tower Hard Drive with Adaptic card.
Built in the same box, a Viper 150 (uses 250 mb tapes) Tape Drive.
This hard drive is the one used with the BBS and contains several hundred Atari, MSDOS and Windows files.

1 540 MB Quantum hard drive with an ICD II adapter.
Built in the same box, a Viper 150 (uses 250 mb tapes) Tape Drive.
Built in the same box, a 750 kb floppy drive. The floppy is good but the cord length makes it unreliable. Best to remove it and use it as intended.

The BBS software is BB/ST by Quantum Microsystems. Old but reliable.
The program has been improved by Anthony Watson (Mountain Software), improving the file library and the File attached Mail.

Maintenance software on the BBS includes, Diamond Edge, Diamond Back, ICD Pro Utilities, SCSIWAIT 3.

Two external SupraFAXmodems, 1 v32.bis and the other 33.6 (these are the ones with the display)

Dozens, if not hundreds of 750 kb disks with commercial software, Magazine files, and STReports downloads and manuals. (Also the Best Electronics catalog).

Cords, powered monitor switch (will switch from one monitor to another including the AC)

Mega STe Field Manual

Lots of software

Need to know more? Give me a call at: (360) 573-3333
Or, email me at: dschmidt@pacifier.com

... "May your shadow be found in happy places." (Orgin: Native American)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

2230. Re: HELP RE:monitor compatibility for 520ste

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-18 00:00:00 UTC
From: Robert_Schaffner@OF2.maus.de
Message-ID: <199909180723.a21729@of2.maus.de>
Source record: 8731

```
s> Please could any kind soul provide me with information regarding
s> requirments for conecting a PC monitor to my 520ste as I don't know
s> what to buy.Information gratefully recieved at email -
s> swinfordNOSPAM@lineone.net

Get DOIT_ST from http://www.atari-computer.de/doitarchive/index.htm
http://www.rhein-main.de/people/robert/index.htm

First site is faster an contain actual pages.
In DOIT_ST you found all what you need.

Regards, Robert
```

2231. Re: WTB Atari computer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-19 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NqtFFJAtHD53Ew+W@steverosie.demon.co.uk>
Source record: 8732

On Sat, 18 Sep 1999 at 21:25:11 a message from On8142 was created on the
subject of WTB Atari computer.
>Hello all,
> Enjoy tinkering with computers and would love to try an inexpensive
>Atari. So if you have one or know of one for sale.....send the info my way.
>
>thanks
>John

Dear John (sorry I couldn't resist it:))

In which country are you?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2232. Re: SCSI troubles

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-19 00:00:00 UTC
From: Ben Hall <benj@seriously-productions.freeserve.co.uk>
Message-ID: <7s1h8lthh1@news7.svr.pol.co.uk>
Source record: 8733

Folkert Rienstra wrote in message <7rjnd4$n5q$1@news.hccnet.nl>...

>Is there termination on the LINK itself? It should be, it 's a chain end.

Dunno - well it works with most other Atari/SCSI chains, so I assume it's
designed correctly! :)

>Can the ZIPplus be converted (back) to a standard SCSI ZIP
>That is: does it have an extra board that can be discarded.

Not that I know of.

>Your problem could be that one (or more) of the scsi lines drops below
standard
>operating condition at the fixed HD. Try moving it within the chain,
preferably at
>the end.

Yes, I think this is the only thing left to try. It does prevent a lot of
cabling difficulties though... :(

Ben Hall,
Akai DPS12 FAQ, Wavestation Info & Sounds
http://www.seriously-productions.freeserve.co.uk

2233. Tech Manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-19 00:00:00 UTC
From: Darren B <Lordogrin@geocities.com>
Message-ID: <7s1rhs$eh7$1@winter.news.rcn.net>
Source record: 8734

I have a whole crap load of atari tech manuals, You know the real good ones that show part numbers and stuff like that.. There is practially every atari component here. 1050 drives, 400,800 xl xe's ST's monitors. All in very good shape, and I'd say the whole lot weighs about 10 lbs (around 2000-3000 sheets). The first person to email me wins the deal for the measly cost of shipping it to you. I have no need for these, and a friend gave them to me who was into that, and upgrading and things. If you would like to see them first. I could scan a few pages, and post them.. If you only interested in a certain manual, I'll see if it's here. These are NOT the manuals that came with the components, but Scamatics and such on how to reapair them.. Worth hundreds of dollars to someone into Atari Upgrading or Repairing. Your's for The cost of Shipping (around $15-$20.00 US).

2234. Re: WTB Atari computer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-19 00:00:00 UTC
From: on8142@aol.com
Message-ID: <19990919130649.05624.00000124@ngol01.aol.com>
Source record: 8735

In article <NqtFFJAtHD53Ew+W@steverosie.demon.co.uk>, Steve Stupple
<Steve@atari.org> writes:

>Dear John (sorry I couldn't resist it:))
>
>In which country are you?
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird * * *
>Location: Narberth, Pembrokeshire, Wales, UK. ** *** **
>
>
>
>
>

In Las Vegas Nevada USA

John
check out our web page at
www.members.aol.com/On8142/main.htm

2235. FS: Complete 020 STE Setup

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-19 00:00:00 UTC
From: Andrew Irvine <irvin@clara.co.uk>
Message-ID: <37E51D61.46BCDFEF@clara.co.uk>
Source record: 8736
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have the following for sale in the UK preferably:

STE 020/68000 switchable, with 6 meg (2 meg Fast RAM), with TOS 2.06, a 56k serial port, battery backed clock. With the 68020 processor and Fast RAM, this computer is faster for raw processor power than a Falcon 030 (everything except FPU, DSP and specialized Falcon functions)

Epson Stylus Colour 200 printer

Protar 40mb Hard Drive (One of the solid German slabs that you can sit the monitor on.)

High res. monitor

Pagestream, Calligrapher, Imagecopy, Diamond Back / Edge, Speedo GDOS and LOTS more disks.

Mail me and make an offer for the lot. May split, or swap for ST Book :)

Great setup, used it for years, hardly any problems. Ideal for GFA basic (what I ran on it for years :)

--
Mickey Take Of The Millennium: Apple: "We May not have got everything right, but at least we knew the century was going to end."

Andrew Irvine

2236. Connecting MSTe and TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-19 00:00:00 UTC
From: Stef <stef.deko@village.uunet.be>
Message-ID: <7s8ojt$8mh$1@xenon.inbe.net>
Source record: 8737

I 'd like to connect my Mega STe to my TT, and vice versa using a
LAN-connection, the serial ports or the modem ports. I've already tried the
MIDI-ports with the DUET program. It works OK, but it's a bit too slow.
I'd like to read data from one HD to the other and vice versa and use the
same printer.
Can anyone suggest cheap/good/reliable programs and/or connections?
Are the cables (LAN, serial, modem) readily available?
Any suggestion or help is welcome!
Thanks!

Stef De Koninck - Belgium stef.deko@village.uunet.be
Mega STe/TT030/SLM605/Stacy4

2237. Re: Tech Manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-20 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <QukF3.289$nT.104166@news1.atlantic.net>
Source record: 8738

I'll take them! E-mail also sent.
John
swampfax@atlantic.net

On 19 Sep 1999 01:12:37 , "Darren B" wrote:
>I have a whole crap load of atari tech manuals, You know the real good ones
>that show part numbers and stuff like that.. There is practially every atari
>component here. 1050 drives, 400,800 xl xe's ST's monitors. All in very good
>shape, and I'd say the whole lot weighs about 10 lbs (around 2000-3000
>sheets). The first person to email me wins the deal for the measly cost of
>shipping it to you. I have no need for these, and a friend gave them to me
>who was into that, and upgrading and things. If you would like to see them
>first. I could scan a few pages, and post them.. If you only interested in a
>certain manual, I'll see if it's here. These are NOT the manuals that came
>with the components, but Scamatics and such on how to reapair them.. Worth
>hundreds of dollars to someone into Atari Upgrading or Repairing. Your's for
>The cost of Shipping (around $15-$20.00 US).
>
>
>.

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

2238. Re: Tech Manuals

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-20 00:00:00 UTC
From: Darren B <Lordogrin@geocities.com>
Message-ID: <7s4rp6gbj1@winter.news.rcn.net>
Source record: 8739

Sorry Everyone. We Have A Winner.. Within seconds we had a winner. Yesh. You people dont play..

John Garone <swampfax@atlantic.net> wrote in message news:QukF3.289$nT.104166@news1.atlantic.net...
> I'll take them! E-mail also sent.
> John
> swampfax@atlantic.net
>
> On 19 Sep 1999 01:12:37 , "Darren B" wrote:
> >I have a whole crap load of atari tech manuals, You know the real good ones
> >that show part numbers and stuff like that.. There is practially every atari
> >component here. 1050 drives, 400,800 xl xe's ST's monitors. All in very good
> >shape, and I'd say the whole lot weighs about 10 lbs (around 2000-3000
> >sheets). The first person to email me wins the deal for the measly cost of
> >shipping it to you. I have no need for these, and a friend gave them to me
> >who was into that, and upgrading and things. If you would like to see them
> >first. I could scan a few pages, and post them.. If you only interested in a
> >certain manual, I'll see if it's here. These are NOT the manuals that came
> >with the components, but Scamatics and such on how to reapair them.. Worth
> >hundreds of dollars to someone into Atari Upgrading or Repairing. Your's for
> >The cost of Shipping (around $15-$20.00 US).
> >
> >
> >.
>
> From:John Garone
> swampfax@atlantic.net
> -ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
> ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

2239. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-20 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37E5FD77.2C71@ooc.de>
Source record: 8740

r e s wrote:

> What about a 9-gig Cheetah?
>
> Mirko Fistravec <m.fistravec@mfmusic.demon.nl> wrote in message
> news:937579019.21950.1.pluto.d4ee02a4@news.demon.nl...
> > Markku
> >
> > Get HDDriver (no hushi) your HD is to big for the hushi driver
> > HDdriver vesion 7.7 is out now. Work perfect for me.
> > I had same problems with 2GB disc.
> > Not new TOS needed

HDDRIVER supports IDE and SCSI drives of any size. Tests have already
been run with 23 GByte drives but even larger drives are no problem
since it makes no difference for HDDRIVER.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2240. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-20 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37E5FDE0.6A3A@ooc.de>
Source record: 8741

John Kolak wrote:

> Did you have problems with HD Driver on the 2GB disk? I find that the PC
> won't recognize files after the Falcon has written to to 2 GB drive. I
> wonder if upgrading to 7.7 will solve the problem

It won't since HDDRIVER is not responsible for writing files. Files are
written by GEMDOS and HDDRIVER doesn't influence any GEMDOS action.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2241. ***** Search CUBASE for FALCON (non official) *****

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-20 00:00:00 UTC
From: David ROCHE <DROLHE@WANADOO.FR>
Message-ID: <7s62q1dle1@wanadoo.fr>
Source record: 8742

I search CUBASE audio or not audio for FALCON
I have CUBASE VST 3.7 for PC and lot off plug-ins to exchange with CUBASE audio for FALCON !!!

Musicaly, David

a+

2242. [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-21 00:00:00 UTC
From: Simon <simon@webprecinct.co.uk>
Message-ID: <937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk>
Source record: 8743
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!), so I can put screenshots of my old games on my website. I can load the palette information correct, then next is the screen information.

What I can remember is each byte is two nibbles(4 bits) - the high one gives the colour (palette index) of one (even numbered) pixel, the low nibble gives the colour of the next (odd numbered) pixel. Yet when I run my code, it looks like I've tried to load the picture in the wrong resolution! (black vertical stripes & distorted graphics)

Now is this anything to do with the fact the atari & PC stores bytes the in different ways (big & little endian) - I dont know if they do, but I should imagine it would cause a problem anyway!

Or is it anything to do with something not being aligned on a word boundary (erk - faint memories of atari programming!)

Please let me know if you can help!

Cheers,
Simon.

Here is a snippet of code (in VB - should make sense!) I'm using to display the image:

```
nCCount = 1
For nYLoop = 0 To 199
For nXLoop = 0 To 319 Step 2
nCPointer = Asc(Mid(strImage, nCCount, 1)) And 15
imgScreen.PSet (nXLoop + 1, nYLoop), RGB(nPalette(nCPointer, 0),
nPalette(nCPointer, 1), nPalette(nCPointer, 2))
nCPointer = (Asc(Mid(strImage, nCCount, 1)) And 240) / 16
imgScreen.PSet (nXLoop, nYLoop), RGB(nPalette(nCPointer, 0),
nPalette(nCPointer, 1), nPalette(nCPointer, 2))
nCCount = nCCount + 1
Next
Next
```

2243. Quantum Empire 1080S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-21 00:00:00 UTC
From: Philipp Donzé <PhilippDonze@gmx.ch>
Message-ID: <37E743CF.4F60AF90@gmx.ch>
Source record: 8744

Hallo,
Ich habe einen TT und mï¿½chte die Quantum Empire 1080S daran
anschliessen.
Lieder blieb ich da bisher ohne Erfolg. Ist es ï¿½berhaupt mï¿½glich ??

An meinem Falocn030 lï¿½uft sie ohne Probleme....

Philipp Donzï¿½

****
Hello,
I've got a TT and i'd like to connect my Quantum Empire 1080S to it.
But till now i had no success. Is it possible to do this ??

In my Falcon030 the harddrive works properly....

Philipp Donzï¿½

2244. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-21 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7s7s14$d3s$1@sun27.hrz.tu-darmstadt.de>
Source record: 8745

Hi!

In article <7rvm8p$p84$1@nnrp1.deja.com>,
reschke@muenster.de writes:
> 512 MB (which is the limit for TOS)

The limit for TT-TOS, Falcon-TOS and MagiC can access partitions up to 1 Gig (32766 clusters with 32768 bytes each). Using larger partitions (up to 2 Gig) only seems to work fine with TOS 4.0x, but it's not recommended as there are problems in TOS which may cause serious problems.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2245. Falcon info

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-21 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <37e79124$0$22169@znews.zetnet.co.uk>
Source record: 8746

I`ve just got a Falcon to add to my Atari collection and I`am after
some extra memory as its only got 4meg.
Can anyone tell me how to wire up for a SVGA monitor.
Whats LAN & DSP ports for?
How can I connect the STe to the Falcon to transfere files or
software, + what software to run?
Any other pointers for the Falcon would be helpfull.

Thanks..

Karl

2246. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-21 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37E79353.3F67@ooc.de>
Source record: 8747

Thomas Binder wrote:

> The limit for TT-TOS, Falcon-TOS and MagiC can access partitions up to 1
> Gig (32766 clusters with 32768 bytes each). Using larger partitions (up
> to 2 Gig) only seems to work fine with TOS 4.0x, but it's not
> recommended as there are problems in TOS which may cause serious
> problems.

No, TOS < 4.0x only supports a maximum partition size of 512 MByte.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2247. Re: Falcon info

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-21 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37E798F0.ED13989E@online.TAKE.THIS.OUT.fr>
Source record: 8748

Karl Smith a ï¿½crit :
>
> I`ve just got a Falcon to add to my Atari collection and I`am after
> some extra memory as its only got 4meg.
> Can anyone tell me how to wire up for a SVGA monitor.

There are plans for a cable in the Quick FAQ. You could also buy them
from an Atari dealer if there is one in your part of the world.

> Whats LAN & DSP ports for?

LAN is an AppleTalk compatible serial port. You can use it just like any
serial port up to 115Kbps with a Mac modem for instance.
DSP is a direct connection to the DSP chip. It's used mostly for audio
applications (multiple audio in/outs, S/PDIF, etc...)

> How can I connect the STe to the Falcon to transfere files or
> software, + what software to run?

Null modem cable or Midi and terminal emulation with Duet. STinG might
be a solution, but difficult to setup. The fastest will probably be good
old PARCP, which requires a custom built cable, but works between all
combinations of PCs (DOS or Linux) and Ataris. Funnily enough, there are
more ways to connect an Atari to a PC than to connect Ataris between
themselves.

> Any other pointers for the Falcon would be helpfull.

The temporary address for the Quick FAQ is at:
http://bales.online.fr/atari

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2248. Re: MegaST + Internet

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-21 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <ruf9h6rilg743@corp.supernews.com>
Source record: 8749

>M.Tester wrote:
>>
>> Hi,
>>
>> I owned a 1040Stf several years ago and I'm planing to buy a MegaST 2 now (I
>> really wanted that thing when I was 14 - now I'm going to buy a used one
>> :-)) I was wondering if it is possible to connect the MegaST to a LAN / the
>> internet. We're using a 10Mbit Cheapernet (ThinWire BNC) (TCP/IP, IPX/SPX
>> and NetBeui Protocol), and we are going to install a 100Mbit twisted Pair in
>> few weeks. Are there any solutions available to successfully connect a
>> MegaST to these Networks?

If you want a quick, farily easy, and no extra cost solution...
Just Link the ST to a PC box via the serial port with a NULL modem
cable and set up some sort of IP mask on the PC. SLOW indeed, but it
works.

STing would allow you to set up a PPP/Slip/Cslip connection into the
LAN. There are clients and servers for STing for FTP and HTTP.

On the client side, there are also html browsers, email, news, icq,
irc, finger, telnet, and others for STing.

If mounting drives is an issue...
Wether you use an ethernet solution, or a simple serial connection,
there are basicaly two choices I know of. One being a Mint setup on
the Atari with moutable drivers (NFS? I forget what it's called),
also on a PC somewhere in the LAN...or, to run a TOS emulator
somewhere in the lan, and go thru BNET for STING.

Brian

2249. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-21 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <7s8sf6$nh4$1@epos.tesco.net>
Source record: 8750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

A PI1 has the format

1*word (usually 00 to indicate low rez)
16*word for the palette
32000 byes for the picture data

The low rez screen is in words for each plane.
1st word = plane 1
2nd word = plane 2
3rd word = plane 3
4th word = plane 4

the 5th word is the next word across the screen (screen base + 8).
This sequence carries on until the screen is filled.

Mark
MSD/POV

Simon <simon@webprecinct.co.uk> wrote in message
news:937902942.9079.0.nnrp-11.c2deffda@news.demon.co.uk...
> Hi,
>
> I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!),
so
> I can put screenshots of my old games on my website. I can load the
palette
> information correct, then next is the screen information.
>
> What I can remember is each byte is two nibbles(4 bits) - the high one
gives
> the colour (palette index) of one (even numbered) pixel, the low nibble
> gives the colour of the next (odd numbered) pixel. Yet when I run my
code,
> it looks like I've tried to load the picture in the wrong resolution!
> (black vertical stripes & distorted graphics)
>

2250. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-21 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7s8s19$46b$1@sun27.hrz.tu-darmstadt.de>
Source record: 8751

Hi!

Uwe Seimet <us@ooc.de> wrote:
> No, TOS < 4.0x only supports a maximum partition size of 512 MByte.

Did I write something different?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2251. Re: Quantum Empire 1080S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-21 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E7A3D0.4AB51971@jps.net>
Source record: 8752

I had the same problem with this drive. I tried lots of different driver
software, and was only able to get the ICD driver to recognize it, and
even then it only worked if I booted from floppy, I couln't get it to
boot off the hard drive. Likewise, it worked fine on the Falcon. I think
this may be because TT is SCSI I and Falcon is SCSI II.

Philipp Donzï¿½ wrote:
>
> Hallo,
> Ich habe einen TT und mï¿½chte die Quantum Empire 1080S daran
> anschliessen.
> Lieder blieb ich da bisher ohne Erfolg. Ist es ï¿½berhaupt mï¿½glich ??
>
> An meinem Falocn030 lï¿½uft sie ohne Probleme....
>
> Philipp Donzï¿½
>
> **********
> Hello,
> I've got a TT and i'd like to connect my Quantum Empire 1080S to it.
> But till now i had no success. Is it possible to do this ??
>
> In my Falcon030 the harddrive works properly....
>
> Philipp Donzï¿½

2252. Re: Quantum Empire 1080S

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-22 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37E87DD7.356@ooc.de>
Source record: 8753

John Kolak wrote:
>
> I had the same problem with this drive. I tried lots of different driver
> software, and was only able to get the ICD driver to recognize it, and
> even then it only worked if I booted from floppy, I couln't get it to
> boot off the hard drive. Likewise, it worked fine on the Falcon. I think
> this may be because TT is SCSI I and Falcon is SCSI II.

TT is SCSI-2 like the Falcon and SCSI-3 also works because it's upwards
compatible. Don't confuse connectors and software standards here. It's
no problem at all to connect SCSI-2/SCSI-3 devices to ST, TT, Falcon.

You can't boot from the Quantum Empire 1080S because most firmware
versions of this drive require initiator identification which is not
provided by TOS. HDDRIVER definitely works with this drive. I used it
with my TT for some time. HuSHI and CBHD will also work since they also
support initiator identification.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2253. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-22 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37E87D14.1DE3@ooc.de>
Source record: 8754

Thomas Binder wrote:

> Uwe Seimet <us@ooc.de> wrote:
> > No, TOS < 4.0x only supports a maximum partition size of 512 MByte.
>
> Did I write something different?

Yes, you did:

>> The limit for TT-TOS, Falcon-TOS and MagiC can access partitions up to 1
>> Gig (32766 clusters with 32768 bytes each). Using larger partitions (up

TT-TOS can't access partitions larger than 512 MByte.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2254. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-22 00:00:00 UTC
From: Martin-Eric Racine <q-funk@spambuster.in>
Message-ID: <Pine.MNT.4.10.9909221201060.101-100000@rakastaja>
Source record: 8755

On 21 Sep 1999, Thomas Binder wrote:

> Uwe Seimet <us@ooc.de> wrote:
> > No, TOS < 4.0x only supports a maximum partition size of 512 MByte.
>
> Did I write something different?

Yes, you also implied that TOS 3.xx (a.k.a. TT-TOS) supports 1 GB.
This is not true.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2255. Help - desktop 'accessory' disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-22 00:00:00 UTC
From: "Francis Fuller"
Message-ID: <37e8ebce@pull.gecm.com>
Source record: 8756

I've just taken an Atari MegaST into custody.
After having chipped out the old batteries, I can't reset the internal
real time clock. I understand that I need the 'desktop aceessories
disk' to do the job, via a 'control panel'. Does anyone have one of
these disks or a copy?
--
email: francis_dot_fuller_at_gecm_dot_com

2256. Re: Help - desktop 'accessory' disk?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-22 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37E8F6A1.A75555BE@online.TAKE.THIS.OUT.fr>
Source record: 8757

```
Francis, Fuller a ï¿½crit :
>
> I've just taken an Atari MegaST into custody.
> After having chipped out the old batteries, I can't reset the internal
> real time clock. I understand that I need the 'desktop aceessories
> disk' to do the job, via a 'control panel'. Does anyone have one of
> these disks or a copy.

The old CONTROL.ACC was replaced later by XCONTROL.

You can get XCONTROL from the Quick FAQ at
http://bales.online.fr/atari

Nick
--
||| Nicholas Bales, Toulouse, France
===|||========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2257. Postscript printing from Pagestream 2.2se HHHHEEEELLLLPPPP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-22 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7sblo2$2j5$2@nnrp02.primenet.com>
Source record: 8758

If anyone out there knows how to print a postscript file using pagestream please email me. I am trying to send in files so that a service bureau can output them to film for high quality printing.

please email me

2258. [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-22 00:00:00 UTC
From: vezz@freeREMOVEMEweb.org
Message-ID: <37e95f2e.3590103@news.nettuno.it>
Source record: 8759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Tue, 21 Sep 1999 22:11:12 +0100, "Mark Davies" <pov@tesco.net>
wrote:

>A PI1 has the format
>1*word (usually 00 to indicate low rez)
>16*word for the palette
>32000 byes for the picture data

This is one of the pi1 formats.

Degas Elite format saves files of 32066 bytes in size, because they
contain palette animation.
So
1*word (00 low rez, 01 mid rez, 02 high rez)
16*word palette
16*word palette animation
32000 bytes picture data.

A small hint... try run some picture conversion program on your st,
like picfib or Gemview. You can make a batch, generating all the .gif
you need.

Greetings

Marcello Vezzelli

Visit my homepage: http://vezz.freeweb.org

2259. Mac and Spectre disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: tarbez@chez.com
Message-ID: <7sdhdaamu1@nnrp1.deja.com>
Source record: 8760

I'm looking for an utility for Mac to read spectre disk .

Regards, Thierry

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

2260. Re: Postscript printing from Pagestream 2.2se HHHHEEEELLLLPPPP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37E9FA69.8680B13D@patent.gov.uk>
Source record: 8761

I assume you have the full manual and quick start book, if not give me a
yell and I'll find what I can.

Bob King.

broncos@primenet.com wrote:
>
> If anyone out there knows how to print a postscript file using pagestream
> please email me. I am trying to send in files so that a service bureau can
> output them to film for high quality printing.
>
> please email me

2261. How to? (was Help! desktop 'accessory' disk)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: "Francis Fuller"
Message-ID: <37ea0b6b@pull.gecm.com>
Source record: 8762

I have now downloaded the accessory disk files via
http:\\bales.online.fr\atari.
Of course, to do this, the target disk was ms-dos formatted, and as we
know, ms-dos disks cannot be recognised by Atari. So how do I transfer
the files from ms-dos disk to atari-disk?
--
email: francis_dot_fuller_at_gecm_dot_com

__
g4gcj qthr

2262. Re: How to? (was Help! desktop 'accessory' disk)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37EA20F5.7BBE9EB6@patent.gov.uk>
Source record: 8763

If you used DD disks, then MS-DOS discs can be read by an Atari, it's the other way round that's the problem. If you used HD disks then that's another story. Format the PC disk with FORMAT A:/T:80 /N:9 to get 720 Kb.

Bob King.

Francis, Fuller wrote:
>
> I have now downloaded the accessory disk files via
> http:\\bales.online.fr\atari.
> Of course, to do this, the target disk was ms-dos formatted, and as we
> know, ms-dos disks cannot be recognised by Atari. So how do I transfer
> the files from ms-dos disk to atari-disk?
> --
> email: francis_dot_fuller_at_gecm_dot_com
> __
> g4gcj qthr

2263. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7sd7dblub2@sun27.hrz.tu-darmstadt.de>
Source record: 8764

Hi!

In article <Pine.MNT.4.10.9909221201060.101-100000@rakastaja>,
Martin-Eric Racine <q-funk@spambuster.in> writes:
> Yes, you also implied that TOS 3.xx (a.k.a. TT-TOS) supports 1 GB.
> This is not true.

I didn't. Read the reply to Uwe's message, and re-read my original
posting.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2264. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7sd7bvlub1@sun27.hrz.tu-darmstadt.de>
Source record: 8765

Hi!

In article <37E87D14.1DE3@ooc.de>,
Uwe Seimet <us@ooc.de> writes:
> Yes, you did:

No, I didn't. You just got my answer wrong (OK, a semicolon instead of
the comma would have maybe avoided the confusion, though you should have
easily noticed that the sentence isn't correct, otherwise):

>>> The limit for TT-TOS, Falcon-TOS and MagiC can access partitions up to 1
>>> Gig (32766 clusters with 32768 bytes each).

The first part of the sentence ("The limit for TT-TOS") was the reply to
Julian's "512 MB (which is the limit for TOS)", i.e. that this limit is
only valid for TT-TOS. The rest of the sentence is further explanation
for this, i.e. that Falcon-TOS and MagiC can use 1 Gig partitions.

Clear now?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2265. Re: How to? (was Help! desktop 'accessory' disk)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37EA2FB0.2D33B687@online.TAKE.THIS.OUT.fr>
Source record: 8766

Francis, Fuller a ï¿½crit :
>
> I have now downloaded the accessory disk files via
> http:\\bales.online.fr\atari.
> Of course, to do this, the target disk was ms-dos formatted, and as we
> know, ms-dos disks cannot be recognised by Atari. So how do I transfer
> the files from ms-dos disk to atari-disk?

The atari should very well be able to read MS-DOS formatted disks as
long as:
-they are formatted as 720K disks on the PC under DOS
-they are REAL double density disks, not HD with tape over the hole.
-the ST is equipped with a 720K double sided drive
-you do not use VFAT filenames or folders (best to copy the files over
under DOS too)

With all of the above, it *should* work. But then you sometimes have
some very fussy drives.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2266. Re: How to? (was Help! desktop 'accessory' disk)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: "Francis Fuller"
Message-ID: <37ea409f@pull.gecm.com>
Source record: 8767

Bob King <robert.king@patent.gov.uk> deranged some electrons to write:

>If you used DD disks, then MS-DOS discs can be read by an Atari, it's
>the other way round that's the problem. If you used HD disks then that's
>another story. Format the PC disk with FORMAT A:/T:80 /N:9 to get 720
>Kb.
snip

many thanks Bob, and of course, Monsieur Bales.
--
email: francis_dot_fuller_at_gecm_dot_com

--
Marconi Avionics' Customer Support Services
Milton Keynes
email: francis.fuller@gecm.com

2267. Re: How to? (was Help! desktop 'accessory' disk)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37EA4C9C.EA66545@patent.gov.uk>
Source record: 8768

Bursts into maudlin version of 'If I can help some body as I go along,
then my living shall not be in vain', only to be cut in mid howl by book
hurled by room mate.

Any time. :))

Bob King.

Francis, Fuller wrote:
>
> Bob King <robert.king@patent.gov.uk> deranged some electrons to write:
>
> >If you used DD disks, then MS-DOS discs can be read by an Atari, it's
> >the other way round that's the problem. If you used HD disks then that's
> >another story. Format the PC disk with FORMAT A:/T:80 /N:9 to get 720
> >Kb.
> snip
>
> many thanks Bob, and of course, Monsieur Bales.
> --
> email: francis_dot_fuller_at_gecm_dot_com
>
> --
> Marconi Avionics' Customer Support Services
> Milton Keynes
> email: francis.fuller@gecm.com

2268. Re: Postscript printing from Pagestream 2.2se HHHHEEEELLLLPPPP

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37E9D5A0.6A911CB7@jps.net>
Source record: 8769

I used to use Pagestream to create Postscript files to print them with the Ultrascript driver for the SLM 804 printer. You need to install the Softlogic Postscript screen fonts package. This has the basic 35 fonts for basic Postscript such as found in Ultrascript or a basic Postscript compatible printer. (It also requires deleting the Times and Helvetica fonts from the Pagestream fonts folder). I believe SoftLogik also provided .PS files for downloading their own fonts to Postscript printers, but I would stay away from standard stuff after reading Dave Troy's troubles getting his service bureau to print his postscript files.

broncos@primenet.com wrote:
>
> If anyone out there knows how to print a postscript file using pagestream
> please email me. I am trying to send in files so that a service bureau can
> output them to film for high quality printing.
>
> please email me

2269. Cubase or logic?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: Denuc Michel <apexagri@club-internet.fr>
Message-ID: <37EA99B8.CF0D8DB4@club-internet.fr>
Source record: 8770

Hi!
I'm french and I have a atari ST 1040
What's the best software betwenn cubase and logic?
I'm waiting yours answers
Thanks
Maxime Denuc

Write to me:
max83@caramail.com

2270. Re: Cubase or logic?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: r e s <res@sympatico.ca>
Message-ID: <XvyG3.49950$aX6.76041@news20.bellglobal.com>
Source record: 8771

I wouldn't recommend running either on only 1-meg, as I've encountered consistant crashes doing so.

Subjectively, Cubase is much more straightforward in terms of productivity, while Logic allows greater flexibility with midi. Essentially, Logic is Cubase with way more capabilities and a modern UI. I still prefer Cubase's simplicity though.

Of any Cubase, I would suggest Cubase Audio (Falcon or CBX) as this software can run on non-Falcon and non-CBX-equipped Ataris with the audio capabilities disabled. Also, Cubase Audio Falcon has RAM-tracks which allow one-shot sampling (which can also be triggered via midi) and small audio parts to be played from RAM. Also, note that syncing Cubase Audio (Falcon or CBX) to SMPTE is only possible via SMP-24, as Cubase crashes when Midex+ is used. However, Midex+ is fine for syncing Cubase Score (non-audio) to SMPTE.

*** Note that it is possible to use Steinberg's Macintosh Micro Midi Interface with the Falcon's LAN port, providing an additional midi in and out. ***

Perhaps you should investigate Notator as well, as this program has probably the lowest overhead of any modern sequencer, thus its apparent speed, and it should run fine on a 1-meg Atari.

Unfortunately, I find running one sequencer alone is not enough. My main system consists of:

Cubase Audio CBX/Score (TT030)
-midi & digital audio
-midex+
-SMP-24
-5 midi in total
-9 midi out total

I also run these, which feed/are fed from Cubase Audio CBX

Cubase Audio Falcon (Falcon)
-samples, additional midi generation
-SMP-24
-micro midi interface

Notator Logic 2.5 (Mega4STe)
-midi automation, sound editing, and midi generation
-Unitor2
-Log3
-SteadyEye

-Combiner

Sorry for the long message!

res

Denuc Michel <apexagri@club-internet.fr> wrote in message
news:37EA99B8.CF0D8DB4@club-internet.fr...
> Hi!
> I'm french and I have a atari ST 1040
> What's the best software betwenn cubase and logic?
> I'm waiting yours answers
> Thanks
> Maxime Denuc
>
> Write to me:
> max83@caramail.com
>

2271. Re: Cubase or logic?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-23 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <37EAB602.6992A81C@jps.net>
Source record: 8772

Bonjour,

That question is really asking to pick a fight. But for the 1040,
Notator SL is said to have a better user interface. Apparently in
Notator Logic became more Cubase-like, but Notator SL is the classic
interface that so many swear by. Check:

http://members.forfree.at/~notator/

Denuc Michel wrote:
>
> Hi!
> I'm french and I have a atari ST 1040
> What's the best software betwenn cubase and logic?
> I'm waiting yours answers
> Thanks
> Maxime Denuc
>
> Write to me:
> max83@caramail.com

2272. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@spambuster.in>
Message-ID: <Pine.MNT.4.10.9909240336220.105-100000@rakastaja>
Source record: 8773

```
> >>> The limit for TT-TOS, Falcon-TOS and MagiC can access partitions up to 1
> >>> Gig (32766 clusters with 32768 bytes each).
>
> The first part of the sentence ("The limit for TT-TOS") was the reply to
> Julian's "512 MB (which is the limit for TOS)", i.e. that this limit is
> only valid for TT-TOS. The rest of the sentence is further explanation
> for this, i.e. that Falcon-TOS and MagiC can use 1 Gig partitions.

TOS 2.xx/3.xx: 515 MB
TOS 4.xx: 1 GB
MagiC: 2 GB

--
-----------------------------------------------------------------
Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/
-----------------------------------------------------------------
"When the time comes, I will know and I shall be." Q-Funk
```

2273. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-24 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37EB1A8B.F66@ooc.de>
Source record: 8774

Martin-Eric Racine wrote:

> TOS 2.xx/3.xx: 515 MB
> TOS 4.xx: 1 GB
> MagiC: 2 GB

MagiC does NOT support TOS compatible partitions > 1 GByte. I asked
Andreas Kromke about it and he said that 1 GByte is the maximum
partition size.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2274. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9909241903090.104-100000@rakastaja>
Source record: 8775

> > TOS 2.xx/3.xx: 515 MB
> > TOS 4.xx: 1 GB
> > MagiC: 2 GB
>
> MagiC does NOT support TOS compatible partitions > 1 GByte. I asked
> Andreas Kromke about it and he said that 1 GByte is the maximum
> partition size.

OK, I stand corrected.

One thing that is becoming obvious though, is that TOS 2/3 really
should be patched with a newer GEMDOS (or was the limitation from
BIOS/XBIOS, I forgot?) like the Falcon.

Improvements needed for TOS 2/3:

* partitions up to 1 GB
* up to 32 drives (increase the letters over P, up to A-Z,1-6)
* AES 3.40

Wasn't Milan Computer supposed to release improved TOS 2/3 for upgrade?
We definitely could use some TOS 2.07 and 3.07 upgrade roms that include
the above fixes.

The partition size especially is becoming a problem, as current drives
on the market are 200 times the size of the good old ST157 and we need
to be able to use them, without resorting to a ridiculously fragmented
drive of 16 partitions, just to accomodate the current 512 MB headroom.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2275. Re: Connecting MSTe and TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-24 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <37EBB177.8429E377@village.uunet.be>
Source record: 8776

Stef wrote:
>
> I 'd like to connect my Mega STe to my TT, and vice versa using a
> LAN-connection, the serial ports or the modem ports. I've already tried the
> MIDI-ports with the DUET program. It works OK, but it's a bit too slow.
> I'd like to read data from one HD to the other and vice versa and use the
> same printer.
> Can anyone suggest cheap/good/reliable programs and/or connections?
> Are the cables (LAN, serial, modem) readily available?
> Any suggestion or help is welcome!
> Thanks!

Hi,

maybe you will find some answers if you look to this page and follow the
link you want :

http://gallery.uunet.be/saka/atari/index.htm

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

2276. Help, MSTe HD controller dip functions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: Tim M <timwm@pgtc.net>
Message-ID: <Mt4H3.1406$q91.81815@eagle.america.net>
Source record: 8777

Can anyone tell Me the individual dip switch functions on the MSTe hard drive controller board?

Tim M

2277. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37f09052.17760638@news.demon.co.uk>
Source record: 8778
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Tue, 21 Sep 1999 09:36:39 +0100, "Simon" <simon@webprecinct.co.uk>
wrote:

>Hi,
>
>I'm writing a routine to load a PI1 file in VB (eaugh!) on a PC(aaahh!), so
>I can put screenshots of my old games on my website. I can load the palette
>information correct, then next is the screen information.
>
>What I can remember is each byte is two nibbles(4 bits) - the high one gives
>the colour (palette index) of one (even numbered) pixel, the low nibble
>gives the colour of the next (odd numbered) pixel. Yet when I run my code,
>it looks like I've tried to load the picture in the wrong resolution!
>(black vertical stripes & distorted graphics)
>
>Now is this anything to do with the fact the atari & PC stores bytes the in
>different ways (big & little endian) - I dont know if they do, but I should
>imagine it would cause a problem anyway!

That may (or may not) depend on the source and target formats. The
conversion, should it need applying, is simple provided you are
dealing with whole word and longwords. (ie if you want a real headache
try and deal with 12 bit FAT's as used by floppies).

16 bit word: exchange hi and lo bytes (eg $1234 -> $3412). Job done.

32 bit longword: exchange ho and lo words, then do word conversion on
each word (eg $12345678 -> $78563412).

To clarify:
$1234 5678
$5678 1234 <- word exchange
$7856 3412 <- byte exchange on each word.

>Or is it anything to do with something not being aligned on a word boundary
>(erk - faint memories of atari programming!)
>
>Please let me know if you can help!

From "picfmt.doc" on (iirc) umich...
<<PICFMT.DOC>>...

<DEGAS> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

```
1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
-----------
32034 bytes total

<DEGAS Elite> *.PI1 (low resolution)
*.PI2 (medium resolution)
*.PI3 (high resolution)

1 word resolution (0 = low res, 1 = medium res, 2 = high res)
Other bits may be used in the future; use a simple bit
test rather than checking for specific word values.
16 words palette
16000 words picture data (screen memory)
4 words left color animtion limit table (starting color
numbers)
4 words right color animation limit table (ending color
numbers)
4 words animation channel direction flag (0 = left, 1 = off, 2
= right)
4 words 128 - animation channel delay in 1/60's of a second.
[0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a
second.)
-----------
32066 bytes total

<DEGAS Elite (Compressed)> *.PC1 (low resolution)
*.PC2 (medium resolution)
*.PC3 (high resolution)

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color
numbers)
4 words right color animation limit table (ending color
numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2
= right]
4 words 128 - animation channel delay in 1/60's of a second.
[0 - 128]
(I.e., subtract word from 128 to get 1/60th's of a
second.)
-----------
```

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is
compressed
separately; i.e., all data for a given scan line appears before any
data
for the next scan line. The scan lines are specified from top to
bottom
(i.e., 0 is first). For each scan line, all the data for a given bit
plane
appears before any data for the next higher order bit plane. Note
that this
is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the
lowest
order bit plane of scan line zero, followed by the data for the next
higher
order bit plane of scan line zero, etc., until all bit planes have
been
specified for scan line zero. The next data in the file will be the
data
for the lowest order bit plane of scan line one, followed by the data
for
the next higher order bit plane of scan line one, etc., until all bit
planes
have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on
compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being
decompressed.

o Whenever a control command is encountered, bytes are stuffed
in this buffer.

o The buffer is only emptied when there are EXACTLY 40
characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40
bytes in it. In other words, all control commands must end on
or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus
error when the picture is loaded.

...<</PICFMT.DOC>>

>Cheers,
>Simon.
>
>Here is a snippet of code (in VB - should make sense!) I'm using to display
>the image:
>
> nCCount = 1
> For nYLoop = 0 To 199
> For nXLoop = 0 To 319 Step 2
> nCPointer = Asc(Mid(strImage, nCCount, 1)) And 15
> imgScreen.PSet (nXLoop + 1, nYLoop), RGB(nPalette(nCPointer, 0),
>nPalette(nCPointer, 1), nPalette(nCPointer, 2))
> nCPointer = (Asc(Mid(strImage, nCCount, 1)) And 240) / 16
> imgScreen.PSet (nXLoop, nYLoop), RGB(nPalette(nCPointer, 0),
>nPalette(nCPointer, 1), nPalette(nCPointer, 2))
> nCCount = nCCount + 1
> Next
> Next

eek! Basic! run away - run away! :-)

Looks something like you're drawing directly on a canvas above (I
dunno any VB btw). Have you considered a direct file conversion? I had
a quick peek at the Win95 programmer's docs. A direct conversion
doesn't seem wholly impossible. These datatypes are worth perusing...

BITMAPFILEHEADER
BITMAPINFOHEADER
RGBQUAD

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2278. Help, MSTe HD controller dip functions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <37ecef10.1@news.pacifier.com>
Source record: 8779

TM> Can anyone tell Me the individual dip switch functions on the MSTe
TM> hard drive controller board?

Here is a copy of a message that I saved some years ago written by Sid Celery
of the UK Association of Atari User Groups.

Area: A.ATARI.TECH
From: Harry Sideras
To: Darren Trutzenbach

Hard Disk Drive: Must be set to ID 0. Any other ID will not be recognized by
the Atari host adapter board (at all, ever).

Host Adapter: Three DIP switches exist on a red block on the board. The word
'ON' is printed on the front right of it as you look from the keyboard side
of the machine. The DIP switches are marked 3, 2 and 1 (from left to right).
All the DIP switches should point to the front of the board (ON) so that the
board maps the SCSI ID to zero.

Flick the DIP switch marked 3 away from the front of the board and reboot.
The internal drive will be remapped to SCSI ID 1. Return DIP switch 3 to the
original position and flick switch 2 away from the front. Reboot and the
drive will be ID 2. IF both 2 and 3 are flicked away from the ON position
and you reboot, the drive will be remapped to SCSI ID 3. This is the maximum
ID number available with the Atari host adapter board.

I don't know what the DIP switch marked 1 is for because it doesn't affect
the SCSI ID number in my tests. However, I did hear once that it's related
to running a second SCSI device from the internal host adapter. But, you
need to remember that the power supply of the Mega STe is unlikely to be able
to power a second drive, so I'd find out much more before I tried this.

Regards, Sid Celery UK Association of Atari User Groiups

... "May your shadow be found in happy places." (Orgin: Native American)
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

2279. Re: Syquest 230 meg removeable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: m.fistravec@mfmusic.demon.nl
Message-ID: <938281290.26852.0.pluto.d4ee02a4@news.demon.nl>
Source record: 8780

```
On 11 Sep 1999 19:50:10 , Frank W. Lawrence wrote:
>Hi,
>
>I know this may have been covered in the past but I have been
>offered a 230 meg removeable Syquest. This was used with a
>PC and has, I beleive, a cable that ends with a db9 plug and
>is supposed to be a SCSI unit. My system is a TT. 4 st/16 tt ram,
>Crazy Dots II board - two 120 meg maxtor hd's, 44 meg syquest,
>and a CD drive all being SCSI. I have all running with AHDI.
>
>Will this dirve work with my system and which cable should I try
>to get to use it?
>
>
>
> ***************************
> *===== Frank Lawrence =====*
> *===== Norman OK US =====*
> ***************************
>.

If Syquest is an SCSI there are SCSI cables. If is on SCSI disc don't
buy it.
p.s.Nice set up !!
Greetings

MF MUSIC NEDERLAND
Mirko Fistravec

FOR ALL YOUR MATTERS IN SHOW BUSINESS
-------------------------------------------------------------------
for correspondence use following address:

MF Music Nederland - Rademarkt 3a - NL 9711 CS Groningen
tel.: + 31-50-3122874 fax.: + 31-50-3144310
internet web site: www.mfmusic.demon.nl
```

2280. Re: STE DMA Chip Help!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: m.fistravec@mfmusic.demon.nl
Message-ID: <938281719.26852.1.pluto.d4ee02a4@news.demon.nl>
Source record: 8781

```
On 16 Sep 1999 15:25:30 , "Martin Landa" wrote:
>Hi all of ATARI world!
>warning, my english is too BAD ;-)))
>Im search for my ATARI 1040 STE the DMA Chip.
>Typ: DMA C398789-001 in PLCC 44pin socket
>is use in the STE, MEGA STE and TT Atari computers.
>Bye
>
>--
>Genesis
>e-mail: landa@ltm.pvt.cz
>-----------------------------------------------------------------
>ATARI Falcon 030, 14MB, SRC 40Mhz, 8.4GB HDD
>?ATARI 1040 STE, 4MB, TOS 2.6CS, 20MB HDD
>ATARI SM124, SC1435, STAR LC2410, TNC 2-MV
>-----------------------------------------------------------------
>
>
>
>.

There is a company in Switzerland that has a lot of ATARI parts
can't remember the name but if you check on internet (like ATARI TOS
Switzerland) you can find them. They sure can help you

Greetings

MF MUSIC NEDERLAND
Mirko Fistravec

FOR ALL YOUR MATTERS IN SHOW BUSINESS
-----------------------------------------------------------------
for correspondence use following address:

MF Music Nederland - Rademarkt 3a - NL 9711 CS Groningen
tel.: + 31-50-3122874 fax.: + 31-50-3144310
internet web site: www.mfmusic.demon.nl
```

2281. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7sj31vfgb1@sun27.hrz.tu-darmstadt.de>
Source record: 8782

Hi!

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> Improvements needed for TOS 2/3:

> * partitions up to 1 GB
> * up to 32 drives (increase the letters over P, up to A-Z,1-6)
> * AES 3.40

As most people are already either using MagiC or MiNT+some AES, I don't think it's that necessary. Furthermore, Big-DOS already offers the first two enhancements for Single TOS users.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2282. Discs and Cubase and PC downloads

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: blakfunk@webtv.net
Message-ID: <16995-37ED2B59-23@newsd-123.bryant.webtv.net>
Source record: 8783

I have a 1040st that I have been fighting to get up and running w/Cubase
for the last year and a half. Right now we have a crack version that
came w/it when I bought it. It is not stable. I would love to get the
real deal. Does anyone have it for sale or nostalgic gift?

One moe quest..
I got another version of Cubase in my email. do I have to have low
density discs or will other (HD DD) work if formatted properly. Where
can I get LD discs?

I have tried to download other Atari software from PC before, to no
avail. It hasn't worked for me. What's the best way to download a file
fron PC for atari.
(so I can use it)

Thanx in advance...
tracy

2283. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9909252349180.96-100000@rakastaja>
Source record: 8784

On 25 Sep 1999, Thomas Binder wrote:

> > Improvements needed for TOS 2/3:
>
> > * partitions up to 1 GB
> > * up to 32 drives (increase the letters over P, up to A-Z,1-6)
> > * AES 3.40
>
> Big-DOS already offers the first two enhancements for Single TOS.

This doesn't make TOS see the extra partitions at bootup, nor does
it allow partitioning up to 1 GB. Sorry, it's no substitute for a
newer TOS version.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2284. Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <VqgDVGAQcT73EwNe@steverosie.demon.co.uk>
Source record: 8785
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I have a Mega STE, you probably figured that one out:), how do I install
and internal hard drive? it has an Ethernet card fitted...

and how do I get the thing to go above the 19,200 baud rate on serial 2?

thanks in advance

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2285. Re: Cubase or logic?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37ed3ddb$0$25065@news.zetnet.co.uk>
Source record: 8786

Cubase.

chrisc

On 23 Sep 1999 23:20:56 , Denuc Michel wrote:
>Hi!
>I'm french and I have a atari ST 1040
>What's the best software betwenn cubase and logic?
>I'm waiting yours answers
>Thanks
>Maxime Denuc
>
>Write to me:
>max83@caramail.com
>
>.

2286. Re: Help, MSTe HD controller dip functions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-25 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37ed55161cc7301@smok.krakus.top.pl>
Source record: 8787

On Sat 25-09-1999 08:50 (-0500) Tim M wrote:

>Can anyone tell Me the individual dip switch functions on the MSTe hard
>drive controller board?

Dip switches 2 and 3 on the host adapter board are to change the SCSI
ID number. It goes as follows:

2 3 ID
=============
ON ON 0
ON OFF 1
OFF ON 2
OFF OFF 3

Jumpers on your HD drive must be set to ID=0.

Dip switch 1 is set to ON at me but I don't know what is its function.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

2287. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-26 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37ED5254.85EB3D1A@cable.A2000.nl>
Source record: 8788

Hi

Never underestimate the importance of having a complete OS on roms, that boots
up even without floppy and without harddisc. :-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

2288. Re: Discs and Cubase and PC downloads

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-26 00:00:00 UTC
From: Mark Phillips <mark@ataribloke.freeserve.co.uk>
Message-ID: <7sk0sf$1ud$1@news7.svr.pol.co.uk>
Source record: 8789

Hi Tracy,

Firstly, I think it is right to point out that using cracked/pirated versions of software that are, or are not, currently in commercial production on the Atari or any other platform is an infringement of copyright which is punishable by international law. Many people justifiably also consider this to be totally immoral.

A full version of cubase for the Atari is available from many vendors - try System solutions. Don't expect it for the price of a gift though.

http://www.system-solutions.co.uk/cafe

To transfer files from your PC to Atari - format a double density disk on the PC, copy the files onto the disk, and your Atari should be able to read them. Older versions of TOS may not be so willing - Sorry.

The main reason that your cracked version of cubase crashes, is, that the cracked versions rely on a piece of software to replace the hardware dongle that should be placed in the cartridge port. Rather like emulators - which try to replace processors with code - they work, but only to a certain extent.

tracy allen <blakfunk@webtv.net> wrote in message
news:16995-37ED2B59-23@newsd-123.bryant.webtv.net...
> I have a 1040st that I have been fighting to get up and running w/Cubase
> for the last year and a half. Right now we have a crack version that
> came w/it when I bought it. It is not stable. I would love to get the
> real deal. Does anyone have it for sale or nostalgic gift?
>
> One moe quest..
> I got another version of Cubase in my email. do I have to have low
> density discs or will other (HD DD) work if formatted properly. Where
> can I get LD discs?
>
> I have tried to download other Atari software from PC before, to no
> avail. It hasn't worked for me. What's the best way to download a file
> fron PC for atari.
> (so I can use it)
>
> Thanx in advance...
> tracy
>

2289. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9909270236170.84-100000@rakastaja>
Source record: 8790
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 26 Sep 1999, Steve Stupple wrote:

> >At any rate, don't use Atari's modem.cpx, which should be replaced
> >with Peter Rottengatter's serial.cpx, if using STinG.
>
> I'm using that one and have the ports setup for the required [baud],
> but still can only connect at 19,200!!!

Then, obviously, some other app is trying to override the baudrate
you have set in SERIAL.CPX and STinG. Your old MODEM.CPX wouldn't
be still enabled, would it? Also, check DEFAULT.CFG and DIAL.SCR,
in STinG's configurations.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2290. Re: CT2 & SCSI Only System

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dyswwj.5qaoa0182hdklN@pm-d21.rhein-main.de>
Source record: 8600

> example, seems to also try to do the same thing on drive O. None of
> this happens in NORMAL mode. Also, when ripping audio, I get SCSI
> bus lock ups.

And why?
Your SCSI Bus makes trouble in turbo mode. - SOME - CT2 falcons here
hade exactly the same trouble. Maybee, sometimes the easy way was to
kick of the oldes SCSI device out of the SCSI chain.

Best example here was a fucking IBM DPES 31080.
Devices works fine on all computers, also on CT2 falcon, but -not- in
turbo mode. Somethink you canï¿½t found in any manual..

SCSI trouble is the key of all your problems.
(What i see after reading your description here..)

> What are the BEST settings for the hard disk array in combo with a
> CT2? (all the docs for Cecile are in French, and I don't really

What i mean, some lines upper..

It can be not an part of the user to try any SCSI devices for access in
turbo mode or not.

Keep Smile, i do exactly the same here as i got my CT2 Rev. "A"
I use it since november 1998, suprising that the "manual" ist allways
the same pice of paper ..

> Once again...ALL this stuff in a LONG chain works very well with HD-
> Driver 7 in normal mode.

Yes, but not in turbo mode..
Also Cecile doasnï¿½t work well.
Try to find the "faulty" device that was doasnï¿½t work in turbo mode.

Doasnï¿½t waste your time for checking wires e.c..
If the board runs and the machine is stable, forget that.

DOITF030 contain a lot about CT2, but it is mostly in german..

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2291. Re: Discs and Cubase and PC downloads

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: blakfunk@webtv.net
Message-ID: <15047-37EFC61F-65@newsd-121.bryant.webtv.net>
Source record: 8601

Hi Mark. Please allow me to explain.

1st) I know cracked version is wrong (DUH) But that's all I have for now. I stated before I want the real deal.. I don't like crashes etc.

2nd) "the nostaglic gift" was sarcasm. Maybe I forgot the =o) at the end. I want to buy the real cubase., but Ihaven't been able to locate anything on the web so far... thus your help.

3rd) Atari faq is the move, thanx Nick..

thank you both for your help
tracy

2292. CT2 & SCSI Only System

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <rutj9ia93i547@corp.supernews.com>
Source record: 8791

Aloha,

I've a freshly installed CT2...
For the most part it behaves very well, but I've some trouble
shooting to do...mainly around the SCSI array.

Where do I start?

First, I'll describe my problems...

Note, in normal mode, using HD-Driver 7, I can thrash my SCSI array
to pieces with no problems. I can load CAF to the max with several
audio tracks all fragemented, and just go to town...may a scsi Lock
up once in a blue moon (that resets after a few seconds by itself
with no error messages or anything).

Also, I try to use Cecile in normal mode, I get problems...Esp with
CAF. Also, MajiC 6 won't boot at all with Cecile in normal mode, but
it will boot in turbo mode ONLY If I boot from floppy and do a
million and seven warm starts, and hold my mouth JUST right...and
PRAY. Still, CentScreen won't work.

So, CAF and MajiC 6 aside, My Falcon is very stable...in normal and
Turbo modes.

CAF acts very strange in turbo mode with Cecile!
Yes...I followed the Docs to the letter, and installed the patched
MROS. Basicaly, every few seconds when playing or recording audio,
the SCSI bus locks, my entire hard disk array flashes and cuts up,
I get a SCSI error message, one of the following:
SCSI 2 error
SCSI 4 error
Check Connections, ID, and termination.

ExtendDOS Gold 3.2 works fine on the Data access end of things.
However, if I use the Audio utilities to play an audio CD, the SCSI
array resets itself sometimes...also, cue up something on drive P for
example, seems to also try to do the same thing on drive O. None of
this happens in NORMAL mode. Also, when ripping audio, I get SCSI
bus lock ups.

Nova Scan...
The SCSI bus locks up, and my Scanner light flashes as if hung with
the light bar in mid scan.

Now...all this is odd!
I've done many tests...copying files and running Cecile_Tools.

Even grabbed about 80 meg of files from one physical disk and copied it to another. It was FAST AS HELL...drives going nuts! BUT NO time outs or lock ups.

At any rate...
Is there anything I can try that might help?
What are the BEST settings for the hard disk array in combo with a CT2? (all the docs for Cecile are in French, and I don't really understand the program very well...what different parts of it do, etc...I.E. what is cecile.prg in the driver folder? When, where, why would I use that?).

Should I have parity enabled or disabled?
Should I set the drives to get termination power from the HOST? From themselves? Should any of the drives supply TERM power?

At this time I have them set up as SO:

SCSI 0: ST11200D (Seagate Hawk I)
Parity On
Termination power from drive...set NOT to supply any term power.
SCSI 1: Chinon 2X CD-ROM (Disabled for now, to keep shortest cables)
SCSI 2: Toshiba 4X CD-ROM (Disabled for now, same as above)
SCSI 4: ST32550N (Seagate 2.5 Barracuda)
Parity On
TERMINATION power from DRIVE...set NOT to supply any term power.
SCSI 6: Mustek 1200SP Flat Bed Scanner (Disabled for now)
SCSI 7: Falcon

Once again...ALL this stuff in a LONG chain works very well with HD-Driver 7 in normal mode.

At this time...I only have one external chassis connected, it has the two hard disks in it, Id's 0 and 1 respectively. I use an external termination block at the end of the chain (I've also tried getting rid of this and enableing termination on the LAST drive instead, no change). I checked the connections and tested the cables with a meter.

Really, is Cecile just a piece of junk when it comes to SCSI only arrays?

Maybe I need to check some wires? (Which ones?) Replace something with better sheilded wire (I see two wires that wind under the floppy, they have BLACK TAPE in the middle of them! Maybe noise is the problem? Why only with CuBase and ExtenDOS audio utilities? Even Studio SON works with no problems! As do various other HD audio trackers.

Oh well...
Any Ideas...I'd love to hear them.

Thanks,
Brian

2293. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7smme4$pr5$1@newshost.comnet.co.nz>
Source record: 8792
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Guy Harrison (guy@swampdog.demon.co.uk) wrote:
> eek! Basic! run away - run away! :-)

... at least it wasn't LINE-NUMBERED basic - that would be a criminal offense punishable by death. {[:-)]

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at tos pl net. I would like to apologise to the genuine respondents that this may inconvenience.

2294. Re: Broken Mega4

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <37EF750A.582D62D0@sidra.si>
Source record: 8793

Roger Cain wrote:

> I have traced this signal back to a 6-pin DIL called K8013P. From the look
> of it I would guess it is an opto-isolator, can anyone confirm?
>
> First step, I think, would be to replace this. I have a spare opto-isolator,
> a CNY17-1, from a broken PSU. Does anyone know if this is a decent
> equivalent? Otherwise I shall have to scour the local world for a K8013P.
>

Odd. I thought that monodetect signal goes straight to MFP chip without any complications. Are you sure that this optocoupler is not intended for MIDI connection?
I know that there is one for MIDI and it had 013-something in marking and I remember having troubles with replacing it, as ordinary optocuplers of that time (6 years ago) were not fast enough...

Give that signal closer look. I think that it goes to MFP and it probably has a pull-up resistor (resistor between +5V and the signal). It might be that burned pin driver on MFP is shorting the signal...

One more thing/ check the glue chip. It generates HSync which on some ST's goes straight to the monitor without any buffering. Since MSI chhips are more sensitive to overvoltages then LSIs it might well be that monitor burned it too. If HSync signal is buffered, then you have luck and you will probably have to replace simple TTL buffer....

Hope this helps,

Branko

2295. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <zfrEtLA+Gy73EwaR@steverosie.demon.co.uk>
Source record: 8794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 26 Sep 1999 at 23:40:08 a message from Martin-Eric Racine was
created on the subject of Mega STE: How do I? twice:).
>Then, obviously, some other app is trying to override the baudrate
>you have set in SERIAL.CPX and STinG. Your old MODEM.CPX wouldn't
>be still enabled, would it? Also, check DEFAULT.CFG and DIAL.SCR,
>in STinG's configurations.

I used to use an STE with HD drive, serial mod etc... This is now my
back-up machine just in case the unthinkable happens:)

When I moved over to the MSTE the only thing I've done was to adjust and
change the port settings!!! I will rebuild the entire software/hard
drive as soon as I can, maybe there's a rogue program that's
responsible.

I did encounter a small problem on my tower STE using certain programs,
like Harlekin II with the higher port speed (28,800 my speed). They
caused bad and unreliable transmissions, so these programs are not
active/running on the MSTE.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2296. Re: Discs and Cubase and PC downloads

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: "Nicholas Bales (please edit email addressto reply)" <bales@online.TAKE.THIS.OUT.fr>
Message-ID: <37EF2894.828FE3CF@online.TAKE.THIS.OUT.fr>
Source record: 8795

```
tracy allen a ï¿½crit :
>
> I have a 1040st that I have been fighting to get up and running w/Cubase
> for the last year and a half. Right now we have a crack version that
> came w/it when I bought it. It is not stable. I would love to get the
> real deal. Does anyone have it for sale or nostalgic gift?

Sorry, you have to look at for sale ads, or used music gear shops,
etc...

> One moe quest..
> I got another version of Cubase in my email. do I have to have low
> density discs or will other (HD DD) work if formatted properly. Where
> can I get LD discs?

Not LD, but DD disks, double density.

You can try sticking tape over the HD detection hole on HD disks, but
this is not reliable as a long term solution.

In any case, the disk has to be formatted to 720K on the PC in order to
be used by both machines.

> I have tried to download other Atari software from PC before, to no
> avail. It hasn't worked for me. What's the best way to download a file
> fron PC for atari.
> (so I can use it)

This is in the Quick FAQ and has been answered millions of times
already.

Quick FAQ: http://bales.online.fr/atari

Nick
--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2297. Re: Broken Mega4

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dyr8t5.1h21v7wo8btiN@pm-d15.rhein-main.de>
Source record: 8796

> I notice that without any monitor attached the 'Mono Detect' pin on the DIN
> 13 is LOW (I think it is supposed to be at 5v) and, if I ground it I don't
> get a RESET.

Mono detect pin is only connected by an SM124 to -GND- not other..
Exact: If you connect an SM124 mono detect is connected to GND.

Connect to +12 or +5V blasts the machine.

> I have traced this signal back to a 6-pin DIL called K8013P. From the look
> of it I would guess it is an opto-isolator, can anyone confirm?

Witch? Monodetect?

Sorry, co circiut diagram from any mega here.., but..

mono detect comes from the monitor port pin 4 and follows his track to
R28 (4K7) (open end of R28 to +5) track follows to MFP pin 29 (I/O 7)

Thatï¿½s what i knwo from a mega..
But mega sts are different.

Regards, Robert

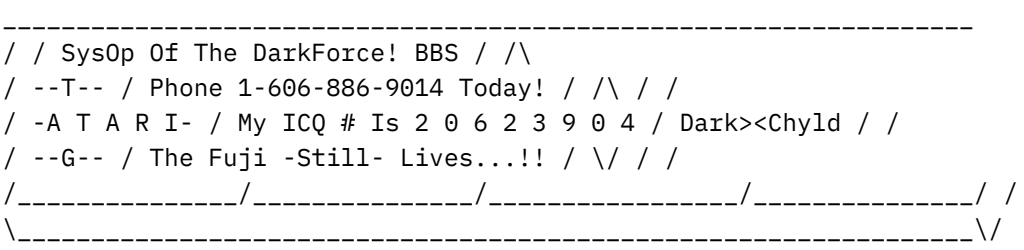
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2298. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7so6o7cdr3@news.campuscwix.net>
Source record: 8797

On 26 Sep 1999 11:04:05 , Jo Even Skarstein wrote:

Jo, I'm confused about something here. My 1987 Mega ST uses
a 4.5 gig hard drive. Why can't the Mega STe, a much newer
machine, support HDs of over 1 gig? Doesn't this really depend
on what HD interface/software that you are using? Thanks!



2299. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7so6kdcdr2@news.campuscwix.net>
Source record: 8798

On 26 Sep 1999 18:30:19 , Steve Stupple wrote:

Steve, the small bay to the right of the floppy drive is the hard drive bay. There is a large head screw on the bottom of the Mega's case that lets the bay cover open up like a hinge. Once you open this up and get it out of the way (watch for any wires/cables that run from the MB to the bay cover) you should be able to see the interface, if it is there, as well as memory, dip-switches, etc,...

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2300. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-27 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7so783$cv4$1@snipp.uninett.no>
Source record: 8799

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote:
> On 26 Sep 1999 11:04:05 , Jo Even Skarstein wrote:

> Jo, I'm confused about something here. My 1987 Mega ST uses
> a 4.5 gig hard drive. Why can't the Mega STe, a much newer
> machine, support HDs of over 1 gig? Doesn't this really depend
> on what HD interface/software that you are using? Thanks!

Absolutely correct, it depends on the SCSI-interface and driver. The
interface is Mega STEs and STacys (they're identical) can't handle this.
AFAIK you need a Link 97 or something similar.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2301. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-28 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <E+2HwLAUOH83Ew2K@steverosie.demon.co.uk>
Source record: 8602

On Mon, 27 Sep 1999 at 16:39:41 a message from DarkChyld was created on
the subject of Mega STE: How do I? twice:).
> Steve, the small bay to the right of the floppy drive is the hard
> drive bay. There is a large head screw on the bottom of the Mega's
> case that lets the bay cover open up like a hinge. Once you open
> this up and get it out of the way (watch for any wires/cables that
> run from the MB to the bay cover) you should be able to see the
> interface, if it is there, as well as memory, dip-switches, etc,...

Hiya

It looks like the MSTE I have wasn't fitted with one:(It looks like
it's external only for me.

It's funny, when I upgraded the memory on the machine and even though I
noticed the big slot-headed screw, I didn't know the cover came off
until I fitted the ethernet card when it dropped off!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2302. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37F08BB0.33C@ooc.de>
Source record: 8603

Martin-Eric Racine wrote:

> One thing that is becoming obvious though, is that TOS 2/3 really
> should be patched with a newer GEMDOS (or was the limitation from
> BIOS/XBIOS, I forgot?) like the Falcon.
>
> Improvements needed for TOS 2/3:
>
> * partitions up to 1 GB
> * up to 32 drives (increase the letters over P, up to A-Z,1-6)
> * AES 3.40

So just go ahead and write those patches.

> The partition size especially is becoming a problem, as current drives

Simply use another filesystem like FAT32 or extfs2. There is no relevant
limit for these filesystems.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2303. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-28 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7sq9dsgtl1@sun27.hrz.tu-darmstadt.de>
Source record: 8604

Hi!

In article <Pine.MNT.4.10.9909252349180.96-100000@rakastaja>,
Martin-Eric Racine <q-funk@funkyware.atari.org> writes:
> This doesn't make TOS see the extra partitions at bootup

So what? As long as your boot partition has a size supported by your
TOS, this is no problem at all. Just put Big-DOS into your Auto-folder
and the other partitions will then be accessible, too. The same applies
for MagiC and FreeMiNT >= 1.15.0.

Of course, you need a decent hard disk driver for this to work (which
will reserve a drive letter for oversized partitions and has support for
XHDosLimits(), so no AHDI); but if you don't have one, getting one
(HDDRIVER, for example), seems a better idea than demanding a new TOS
(especially because this is a solution that works /now/, whereas hoping
for a new TOS will only do in future, if ever).

> nor does it allow partitioning up to 1 GB.

I thought /you/ knew that the TOS version is completely irrelevant when
it comes to partitioning, as this isn't done by TOS itself. It's done by
a utility, e.g. HDDRUTIL, where the latter will just warn you about
oversized partitions for the running TOS. If your harddisk partitioning
utility refuses to create such large partitions, get a decent one.

> Sorry, it's no substitute for a newer TOS version.

Sorry, but if you choose to ignore the facts, of course.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2304. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9909281858390.83-100000@rakastaja>
Source record: 8605

On 28 Sep 1999, Thomas Binder wrote:

> Of course, you need a decent hard disk driver for this to work (which
> will reserve a drive letter for oversized partitions and has support for
> XHDosLimits(), so no AHDI);

I already use HD-Driver 7.xx.

> > nor does it allow partitioning up to 1 GB.
>
> I thought /you/ knew that the TOS version is completely irrelevant when
> it comes to partitioning, as this isn't done by TOS itself.

I though _you_ knew that maximum partition size is TOS-dependant.
On TOS 2/3, one is only allowed up to 512 MB. Otherwise, larger
partitions will be skipped at bootup.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2305. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-28 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9909281851060.83-100000@rakastaja>
Source record: 8606

On Tue, 28 Sep 1999, Uwe Seimet wrote:

> > One thing that is becoming obvious though, is that TOS 2/3 really
> > should be patched with a newer GEMDOS (or was the limitation from
> > BIOS/XBIOS, I forgot?) like the Falcon.
> >
> > Improvements needed for TOS 2/3:
> >
> > * partitions up to 1 GB
> > * up to 32 drives (increase the letters over P, up to A-Z,1-6)
>
> So just go ahead and write those patches.

Sure. Send me those TOS 3.06 sources, so I can get started.

> > The partition size especially is becoming a problem, as current drives
>
> Simply use another filesystem like FAT32 or extfs2. There is no relevant
> limit for these filesystems.

It's not a question of filesystem at all.

TOS simply doesn't find partitions beyond P, which prevents back
up operations to/from large drives with more than 16 partitions.

Also, formatting utilities only allow partitioning drives up to
what GEMDOS allows, in the TT's case up to 512 MB per partition.
Even HD-Driver's own utility doesn't allow me to partition my
drive beyond 512 MB per partition.

There is no way around the above problems; TOS _must_ be patched.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2306. GEM World

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <37F0E873.24B32D15@patent.gov.uk>
Source record: 8607

You probably all know this, but the complete GEM Developers Kit for the ST, together with a whole lot of GEM stuff is at:

http://www.devili.iki.fi/cpm/gemworld.html

Bob King.

2307. Re: Broken Mega4

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-28 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7sr0fi$jt3$1@news6.svr.pol.co.uk>
Source record: 8608

Branko Badrljica <brankob@sidra.si> wrote in message
news:37EF750A.582D62D0@sidra.si...

> Give that signal closer look. I think that it goes to MFP and it probably
has a
> pull-up resistor (resistor between +5V and the signal). It might be that
burned
> pin driver on MFP is shorting the signal...

:-((Arrggh! You are SO right, Branko. Pin 4 of the monitor socket goes straight to pin 29 of the MFP with R28 as the pull-up. I must have got badly lost when I was probing before!

There is definitely 5v on R28 but the MFP then seems to ground it so that pin 17 is at around 0.2v. I guess this means that the MFP is broken.

> One more thing/ check the glue chip. It generates HSync which on some ST's
goes
> straight to the monitor without any buffering. Since MSI chhips are more
> sensitive to overvoltages then LSIs it might well be that monitor burned
it too.
> If HSync signal is buffered, then you have luck and you will probably have
to
> replace simple TTL buffer....

I don't have any useful test equipment other than an Avo so it's difficult to test the GLUE. However, I can measure just less than 5v on HSync and VSync and around half a volt on Mono-out. Does this sound healthy? I hope so!

> Hope this helps,

It did, indeed, Branko, thanks.

Roger

2308. Re: Broken Mega4

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-28 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7sr0fi$jt3$2@news6.svr.pol.co.uk>
Source record: 8609

Robert Schaffner <doitarchive@atari-computer.de> wrote in message
news:1dyr8t5.1h21v7wo8btiN@pm-d15.rhein-main.de...

> Witch? Monodetect?
>
> Sorry, co circiut diagram from any mega here.., but..
>
> mono detect comes from the monitor port pin 4 and follows his track to
> R28 (4K7) (open end of R28 to +5) track follows to MFP pin 29 (I/O 7)

Ah, <blush>, I made a mistake with my track tracing. It does, indeed, go to
p29 on the MFP! There is 5v on R28 but p29 seems to ground it. I guess I/O 7
circuits have been damaged.

Thanks, Robert. I will go and search for a spare MFP.

Roger

2309. Message duplication in comp.sys.atari.xxx

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <7srapaquv1@plutonium.compulink.co.uk>
Source record: 8610

Is it really necessary to post the same message in all the comp.sys.atari.xxx groups? For instance, we have just had a long (and interesting!) message about Degas bit allocations, but it was in comp.sys.atari.st, and st.tech, and also .programmers - which is a bit of a pain for those of us with slow connections and who have to pay both phone and on-line charges! And it is by no means that only one. Wouldn't it be better to restrict such messages just to one newsgroup, picking the most relevant one?

Regards, /Peter/

2310. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-28 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7srjfu$f0a$1@sun27.hrz.tu-darmstadt.de>
Source record: 8611

Hi!

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> I though _you_ knew that maximum partition size is TOS-dependant.
> On TOS 2/3, one is only allowed up to 512 MB. Otherwise, larger
> partitions will be skipped at bootup.

That's simply not true. They won't be accessible (without additional software), but a drive letter will be reserved (depending on the harddisk driver). At least, that's what Uwe told me, and I think he knows better what HDDRIVER does, and what it does not.

Furthermore: How should Big-DOS ever be able to enable access to large (DOS) partitions, if the driver didn't reserve the drive letter on bootup?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2311. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37fe24ad.317883131@news.demon.co.uk>
Source record: 8612
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On 27 Sep 1999 02:57:08 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:

>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>> eek! Basic! run away - run away! :-)
>
>... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>offense punishable by death. {[:-)]

Even mentioning it could warrant a lengthy sentence!!! :-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2312. Re: WANTED TOS >

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7sst0u$sc2$1@nnrp1.deja.com>
Source record: 8613

In article <Pine.MNT.4.10.9909281851060.83-100000@rakastaja>,
Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
...
> > > The partition size especially is becoming a problem, as current
drives
> >
> > Simply use another filesystem like FAT32 or extfs2. There is no
relevant
> > limit for these filesystems.
>
> It's not a question of filesystem at all.
>
> TOS simply doesn't find partitions beyond P, which prevents back
> up operations to/from large drives with more than 16 partitions.

TOS is not responsible for "finding" partitions. It's the harddisk
driver. If you use a recent and decent driver, it will mount partitions
beyond P: in case the operating system supports this.

> Also, formatting utilities only allow partitioning drives up to
> what GEMDOS allows, in the TT's case up to 512 MB per partition.

That's certainly not true for HDDRUTIL or SCSI-Tool. And why would
changing TOS help here at all?

> Even HD-Driver's own utility doesn't allow me to partition my
> drive beyond 512 MB per partition.
>
> There is no way around the above problems; TOS _must_ be patched.

You are sbsolutely wrong. How could people be happily using bigger
partitions on a TOS 3.06 equipped machine if you were right???

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2313. Re: Broken Mega4

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <37F20546.FE17D03D@sidra.si>
Source record: 8614

> I don't have any useful test equipment other than an Avo so it's difficult
> to test the GLUE. However, I can measure just less than 5v on HSync and
> VSync and around half a volt on Mono-out. Does this sound healthy? I hope
> so!
>

I have just checked it my machine and it sounds about right. I took the signal
at the TV modulator circuit, so it might be that it is inverted through some
buffer along its way to the connector...
If you have stable picture then Syncs are probably O.K...

Regards,

Branko

2314. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37F1B03D.5F2B@ooc.de>
Source record: 8615

Martin-Eric Racine wrote:

> > So just go ahead and write those patches.
>
> Sure. Send me those TOS 3.06 sources, so I can get started.

If you're good you can do without them. Other people also could, like
Rainer Seitel when writing Big-DOS.

> TOS simply doesn't find partitions beyond P, which prevents back
> up operations to/from large drives with more than 16 partitions.

So use Big-DOS, MagiC or MiNT.

> Also, formatting utilities only allow partitioning drives up to
> what GEMDOS allows, in the TT's case up to 512 MB per partition.
> Even HD-Driver's own utility doesn't allow me to partition my
> drive beyond 512 MB per partition.

It does. Read the postings from today and you see that this works.
HDDRUTIL won't prevent you from entering partition sizes > 512 MByte and
will create such a partition.

> There is no way around the above problems; TOS _must_ be patched.

Others did and if your knowledge is sufficient you can do the some.

Dr. Uwe Seimet E-Mail: mailto:us@ooc.de
Object Oriented Concepts GmbH http://www.ooc.de

2315. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37F1B0EC.70A7@ooc.de>
Source record: 8616

Martin-Eric Racine wrote:

> > > nor does it allow partitioning up to 1 GB.
> >
> > I thought /you/ knew that the TOS version is completely irrelevant when
> > it comes to partitioning, as this isn't done by TOS itself.
>
> I though _you_ knew that maximum partition size is TOS-dependant.
> On TOS 2/3, one is only allowed up to 512 MB. Otherwise, larger
> partitions will be skipped at bootup.

Thomas is right when he says that you can CREATE partitions of any size
regardless of the TOS version. The question is if you can USE these
partitions later with your version of TOS. You said PARTITIONING depends
on the TOS version and this is wrong. You can create partitions of any
size any time. But you might not be able to USE them unless Big-DOS,
MiNT or MagiC are installed.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2316. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9909291106250.90-100000@rakastaja>
Source record: 8617

On Wed, 29 Sep 1999, Uwe Seimet wrote:

> So use Big-DOS, MagiC or MiNT.

Already using HD-Driver 7.04 + MiNT 1.15. It would not recognize
the 1 GB partition I made at the end of my 4.5 GB drive.

> > Even HD-Driver's own utility doesn't allow me to partition my
> > drive beyond 512 MB per partition.
>
> It does.

Right, and I remembered that afterwards, although it _does_ point
out that my TOS's headroom is 512 MB.

> > There is no way around the above problems; TOS _must_ be patched.
>
> Others did and if your knowledge is sufficient you can do the some.

Not as in writing another BigDOS (we already have too much AUTO
folder bullshit). I mean, altering TOS sources and recompiling,
then burning a new TOS ROM.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2317. Re: WANTED TOS >= 4.0 For TT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37F1DBED.4FC5@ooc.de>
Source record: 8618

Martin-Eric Racine wrote:

> Already using HD-Driver 7.04 + MiNT 1.15. It would not recognize
> the 1 GB partition I made at the end of my 4.5 GB drive.

This should be addressed in the MiNT mailing list since it's MiNT
specific. MiNT comes with it's own filesystem driver and it's the MiNT
driver that decides if a partition is accepted or not.

> Right, and I remembered that afterwards, although it _does_ point
> out that my TOS's headroom is 512 MB.

Pointing this out is very important and useful and not the same as not
actually partitioning if you override the warning. You said partitioning
didn't work and now you said it actually did work. Please try to be more
precise here. Otherwise people think that there are problems that don't
even exist.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2318. Re: Broken Mega4

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7ssoug$rd9$1@news7.svr.pol.co.uk>
Source record: 8619

Branko Badrljica <brankob@sidra.si> wrote in message
news:37F20546.FE17D03D@sidra.si...
>
> I have just checked it my machine and it sounds about right. I took the
signal
> at the TV modulator circuit, so it might be that it is inverted through
some
> buffer along its way to the connector...
> If you have stable picture then Syncs are probably O.K...

Thanks, Branko. I will try to find somewhere to get a spare MC68901 and
start by replacing that.

Roger

2319. Re: GEM World

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: howe@pop.uky.edu
Message-ID: <7stcsjfcm1@news.uky.edu>
Source record: 8620

In article <37F0E873.24B32D15@patent.gov.uk>, Bob King <robert.king@patent.gov.uk> wrote:
>You probably all know this, but the complete GEM Developers Kit for the
>ST, together with a whole lot of GEM stuff is at:
>
>http://www.devili.iki.fi/cpm/gemworld.html
>
>Bob King.

What with Atari Corp. gone and the opening of GEM source code by Caldera:

Why not port the best of Atari GEM Windows AES into the Intel version? This could be a whole new "linux" like movement on the internet!! There is even a multitasking beta kit from Digital Research to work from.

Wow, the possibilities are endless!

This from a former Atari user who still loves the GEM OS.

2320. Re: Broken Mega4

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dywlbn.vns3potbil1cN@pm-d13.rhein-main.de>
Source record: 8621

> Ah, <blush>, I made a mistake with my track tracing. It does, indeed, go to
> p29 on the MFP! There is 5v on R28 but p29 seems to ground it. I guess I/O 7
> circuits have been damaged.

Exactly :)
Well, i think also the MFP port is broken.

Ask Best? Or you knew any other dealer?

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2321. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-29 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7su3r4dcc1@news.campuscwix.net>
Source record: 8622

On 27 Sep 1999 16:50:11 , Jo Even Skarstein wrote:

->Absolutely correct, it depends on the SCSI-interface and driver. The
->interface is Mega STEs and STacys (they're identical) can't handle this.
->AFAIK you need a Link 97 or something similar.

Okay, thanks. That cleared that up for me! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2322. Re: Message duplication in comp.sys.atari.xxx

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <0J37tHAQ9w83Ewji@steverosie.demon.co.uk>
Source record: 8623

On Tue, 28 Sep 1999 at 21:08:58 a message from was created on the
subject of Message duplication in comp.sys.atari.xxx.
>Is it really necessary to post the same message in all the
>comp.sys.atari.xxx groups? For instance, we have just had a long (and
>interesting!) message about Degas bit allocations, but it was in
>comp.sys.atari.st, and st.tech, and also .programmers - which is a bit
>of a pain for those of us with slow connections and who have to pay
>both phone and on-line charges! And it is by no means that only one.
>Wouldn't it be better to restrict such messages just to one newsgroup,
>picking the most relevant one?
>
>Regards, /Peter/

Hi Peter

Although I don't crosspost to the entire Atari related groups, I do crosspost to a few. Now why do I do that?

Well the answer is very simple, some people only read one group. Yes there are people that only use group, maybe they are only interested in that specific subject, and may be interested in what will be posted. OR they could be a newcomer that has stumbled on one newsgroup by accident and doesn't know what other exist!

Also what may go unmissed in one group may not be in the other! I have replied many times to postings in the c.s.a.t newsgroup, or a.a come to think of it, that I have missed in c.s.a.

ATB
Steve
-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2323. Very Sick Falcon (CT2)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-30 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <rv6kvedi3i594@corp.supernews.com>
Source record: 8624

I now have a very sick Falcon :/

Trying to change the reisistor on DMA timing for CT2 and unsoldering the old one, the entire track pulled out of the mother board all the way to the chip...Actually, I think MORE THAN one track is ruined, and the damage is so bad I"ve no clue where the track maybe ONCE went to attempt building jumpers.

PCB was pretty scored and melted as it was...

Any chance at all of fixing this?

Falcon does NOTHING now...
NO boot screen at all...

Anyone in the USA want a shot at fixing this?

sigh

Brian

2324. Re: Very Sick Falcon (CT2)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-30 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7svqke$5pj$1@news.campuscwix.net>
Source record: 8625

On 30 Sep 1999 12:13:34 , Brian Roland wrote:
->I now have a very sick Falcon :/

<snip>

->Anyone in the USA want a shot at fixing this?
->
->*sigh*
->
->Brian
->.

Oh man. Brian, I'm sorry to hear about your Falcon. I can just imagine how you feel-I'd be feeling the same way if anything happened to my beloved Falcon. ;-(

If I were you-I'd try Alex Yu at ATY Computers. He has done various jobs for me, and I've always been happy with his work.

Here is some contact info:

Alex Yu
Owner
ATY Computers
3727 13th Avenue
Oakland, CA (USA) 94610
Work phone: 510-482-3775
Fax line: 510-482-3775
E-mail: atycom@pacbell.net
URL: http://www.infinex.com/~atycom/

Good luck guy!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2325. Re: Help, MSTe HD controller dip functions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-09-30 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37f3a4222231be1@smok.krakus.top.pl>
Source record: 8626

On Sat 25-09-1999 08:50 (-0500) Tim M wrote:

>Can anyone tell Me the individual dip switch functions on the MSTe hard
>drive controller board?

Dip switches 2 and 3 on the host adapter board are to change the SCSI
ID number. It goes as follows:

2 3 ID
=============
ON ON 0
ON OFF 1
OFF ON 2
OFF OFF 3

Jumpers on your HD drive must be set to ID=0.

Dip switch 1 is set to ON at me but I don't know what is its function.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

2326. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-01 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7t1lch$q1k6@news.ajou.ac.kr>
Source record: 8627

On 29 Sep 1999 22:28:52 , DarkChyld wrote:
>On 27 Sep 1999 16:50:11 , Jo Even Skarstein wrote:
>
>->Absolutely correct, it depends on the SCSI-interface and driver. The
>->interface is Mega STEs and STacys (they're identical) can't handle this.
>->AFAIK you need a Link 97 or something similar.
>
> Okay, thanks. That cleared that up for me! ;-)
>

My Mega STE does have the stock SCSI interface and internal hard
drive. The hard drive is mounted underneath the removable lid.

I think there is a small modification that can be done that will allow
2 SCSI hard drives to be used with the stock MegaSTE SCSI interface.
I have the text file here on how to do it. Has anyone reading this
done the modification?

If this modification is done, does it affect the limit on the SCSI
hard drive sizes in any way?

And if two SCSI drives can be used with the internal interface can one
be a hard drive and the other a CD-ROM drive or other SCSI
device?

Also, if the interface is left stock, could one use it with a SCSI CD-ROM
or other SCSI device instead of a hard drive?

I'm not clear on the size limit of SCSI hard drives with the MegaSTEs
internal interface. Is there a limit? If so what is it?

I have a extra ICD LINK II that I'm going to use with the MegaSTE.
Will the later versions of HD Driver work with the ICD Link II?
If so, are there any limits on the SCSI hard drive sizes with this
combination?

The MegaSTE manual pinouts for Modem1 and Modem2 on the MegaSTE are
abit different. Are both modem 1 and modem 2 wired correctly for use
with modems?

The manual also says something about using both modem ports at the
same time. So can I have 2 modems connected and use one for a Net
connection and the other for a BBS connection at the same time?

Thanks for any Info,
phantomm@kih.net

2327. Re: GEM World

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-01 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <37F46B45.FAB5A5C@france2.fr>
Source record: 8628

Miles Howe a ï¿½crit :

> What with Atari Corp. gone and the opening of GEM source code by Caldera:
>
> Why not port the best of Atari GEM Windows AES into the Intel version? This
> could be a whole new "linux" like movement on the internet!! There is even a
> multitasking beta kit from Digital Research to work from.
>

Hi

You aren't wrong, but you need a kernel to support an AES on Intel, and
currently we haven't any Atari compatible kernel available on it.
Perhaps, i will possible to use Linux, and write a complete GEMDOS, and AES/VDI
on the top onf Linux kernel.

BUT, what is this multitasking beta kit from Digital Research ?? I never
hear talking about. it was running on Intel ?

2328. WTD:UK: MFP chip

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-01 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7t2ae7tha3@news8.svr.pol.co.uk>
Source record: 8629

My MFP is broken and I'm having some bother finding one from stock.

Does anyone have a (WORKING!) spare they could sell me?

Roger

2329. Re: [Programming]: Reading PI1 files

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-02 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37f6129e.3143209@news.demon.co.uk>
Source record: 8630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Wed, 29 Sep 1999 18:01:40 GMT, tony@webscripts.org (Tony Greenwood)
wrote:

>Hey! guy@swampdog.demon.co.uk (Guy Harrison)
>>On 27 Sep 1999 02:57:08 GMT, gmiller@inca.co.nz (Gaven Miller) wrote:
>>
>>>Guy Harrison (guy@swampdog.demon.co.uk) wrote:
>>>> eek! Basic! run away - run away! :-)
>>>
>>>... at least it wasn't LINE-NUMBERED basic - that would be a criminal
>>>offense punishable by death. {[:-)]
>>
>>Even mentioning it could warrant a lengthy sentence!!! :-)
>
>I have your name in my little black book you hairy little swamp
>thing!:)

Please get your facts right Tony! I'm a *fat* hairy little swamp
thing! :-)))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2330. Thanks!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-02 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7t3pqv$r3c$1@athena.netset.com>
Source record: 8631

Hi!

Thanks for all the help in info and programs sent for me setting up my 1040STE and SCSI devices.

I gave up on the CDROM, BUT, I have a 340MB HD, a syquest 44MB, and a RICOH drive. All in a mini tower, with the AD SCSI Plus card in the case.

My Falcon has a CDROM, so the syquest drives will be used to share any "large" files. I replaced the Falcon's RICOH, with another syquest.

Thanks again for all the help and such, Atari Community!

BTW: where can I get a nice replacement desktop. I tried NEWDESK, but it crashed my system.

Regards,

Jim

2331. Re: Very Sick Falcon (CT2)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-02 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7t3qu1$qp01@news.ajou.ac.kr>
Source record: 8632

On 30 Sep 1999 12:13:34 , Brian Roland wrote:
>I now have a very sick Falcon :/
>
>Trying to change the reisistor on DMA timing for CT2 and unsoldering
>the old one, the entire track pulled out of the mother board all the
>way to the chip...Actually, I think MORE THAN one track is ruined, and
>the damage is so bad I"ve no clue where the track maybe ONCE went to
>attempt building jumpers.
>
>PCB was pretty scored and melted as it was...
>
>Any chance at all of fixing this?
>
>Falcon does NOTHING now...
>NO boot screen at all...
>
>Anyone in the USA want a shot at fixing this?
>
>*sigh*
>

Brian very sorry to hear that you had this trouble doing the
resistor modification. I'll try to give you some info hoping that
you can use it to fix your Falcon.
First thing when doing any soldering on your Atari, make sure you
have the correct type of soldering Iron and solder. A 25 watt iron
is fine and you can use a 30 watt if you are careful not to over
heat the componets your working on. Anything over 30 watt will be
too Hot and you risk heat damage. 60/40 solder is about right.
Also, try to get a short soldering Iron, the long ones are hard
to do detailed work with. And also use a pencil point soldering tip
for detailed work. And make sure that the soldering Iron Tip is
clean. Dirty Iron Tips will not solder correctly. And can cause
heat damage. If you have a dirty tip, take a knife and scrape it
clean, then heat the iron and put solder on it. Then let the iron
cool, before using. While soldering use a Very wet sponge or cloth
to clean the Iron tip clean as you solder. It's very important to keep
the tip clean when soldering.

Now on to your problem. As far as I know there is only one PCB
track in the area where the DMA modification is done. If you have
the CT2B paper Manual there is a diagram on page 3 or 4 which shows
the SDMA (U36), the PCB track, and the AJAX chip (U20).
The PCB track starts out from the 2nd pin of U36. Start at the top
left hand corner of U36 and count the pins down toward the keyboard

and you'll find the 2nd PIN as we will call it. The PCB track starts at the 2nd PIN and runs straight across the board then makes a sharp turn up to go around 2 black inductors. I believe the first top inductor is labeled L66.

This PCB track has to be CUT into for the CT2B DMA modification and also for the 25/50mhz Nemesis Buffer modification.

Most folks cut the track right around where it corners those 2 inductors. So the only connection is to the 2nd pin of the DMA (U36).

First thing I would do is to solder one end of the 100 Ohm resistor onto pin 14 of the AJAX (U20) chip.

Then go ahead and solder the CT2B wire onto the other end of the 100 Ohm resistor.

Now for the connection on PIN 2 of the DMA (U36) chip.
Make sure there is no stray solder on the PINS of the DMA chip. If there is, you must remove it some how. Either by some careful desoldering, or by taking a small sharp knife point and scraping it off.

Alot of times, stray solder doesn't completely setup if it lands on cold Pins and etc. So its easy to just pick off if this is the case. Just be careful if you have to remove stray solder.

Now you should be able to use a componet leg cut from a resistor or other componet for the replacement PCB track, Or a small wire. If the original PCB track is completely gone all the way up to the PIN 2, then you will probably need to take a small sharp knife and carefully scrap the Top of PIN 2 so that you can make a soldering connection.

You'll need a length of wire or componet leg long enough to reach from PIN 2 to the Resistor/CT2B wire connection that you made earlier.

After you have all this right, go ahead and carefully solder the wire or what ever you are using to PIN 2. I would use only a small amount of solder and put some on the wire or whatever you are going to use as a PCB track first. If you could get a small amount of solder on the wire/etc then you could just touch the wire/etc to PIN 2 and heat it with the soldering Iron. Just be careful not to use to much solder or you'll end up connecting the other PINS of U36 together. You'll see that they are small anyway and close together.
A Pencil Tip for the soldering Iron is good for this connection.

If you can get this connection done right. Give it time to cool. Then all you have to do is simply connect the other end of the wire/etc to the Resistor/CT2B wire.

This should work if done correctly. AFAIK there are no other connections that will have to be made.

If you don't feel that you can do this, then any good electronic person should be able to do this easily. Maybe the person who installed the CT2B for you can do it.

If I read your posting right, you mention that the PCB was already melted??

This should not have happened. These connections are small and don't require enough heat that would cause damage. Just take your time and I think you will be able to do this.

If I can be of any other help just let me know.
phantomm@kih.net

2332. watchdog

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-02 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <9525_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 8633

I am looking for informations about a "watchdog" to keep alive my BBS system
that runs on a TT.

Can you suggest an effective system ? I would like to have a look at the
scheme but you can also suggest some already done blackbox to buy.

Thank you.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2333. Re: Thanks!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-02 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37F5F71A.BE09FE12@cable.A2000.nl>
Source record: 8634

Hi Jim

J.W. Krych wrote:

> Thanks again for all the help and such, Atari Community!
>
:-)

> BTW: where can I get a nice replacement desktop. I tried NEWDESK, but it
> crashed my system.

I suppose you mean: NEWDESK.INF? It is the config file for TOS 2.06 & 3.06

I rather good and not too big desktop is TERADESK.
I have seen it on several FTP sites.
It gives TOS's < 2.xx the functionality of the newer desktops and more.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

2334. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7t4v62$2nu$1@news.campuscwix.net>
Source record: 8635

On 1 Oct 1999 06:46:41 G, Phantomm wrote:

Hi Phantomm!

->I'm not clear on the size limit of SCSI hard drives with the MegaSTEs
->internal interface. Is there a limit? If so what is it?

AFAICT, if you are using the internal interface, with TOS 2.05/2.06,
then you will be limited to 512 megs per partition, and 1 gig hard
drives... (this sounds odd to me, but its what I got from reading
various posts)

->I have a extra ICD LINK II that I'm going to use with the MegaSTE.
->Will the later versions of HD Driver work with the ICD Link II?

I'm using ICD's Link II with HDDriver v7.61 on my BBS, and it
works fine there.

->If so, are there any limits on the SCSI hard drive sizes with this
->combination?

Under TOS v1.4, on my MegaST, I still can not use partitions that
are bigger than 512 megs. I can use larger than 1 gig hard drives
though-in fact, I'm using a 4.5 gig hard drive.

->The MegaSTE manual pinouts for Modem1 and Modem2 on the MegaSTE are
->abit different. Are both modem 1 and modem 2 wired correctly for use
->with modems?

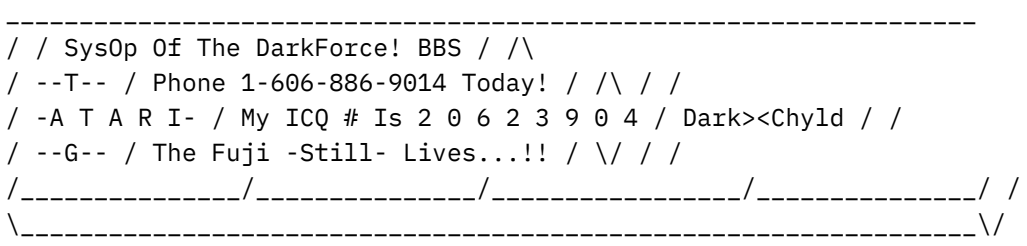
I think that you can use both with modems, but one is limited in
speed to 19.2k, while the other one is high-speed. I think you can
also do a modification to make the slow port faster. Not sure
about all this though...

->The manual also says something about using both modem ports at the
->same time. So can I have 2 modems connected and use one for a Net
->connection and the other for a BBS connection at the same time?

If you are using a multitasking OS, such as MiNT (or that other
OS thingy-whats its name? Oh yeah, MagiC <grin>), then you should
be able to. Also, I think CoNnect will allow you to call out on more
than 1 port at a time.

->Thanks for any Info,
->phantomm@kih.net

You're welcome, and see ya! ;-)


/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /

2335. Re: Mega STE: How do I? twice:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9910021805320.83-100000@rakastaja>
Source record: 8636

On 2 Oct 1999, DarkChyld wrote:

> AFAICT, if you are using the internal interface, with TOS 2.05/2.06,
> then you will be limited to 512 megs per partition, and 1 gig drive.
> Under TOS v1.4, on my MegaST, I still can not use partitions that
> are bigger than 512 megs. I can use larger than 1 gig hard drives
> though-in fact, I'm using a 4.5 gig hard drive.

TOS itself doesn't impose any limit on the drive size, afaik.
However, GEMDOS in TOS 1.04 to 3.06 cannot use _partitions_
higher than 512 MB.

> ->The MegaSTE manual pinouts for Modem1 and Modem2 on the MegaSTE are
> ->abit different. Are both modem 1 and modem 2 wired correctly for use
> ->with modems?

Both are fully operational ports, but modem2 has a slightly more
complete set of hardware control lines. You can indeed use both
ports simultaneously, with a proper multitasking OS like MiNT.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2336. Real Time Clock Program

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-03 00:00:00 UTC
From: Dwane O'Dwyer <mikdundee@mpx.com.au>
Message-ID: <7t6arr$7ac$1@news1.mpx.com.au>
Source record: 8637

A few years ago when I had my first ST, I installed a Real Time Clock module (From Dallas Semiconductors) inside my ST. Now that I have got another ST, I want to do the same. The program was called AREAL or something similar, and it came as a auto-load program which automatically retrieved the time and date from the module and set the ST's time. It also had an accessory which set the time initially. Does anyone know where I can get the program from, AND the installation instructions??? I have managed to get an old version of the program, but it hasn't got the installation instructions for the module with it. The files I have are called ar20boot.arc and ar20set.arc. Can someone out there help me, please!

thanks in advance.

2337. Re: Real Time Clock Program

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-03 00:00:00 UTC
From: Dwane O'Dwyer <mikdundee@mpx.com.au>
Message-ID: <7t6g12$n8v$1@news1.mpx.com.au>
Source record: 8638

I have found the program and info I require, thanks to another news group reader.....
Thanks to all.

Dwane O'Dwyer <mikdundee@mpx.com.au> wrote in message news:7t6arr$7ac$1@news1.mpx.com.au...
> A few years ago when I had my first ST, I installed a Real Time Clock module
> (From Dallas Semiconductors) inside my ST. Now that I have got another ST,
> I want to do the same. The program was called AREAL or something similar,
> and it came as a auto-load program which automatically retrieved the time
> and date from the module and set the ST's time. It also had an accessory
> which set the time initially. Does anyone know where I can get the program
> from, AND the installation instructions??? I have managed to get an old
> version of the program, but it hasn't got the installation instructions for
> the module with it. The files I have are called ar20boot.arc and
> ar20set.arc. Can someone out there help me, please!
>
> thanks in advance.
>
>

2338. Re: Thanks!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-03 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7t6d4l$p8t$1@athena.netset.com>
Source record: 8639

Henk Robbers <H.Robbers@cable.A2000.nl> wrote in
<37F5F71A.BE09FE12@cable.A2000.nl>:

>Hi Jim
>
>J.W. Krych wrote:
>
>
>> Thanks again for all the help and such, Atari Community!
>>
>:-)
>
>> BTW: where can I get a nice replacement desktop. I tried NEWDESK, but it
>> crashed my system.
>
>I suppose you mean: NEWDESK.INF? It is the config file for TOS 2.06 & 3.06
>
>I rather good and not too big desktop is TERADESK.
>I have seen it on several FTP sites.
>It gives TOS's < 2.xx the functionality of the newer desktops and more.
>
OOOPS!!!!!

I meant to say Neodesk 2.0

SInce I have the manual and disk.

Thanks, will try that TERADESK

Anyone know the ftp sites?

Or, is it on the Suzzy B CDROM, or Atari Compendium CD ROM?

Jim

2339. Re: Ali Baba and the 40 Thieves

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-04 00:00:00 UTC
From: clu-da-bard@geocities.com
Message-ID: <eEWJ3.3167$mN5.177510@typhoon01.swbell.net>
Source record: 8640

Hi there, that was an awesome game! Have
you tried the various emulation sites? The ATR
files work great on the various Emulations for
the PC and Mac.

Doctor Clu
who loves "Return of Heracles"

On 23 Aug 1999 08:49:40 , Marc Westenburg wrote:
>First of all, does anyone remember this Ali Baba for Atari 8-bit?
>Second, if anyone has or might know where I could possibly find this
>game, I'd be very grateful. I just discovered that my disk has been
>corrupted. Any help would be most appreciated.
>
>Please e-mail me at warky8@hotmail.com or weste_ma@students.uwlax.edu
>
>Marc
>
>.

2340. test

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-04 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <7t9gde$r5h$1@news8.svr.pol.co.uk>
Source record: 8641

E-Mail:tesla1@telsa1.freeserve.co.uk ICQ:37182286
Join The Atari users Mailing List
Check http://www.telsa1.freeserve.co.uk/ for details
Oxford,England. Tel 07887 910616

2341. Samba Vs. NFS on MiNT

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-04 00:00:00 UTC
From: pls@no.spam
Message-ID: <7t9nc2$sk0$1@zharh00t.europe.nortel.com>
Source record: 8642

Hi All

In the past, I have used NFS under MiNT to allow sharing of my STFM drives
with a PC running NFS (all over the serial port).

There are serveral difficulties with this, the lask of a free PC NFS client
being one (I used a demo of a commercial package), but I worked.
There is a lot of setup involved, espeically on the PC side.

I was since advised to use SMB (Samba), so I retrieved the archive & had a
look.

My first impression is that it requires a lot of memory, the SMBD & NMBD
daemons look to be quite large w.r.t NFSD. Is this the case?

I have a 4 Mbyte STFM, so, after loading KGMD, MiNTnet, there's usually about
2 MBytes left. The loss of another 0.5 to 0.75 MBytes under Samba is
significant; NFS would only need another 0.25 MBytes or so.

Am I wrong in my assumptions here?
Is there some other good reason to use Samba rather than NFS?

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2342. FS: Atari ST 1040 FM $ 150.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-05 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <37F94DA5.47BE@alphalink.com.au>
Source record: 8643
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

> Hi
>
> I have an Atari ST 1040 FM With Mono Monitor and some Music programs
>
> Price $ 150.00 Pickup Only
>
> Ps I also service the Atari St Range of computers
> and have Spare Mono Monitors.

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2343. Falcon Info please - (especially music related)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-05 00:00:00 UTC
From: Paul Flieshman <MUB046@news.salford.ac.uk>
Message-ID: <37FA1401.2A69435F@news.salford.ac.uk>
Source record: 8644

Hi there! I have recently acquired a Falcon 030 16 meg with a skunk hardware accelerator and scsi board. Please mail me if you have any good sites /freeware/advice/text file manuals on setting it up for music (MIDI/Audio sequencing, wave editing, sampling/soft synths, and general op system stuff. I also have a Replay 8 cartridge for ST - does anyone know if this is compatible? Also, my machine has been rehoused in a tower - what keyboard/floppy drive/mouse/monitor? I think I haver some leads for SVGA connection, and I have a digital in/out from Steinberg as well.

Srorry...I know you guys have better things to do than help out a total idiot....
Thanks for your time,
Paul Flieshman.

P.S. If anyone has Cubase Audio Falcon for sale, mail me?

2344. Re: Falcon Info please - (especially music

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-05 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37fa7eb2$0$25058@news.zetnet.co.uk>
Source record: 8645

On 5 Oct 1999 16:06:41 +, Paul Flieshman wrote:
>Hi there! I have recently acquired a Falcon 030 16 meg with a skunk
>hardware accelerator and scsi board. Please mail me if you have any good
>sites /freeware/advice/text file manuals on setting it up for music
>(MIDI/Audio sequencing, wave editing, sampling/soft synths, and general
>op system stuff. I also have a Replay 8 cartridge for ST - does anyone
>know if this is compatible? Also, my machine has been rehoused in a
>tower - what keyboard/floppy drive/mouse/monitor? I think I haver some
>leads for SVGA connection, and I have a digital in/out from Steinberg as
>well.
>
>

If you have any interest in viewing graphics then GET THE BRAINSTORM JPEG DSP DECOMPRESSOR...sorry to shout but this thing is a religious experience the first time you use it....Positive Image is a nice graphics program, so is Imagecopy, so is Gemview if you can find it....You won't need the Replay 8, the Falcon has 8-track 50kHz audio as standard....Get Aniplayer, if you like mods then get the Megaplayer, if you want to know the tiome get Clock...Buy an Eclipse......drink something every day that scares you....Dance, even if you're white, insult all your PC owning friends, someday soon, they will copme to their senses and the opportunity will be lost forever...welcome to the class of 99....

chrisc

2345. Re: Falcon Info please - (especially music related)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-06 00:00:00 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.9910060907130.11743-100000@kairos.algonet.se>
Source record: 8646

On Tue, 5 Oct 1999, Paul Flieshman wrote:

> Hi there! I have recently acquired a Falcon 030 16 meg with a skunk
> hardware accelerator and scsi board. Please mail me if you have any good
> sites /freeware/advice/text file manuals on setting it up for music
> (MIDI/Audio sequencing, wave editing, sampling/soft synths, and general
> op system stuff. I also have a Replay 8 cartridge for ST - does anyone
> know if this is compatible? Also, my machine has been rehoused in a
> tower - what keyboard/floppy drive/mouse/monitor? I think I haver some
> leads for SVGA connection, and I have a digital in/out from Steinberg as
> well.
>

Yoy dont need your Replay 8 for the falcon coz its got A/D converter built in. (I guess you were gonna digitize sound?)
Didnt you get a keyboard/mouse/floppy with the falcon? You can have any atarimouse to the falcon, and via some adaptor you can use some pc-mice. When it comes to keyboards you can also have any from any atari, some like the megast and TT and need some soldering or so because the connection socket isnt the same.

same goes for monitor, you are better off with a vga/svga with the falcon, you dont really need a svga because the falcon cannot (not standard anyway) make use of it however, it is nicer to get a svga as they are usually newer and has a better display.

i hope this helped some..

/Fredrik (aka. deez)

2346. Re: Falcon Info please - (especially music related)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-06 00:00:00 UTC
From: Andy Morgan <andrew.morgan@erlangen.netsurf.de>
Message-ID: <37FB1240.886686AB@erlangen.netsurf.de>
Source record: 8647

Paul Flieshman schrieb:

> I also have a Replay 8 cartridge for ST

seeing as im starting at the cheap end with an ST i got given, and you
dont seem to need that cart of yours, let me know if you want to get rid
of it :-)))

andy M

2347. Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-06 00:00:00 UTC
From: rob.henning@atari7.freeserve.co.uk
Message-ID: <7tfvkq$r32$1@news7.svr.pol.co.uk>
Source record: 8648

Hi,
My old Atari mouse is now going wrong so I have been looking around for a replacement,I have tried the Mouse burster from Cris Crosskey,that would not work,may I add this is not a Mouse burster problem but my machine problem.
I have tried old Atari mice,they did not work,when I refit my oldmouse back I have to reboot the machine for it to work.My old mouse is the only one it will work with.I also have tried another keyboard,that also does not solve the problem,any ideas!please let me know Ta,Rob.
****
Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari
.
****

2348. Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-06 00:00:00 UTC
From: rob.henning@atari7.freeserve.co.uk
Message-ID: <7tfvks$r32$2@news7.svr.pol.co.uk>
Source record: 8649

Hi,
My old Atari mouse is now going wrong so I have been looking around for a replacement,I have tried the Mouse burster from Cris Crosskey,that would not work,may I add this is not a Mouse burster problem but my machine problem.
I have tried old Atari mice,they did not work,when I refit my oldmouse back I have to reboot the machine for it to work.My old mouse is the only one it will work with.I also have tried another keyboard,that also does not solve the problem,any ideas!please let me know Ta,Rob.
****
Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari
.
****

2349. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uBX9vLAYk4+3EwRk@steverosie.demon.co.uk>
Source record: 8650

On Wed, 6 Oct 1999 at 17:07:40 a message from Rob Henning was created on
the subject of Strange Mouse Problem.
>Hi,
>My old Atari mouse is now going wrong so I have been looking around for a
>replacement,I have tried the Mouse burster from Cris Crosskey,that would
>not work,may I add this is not a Mouse burster problem but my machine
>problem.
>I have tried old Atari mice,they did not work,when I refit my oldmouse
>back I have to reboot the machine for it to work.My old mouse is the only
>one it will work with.I also have tried another keyboard,that also does
>not solve the problem,any ideas!please let me know Ta,Rob.

What does the other mice do? If you do a cold boot with NO disk in the
drive does it work or not as this would rule out a virus problem.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2350. Re: GEM World

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-06 00:00:00 UTC
From: Anthony Jacques <anthonyj@jacquesa.freeserve.co.uk>
Message-ID: <7tg5at$o0p$1@plutonium.btinternet.com>
Source record: 8651

Laurent FAVARD <l.favard@france2.fr> wrote in message

> Perhaps, i will possible to use Linux, and write a complete GEMDOS, and AES/VDI
> on the top onf Linux kernel.

See the OSIS project (http://www.nocrew.org/osis) for exactly this.

Anthony

2351. Falcon LAN port?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-06 00:00:00 UTC
From: Toram The Shadow <toram@psnw.com>
Message-ID: <37FC3F44.4B9053B9@psnw.com>
Source record: 8652

I have a Falcon030 running Magic 5, NVDI 4, and all that. I currently have it connected to the internet with a PPP dialup connection using Sting. I would like to connect the falcon to my linux box (tcp/ip) so I can use th e linux server as a gateway. My questions are what is the best way to connect the two systems (hardware wise) I have a 10Mps network (10baseT). Is there a transducer to plug into the falcon's LAN port to give you a 10baseT? Or should I try a SLIP or PLIP connection? Has anyone tried this?

toram@psnw.remove-this-to-reply.com

Toram

2352. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-07 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7tgnt5ohv1@SOLAIR2.EUnet.yu>
Source record: 8653

On 6 Oct 1999 17:07:38 G, Rob Henning wrote:
>
>Hi,
>My old Atari mouse is now going wrong so I have been looking around for a
>replacement,I have tried the Mouse burster from Cris Crosskey,that would
>not work,may I add this is not a Mouse burster problem but my machine
>problem.

Not directly related to this particular problem, but a lot of malfunctioning
Atari mice can be very easily repaired by anyone having just a little
experience with a screwdriver and soldering iron. There are usually just
three items:

1) A good cleaning of mouse parts helps. Dirt accumulates on rollers
and the ball. Also, less visible, dirt accululates inside the bearings
of two brass shafts with the rollers. If the mouse is opened, the little
piece of black plastic with the rollers can be taken out, dismantled and
parts thorougly cleaned.

2) Malfunctioning button switches can be replaced for a trivial cost. One
should watch for the height of the replacement switch- it should be
as close as possible to original. Also, there is a design flaw in the
mouse: when a button is pressed the switch takes all the load- which will,
after a while, be too much for the switch. By careful adjustment of the
height of the switch above the PCB (or by filing the part of the button
that touches the switch)- a fraction of a milimetre will do- the mouse
can be modified so that, immediately after it clicks, the button rests
on the mouse housing and not on the switch. In this way the switch is
saved from the overload.

3) Mouse cable is of a very poor quality. Quite soon one at least of the
wires in the cable breaks, and the mouse misbehave. Luckily, when the
useless cable is disconected from the mouse, all the wires can usually be
pulled out of the sleeve- and be replaced by thin teflon-coated wires. The
teflonized wires shold be kept loose inside the cable, so there will be no
more problems of twisting and straining. The connector will have to be
replaced with a proper 90pin D connector, best with one having cable going
out at 90 degrees angle to connecting direction.

Cu.

2353. Re: GEM World

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-07 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <37FC7AF1.FC70B775@france2.fr>
Source record: 8654

Anthony Jacques a ï¿½crit :

> See the OSIS project (http://www.nocrew.org/osis) for exactly this.
>
> Anthony

Thanks !!!

2354. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-07 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dzb3hd.fmpktmxa9n9sN%doitarchive@atari-computer.de>
Source record: 8655

> My old Atari mouse is now going wrong so I have been looking around for a
> replacement,I have tried the Mouse burster from Cris Crosskey,that would
> not work,may I add this is not a Mouse burster problem but my machine
> problem.
> I have tried old Atari mice,they did not work,when I refit my oldmouse
> back I have to reboot the machine for it to work.My old mouse is the only
> one it will work with.I also have tried another keyboard,that also does
> not solve the problem,any ideas!please let me know Ta,Rob.

If you have an atari normaly any other atari mouse should work.
Check mouse connector on keyboard, computer pcb for broken pins.

Whitch kind of atari / keyboad you have?

MegaST keyboard? = 4/6 track cable from keyboard to computer.
Mouse/Joystick signals transfered serial thrue the same cable
as the keys used.

520 like, some more wires from keyboard to computer pcb used.
Check keyboard connector on pcb for bad solder points.

Other way, all machines, keyboard ACIA chip on mainboard goes down.
Needs a new ACIA.

But..

Check first all wires/connectors mouses..
Mostly i found the problem on that points.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2355. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-07 00:00:00 UTC
From: rob.henning@atari7.freeserve.co.uk
Message-ID: <7tj6nsqer2@news7.svr.pol.co.uk>
Source record: 8656

On 7 Oct 1999 13:33:45 +, Robert Schaffner wrote:
>> My old Atari mouse is now going wrong so I have been looking around for a
>> replacement,I have tried the Mouse burster from Cris Crosskey,that would
>> not work,may I add this is not a Mouse burster problem but my machine
>> problem.
>> I have tried old Atari mice,they did not work,when I refit my oldmouse
>> back I have to reboot the machine for it to work.My old mouse is the only
>> one it will work with.I also have tried another keyboard,that also does
>> not solve the problem,any ideas!please let me know Ta,Rob.
>
>If you have an atari normaly any other atari mouse should work.
>Check mouse connector on keyboard, computer pcb for broken pins.
>
>Whitch kind of atari / keyboad you have?
>
>MegaST keyboard? = 4/6 track cable from keyboard to computer.
>Mouse/Joystick signals transfered serial thrue the same cable
>as the keys used.

I have the standard grey Falcon Keyboard,I have tried other keyboards but
the problem is still there,also other mice will not work,BUT the old mouse
is working ok(Getting worn out now)

>
>520 like, some more wires from keyboard to computer pcb used.
>Check keyboard connector on pcb for bad solder points.
>
>Other way, all machines, keyboard ACIA chip on mainboard goes down.
>Needs a new ACIA.

If this chip was down would the old mouse work!

>
>But..
>
>Check first all wires/connectors mouses..
>Mostly i found the problem on that points.
>

I have to reboot to get the old mouse working again,
Rob.
****
Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari
.
****

2356. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-07 00:00:00 UTC
From: rob.henning@atari7.freeserve.co.uk
Message-ID: <7tj6npqer1@news7.svr.pol.co.uk>
Source record: 8657

On 6 Oct 1999 18:38:32 +, Steve Stupple wrote:
>On Wed, 6 Oct 1999 at 17:07:40 a message from Rob Henning was created on
>the subject of Strange Mouse Problem.
>>Hi,
>>My old Atari mouse is now going wrong so I have been looking around for a
>>replacement,I have tried the Mouse burster from Cris Crosskey,that would
>>not work,may I add this is not a Mouse burster problem but my machine
>>problem.
>>I have tried old Atari mice,they did not work,when I refit my oldmouse
>>back I have to reboot the machine for it to work.My old mouse is the only
>>one it will work with.I also have tried another keyboard,that also does
>>not solve the problem,any ideas!please let me know Ta,Rob.
>
>What does the other mice do? If you do a cold boot with NO disk in the
>drive does it work or not as this would rule out a virus problem.

The new mice do nothing,no up/down,click.I boot from a internal HD and no
dick in A drive,the old mouse will work(getting worn)but I have to reboot
to get the old mouse to work again.
Rob.
****
Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari
.
****

2357. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NDrVvQAuBa$3Ewck@steverosie.demon.co.uk>
Source record: 8658

On Thu, 7 Oct 1999 at 22:27:05 a message from Rob Henning was created on
the subject of Strange Mouse Problem.
>he new mice do nothing,no up/down,click.I boot from a internal HD and no
>dick in A drive,the old mouse will work(getting worn)but I have to reboot
>to get the old mouse to work again.
>Rob.

It's a pity you don't live nearer, as I'd love to have a look at you
rodents.

I've got a couple of PC mice that won't work properly on a PC, one needs
the machine booting TWICE for it to work!!!! I still haven't fathomed
that out. I bought 6 rodents and have the same problem on both PC's!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2358. MegaSTe motherboard question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-08 00:00:00 UTC
From: Alyre Chiasson <epinoche@nbnet.nb.ca>
Message-ID: <37FDFD68.2BAE4394@nbnet.nb.ca>
Source record: 8659

Hello

A technical specification question. I have a new MegaSte motherboard and want to know if there are scsi termination resistors on the mother board. A no is as important as a yes. If there are, where are they exactly on the motherboard and what do they look like? I am not talking about the jumpers of the asci internal controller card to which you attach an internal HD.

Thanks

Alyre Chiasson

2359. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <939457252-369125AEicMi@NOSPAMcix.co.uk>
Source record: 8660

Rob Henning said:

>I have tried old Atari mice,they did not work,when I refit my oldmouse back I have
>to reboot the machine for it to work.My old mouse is the only one it will work
>with.I also have tried another keyboard,that also does not solve the problem,any
>ideas!please let me know Ta,Rob.

This is very odd behaviour. Normally the causes of non-functioning mice are broken wires in the cable or poor solder connections to the 9 pin plug under the keyboard.

There's also a potential problem if you have a joystick plugged in that has auto-fire switched on, but I suspect that that is not your problem.

Are you sure that the second keyboard you tried isn't faulty as well?

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

2360. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-09 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7tn37kal2@SOLAIR2.EUnet.yu>
Source record: 8661

On 7 Oct 1999 22:27:05 G, Rob Henning wrote:

>The new mice do nothing,no up/down,click.I boot from a internal HD and no
>dick in A drive,the old mouse will work(getting worn)but I have to reboot
>to get the old mouse to work again.

Maybe it would be a good thing to check the mouse (or mice) independently of
the computer- if you have the means. Connect the appropriate pins on the
mouse connector to +5V and Ground, and see with a multimeter what happens
to other signals when you press a button or SLOWLY move the mouse.

Maybe some (10K?) pull-up resistors might be needed between the mouse signals
and +5V for this test? Ha! maybe that can be the problem- a broken pull-up
resistor (or resistors) in the computer. That may explain why some
mice work and some not- maybe the one that works has a slightly
different circuit with driven "High" state, or something similar, so it
does not need pull-ups in the computer.

Cu.

2361. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-09 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37ff9560$0$25061@news.zetnet.co.uk>
Source record: 8662

On 6 Oct 1999 17:07:38 G, Rob Henning wrote:
>
>Hi,
>My old Atari mouse is now going wrong so I have been looking around for a
>replacement,I have tried the Mouse burster from Cris Crosskey,that would
>not work,may I add this is not a Mouse burster problem but my machine
>problem.
>I have tried old Atari mice,they did not work,when I refit my oldmouse
>back I have to reboot the machine for it to work.My old mouse is the only
>one it will work with.I also have tried another keyboard,that also does
>not solve the problem,any ideas!please let me know Ta,Rob.

Rob has seriously got the Falcon fropm Hell here...we spent a happy
afternoon one Saturday trying nearly every combination of Mouse and
MouseBurster we could lay our hands on, and even most Atari mice wouldn't
work, we changed the keyboards over and still had the same problem...never
seen it or heard of it on nanything else, and I've sold a lot of
MouseBursters and a fair number of Atari compatible mice too...nothing
except Rob's STM-1 would work on that one (not even another STM-1)...

chrisc

2362. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-09 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37ff97ec$0$25061@news.zetnet.co.uk>
Source record: 8663

On 8 Oct 1999 10:46:30 G, Derryck Croker wrote:
>Rob Henning said:
>
>>I have tried old Atari mice,they did not work,when I refit my oldmouse back I have
>>to reboot the machine for it to work.My old mouse is the only one it will work
>>with.I also have tried another keyboard,that also does not solve the problem,any
>>ideas!please let me know Ta,Rob.
>
>This is very odd behaviour. Normally the causes of non-functioning mice are broken
>wires in the cable or poor solder connections to the 9 pin plug under the keyboard.
>
>There's also a potential problem if you have a joystick plugged in that has auto-fire
>switched on, but I suspect that that is not your problem.
>
>Are you sure that the second keyboard you tried isn't faulty as well?
>

We're posiortive...it was one of mine and it was perfectly happily runnning
a MouseBurster on my Falcon, and also had doen so on my STe....His FGalcon
is possessed....I think it might be the serila chip that handles the
keyboards inwards stuff on the motherboard....that or the Spirit of BNill
has possessed it...

chrisc

>Rgds, Derryck
>
> / The Cheshunt Computer Club /
> / The essential for your Atari /
> / Monthly meetings /
>/ http://www.cix.co.uk/~derryck /
>
>.

2363. Re: MegaSTe motherboard question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-09 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37ff986f$0$25061@news.zetnet.co.uk>
Source record: 8664

On 8 Oct 1999 11:19:20 -, Alyre Chiasson wrote:
>Hello
>
>A technical specification question. I have a new MegaSte motherboard and
>want to know if there are scsi termination resistors on the mother
>board. A no is as important as a yes. If there are, where are they
>exactly on the motherboard and what do they look like? I am not talking
>about the jumpers of the asci internal controller card to which you
>attach an internal HD.
>

Can't see how their cvould be any obn the motherboard...the SCSI conversion
is handled by the daughtboard ....they'd be on there if anywhere TYou
might have ACSI terminators on the motherboard though...

chrisc

2364. UK Atari User groups

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-09 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <iTXerTAdu6$3Ew5U@steverosie.demon.co.uk>
Source record: 8665
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

To aid UK Atari users, I am wanting to put together a UK Atari user
groups list, if there's not already one.

So I'd really appreciate any info that can be sent me.

Please use the FOLLOWING email address:

usergroups@steverosie.demon.co.uk

Thanx

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2365. STing question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-10 00:00:00 UTC
From: Toram The Shadow <toram@psnw.com>
Message-ID: <380049B1.7649764@psnw.com>
Source record: 8666

I want to connect my Falcon to my Linux workstation so I can use the linux box as a gateway to the internet. Can I use STing to handle the network connection through the serial (modem 2) port on the falcon? Or is there a way to use the LAN port on the falcon? All help is welcome...

Toram

2366. Re: Falcon LAN port?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-10 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <38005167.C2144CA8@village.uunet.be>
Source record: 8667

Hello,

Toram The Shadow wrote:
>
> I have a Falcon030 running Magic 5, NVDI 4, and all that. I currently
> have it connected to the internet with a PPP dialup connection using
> Sting. I would like to connect the falcon to my linux box (tcp/ip) so I
> can use th e linux server as a gateway. My questions are what is the
> best way to connect the two systems (hardware wise) I have a 10Mps
> network (10baseT). Is there a transducer to plug into the falcon's LAN
> port to give you a 10baseT? Or should I try a SLIP or PLIP connection?
> Has anyone tried this?

Hi,

no transducer available that I know of.
there exists a way to connect your F030 to an 10baseT network. This can
be done by using a parallel port adaptor based on a Realtek 8012
ethernet controler and a special ROM-port device.
More info is available on these pages :

http://gallery.uunet.be/saka/atari/network/hot_news.htm#realtek

Hope this helps.

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

2367. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-10 00:00:00 UTC
From: rob.henning@atari7.freeserve.co.uk
Message-ID: <7tpsmg$re2$1@news4.svr.pol.co.uk>
Source record: 8668

On 8 Oct 1999 10:46:30 G, Derryck Croker wrote:
>Rob Henning said:
>
>>I have tried old Atari mice,they did not work,when I refit my oldmouse back I have
>>to reboot the machine for it to work.My old mouse is the only one it will work
>>with.I also have tried another keyboard,that also does not solve the problem,any
>>ideas!please let me know Ta,Rob.
>
>This is very odd behaviour. Normally the causes of non-functioning mice are broken
>wires in the cable or poor solder connections to the 9 pin plug under the
the keyboard

Thats what i thought,so i tried another keyboard,no luck.

>There's also a potential problem if you have a joystick plugged in that has auto-fire
>switched on, but I suspect that that is not your problem.

No it's not that.

>Are you sure that the second keyboard you tried isn't faulty as well?

The second keyboard came from a working Falcon,i tried it while he was
upgrading the Meg board.Someone had said poss the ACIA chip?
Ta
Rob.

****

Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari

****

2368. SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-10 00:00:00 UTC
From: Eric McCormack <earthshaker@midsouth.net>
Message-ID: <38007D4D.BB906828@midsouth.net>
Source record: 8669

I am having a problem getting my NEC CDR-77 to be fully working with my ST. It is hooked up to my ST (2.5 mb, TOS 1.04US) through a SUPRA ASCI/SCSI adapter daisychained at the end of the bus behind a Quantum LPS52S. The Auto sequence runs like this:

Supra HD auto boot 3.00
Pinhead 2.1

SCSI-Trieber 5.02 loads and sees both devices (HD at ASCI 01 and the CD at ASCI 04). Metados 2.74 loads, sees the CD, give it its blessing and passes it to SpinCD 0.34 that mounts it as Z:

QuickST (version flashes by too fast for me to catch)
Universal Item selector III
HotWire 3

This is all fine and dandy. Z: is on the Desktop, but when I click on it- the busy LED flicks once and then stops. The last I remember (when I used the CDROM on my Amiga) the drive worked fine. Slow, but fine.

I am at my wits end on this and appeal most humbly to you all for help. It is a bit frustrating having the Suzy B and Atari Compendium CDs sitting in front of me with all of that wonderful software and no speedy way to access them available. Help! Thanks in advance for your time.
--
Do Not Remove This Tagline Under Penalty Of Law

2369. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-10 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <939623748-54599AEicMi@NOSPAMcix.co.uk>
Source record: 8670

Chris Crosskeys said:

>that is not your problem. Are you sure that the second keyboard you tried isn't
>faulty as well?
>
>We're posiortive...it was one of mine and it was perfectly happily runnning a
>MouseBurster on my Falcon, and also had doen so on my STe....His FGalcon is
>possessed....I think it might be the serila chip that handles the keyboards inwards
>stuff on the motherboard....that or the Spirit of BNill has possessed it...

:-) One answer I guess!

Wonder if it's a Nemesis-induced problem, ISTR that Rob had trouble with that.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

2370. Re: Strange Mouse Problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-11 00:00:00 UTC
From: Folkert Rienstra <rienstra.1@hccnet.nl>
Message-ID: <7tsab0$6qe$2@news.hccnet.nl>
Source record: 8671

Think of this:
Why is a reboot needed to get the old mouse to work.
(Unless a falcon configures the system at boot time)

On a (re)boot the floppydiskdrive is accessed causing a powersurge.
Maybe this powersurge causes some bad connection to temporarily go away and have the keyboard to marginally recognise the old mouse.
I know, it really does not add up, but I would check the 5V rail in the keyboard if I were you.
The mouse works through the keyboard processor and the only connection with the ACIA is by send and receive from the keyboard.
As the keyboard seems to work the problem must lie in the keyboard to mouse interface. The mouse is on the far end of the supply chain.
This may explain why the keyboard still works but the mouse won't.

Chris Crosskey <chrisc@zetnet.co.uk> wrote in message
news:37ff9560$0$25061@news.zetnet.co.uk...

On 6 Oct 1999 17:07:38 G, Rob Henning wrote:
>
>Hi,
>My old Atari mouse is now going wrong so I have been looking around for a
>replacement,I have tried the Mouse burster from Cris Crosskey,that would
>not work,may I add this is not a Mouse burster problem but my machine
>problem.
>I have tried old Atari mice,they did not work,when I refit my oldmouse
>back I have to reboot the machine for it to work.My old mouse is the only
>one it will work with.I also have tried another keyboard,that also does
>not solve the problem,any ideas!please let me know Ta,Rob.

Rob has seriously got the Falcon fropm Hell here...we spent a happy afternoon one Saturday trying nearly every combination of Mouse and MouseBurster we could lay our hands on, and even most Atari mice wouldn't work, we changed the keyboards over and still had the same problem...never seen it or heard of it on nanything else, and I've sold a lot of MouseBursters and a fair number of Atari compatible mice too...nothing except Rob's STM-1 would work on that one (not even another STM-1)...

chrisc

2371. Re: MegaSTe motherboard question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-11 00:00:00 UTC
From: Alyre Chiasson <epinoche@nbnet.nb.ca>
Message-ID: <38022F11.9ED19C28@nbnet.nb.ca>
Source record: 8672

Thanks for responding, the Mega STe seems to be little known. Where
would these asci terminators be and what do they look like?

Thanks

Alyre

Chris Crosskey wrote:
>
> On 8 Oct 1999 11:19:20 -, Alyre Chiasson wrote:
> >Hello
> >
> >A technical specification question. I have a new MegaSte motherboard and
> >want to know if there are scsi termination resistors on the mother
> >board. A no is as important as a yes. If there are, where are they
> >exactly on the motherboard and what do they look like? I am not talking
> >about the jumpers of the asci internal controller card to which you
> >attach an internal HD.
> >
>
> Can't see how their cvould be any obn the motherboard...the SCSI conversion
> is handled by the daughtboard ....they'd be on there if anywhere TYou
> might have ACSI terminators on the motherboard though...
>
> chrisc

2372. Re: MegaSTe motherboard question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-11 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <38026771$0$25060@news.zetnet.co.uk>
Source record: 8673

On 11 Oct 1999 18:41:13 , Alyre Chiasson wrote:
>Thanks for responding, the Mega STe seems to be little known. Where
>would these asci terminators be and what do they look like?
>

They'd be just in from the ACSI port and they'd be SIL resistor packs I
would expect, though they might be a row of discrete resistors...I'm not
totally sure that ACSI had to be terminated like that thoughg I would have
thought so, although given it's remarkably short allowed cable run, maybe
it isn't rterminated....that's how IDE workss, keep it short and no need to
terminate..

chrisc
>Thanks
>
>Alyre
>
>Chris Crosskey wrote:
>>
>> On 8 Oct 1999 11:19:20 -, Alyre Chiasson wrote:
>> >Hello
>> >
>> >A technical specification question. I have a new MegaSte motherboard and
>> >want to know if there are scsi termination resistors on the mother
>> >board. A no is as important as a yes. If there are, where are they
>> >exactly on the motherboard and what do they look like? I am not talking
>> >about the jumpers of the asci internal controller card to which you
>> >attach an internal HD.
>> >
>>
>> Can't see how their cvould be any obn the motherboard...the SCSI conversion
>> is handled by the daughtboard ....they'd be on there if anywhere TYou
>> might have ACSI terminators on the motherboard though...
>>
>> chrisc
>.

2373. Hard drive compression .prgs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-11 00:00:00 UTC
From: Ron Palangio <ronpala@interlynx.net>
Message-ID: <7tubk3$4kc$1@wolf.interlynx.net>
Source record: 8674
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone use a hard drive compression utility similar to those found in the PC world? My 40 meg HD on my Stacy 4 is getting pretty full. If there are shareware or freeware ones out there that would be great. I think there was a commercial program written by Oregon Research but I'm not sure where I'd get it or what it was called.

Ron P.

reply here or by email at ronpala@interlynx.net

2374. Re: Discs and Cubase and PC downloads

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-12 00:00:00 UTC
From: Andy Morgan <andrew.morgan@erlangen.netsurf.de>
Message-ID: <38030134.D3DD296B@erlangen.netsurf.de>
Source record: 8675

> I have cracked version of cubase 3.1 if you want it, it runs perfect
> on my falcon, so i don't see it being unstable on your st.

Oops, should have adeed that i can trade DTP and graaphical stuff to
some extent (ive got the originals for that)

Do you have any tips for ST download sites?

Thanks again

andy M

2375. Help setting Time/Date with HD 7.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-12 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.9910120938490.26472-100000@user2.teleport.com>
Source record: 8676
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Please direct all replies through E-Mail to Ben at: atari@benjamin.net
or bensmith@teleport.com instead of NewsGroups as I find it hard to
keep up with NewsGroups.

How can I set the time & Date while using Hard Driver 7 Software and an
ADSCSI Plus Host Adapter. My Host Adapter has a Battery Backed Clock/
Calendar. Still, I haven't figured how to set my clock/calendar on Boot
up.

==Thanx==
===Ben===

Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2376. Re: Very Sick Falcon (CT2)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-12 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s06r2a1nh1s41@corp.supernews.com>
Source record: 8677

Bummer, I have one of those in my closet. Alex can repair the traces,
or at least jump from the chip legs to the proper point. The
heart attack waiting to happen for most Falcon users is the
installation of ANY of the accelerators that have been available over
the years. Sorry to hear the troubles. Fix it yourself if you like
adventure, but I would recommend Alex, it WILL cost less in the end.

Mike

On 30 Sep 1999 14:03:58 , DarkChyld wrote:
>On 30 Sep 1999 12:13:34 , Brian Roland wrote:
>->I now have a very sick Falcon :/
>
> <snip>
>
>->Anyone in the USA want a shot at fixing this?
>->
>->*sigh*
>->
>->Brian
>->.
>
>
> Oh man. Brian, I'm sorry to hear about your Falcon. I can just
> imagine how you feel-I'd be feeling the same way if anything
> happened to my beloved Falcon. ;-(
>
> If I were you-I'd try Alex Yu at ATY Computers. He has done
> various jobs for me, and I've always been happy with his work.
>
> Here is some contact info:
>
> Alex Yu
> Owner
> ATY Computers
> 3727 13th Avenue
> Oakland, CA (USA) 94610
> Work phone: 510-482-3775
> Fax line: 510-482-3775
> E-mail: atycom@pacbell.net
> URL: http://www.infinex.com/~atycom/
>
> Good luck guy!
>
>

```
> _____________________________________________________________
> / / SysOp Of The DarkForce! BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! / \/ / /
> /_____________/_____________/_____________/_____________/ /
> \_____________________________________________________________\/
>
>.
```

2377. Re: Hard drive compression .prgs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-12 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <38038bf7$0$25065@news.zetnet.co.uk>
Source record: 8678
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Ron Palangio <ronpala@interlynx.net> wrote in message
news:7tubk3$4kc$1@wolf.interlynx.net...
> Does anyone use a hard drive compression utility similar to those found in
> the PC world? My 40 meg HD on my Stacy 4 is getting pretty full. If there
> are shareware or freeware ones out there that would be great. I think
there
> was a commercial program written by Oregon Research but I'm not sure where
> I'd get it or what it was called.
>
> Ron P.
>
> reply here or by email at ronpala@interlynx.net
>
>
>
there is DataLite it works but it is slooooooooooo,

--
Kevin
kdermott@zetnet.co.uk Lancashire England
mug shot and more at http://www.users.zetnet.co.uk./kevin/

2378. ST-PC disk UNcompatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-12 00:00:00 UTC
From: Kukulkan <tiempobandNOtiSPAM@hotmail.com.invalid>
Message-ID: <000b8d9b.310eb6f1@usw-ex0101-002.remarq.com>
Source record: 8679

For 6 years I exchanged data from my ST to PCs and visceversa. This year I bought an IBM PC300GL and an Acer Power. Both came with Windows 98. Is there a difference in formatting with the new machines? (OS/hardware?). Now I just CAN'T read the disks I used to!! The ones with files written on the Atari show nonsense characters on the PC and the ST just can't read the ones formatted on the PC. Any help? I found out that some disks formatted at 711Kb could be read by the ST but I don't know how to formatt such disks. (Win/DOS standard is 720). By the way, the more I use the PCs the better I like my ST.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2379. Re: Help setting Time/Date with HD 7.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <380438DA.6631@ooc.de>
Source record: 8680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bravo Sierra Computers wrote:

> How can I set the time & Date while using Hard Driver 7 Software and an
> ADSCSI Plus Host Adapter. My Host Adapter has a Battery Backed Clock/
> Calendar. Still, I haven't figured how to set my clock/calendar on Boot
> up.

HDDRIVER doesn't have anything to do with setting the time. This has to
be done by special software, usually included in the host adapter
distribution.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2380. Re: ST-PC disk UNcompatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <66VIBHAszDB4EwEC@steverosie.demon.co.uk>
Source record: 8681

On Tue, 12 Oct 1999 at 19:23:32 a message from Kukulkan was created on the subject of ST-PC disk UNcompatibility.
>For 6 years I exchanged data from my ST to PCs and visceversa. This >year I bought an IBM PC300GL and an Acer Power. Both came with Windows >98. Is there a difference in formatting with the new machines? >(OS/hardware?). Now I just CAN'T read the disks I used to!! The ones >with files written on the Atari show nonsense characters on the PC and >the ST just can't read the ones formatted on the PC. Any help? I found >out that some disks formatted at 711Kb could be read by the ST but I >don't know how to formatt such disks. (Win/DOS standard is 720). By the >way, the more I use the PCs the better I like my ST.

Yep I know the feeling well. I've moved most things on the internet over to the pc's now, and I hold my breath when I add new software or an update...

Normally you can format a 720k disk on a PC and it can be written and read by the ST, that's what I do under Windoze '98.

If you have a program like, you've guessed it, DC Format 3 you can take advantage of extended formatting as well (10 sectors per track/81 tracks etc...).

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2381. Atari STE 1040 downgrade to Atari ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-13 00:00:00 UTC
From: Simon Jones <swinging60s@demon.co.uk>
Message-ID: <939825428.2751.0.nnrp-06.d4e48c1c@news.demon.co.uk>
Source record: 8682

Hi is it possible to get the atari 1040 to run the ST software, is there a downgrade software or setting cause most of my ST software won`t work on it.

Please email me at simon@swinging60s.demon.co.uk

2382. How do i get an Atari STE to run ST software ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-13 00:00:00 UTC
From: Simon Jones <swinging60s@demon.co.uk>
Message-ID: <939825455.2757.0.nnrp-06.d4e48c1c@news.demon.co.uk>
Source record: 8683

Hi is it possible to get the atari 1040 to run the ST software, is there a downgrade software or setting cause most of my ST software won`t work on it.

Please email me at simon@swinging60s.demon.co.uk

2383. Wessex Atari Group Meeting

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-13 00:00:00 UTC
From: Roy Goring <news@incontrolinternet.co.uk>
Message-ID: <7u2gmm$204$1@nnrp1.deja.com>
Source record: 8684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,

The next meeting of WAG is on

Saturday 23/10/99

at Whitchurch Fire Station, Hampshire

For more details and directions go to

www.incontrolinternet/wag/

See you all there :-)

Yours Roy

Incontrol Internet Productions
Web Design and Internet Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

Sent via Deja.com http://www.deja.com/
Before you buy.

2384. Re: Hard drive compression .prgs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-13 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3804BDBD.88A55840@cfc.dnd.ca>
Source record: 8685
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

Ron Palangio wrote:
>
> Does anyone use a hard drive compression utility similar to those found in
> the PC world? My 40 meg HD on my Stacy 4 is getting pretty full. If there
> are shareware or freeware ones out there that would be great. I think there
> was a commercial program written by Oregon Research but I'm not sure where
> I'd get it or what it was called.
>
> Ron P.
>
> reply here or by email at ronpala@interlynx.net

check out DataDiet2 and Squish2(for programs)
hardly any slowdown for me, but rarely used
now as I have plenty of hard drive space.
Keith Kordes
http://www.systemsfortomorrow.com/store/TOS.HTM
http://www.myatari.com/bc520sw.txt

--
Ken Macdonald
Graphic Arts, room 255
(416)482-6800 x6892
macdonald@cfc.dnd.ca

2385. Re: Wessex Atari Group Meeting

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-13 00:00:00 UTC
From: Simon Yardley <simon@yardley009.freeserve.co.uk>
Message-ID: <7u2j70$jh7$1@news6.svr.pol.co.uk>
Source record: 8686
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I think the address should of been ...
http://www.incontrolinternet.co.uk/wag/

Roy Goring <news@incontrolinternet.co.uk> wrote in message
news:7u2gmm$204$1@nnrp1.deja.com...
> Hi All,
>
> The next meeting of WAG is on
>
> Saturday 23/10/99
>
> at Whitchurch Fire Station, Hampshire
>
> For more details and directions go to
>
> www.incontrolinternet/wag/
>
> See you all there :-)
>
> Yours Roy
>
> Incontrol Internet Productions
> Web Design and Internet Consultants
> Members of The HTML Writers Guild
> www.incontrolinternet.co.uk
>
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

2386. Re: ST-PC disk UNcompatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-13 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <LphgeLA6RDB4EwCN@my-ste.demon.co.uk>
Source record: 8687

In article <000b8d9b.310eb6f1@usw-ex0101-002.remarq.com>, Kukulkan
<tiempobandNOtiSPAM@hotmail.com.invalid> writes
>For 6 years I exchanged data from my ST to PCs and visceversa. This
>year I bought an IBM PC300GL and an Acer Power. Both came with Windows
>98. Is there a difference in formatting with the new machines?
>(OS/hardware?). Now I just CAN'T read the disks I used to!! The ones
>with files written on the Atari show nonsense characters on the PC and
>the ST just can't read the ones formatted on the PC. Any help?

It's probably due to a change in the BIOS. I've found that some PCs will
read ST formatted discs, including some extended formatted ones, without
any problems. Others, on the other hand, give the standard "do you want
to format this disc" box.

>I found
>out that some disks formatted at 711Kb could be read by the ST but I
>don't know how to formatt such disks. (Win/DOS standard is 720). By the
>way, the more I use the PCs the better I like my ST.

Format the disc to 720kb as that's the STs standard format. The FATs,
directory and boot sector reduce the free space from 720kb to 711kb.

--
David Bolt

2387. JetMoto3

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-13 00:00:00 UTC
From: Chris <chris@m80im.com>
Message-ID: <7u37bv$q1k@chronicle.concentric.net>
Source record: 8688

```
JET MOTO 3
THE RUSH IS BACK!
```

Sideswipe enemy racers, hang a hard left at the vertical grapple, and speed your way to the finish line! Jet Moto 3 takes you full throttle through 19 obstacle-filled, bone-smashing environments, as you attempt to conquer subterranean graveyards, ancient cities, volcanic eruptions and alien worlds. 11 insanely fast, all-terrain jet hover bikes, including new riders such as Angel and Convict, will take you on the ride of your life as you jostle, sideswipe and fight for position against the most challenging racer AI to date. You'll feel every bump, bruise and crash with the all-new 3D racing engine with MotoPhysics☐, delivering blazing fast gameplay and crisp, beautifully detailed 3D graphics. Jet Moto 3. THE RUSH IS BACK!

KEY FEATURES:
☐ Race any of the 11 ultra-realistic, all-terrain jet hover bikes. Old favorites like The Max, Wild Ride and Vampeera team with new riders such as Angel and Convict. Each rider/bike boasts his or her own performance ratings for acceleration, top speed and handling.
☐ All-new 3D racing engine with MotoPhysics☐ delivers blazing fast gameplay and beautiful 3D graphics. Experience outstanding handling and even an occasional horizontal and vertical grapple!
☐ 19 treacherous, bone-smashing environments to conquer, including an ancient Inca city, a subterranean graveyard, the gut-wrenching SkyPark, as well as the wildest, most thrilling stunt tracks ever designed!
☐ Feel the effect of eleven different racing surfaces, such as ice, wood, metal, rock, lava, grass and concrete.
☐ Experience realistic weather effects including snow, rain and night racing.
☐ Challenging AI jostle and fight for position by crowding or side-swiping other players.
☐ Rip it up or get wasted in 1 Player modes (Single Race, Season, Circuit and Practice) or 2 Player modes (Single Race or Circuit) with 4 season difficulty levels: Novice, Semi-Pro, Pro and Expert.

```
JET MOTO COMPARISON

Jet Moto 2 Jet Moto 3

Sales (thru 8/99) 1,250,671 units N/A
Players 1-2 1-2
Bikes 10 11
Tracks 10 19
Magnetic Grapple Yes Yes
Vertical Grapple No Yes
```

Hop Button No Yes
Stunt Mode No Yes
Engine Improved polygonal graphics All-new 3D racing engine
with MotoPhysics

WHY BUY JET MOTO?

Heritage -
The Jet Moto franchise is far and away the best seller in the pure Action Racing category.
☐ Jet Moto 1 has sold through 1,170,508 units through August, 1999.
☐ Jet Moto 2 has sold through 1,250,671 units through August, 1999.

2388. Re: ST-PC disk UNcompatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-14 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3805985cb20bd1@tripnet.se>
Source record: 8689

On Wed 13-10-1999 09:03 (+0100) Steve Stupple wrote:

>>don't know how to formatt such disks. (Win/DOS standard is 720). By the
>>way, the more I use the PCs the better I like my ST.
>
>Yep I know the feeling well. I've moved most things on the internet over
>to the pc's now, and I hold my breath when I add new software or an
>update...

For web browsning I mostly use the the pc, but imho Okami really is a
very good news/mail program.

>Normally you can format a 720k disk on a PC and it can be written and
>read by the ST, that's what I do under Windoze '98.

And remember to _always_ keep Atari disks write protected when inserted
in a pc. Two reasons:

1. The pc always tries to "correct" the bootsector even I you only read
from the disk (sic!). For some reason my pc has trouble writing to 720
disks. It can read them itself afterwards but other computers can not.
1440 disks works well between pc-MSTe works well though.

2. Long filename entries in the FAT can disturbe some Atari programs.
But only when writing off course.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2389. Re: ST-PC disk UNcompatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <BQlmLPAvKZB4EwAL@steverosie.demon.co.uk>
Source record: 8690

On Thu, 14 Oct 1999 at 09:16:16 a message from Kenneth Medin was created
on the subject of ST-PC disk UNcompatibility.
>And remember to _always_ keep Atari disks write protected when inserted
>in a pc. Two reasons:
>
>1. The pc always tries to "correct" the bootsector even I you only read
>from the disk (sic!). For some reason my pc has trouble writing to 720
>disks. It can read them itself afterwards but other computers can not.
>1440 disks works well between pc-MSTe works well though.

Hi

I use an HD floppy for regular transfer of data between the PC & ST. I
also use 720k to transfer data for the ST's that don't have an HD drive.
I always have the disk write ENABLED and have had no real problem.

Using 1.44 disks, I use the PC to format them instead of my ST's. I have
come across a minor problem every now and then when I've deleted files
from a 1.44 on the ST, so I do a quick format in windoze 98.

I NEVER need to write protect the disks that I use between the 2
machines.

>
>2. Long filename entries in the FAT can disturbe some Atari programs.
>But only when writing off course.

I try to steer clear of using long filenames, as these can cause phantom
files.
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2390. Re: MegaSTe motherboard question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-14 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh7wvsq9reh.fsf@comnets.rwth-aachen.de>
Source record: 8691

>>>>> "Chris" == Chris Crosskey <chrisc@zetnet.co.uk> writes:

Chris> On 11 Oct 1999 18:41:13 , Alyre Chiasson wrote:
>> Thanks for responding, the Mega STe seems to be little known. Where
>> would these asci terminators be and what do they look like?
>>

Chris> They'd be just in from the ACSI port and they'd be SIL resistor packs I
Chris> would expect, though they might be a row of discrete resistors...I'm not

ACSI is not terminated. ACSI is just a point-to-point link which goes
from the computer to one device. If that device has an output again,
then you have another point-to-point link there - ACSI is not a bus
like SCSI.

cu
Michael
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology

2391. How can I get a copy of DC Format 3 and MagiC?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-14 00:00:00 UTC
From: Kukulkan <tiempobandNOtiSPAM@hotmail.com.invalid>
Message-ID: <0a0133f8.552736f2@usw-ex0101-004.remarq.com>
Source record: 8692

DC Format 3 seems to be a good option to format disks which are compatible in both platforms (PC/ST). But where can I download it? Can someone e.mail me a copy?

Also, MagiC looks like a real nice OS. Again, where can I download it?

Finally I found Gemulator Explorer which is a program to read ANY Atari ST or Macintosh disk on the PC. You gotta try it!

Thanx!

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2392. Re: How can I get a copy of DC Format 3 and MagiC?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-14 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3805E2E0.50F7@ooc.de>
Source record: 8693

Kukulkan wrote:

> Also, MagiC looks like a real nice OS. Again, where can I download it?

You can purchase it from ASH in Germany or System Solutions in England.
MagiC is commercial software.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2393. Re: ST-PC disk UNcompatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-14 00:00:00 UTC
From: Kukulkan <tiempobandNOtiSPAM@hotmail.com.invalid>
Message-ID: <09920fb9.0ced5275@usw-ex0102-012.remarq.com>
Source record: 8694

I found Gemulator Explorer which is a program to read ANY Atari ST or Macintosh disk on the PC. You gotta try it!

You can download it at www.emulators.com and best of all, it's FREE!!

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2394. Re: How can I get a copy of DC Format 3 and MagiC?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <rYIsZkAYqhB4EwEe@steverosie.demon.co.uk>
Source record: 8695

On Thu, 14 Oct 1999 at 05:57:26 a message from Kukulkan was created on the subject of How can I get a copy of DC Format 3 and MagiC?.
>DC Format 3 seems to be a good option to format disks which are >compatible in both platforms (PC/ST). But where can I download it? Can >someone e.mail me a copy?

I am going to be making this program and a few of the most commonly asked programs, available for download from my web site.

I will try and get this program zipped and ready for download within 24 hours for you:)

This will be the exact URL: www.steverosie.demon.co.uk/programs/dcform3.zip

I'll get a web page for this section when I can. If you know of other commonly requested programs, drop me a line and I'll make a note:)

ATB
Steve

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 18116827
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2395. Software Auction.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-15 00:00:00 UTC
From: Eli Tomlinson <elit@csrlink.net>
Message-ID: <GpIN3.1462$TI2.52165@newscene.newscene.com>
Source record: 8550

Here is a link to an auction of approximately 10,000 pieces of old software.
About 40% of what is available is Commodore 64, 50% is old IBM PC 3 1/2" and
5 1/4", and the remaining 10% is Apple, Mac, Vic-20, Atari 8-Bit, etc.

http://auctions.yahoo.com/auction/9811475

2396. I need information to use a PC keyb with Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-15 00:00:00 UTC
From: News Comotrame SL <comotram@arrakis.es>
Message-ID: <380742cd@news.arrakis.es>
Source record: 8696

The original keyboard is broken. Please help me, I�m computer enginer and I have a laboratory, but I do not know how make a PC keyboard compatible.

Other interesting questions for the future are how to use a PC diskdrive and mouse.

The falcon is a hard machine, and to repair it is easy (all the components can be purchased, excepts disk drive, keyboard and mouse)

Can somebody help me?

2397. re: problems with pc atari disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-15 00:00:00 UTC
From: News Comotrame SL <comotram@arrakis.es>
Message-ID: <38074a9d@news.arrakis.es>
Source record: 8697

Yes , now the PC specificatios are changed its structure. Now it's possible to have problem not only interchanging disks with Atari, you can also have problems interchanging with old versions disk created with old MSDos version.

One time more we'll have to think taht PC is a really shit

Gabriel Huertas. Sound Engineer

-----Mensaje original-----
De: Kukulkan <tiempobandNOtiSPAM@hotmail.com.invalid>
Grupos de noticias: comp.sys.atari.st.tech
Fecha: Martes, 12 de Octubre de 1999 03:23 a.m.
Asunto: ST-PC disk UNcompatibility

>For 6 years I exchanged data from my ST to PCs and visceversa. This
>year I bought an IBM PC300GL and an Acer Power. Both came with Windows
>98. Is there a difference in formatting with the new machines?
>(OS/hardware?). Now I just CAN'T read the disks I used to!! The ones
>with files written on the Atari show nonsense characters on the PC and
>the ST just can't read the ones formatted on the PC. Any help? I found
>out that some disks formatted at 711Kb could be read by the ST but I
>don't know how to formatt such disks. (Win/DOS standard is 720). By the
>way, the more I use the PCs the better I like my ST.
>
>
>
>* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network
*
>The fastest and easiest way to search and participate in Usenet - Free!
>

2398. Re: I need information to use a PC keyb with Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-15 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh7zoxklj5o.fsf@comnets.rwth-aachen.de>
Source record: 8698

>>>>> "News" == News Comotrame SL <comotram@arrakis.es> writes:

News> Other interesting questions for the future are how to use a PC diskdrive
News> and mouse.

A PC diskdrive can be used out of the box, you only have to set it to
use DS0 instead of the default DS1. Most newer drives have only 0-ohm
SMD resistors instead of jumpers to set drive select, but this should
be no big problem.

For the keyboard you need some kind of converter to change the
protocol - usually using some microcontroller.

cu
Michael
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology

2399. Re: ST-PC disk UNcompatibility

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-15 00:00:00 UTC
From: News Comotrame SL <comotram@arrakis.es>
Message-ID: <38074d49@news.arrakis.es>
Source record: 8699

Yes , now the PC specificatios are changed its structure. Now it's possible to have problem not only interchanging disks with Atari, you can also have problems interchanging with old versions disk created with old MSDos version.

One time more we'll have to think taht PC is a really shit

Gabriel Huertas. Sound Engineer

-----Mensaje original-----
De: Kukulkan <tiempobandNOtiSPAM@hotmail.com.invalid>
Grupos de noticias: comp.sys.atari.st.tech
Fecha: Martes, 12 de Octubre de 1999 03:23 a.m.
Asunto: ST-PC disk UNcompatibility

>For 6 years I exchanged data from my ST to PCs and visceversa. This
>year I bought an IBM PC300GL and an Acer Power. Both came with Windows
>98. Is there a difference in formatting with the new machines?
>(OS/hardware?). Now I just CAN'T read the disks I used to!! The ones
>with files written on the Atari show nonsense characters on the PC and
>the ST just can't read the ones formatted on the PC. Any help? I found
>out that some disks formatted at 711Kb could be read by the ST but I
>don't know how to formatt such disks. (Win/DOS standard is 720). By the
>way, the more I use the PCs the better I like my ST.
>
>
>
>* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network
*
>The fastest and easiest way to search and participate in Usenet - Free!
>

Kukulkan escribi' en mensaje
<000b8d9b.310eb6f1@usw-ex0101-002.remarq.com>...
>For 6 years I exchanged data from my ST to PCs and visceversa. This
>year I bought an IBM PC300GL and an Acer Power. Both came with Windows
>98. Is there a difference in formatting with the new machines?
>(OS/hardware?). Now I just CAN'T read the disks I used to!! The ones
>with files written on the Atari show nonsense characters on the PC and
>the ST just can't read the ones formatted on the PC. Any help? I found
>out that some disks formatted at 711Kb could be read by the ST but I
>don't know how to formatt such disks. (Win/DOS standard is 720). By the
>way, the more I use the PCs the better I like my ST.
>
>

>
>* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network
*
>The fastest and easiest way to search and participate in Usenet - Free!
>

2400. Re: I need information to use a PC keyb with Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <940227724-13717AEicMi@NOSPAMcix.co.uk>
Source record: 8551

News Comotrame SL said:

>The original keyboard is broken. Please help me, I`m computer enginer and I have a
>laboratory, but I do not know how make a PC keyboard compatible.

Go to Mario Becroft's web site at:

http://www.ak.planet.gen.nz/user/mario/

And look at his hardware page.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

2401. Wessex Atari Group Meeting *****URGENT*****

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-17 00:00:00 UTC
From: Roy Goring <news@incontrolinternet.co.uk>
Message-ID: <7ubqjg$ds9$1@nnrp1.deja.com>
Source record: 8552
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The meeting due on 23/10/99 is CANCELLED :-(

A new date will be posted soon :-)

Yours Roy

Incontrol Internet Productions
Web Design and Internet Consultants

Sent via Deja.com http://www.deja.com/
Before you buy.

2402. Re: How can I get a copy of DC Format 3 and MagiC?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-18 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <dUjhqCA4VtC4Ew7S@steverosie.demon.co.uk>
Source record: 8553

On Sun, 17 Oct 1999 at 14:31:33 a message from Kukulkan was created on
the subject of How can I get a copy of DC Format 3 and MagiC?.
>It stops at the DC logo. I DID use the right button. It worked in
>color, remember?
>
>It might be there's something wrong with the .rsc mono file...

Hiya

Nowadays I only use the program in mono!!!!!!!

Have you other programs, such as those that re-assign the rodents
buttons!

You did click the right button ON the logo, I don't think it makes any
difference!

Have you verified that your right mouse button is working?

For those that don't know, this is how you can check:)

Open 2 windows on your desktop.
Go to the windows that ISN'T selected and hold down the right button.
With the right button still down, choose an item (folder or file) and
select it using the LEFT button WHILE the right button is still pressed.

If all goes well you should have highlighted you selected item.

I know this works with STE's and a Mega STE, but have never tried it on
STFM's etc...

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2403. Re: Hard drive compression .prgs

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-18 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <FJtIBA.EE@gem.win.co.nz>
Source record: 8554
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
: Ron Palangio wrote:
: >
: > Does anyone use a hard drive compression utility similar to those found in
: > the PC world? My 40 meg HD on my Stacy 4 is getting pretty full. If there
: > are shareware or freeware ones out there that would be great. I think there
: > was a commercial program written by Oregon Research but I'm not sure where
: > I'd get it or what it was called.

You may be thinking of Datalite 2. I used the program years ago and it
seemed to be reliable and fast enough (on a TT, I don't know what it would
be like on an ST). Unfortunately it didn't work with other not FAT
filesystems under MiNT. Since then I no longer have a lack of hard disc
space so I have never tried to use it again.

The best thing you could do is simply buy a larger hard disc drive.

--
+-------------------------------------------------------------------------+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |
```

2404. EEEK HELP** NEWSIE DIED

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-18 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <380b93d5$0$10071@znews.zetnet.co.uk>
Source record: 8555

Hi folks....

Major disaster...my PREFS>INF file got corrupt, I've tried to set it up again from scratch, but it's completely gone.....I found an old version of Newsie on one of my other hard-drives, and I've managed to get NG access...but itwon't let me pick up my mail.....HELP....I think it's something to do with my PAath Options and also the personal information.....Is there anywhere where I have tio enter any more account details than my password...

chrisc

2405. Re: EEEK HELP** NEWSIE DIED

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-18 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <D1OO3.493$04.234777@news1.atlantic.net>
Source record: 8556

Chris,
Same problem here! All info in prefs.inf gets lost.
I keep a back-up. You can get the latest package (if you need) at:
http://www.primenet.com/~rojewski/newsie.htm
John

On 18 Oct 1999 21:40:37 , Chris Crosskey wrote:
>Hi folks....
>
>Major disaster...my PREFS>INF file got corrupt, I've tried to set it up
>again from scratch, but it's completely gone.....I found an old version of
>Newsie on one of my other hard-drives, and I've managed to get NG
>access...but itwon't let me pick up my mail.....HELP....I think it's
>something to do with my PAath Options and also the personal
>information.....Is there anywhere where I have tio enter any more account
>details than my password...
>
>chrisc
>.

2406. Some Atari RGB video experts needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-20 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7ujg1tbrc1@athena.netset.com>
Source record: 8557

Okay,

I need to get ahold of some experts who really know how the RGB output of the ST/Falcon lines work. Why the signal is so different than a standard RGB out from an Amiga, and how to bring the RGB levels down to that similar to an Amiga.

Here is the reason:

The VideoTurtle, which I co-developed(it converts TV RGB, 15.75KHz, into S-Video and composite), works GREAT with many TV RGB systems. Problem is, the Atari ST/Falcon RGB output signal is not well liked by the VideoTurtle. We have litterally tried voltage dividers in cables, series resisters, we've looked at old home-brew adaptors, and Atari's own schematics, off of the internet.

I want to get the VideoTurtle to work with the ST/Falcon line. Please, don't tell me about the virtues of Scart connectors and the like, I am in the USA and that type of display is pretty hard for me to even find, let alone use. And, I am in no mood to debate S-Video versus Scart.

I just need some technical help.

Please email me with my given email address, if you are in the States, I am agreeable to calling you as well, so feel free to list your phone number. Canada is okay too.

I am not here to advertise the VideoTurtle, but rather, I am banking on the fact that someone, somewhere, in our Atari community, has dug into the RGB output of the ST/Falcon, and has some hard-earned tips for me.

I really would appreciate this, very, very much. You folks have come through before in regards to SCSI, for my 1040STe setup. Thanks again for your time.

Regards,

Jim W. Krych

2407. Re: Some Atari RGB video experts needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-20 00:00:00 UTC
From: r e s <res@sympatico.ca>
Message-ID: <EjcP3.18025$Jp4.27383@news20.bellglobal.com>
Source record: 8558

try http://gem.win.co.nz/mario/

J.W. Krych <jwkrych@n2net.net> wrote in message
news:7ujg1tbrc1@athena.netset.com...
> Okay,
>
> I need to get ahold of some experts who really know how the RGB output of
> the ST/Falcon lines work. Why the signal is so different than a standard
> RGB out from an Amiga, and how to bring the RGB levels down to that
similar
> to an Amiga.
>
>
> Here is the reason:
>
> The VideoTurtle, which I co-developed(it converts TV RGB, 15.75KHz, into
S-
> Video and composite), works GREAT with many TV RGB systems. Problem is,
the
> Atari ST/Falcon RGB output signal is not well liked by the VideoTurtle. We
> have litterally tried voltage dividers in cables, series resisters, we've
> looked at old home-brew adaptors, and Atari's own schematics, off of the
> internet.
>
> I want to get the VideoTurtle to work with the ST/Falcon line. Please,
> don't tell me about the virtues of Scart connectors and the like, I am in
> the USA and that type of display is pretty hard for me to even find, let
> alone use. And, I am in no mood to debate S-Video versus Scart.
>
> I just need some technical help.
>
> Please email me with my given email address, if you are in the States, I
am
> agreeable to calling you as well, so feel free to list your phone number.
> Canada is okay too.
>
> I am not here to advertise the VideoTurtle, but rather, I am banking on
the
> fact that someone, somewhere, in our Atari community, has dug into the RGB
> output of the ST/Falcon, and has some hard-earned tips for me.
>
> I really would appreciate this, very, very much. You folks have come
> through before in regards to SCSI, for my 1040STe setup. Thanks again for
> your time.

>
>
> Regards,
>
> Jim W. Krych

2408. Re: Some Atari RGB video experts needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-20 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dzzi28.717kxebzjzzkN%doitarchive@atari-computer.de>
Source record: 8559

> I need to get ahold of some experts who really know how the RGB output of
> the ST/Falcon lines work. Why the signal is so different than a standard
> RGB out from an Amiga, and how to bring the RGB levels down to that similar
> to an Amiga.

Falcon RGB need a display that can syncronise 15Khz video refresh..
Also M1 and M0 sense pins on video connetor must be used in the right
way! Thatï¿½s a MUST!

But.. if you have an accelerated falcon, RGB sometimes doasnï¿½t work
well. Nemesis as example..
You got VGA well, but RGB needs some experiments.

> The VideoTurtle, which I co-developed(it converts TV RGB, 15.75KHz, into S-
> Video and composite), works GREAT with many TV RGB systems. Problem is, the
> Atari ST/Falcon RGB output signal is not well liked by the VideoTurtle. We
> have litterally tried voltage dividers in cables, series resisters, we've
> looked at old home-brew adaptors, and Atari's own schematics, off of the
> internet.
>
> I want to get the VideoTurtle to work with the ST/Falcon line. Please,
> don't tell me about the virtues of Scart connectors and the like, I am in
> the USA and that type of display is pretty hard for me to even find, let
> alone use. And, I am in no mood to debate S-Video versus Scart.
>
> I just need some technical help.

Sorry, canï¿½t say anw word about your video turtle.
You have any technical details about the video input of your video
turtle?

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2409. Re: Some Atari RGB video experts needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-20 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s0sik111r0157@corp.supernews.com>
Source record: 8560

The ST, Falcon, and Jag for that matter use the same encoder (well
the Jag is a later type, but basically the same chip). As far as I
could tell, the Ataris are designed just like the spec sheet for the
motorola encoder chip. I purchased a quanity of connectors and chips
to bring out SVHS from the Falcon (or ST) and built a prototype board,
but have yet to build any of the 25 units I had planned a couple of
years ago.

Mike

On 20 Oct 1999 04:22:21 , J.W. Krych wrote:
>Okay,
>
>I need to get ahold of some experts who really know how the RGB output of
>the ST/Falcon lines work. Why the signal is so different than a standard
>RGB out from an Amiga, and how to bring the RGB levels down to that similar
>to an Amiga.
>
>
>Here is the reason:
>
>The VideoTurtle, which I co-developed(it converts TV RGB, 15.75KHz, into S-
>Video and composite), works GREAT with many TV RGB systems. Problem is, the
>Atari ST/Falcon RGB output signal is not well liked by the VideoTurtle. We
>have litterally tried voltage dividers in cables, series resisters, we've
>looked at old home-brew adaptors, and Atari's own schematics, off of the
>internet.
>
>I want to get the VideoTurtle to work with the ST/Falcon line. Please,
>don't tell me about the virtues of Scart connectors and the like, I am in
>the USA and that type of display is pretty hard for me to even find, let
>alone use. And, I am in no mood to debate S-Video versus Scart.
>
>I just need some technical help.
>
>Please email me with my given email address, if you are in the States, I am
>agreeable to calling you as well, so feel free to list your phone number.
>Canada is okay too.
>
>I am not here to advertise the VideoTurtle, but rather, I am banking on the
>fact that someone, somewhere, in our Atari community, has dug into the RGB
>output of the ST/Falcon, and has some hard-earned tips for me.
>
>I really would appreciate this, very, very much. You folks have come
>through before in regards to SCSI, for my 1040STe setup. Thanks again for

>your time.
>
>
>Regards,
>
>Jim W. Krych
>.

2410. Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-20 00:00:00 UTC
From: Toram The Shadow <toram@psnw.com>
Message-ID: <380EA1AD.DD9D9F5@psnw.com>
Source record: 8561

Too bad Magic OS is not general public license, I would bet you'd see
alot of support for such an idea...

Toram

--

Linux: If you port it, it will run...

2411. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8ExpOGA11tD4Ew2$@steverosie.demon.co.uk>
Source record: 8562

On Wed, 20 Oct 1999 at 22:16:30 a message from Toram The Shadow was
created on the subject of Magic should be gpl.
>Too bad Magic OS is not general public license, I would bet you'd see
>alot of support for such an idea...
>
>Toram

I've never used MagiC yet, or any multi-tasking software! Well I do live
in Wales, that's my excuse:) Some companies release early or old
versions as PD, to tempt you to buy the latest.

Until I have tried it, I won't buy the latest version.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2412. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-22 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <38109cf9$0$10071@znews.zetnet.co.uk>
Source record: 8563

On 10 Oct 1999 06:49:26 , Eric McCormack wrote:
>I am having a problem getting my NEC CDR-77 to be fully working with my
>ST. It is hooked up to my ST (2.5 mb, TOS 1.04US) through a SUPRA
>ASCI/SCSI adapter daisychained at the end of the bus behind a Quantum
>LPS52S. The Auto sequence runs like this:
>
>Supra HD auto boot 3.00
>Pinhead 2.1
>
>SCSI-Trieber 5.02 loads and sees both devices (HD at ASCI 01 and the CD
>at ASCI 04). Metados 2.74 loads, sees the CD, give it its blessing and
>passes it to SpinCD 0.34 that mounts it as Z:
>
>QuickST (version flashes by too fast for me to catch)
>Universal Item selector III
>HotWire 3
>
>This is all fine and dandy. Z: is on the Desktop, but when I click on
>it- the busy LED flicks once and then stops. The last I remember (when
>I used the CDROM on my Amiga) the drive worked fine. Slow, but fine.
>
>I am at my wits end on this and appeal most humbly to you all for help.
>It is a bit frustrating having the Suzy B and Atari Compendium CDs
>sitting in front of me with all of that wonderful software and no speedy
>way to access them available. Help! Thanks in advance for your time.
>--
>Do Not Remove This Tagline Under Penalty Of Law
>.
Hi,
Did have a Supra but when I wanted a 1 gig hard drive I found that
it wouldnot work as the HD was SCSI 2 this might be the same, I
undated to a LInk 97 and run a 1 gig Seagate, 540 meg Quantum, ??
CD-Rom and an Iomega Zip drive with HD driver 7.71 with no problems.

Karl

2413. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-22 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3810ee9a$0$25064@news.zetnet.co.uk>
Source record: 8564

On 10 Oct 1999 06:49:26 , Eric McCormack wrote:
>I am having a problem getting my NEC CDR-77 to be fully working with my
>ST. It is hooked up to my ST (2.5 mb, TOS 1.04US) through a SUPRA
>ASCI/SCSI adapter daisychained at the end of the bus behind a Quantum
>LPS52S. The Auto sequence runs like this:
>
>Supra HD auto boot 3.00
>Pinhead 2.1
>
>SCSI-Trieber 5.02 loads and sees both devices (HD at ASCI 01 and the CD
>at ASCI 04). Metados 2.74 loads, sees the CD, give it its blessing and
>passes it to SpinCD 0.34 that mounts it as Z:

Has no-one answered you, Eric, since Oct 10? Let me try: plain TOS
cannot reach beyond drive P. Your TOS version is quite primitive; try
to download v 2.06 (?) and install that: it still won't reach beyond P,
but is better.

You meanwhile need to config SPIN as device A, then map it to the drive
on the desk, no later than P.

Unless, of course, someone knows better....

Cheers,
Charles.

2414. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kf4fYEAPtWE4Ew8$@steverosie.demon.co.uk>
Source record: 8565

On Fri, 22 Oct 1999 at 23:09:14 a message from Charles Stanley was
created on the subject of SCSI CD problem.
>Has no-one answered you, Eric, since Oct 10? Let me try: plain TOS
>cannot reach beyond drive P. Your TOS version is quite primitive; try
>to download v 2.06 (?) and install that: it still won't reach beyond P,
>but is better.

I use devices that use the last 18 letters of the alphabet! and don't
have a problem accessing them.

If the file selector DOESN'T list these devices, you can always type in
the path yourself. I use the Ultimate File Selector v3 and have no
problems at all.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2415. New Atari Sales Area fcrom 16/32

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-23 00:00:00 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <7usoeg$37$1@plutonium.compulink.co.uk>
Source record: 8566

First of all apologies if you have read this message in another newsgroup.

16/32 Systems are setting up a new domain with full retail catalogue. At the moment we have a basic catalog set up and will be expanding on this every day, we plan to publish articles, help files in a general area as well. I would like to make this a first or even second stop for Atari Users. The catalog at moment is fully useable and if you wish to order then please do so. Whilst we are knocking this area in to shape we will confirm each price before sending.

However I require input, please browse pages as they come if you wish and let me know what you would like to see either available or as general interest. If you wish to contribute or have any other queries please email below. If you wish just to be kept informed then email me and I will add you to the list.

The reasons for this are basically due to personal (sickness) matters I am closing my shop and concentrating on Mail Order plus Internet stuff plus my contract work. So I am going to have a lot more available time and I might as well use it.

The URL at the moment is http://catalog.zen.co.uk/actinic/16_32_SystemsX/

You can now email me on nick@1632systems.co.uk or nahrlow@cix.compulink.co.uk

Thanks for your time

Nick Harlow

2416. Matrix VME video card - caution

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-23 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <7utcl6$fl7$1@bomb.dynamite.com.au>
Source record: 8567

Just a warning for anyone who has a Matrix tc1208 (early version).

A year or so ago I acquired one of these second hand for my TT. The D-to-A output chip is mounted on a daughter board which sits above and parallel to the main VME board. This arrangement permitted Matrix to offer boards with a choice of output sockets. Mine has a 10-pin D socket.

I did not realize that, particularly with a heavy monitor cable hanging of the socket, the back of the D socket was applying horizontal shear pressure to the chips on the edge of the main board underneath. Solder is not meant to withstand such forces.

A couple of weeks ago one of the chips, which are surface-mounted, came off. In most cases it was the soldered joint between the leg of the chip and the pad on the board which failed but three legs, presumably the last to fail, tore the solder pads from the board, fracturing the tracks leading to them.

Fortunately I have been able to repair the mess which resulted and I have filed the back of the socket so that it is now well clear of the chips.

If anyone has one of these cards I recommend a quick inspection.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2417. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-24 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7uur1r$6qd$1@nnrp1.deja.com>
Source record: 8568

In article <3810ee9a$0$25064@news.zetnet.co.uk>,
cstanley@zetnet.co.uk (Charles Stanley) wrote:
> Has no-one answered you, Eric, since Oct 10? Let me try: plain TOS
> cannot reach beyond drive P. Your TOS version is quite primitive; try
> to download v 2.06 (?) and install that: it still won't reach beyond
P,
> but is better.
>
> You meanwhile need to config SPIN as device A, then map it to the
drive
> on the desk, no later than P.
>
> Unless, of course, someone knows better....

I do.

MetaDOS supports 32 drives, no matter whcih TOS it is running on.

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2418. STE - lots of questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-24 00:00:00 UTC
From: Hellraiser <justin@hellraiser.nospam.demon.co.uk>
Message-ID: <940795891.27729.0.nnrp-09.c2de4101@news.demon.co.uk>
Source record: 8569
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've recently got a 520STE, basically just to have a bit of nostalgia and play some of the classic old games, such as Dungeon Master, but I have a few questions:-

1) Are there any major compatibility issues with the STE? I seem to remember a few, but this was quite some time ago.

2) Is there any way of adding a hard disk to an STE?

3) Or how about a CD?

4) I have a CD containing numerous disk images of ST games. Now, I realise I can use something like Makedisk to dump these images onto floppy, but this would be a bit slow. Is there any way I can get the ST to treat one of these images as, say, drive A? I mean, link the ST to the PC by the parallel port for example, and use a device driver for it. Does anything like this exist?

5) How picky is the STE about the 30 pin SIMMS it accepts? A friend has a few pulled out of an old 486, but I'd like to know if they are likely to work.

6) I know there are loads of sites with disk images of games, etc, on, but are there any with disk images of utils disks, with stuff like Assempro, Devpac, Fast Basic, that sort of thing? I can get hold of the originals of most of these, but having been left in a cold, damp loft for the best part of 7 years, most of them no longer work :-(

7) And finally, what is the maximum baud rate you can drive the ST's serial port at?

Sorry if this goes on a bit, but I thought I'd get all the questions out in one go!

Cheers

Justin

2419. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-24 00:00:00 UTC
From: anodyne@cyberus.ca
Message-ID: <38137174.4739093@news.cyberus.ca>
Source record: 8570

cstanley@zetnet.co.uk (Charles Stanley) wrote:

>On 10 Oct 1999 06:49:26 , Eric McCormack wrote:
>>I am having a problem getting my NEC CDR-77 to be fully working with my
>>ST. It is hooked up to my ST (2.5 mb, TOS 1.04US) through a SUPRA
>>ASCI/SCSI adapter daisychained at the end of the bus behind a Quantum
>>LPS52S. The Auto sequence runs like this:
>>
>>Supra HD auto boot 3.00
>>Pinhead 2.1
>>
>>SCSI-Trieber 5.02 loads and sees both devices (HD at ASCI 01 and the CD
>>at ASCI 04). Metados 2.74 loads, sees the CD, give it its blessing and
>>passes it to SpinCD 0.34 that mounts it as Z:
>
>Has no-one answered you, Eric, since Oct 10? Let me try: plain TOS
>cannot reach beyond drive P. Your TOS version is quite primitive; try
>to download v 2.06 (?) and install that: it still won't reach beyond P,
>but is better.
>

Actually, this is just true of any driver using the hdv_rw intercept.
If the driver intercepts GEMDOS calls too, it can support any letter
it wants to. See, for example, MetaDOS or ExtenDOS (advert :-))

Roger Burrows

Roger Burrows, Ottawa, Canada anodyne@cyberus.ca
Anodyne Software http://www.cyberus.ca/~anodyne

2420. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-24 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <7v02s3$kk3$1@bomb.dynamite.com.au>
Source record: 8571

On 22 Oct 1999 17:20:57 , Karl Smith wrote:
>On 10 Oct 1999 06:49:26 , Eric McCormack wrote:
>>I am having a problem getting my NEC CDR-77 to be fully working with my
>>ST. It is hooked up to my ST (2.5 mb, TOS 1.04US) through a SUPRA
>>ASCI/SCSI adapter daisychained at the end of the bus behind a Quantum
>>LPS52S. The Auto sequence runs like this:
>> (snip)
>>.
> Hi,
> Did have a Supra but when I wanted a 1 gig hard drive I found that
> it wouldnot work as the HD was SCSI 2 this might be the same, I
> undated to a LInk 97 and run a 1 gig Seagate, 540 meg Quantum, ??
> CD-Rom and an Iomega Zip drive with HD driver 7.71 with no problems.
>
> Karl

I alos tried to run a Sony CD-drive via the SCSI interface in my
Supradrive FD-10. Although the Supra interface could cope with a
Syquest SCSI-2 drive, it could not drive the Sony. Link 97 solved my
problem.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2421. Re: STE - lots of questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-25 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e07wm6.mrhonh16l2s74N%doitarchive@atari-computer.de>
Source record: 8572
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> 1) Are there any major compatibility issues with the STE? I seem to remember
> a few, but this was quite some time ago.

Some games are directly made for STe machinces, but other ones should
also work finde.

> 2) Is there any way of adding a hard disk to an STE?

DMA (Megafile)
DMA to SCSI Adaptor (LINK Adaptors)
Internal IDE Interface

> 3) Or how about a CD?

Same way. External, DMA to SCSI Adaptor..

> 4) I have a CD containing numerous disk images of ST games. Now, I realise I
> can use something like Makedisk to dump these images onto floppy, but this
> would be a bit slow. Is there any way I can get the ST to treat one of these
> images as, say, drive A? I mean, link the ST to the PC by the parallel port
> for example, and use a device driver for it. Does anything like this exist?

I never hear about that and how it works.

> 5) How picky is the STE about the 30 pin SIMMS it accepts? A friend has a
> few pulled out of an old 486, but I'd like to know if they are likely to

Best way the simm had the same technical data as the simm what the
machine contain. Watch atari memory bank groups. So i can remeber me
that these STe2 must be upgraded bank wise..

> 6) I know there are loads of sites with disk images of games, etc, on, but
> are there any with disk images of utils disks, with stuff like Assempro,
> Devpac, Fast Basic, that sort of thing? I can get hold of the originals of
> most of these, but having been left in a cold, damp loft for the best part
> of 7 years, most of them no longer work :-(

You are sure these sides are free, or they all piracy sites?
Maybee, damaged disks canï¿½t bee reanimated. Needs a long time to pick up
working parts from any disk and you canï¿½t got all data.
Iï¿½m not sure anybody put these utilities to the web.
Mostly these sides contain games..

> 7) And finally, what is the maximum baud rate you can drive the ST's serial
> port at?

19K2 without HSModem, without Hardware modification.
Save an old 520ST here, this machine contains "RS-Speed" so i have a
maximum serial baud rate of 115K2. But MagiC runs, als example, itï¿½s
better to go down with the baud rate. (CRC-Errors with MagiC)
With single tos and coNnect 2.46, fine to use.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2422. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-25 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38140BE6.7F78@ooc.de>
Source record: 8573

Charles Stanley wrote:

> Has no-one answered you, Eric, since Oct 10? Let me try: plain TOS
> cannot reach beyond drive P. Your TOS version is quite primitive; try
> to download v 2.06 (?) and install that: it still won't reach beyond P,
> but is better.
>
> You meanwhile need to config SPIN as device A, then map it to the drive
> on the desk, no later than P.

Any TOS can map CD-ROM drives to letters beyond P:, e. g. Z:. This is
because CD-ROMs are handled differently than hard disks. Plain TOS
doesn't support hard disk partitions beyond P: but this doesn't apply to
CD-ROM drives.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2423. Re: WEB DESIGN ONLY NEED USD$120 5771

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-25 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7v246k$b74$5@news4.svr.pol.co.uk>
Source record: 8574

On 22 Oct 1999 04:42:27 , ALIAOZ@XXX.NET wrote:
:>At first,I declare I am a CHINESE and my ENGLISH is poor.I try my best
:>to write this lettle well and hope u can understand me.
:>
:>Do u want your site become prettiness and increase more and more visitor .Do
:>u want sell more and more product?
:>If you want,I think I can help u design a nice-looking site.
:>Of course,you pay my money.only usd$120/all pages.You know this price is
:>very very cheap.

HTF can you offer a service to a language you cant speak??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2424. Re: STraight Fax 2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-25 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7v246n$b74$6@news4.svr.pol.co.uk>
Source record: 8575

On 15 Oct 1999 23:33:08 , broncos@primenet.com wrote:
:>Could someone give me some help with straightfax 2. My hard drive crashed
:>and I cant find my registration card that had the registration number on it.
:>I tried to reinstall it and found that i needed that card. So im looking
:>for someone just to zip it and send it to me. If you need proof I will
:>scan the box, original disk, and manual and email the image to you.

How does that amount to proof?.

:>If noeone helps me then Im out a great program which I purchased.

Cant you contact your origional supplier.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2425. Re: STE - lots of questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-25 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <7v2akm$d9u$1@SOLAIR2.EUnet.yu>
Source record: 8576

On 24 Oct 1999 21:10:40 , "Hellraiser" wrote:

>4) I have a CD containing numerous disk images of ST games. Now, I realise I
>can use something like Makedisk to dump these images onto floppy, but this
>would be a bit slow. Is there any way I can get the ST to treat one of these
>images as, say, drive A? I mean, link the ST to the PC by the parallel port
>for example, and use a device driver for it. Does anything like this exist?

This is an interesting idea. Indeed, would it be possible to make an Atari
regard a .ST disk image (it has practically become a standard) as drive A?
Then maybe, perhaps, eventually... some games etc. that have to be run from
a floppy might be loaded from a hard disk.

Cu.

2426. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-25 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3814e26c$0$15714@news.zetnet.co.uk>
Source record: 8577

On 24 Oct 1999 11:37:31 , reschke@muenster.de wrote:
>In article <3810ee9a$0$25064@news.zetnet.co.uk>,
> cstanley@zetnet.co.uk (Charles Stanley) wrote:
<...>
>I do.
>
>MetaDOS supports 32 drives, no matter whcih TOS it is running on.
>
>--
>Julian Reschke (mailto:reschke@muenster.de)

Good on ya, Julian!
Thanks.
Charles.

2427. Re: STE - lots of questions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-25 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3814B6DB.22E9CB58@jps.net>
Source record: 8578
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> 1) Are there any major compatibility issues with the STE? I seem to remember
> a few, but this was quite some time ago.

Some games don't like STE.
>
> 2) Is there any way of adding a hard disk to an STE?

Same as with ST. External unit like Megafile, or SCSI host plus standard
SCSI drive. Some STE have defective DMA chip that scrambles hard drive.
Atari offered free replacement, but some non-hard drive users didn't
know they had bad chip.
>
> 3) Or how about a CD?

Add via SCSI host and driver software like ExtenDOS
>
> 5) How picky is the STE about the 30 pin SIMMS it accepts? A friend has a
> few pulled out of an old 486, but I'd like to know if they are likely to
> work.
>
Never had trouble with any I've tried, but some have said to avoid the 3
chip type.
>
> 7) And finally, what is the maximum baud rate you can drive the ST's serial
> port at?
>
19,200 without a serial upgrade. Even then, need a 16MHz upgrade to
properly process high baud rates.

2428. IDE on STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-26 00:00:00 UTC
From: Hellraiser <justin@hellraiser.nospam.demon.co.uk>
Message-ID: <940946670.5208.0.nnrp-08.c2de4101@news.demon.co.uk>
Source record: 8579

OK, anyone know where I can get an IDE interface for a 520STE? How much?

Cheers

Justin

2429. Re: IDE on STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9910262241470.89-100000@rakastaja>
Source record: 8580

On Tue, 26 Oct 1999, Hellraiser wrote:

> OK, anyone know where I can get an IDE interface for a 520STE? How much?

http://www.ak.planet.gen.nz/~mario/

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2430. Re: IDE on STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-26 00:00:00 UTC
From: Hellraiser <justin@hellraiser.nospam.demon.co.uk>
Message-ID: <940968472.11111.0.nnrp-03.c2de4101@news.demon.co.uk>
Source record: 8581

OK, no mention of it on this page - anyone else know of somewhere?

Thanks

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.9910262241470.89-100000@rakastaja...
> On Tue, 26 Oct 1999, Hellraiser wrote:
>
> > OK, anyone know where I can get an IDE interface for a 520STE? How much?
>
> http://www.ak.planet.gen.nz/~mario/
>
> --
> ---
> Martin-Éric Racine The Atari Stacy and TT030 Homepage
> Lappeenranta, Finland http://members.tripod.com/~TT030/
> ---
> "When the time comes, I will know and I shall be." Q-Funk
>

2431. Re: IDE on STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-26 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <FK8Aww.40@gem.win.co.nz>
Source record: 8582

Hellraiser (justin@hellraiser.nospam.demon.co.uk) wrote:
: OK, no mention of it on this page - anyone else know of somewhere?

That was an old address. The current URL is:

http://gem.win.co.nz/

or to go straight to the IDE page

http://gem.win.co.nz/mario/hardware/ide.html

However there should have been a link from the old page to the new one. I
can't understand why you did not see it.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |

2432. Re: IDE on STE?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-26 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <FK8CIC.Cw@gem.win.co.nz>
Source record: 8583

Oops - I just became aware that in fact I muddled things and the wrong page was showing, that is why you could not find the IDE interface (or any of my other Atari products). I have fixed it now.

The URL is http://gem.win.co.nz/

Sorry.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |

2433. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-27 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7v6b9j$g50$1@nnrp1.deja.com>
Source record: 8584

In article <38140BE6.7F78@ooc.de>,
Uwe Seimet <us@ooc.de> wrote:
> Charles Stanley wrote:
>
> > Has no-one answered you, Eric, since Oct 10? Let me try: plain TOS
> > cannot reach beyond drive P. Your TOS version is quite primitive;
try
> > to download v 2.06 (?) and install that: it still won't reach
beyond P,
> > but is better.
> >
> > You meanwhile need to config SPIN as device A, then map it to the
drive
> > on the desk, no later than P.
>
> Any TOS can map CD-ROM drives to letters beyond P:, e. g. Z:. This is
> because CD-ROMs are handled differently than hard disks. Plain TOS
> doesn't support hard disk partitions beyond P: but this doesn't apply
to
> CD-ROM drives.

Uwe, this isn ot really true. The only way to support drives beyond P:
on plain TOS versions is to hook into the GEMDOS trap and catch all the
relevant call. So you really can't say that TOS itself supports it :-)

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2434. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-27 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3816DB47.7384@ooc.de>
Source record: 8585

reschke@muenster.de wrote:

> Uwe, this isn ot really true. The only way to support drives beyond P:
> on plain TOS versions is to hook into the GEMDOS trap and catch all the
> relevant call. So you really can't say that TOS itself supports it :-)

Yes, you're right.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2435. Re: ATARI HARD DRIVE WANTED

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-27 00:00:00 UTC
From: Peter Pan <peterpan@cheerful.com>
Message-ID: <3816F314.95538199@cheerful.com>
Source record: 8586
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

TEW wrote:

> Hello,
>
> I have some Atari StE's, and am interested in accquiring a hard drive.
> Either proper Atari ones or a nice cheap solution using something else (?).
> By cheap, I mean I don't want to spend more than 100UKP at most.
>
> Thanks!

I have an old SUPRA drive. I't been hacked some, as it used to be a 20Meg, and I'm not sure what it is now. probably 30 or more. Since I seldom use my ATARI equipment anymore, I'm not sure, but if you're interested let me know and I'll check into it. It has the built in ATARI to SCSI adapter mounted inside, so it's plug and play. If you'r interested, email me directly.

-- Randy (PeterPan)
* * *
* *
... Second Star to the Right, and Straight on Till Morning!
* * *

2436. Re: SCSI CD problem

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-27 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <38178bef$0$15720@news.zetnet.co.uk>
Source record: 8587

On 25 Oct 1999 09:51:02 , Uwe Seimet wrote:
>Charles Stanley wrote:
>...rubbish...>

>Any TOS can map CD-ROM drives to letters beyond P:, e. g. Z:. This is
>because CD-ROMs are handled differently than hard disks. Plain TOS
>doesn't support hard disk partitions beyond P: but this doesn't apply to
>CD-ROM drives.

Oh, boy! It takes only one ignoramus to bring out the experts!

Thank you, Uwe -and others- who brought real help to Eric.

Eric, you can rely on what Dr Uwe tells you, despite all the info
that I and others have read from other Atari sources.

Happiness, all!
Charles.

2437. Unstable CT2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-28 00:00:00 UTC
From: Henrik Gildå <di98gihe@chl.chalmers.se>
Message-ID: <38186C2A.7A33828E@chl.chalmers.se>
Source record: 8588

Hi!

I installed a CT2revA in my falcon a year ago, and it works ok, except for not being able to read floppy discs reliably and that the computer is unstable in higher resolutions. The first problem I can live with, but the second one is starting to really get on my nerves. It's always like this when I try to run my ct2-falcon in a higher resolution than the standard 640x480x16 colors:
I turn on the computer and enter, say, 740x528xTC, and it works fine. But after approximately 5 to 10 minutes the computer crashes. If it has been on for a while before I try this, it often crashes withing 5 minutes.

I don't know what's causing this, but could it be that I made a bad job installing the CT2, that some soldering isn't good enough?

Regards
Henrik

2438. Re: Unstable CT2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-28 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e0ecym.hw0fy16ka1ptN%doitarchive@atari-computer.de>
Source record: 8589

> I don't know what's causing this, but could it be that I made a bad job
> installing the CT2, that some soldering isn't good enough?

Maybee trouble with Fast- / ST-Ram. Switch off, remove all RAM, replace
it all all try again.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2439. HELP PLEASE!!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-28 00:00:00 UTC
From: "Doc (Shaw)" <stash0@home.com>
Message-ID: <3818BF25.6CFDF796@home.com>
Source record: 8590

Hi all,

I have an Atari Falcon. The problem that I am having is that I can't get my SCSI zip drive to work. I can only set the zip to SCSI # 5 or 6, but the Falcon keeps asking for SCSI 0. Do I need a special driver, if so, is it free ware??? Please help if possible.

Also, I would like to know if it is possible to hook up a Radius pivot landscape mono monitor. It comes from an old Mac. It would be great for running Cubase if possible.

Please send me an email as I don't get to the newsgroup too often.

Thanks in advance.

2440. Re: Unstable CT2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-29 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <38196D45.496474FC@patent.gov.uk>
Source record: 8591

Just a thought, probably wrong, but sounds like a heating problem to me.
How are your heat sinks and fan?

Bob King.

Henrik Gildï¿½ wrote:
>
> Hi!
>
> I installed a CT2revA in my falcon a year ago, and it works ok, except
> for not being able to read floppy discs reliably and that the computer
> is unstable in higher resolutions. The first problem I can live with,
> but the second one is starting to really get on my nerves. It's always
> like this when I try to run my ct2-falcon in a higher resolution than
> the standard 640x480x16 colors:
> I turn on the computer and enter, say, 740x528xTC, and it works fine.
> But after approximately 5 to 10 minutes the computer crashes. If it has
> been on for a while before I try this, it often crashes withing 5
> minutes.
>
> I don't know what's causing this, but could it be that I made a bad job
> installing the CT2, that some soldering isn't good enough?
>
> Regards
> Henrik

2441. Re: HELP PLEASE!!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-29 00:00:00 UTC
From: Laurent FAVARD <l.favard@france2.fr>
Message-ID: <38197148.92277C8F@france2.fr>
Source record: 8592

"Doc (Shaw)" a ï¿½crit :
> I have an Atari Falcon. The problem that I am having is that I can't get my
> SCSI zip drive to work. I can only set the zip to SCSI # 5 or 6, but the
> Falcon keeps asking for SCSI 0. Do I need a special driver, if so, is it free
> ware??? Please help if possible.

Hi,

I have a ZIP scsi too and it work very fine at #5 or #6.

The only difference is that my SCSI driver scan all units until the
number 7.
I use AHDI and no problems...But i know that somes previous versions
didn't
scan all number. When there aren't an unit connected to a number, then
the driver
stop.

Whats kind of SCSI driver do you use ?

2442. Re: Unstable CT2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-29 00:00:00 UTC
From: Henrik Gildå <di98gihe@chl.chalmers.se>
Message-ID: <3819871A.8A4218BA@chl.chalmers.se>
Source record: 8593

Bob King wrote:
>
> Just a thought, probably wrong, but sounds like a heating problem to me.
> How are your heat sinks and fan?

I only have the original fan of the motherboard and the one supplied
with the CT2.
The motherboard is in a tower case, standing on the left short side
(cartridge and midi side), but I don't think that should have anything
to do with it.
I think it could have something to do with heat too, given the symptoms
that's a logical reason. But I'll try anything I can come up with:
bigger fans, checking the solder joints, and removing/reconnecting the
RAM. Only need the time to do it...

Regards
Henrik

2443. Re: HELP PLEASE!!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-29 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e0g7hy.9uepaj1tqq8ueN%doitarchive@atari-computer.de>
Source record: 8594

Doc (Shaw) <stash0@home.com> wrote:

> I have an Atari Falcon. The problem that I am having is that I can't get my
> SCSI zip drive to work. I can only set the zip to SCSI # 5 or 6, but the
> Falcon keeps asking for SCSI 0. Do I need a special driver, if so, is it free
> ware??? Please help if possible.

AHDI stops scanning SCSI devices if it found a hole between the IDs.
Working: 0,1,2,3,4,5,6
Doasnï¿½t work: 0,3,4,5
" " : 5

Use HDDriver or have a look around for an AHDI patch. Anybody tell me it
is avaiable, but i canï¿½t remeber me.

> Also, I would like to know if it is possible to hook up a Radius pivot
> landscape mono monitor. It comes from an old Mac. It would be great for
> running Cubase if possible.

Atari had his own monochrome, your display must have the same technical
data.

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2444. Re: HELP PLEASE!!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-30 00:00:00 UTC
From: Derryck Croker <derryck@cwcom.net>
Message-ID: <941438582-108578AEicMi@cwcom.net>
Source record: 8451

Laurent FAVARD said:

>"Doc (Shaw)" a ï¿½crit :
>> I have an Atari Falcon. The problem that I am having is that I can't get my
>> SCSI zip drive to work. I can only set the zip to SCSI # 5 or 6, but the
>> Falcon keeps asking for SCSI 0. Do I need a special driver, if so, is it free

>I use AHDI and no problems...But i know that somes previous versions didn't
>scan all number. When there aren't an unit connected to a number, then the

There's an alternative to AHDI and that's CBHD - look on my web page for some English RSC files and docs to accompany this German hard disk driver if you wish - there's a link to an ftp site for download.

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

2445. VideoTurtle....

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-30 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <7vddn9$ru9$1@athena.netset.com>
Source record: 8595

Hello!

Well, after a fairly long Saturday last weekend, in which my buddy and I went over the ST RGB signals with a fine tooth comb, two o-scopes. We do have some success!

First, we found that the Amiga itself outputs a 1.5V p-p with a 2V DC bias. The ST(1040STf) we measured, does indeed have a 1.8V p-p with a 1.2V DC bias, on the RGB signal levels.

In both systems, the sync signals were TTL levels. No biggie there.

We also found out that the cable I had from Redmond Cable, the supposed "new" one, was all messed up. The RGB lines were all tied together, and a sync line had a resister.

We also discovered a mis-print in the manual, DUH, the vertical sync polarity jumper was reversed, so that finally gave us a very stable picture.

But, the cable I am currently using, has just 33 OHM limiting resisters on the RGB lines. So, I get a real good picture, but I am limiting the picture to B&W right now. I have a new cable that brings the ST RGB to a level of .72 V p-p.

The moral of the story, don't give up, and pull out the big guns of debugging, and test the jumpers!!!!

I can't wait to have the Lost Blub demo on a 35" S-Video TV, or on an LCD Projector, with S-Video inputs!!!!!!

The saga continues........

Jim W. Krych

2446. Re: HELP PLEASE!!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-30 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <381af81222fbe60@club-internet.fr>
Source record: 8596

Hello,

in article <1e0g7hy.9uepaj1tqq8ueN%doitarchive@atari-computer.de> (comp.sys.atari.st.tech) Robert Schaffner wrote on Fri 29-10-1999 21:20 (+0200):

> AHDI stops scanning SCSI devices if it found a hole between the IDs.
> Working: 0,1,2,3,4,5,6
> Doasnï¿½t work: 0,3,4,5
> " " : 5
>
> Use HDDriver or have a look around for an AHDI patch. Anybody tell me it
> is avaiable, but i canï¿½t remeber me.

I've got it (ahdiconf.app) on a CD-ROM (Stratos n.1). If it is not yet available on a ftp site, I can upload it on lip6 and chapelie for example. It's a program in German from... Uwe :-)

Bye,
/Pascal/

--
Ric's HomePage: http://perso.club-internet.fr/pricard/index.html
http://paricard.free.fr/index.html
TransAction : http://www.cix.co.uk/~inactive/TransAction/index_f.html

2447. Re: HELP PLEASE!!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-30 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e0i0xz.3s1j4d1t86ng2N%doitarchive@atari-computer.de>
Source record: 8597

> I've got it (ahdiconf.app) on a CD-ROM (Stratos n.1). If it is not yet
> available on a ftp site, I can upload it on lip6 and chapelie for
> example. It's a program in German from... Uwe :-)

Great! Make it so :)
Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2448. Re: HELP PLEASE!!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-30 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <381b63a4$0$15716@news.zetnet.co.uk>
Source record: 8598

On 28 Oct 1999 20:19:44 , Shaw wrote:
>Hi all,
>
>I have an Atari Falcon. The problem that I am having is that I can't get my
>SCSI zip drive to work. I can only set the zip to SCSI # 5 or 6, but the
>Falcon keeps asking for SCSI 0. Do I need a special driver, if so, is it free
>ware??? Please help if possible.
>
>Also, I would like to know if it is possible to hook up a Radius pivot
>landscape mono monitor. It comes from an old Mac. It would be great for
>running Cubase if possible.

I'd advisde you to get and use a modernish version of HD-Driver...sounds
liem the driver software is not up to snuff...CBHD for nutters who know
what they're doing, HD-Driver for people who need good docs....ICD will do
it OK too apparently but I've never tried.....ZIP's have a really bad SCSI
implementation so be warned, and the disks decay fairly fast too compared
to a decent MO drive or something like the LS120..

chrisc

2449. Re: Unstable CT2

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-30 00:00:00 UTC
From: Derryck Croker <derryck@cwcom.net>
Message-ID: <941438580-108134AEicMi@cwcom.net>
Source record: 8599

Henrik Gildï¿½ said:

>Bob King wrote:
>>
>> Just a thought, probably wrong, but sounds like a heating problem to me.
>> How are your heat sinks and fan?
>
>I only have the original fan of the motherboard and the one supplied with the CT2.

Ronald Andersson (if I've spelt his name right) had no end of troubles with a CT2, which were only resolved by adding another fan to cool the ICs in the centre of the CT2 board. It would pay you dividends to try the same IMHO.

Rgds, Derryck

/ The Cheshunt Computer Club /
/ The essential for your Atari /
/ Monthly meetings /
/ http://www.cix.co.uk/~derryck /

2450. Re: HELP PLEASE!!!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-31 00:00:00 UTC
From: paricard@free.fr
Message-ID: <381c45582ff870@free.fr>
Source record: 8452

Hello,

in article <1e0i0xz.3s1j4d1t86ng2N%doitarchive@atari-computer.de> (comp.sys.atari.st.tech) Robert Schaffner wrote on Sat 30-10-1999 20:15 (+0200):

>
> > I've got it (ahdiconf.app) on a CD-ROM (Stratos n.1). If it is not yet
> > available on a ftp site, I can upload it on lip6 and chapelie for
> > example. It's a program in German from... Uwe :-)
>
> Great! Make it so :)

Well, it is not necessary as it is already on lip6:
ftp://ftp.lip6.fr/pub/atari/Disk/ahdiconf.zip

Enjoy ;-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr/index.html
http://perso.club-internet.fr/pricard/index.html
TransAction : http://www.cix.co.uk/~inactive/TransAction/index_f.html

2451. TAF Flea Market November 17th - Bargain Time!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-10-31 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <WwZS3.45545$jF3.290573@quark.idirect.com>
Source record: 8453

TORONTO ATARI FEDERATION FLEA MARKET NOVEMBER 17TH!

Yes, folks, it's time once again for users of the classic Atari 8-bit, ST, TT and Falcon computers to come to the annual event where you can divest yourself of what you don't need while at the same time hunt out for what you do! Sell your old stuff, discover a treasure!

Among other things you'll find at this event:

classic systems! Looking for that Falcon? Wished you had an STe and its expanded capabilities? Do you need a 600XL for your collection? There's a good chance you'll find it here!

hard-to-find games, peripherals, literature and applications!

TAF Software Library, carrying hundreds of PD/Shareware games, utilities applications, as well as the TAF Internet discs! Plus we'll be selling 720K floppy disks, stock up! The membership desk will also be up for renewals as well as new members.

the camaraderie of fellow Atari users - swap stories, troubleshoot, ask for advice! Meet some of the faces you've only read online on the Internet!

Ken Macdonald's demonstrations and sales of the various Mario Becroft adaptors for Ataris. Use a PC three-button mouse with the Mouse Adaptor, plug & play, works with Ataris and Amigas! Use a PC keyboard, PC mouse and Atari joystick with the amazing new QwertyX adaptor, no soldering required! Give your ST or STe amazing storage capacity with the Internal IDE Adaptor kit - program storage, add a CD-ROM, use an LS-120 internal drive to replace your disk drive! And, with the VGA Adaptor, use any VGA or SVGA PC monitor with your Atari ST to get a beautiful hi-res display!

All this and MORE!

It's a night of fun and commerce, and it's being brought on by the one, the only, Toronto Atari Federation - bringing you the best in Atari-related computer info and enjoyment since 1984! See you there!

Flea Market details:

Admission and tables for TAF members: Free
Admission for non-members - $2.00 (one thin toonie)
Tables for non-members - $5.00 (admission waived if you purchase a table.

NO STOLEN ITEMS OR PIRATED SOFTWARE ALLOWED! VIOLATORS WILL BE PROSECUTED TO THE FULL EXTENT OF THE LAW.

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

2452. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-01 00:00:00 UTC
From: Dave Murphy <dave@no.spamhere.com>
Message-ID: <24cT3.24565$5P2.55444@wards>
Source record: 8454

Toram The Shadow <toram@psnw.com> wrote in message
news:380EA1AD.DD9D9F5@psnw.com...
> Too bad Magic OS is not general public license, I would bet you'd see
> alot of support for such an idea...

assuming Magic ever works properly - I gave up on Magic & went to a full
MiNT setup. Much better.

Magic has serious problems with AES messaging making it impossible to write
code which doesn't crash on a regular basis. MiNT, on the other hand has to
be the most reliable multi-tasking OS I have ever used on an Atari.

Dave

2453. Newer VGA monitors with an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-01 00:00:00 UTC
From: Micah Brunt <mbrunt@earthlink.net>
Message-ID: <381D5A6B.54209723@earthlink.net>
Source record: 8455
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

While trying (very unsuccessfully) to go to sleep just now, I was thinking of ways to cut down on my loads of electronic clutter here in the casa. One thing I'd like to do is get rid of my two old ST monitors, but I don't want to replace them with an almost equally as old and dysfunctional VGA monitor..

So, I was wondering if someone could give some input on an idea: Would it be possible to make a circuit to multiply the video frequency coming out of the ST? ie, potentially by sending each screen refresh twice in order to double the frequency? This used in combination with the Atari->VGA converter cables could conceivably allow the use of more modern VGA monitors that have higher refresh frequency ranges..

(See, I'd love to hook my Atari to my 17" Princeton Graphics monitor here..)

Any ideas on how/if this could be done?

micah

2454. SL;M 804 with Win 95/98

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-01 00:00:00 UTC
From: fscalas@iname.com
Message-ID: <381d523c.3071807@news.tin.it>
Source record: 8456

Can I use SLM 804 Atari laser printer with Win 95/98, if yes where I
can find the driver for windows?
Thank you and sorry for my bad english!

2455. Re: Newer VGA monitors with an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-01 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <7vk0od$h9g$1@SOLAIR2.EUnet.yu>
Source record: 8457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Micah Brunt <mbrunt@earthlink.net> wrote in message
news:381D5A6B.54209723@earthlink.net...
> While trying (very unsuccessfully) to go to sleep just now, I was
> thinking of ways to cut down on my loads of electronic clutter here
> in the casa. One thing I'd like to do is get rid of my two old ST
> monitors, but I don't want to replace them with an almost equally as
> old and dysfunctional VGA monitor..
>.....
> (See, I'd love to hook my Atari to my 17" Princeton Graphics monitor
> here..)
>

Hmmm... It will be very complicated. I think that you should think about buying Atari Falcon, which (as I know) has VGA output built in. Of course there are some graphic cards too, but it's same story (complications, expensive).

Pera

2456. Re: Newer VGA monitors with an ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-01 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <381DE9D4.82FD6CA4@sidra.si>
Source record: 8458
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just for fun try replacing your system clock quartz with faster.
If you had upgraded your RAM with faster chips (60-70 ns), it might even work on
twice the original speed. Oh yes, for that you need TOS in 120ns or faster ROMs. That way, both your colour resolutions would fall in the 31 kHz region and you could have up to 120 Hz vertical refresh.
Mono resolution would work only on the best monitors, since its HS would be around 70 kHz and vertical refresh 144 Hz ! Overscan should be able to get at least 1024x768 at 90ish Hz or even 1280x1024 at almost 66 Hz or so...(theoretically-I haven't tried this)
It would be very interesting to see Overscan under these conditions, not to mention twice faster CPU.
Off course, yo would still have to several little problems, like FDC clock, sound generator clock, keyboard clock etc. but fixing these should be trivial.
One more problem is that ST's video circuitry has two video outputs-monochrome and RGB and only one of them can be active at any moment. This is also true on videoshifter itself, which generates digital video information (3 bits for R,G and B and 1 bit for mono) and shifter always puts unused outputs into logical 0 when inactive. So, the simplest solution would be to make small adapter and fit in it shifter chip itself and then fit adapter back into ST's mainboard. Adapter does nothing special except ORing each colour pin from video shifter chip with monochrome output from videoshifter chip and feeding the output to the corresponding pin in the socket on the ST's mainboard. All you need is 9 OR gates, which means 3 74HCT32 chips would do the trick and you would have a few gates to spend on buffering monochrome signal, since it has to drive 9 extra CMOS inputs. As I wrote, I have very succesfully used 74HCT series for that purpose, but you might be better off with 74ACT, since you would work on twice the clock rate...
Oh yes, one more thing. I have connected my ST on EGA monitor that way without frequency doubling (it still worked on 8Mhz) and results vere fine except nasty vertical raste in picture which was more pronounced in colour resolutions. I have tried everything just to find out that videoshifter chip was placed on the mainboard wrong way around so that it's own databus have caused severe noise on colour output lines and D/A circuitry. Since there is some 5 resistors, 1 transistor and noth much else per D/A, I have moved all 3 D/A's on the adapter circuit and result was unbelievable!

I hope the answer is not too long,

Branko

Micah Brunt wrote:

> While trying (very unsuccessfully) to go to sleep just now, I was
> thinking of ways to cut down on my loads of electronic clutter here
> in the casa. One thing I'd like to do is get rid of my two old ST
> monitors, but I don't want to replace them with an almost equally as
> old and dysfunctional VGA monitor..
>
> So, I was wondering if someone could give some input on an idea:
> Would it be possible to make a circuit to multiply the video
> frequency coming out of the ST? ie, potentially by sending each
> screen refresh twice in order to double the frequency? This used in
> combination with the Atari->VGA converter cables could conceivably
> allow the use of more modern VGA monitors that have higher refresh
> frequency ranges..
>
> (See, I'd love to hook my Atari to my 17" Princeton Graphics monitor
> here..)
>
> Any ideas on how/if this could be done?
>
> micah

2457. 16/32 Systems Catalogue

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-01 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <7vkork$dd2$1@plutonium.compulink.co.uk>
Source record: 8459

http://catalog.zen.co.uk/actinic/1632Systems/

This is now the address for the 16/32 Systems Catalogue, this address is permanet (hopefully). Later this week we will have the www pages up. These pages will have links to the catalogue plus help areas for Lynx/Jaguar and more to come.

Nick
16/32 Systems

2458. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-02 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7vmtm3$vv9$1@nnrp1.deja.com>
Source record: 8460

In article <24cT3.24565$5P2.55444@wards>,
"Dave Murphy" <dave@no.spamhere.com> wrote:
>
> Toram The Shadow <toram@psnw.com> wrote in message
> news:380EA1AD.DD9D9F5@psnw.com...
> > Too bad Magic OS is not general public license, I would bet you'd
see
> > alot of support for such an idea...
>
> assuming Magic ever works properly - I gave up on Magic & went to a
full
> MiNT setup. Much better.
>
> Magic has serious problems with AES messaging making it impossible to
write
> code which doesn't crash on a regular basis. MiNT, on the other hand
has to
> be the most reliable multi-tasking OS I have ever used on an Atari.

I don't want to turn is into a flame war and yes, I like MiNT, too,
but...

Sorry, but this is ridiculous. I have been using MagiC daily for
several years now, both as user and programmer, and never heard of any
problem with AES messaging.

BTW: which AES do you use on MiNT? I am not aware of an AES for MiNT
which is both complete, robust and GPL'd...

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2459. Shared LiBraries and Magic 5

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-02 00:00:00 UTC
From: paricard@free.fr
Message-ID: <381f077ec2ad0@free.fr>
Source record: 8461

Hi all,

Is it possible to use SLBs with Magic 5.13 ? I know that it is
possible with single Tos, using MetaDos or BetaDos, but there is a
problem with Magic 5.

Is editobjc.slb freeware or is it only available with Magic 6 ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr/index.html
http://perso.club-internet.fr/pricard/index.html
TransAction : http://www.cix.co.uk/~inactive/TransAction/index_f.html

2460. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-02 00:00:00 UTC
From: Dave Murphy <dave@no.spamhere.com>
Message-ID: <VH0U3.1176$xK3.2072@stones>
Source record: 8462

<reschke@muenster.de> wrote in message news:7vmtm3$vv9$1@nnrp1.deja.com...

> I don't want to turn is into a flame war and yes, I like MiNT, too,
> but...

there's always a but :)

> Sorry, but this is ridiculous. I have been using MagiC daily for
> several years now, both as user and programmer, and never heard of any
> problem with AES messaging.

Ok then try some VA_START handling under Magic. I wrote a sample player for the Falcon that uses this so you can double click on another sample while the last one is still playing. Under Magic 3 or 4 samples in a row & bang. Under MiNT & N_AES no problems. The sample player is on my site at
http://www.users.zetnet.co.uk/dmurphy
or
http://www.videlity.f9.co.uk

I find the 'memory protection' in Magic to be quite ridiculous & a waste of CPU time - it checks for a header at the start of every memory block & if it's not there then bang.

There's also the incompatibility with pop up menus & the patch for it that steals memory if you change res caused by TSR programs run from the STARTUP folder for Magic.

> BTW: which AES do you use on MiNT? I am not aware of an AES for >MiNT
which is both complete, robust and GPL'd...

Ok I have to concur on that one - N_AES is the only real choice for MiNT, most of the free ones I've seen are incomplete and/or unstable.

Dave

2461. REQ: scans/photos of homecomputer mainboards

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-03 00:00:00 UTC
From: Stephan Slabihoud <stephannews1@slabihoud.de>
Message-ID: <381FFAC1.DA8F388E@slabihoud.de>
Source record: 8463
Cross-posted to: comp.sys.apple2,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.cbm,comp.sys.mac.hardware.misc,comp.sys.misc,comp.sys.msx,comp.sys.next.hardware

Hi,

I am looking for scans of homecomputer mainboards of the 70ths and 80ths. These scans I would like to add to my computing museum (http://www.8bit-museum.de).

Unfortunately a lot of scans are not available yet:

No scan available: :-(
Acorn, Amstrad, Coleco, Dragon, EACA, Enterprise, Excidy, Jupiter, Luxor, Mattel, NeXT, Osborne, Sharp, Spectravideo, Tandy, Tatung, Camputers and Exelvision

A few scans available: :-)
Apple (Apple I), Atari (2600 black, 800XL), Commodore (8032, VC20, C64, C64C, C116, C16, P/4), MITS (8800), Oric (1, Atmos, Telestrat), Sinclair (MK14, ZX80/81, Spectrum Issue 1+2, QL), Texas (99/4A), VTech (Laser 500)

Some of the scans are not very good and I will be pleased to replace them by better ones.

Who wants to help me but does not know how to make a scan or photo of the mainboard can ask for my advice. :-) A picture should not exceed 800 KByte (JPG medium).

Thanx very much

Stephan Slabihoud

--
Homepage: http://www.8bit-museum.de

2462. Re: Shared LiBraries and Magic 5

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-03 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7vp3epjii1@nnrp1.deja.com>
Source record: 8464

In article <381f077ec2ad0@free.fr>,
paricard@free.fr (Pascal Ricard) wrote:
> Hi all,
>
> Is it possible to use SLBs with Magic 5.13 ? I know that it is
> possible with single Tos, using MetaDos or BetaDos, but there is a
> problem with Magic 5.

Yes, because it uses a different format. It was used with version 6.

> Is editobjc.slb freeware or is it only available with Magic 6 ?

I would think it is not free.

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2463. 720k drive on PC - problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-03 00:00:00 UTC
From: Hellraiser <justin@hellraiser.nospam.demon.co.uk>
Message-ID: <941655135.231.0.nnrp-02.c2de4101@news.demon.co.uk>
Source record: 8465

Hi!

I recently inherited a 520STE, which I've upgraded to 4mb. I also borrowed a load of old ST disks off my brother, with the intention of using them on my ST and enjoying a bit of nostalgia.

So, I thought, these disks are a bit old, so what I'll do is to use Makedisk and create images of them, burn the lot onto CD, then if a disk should die, I can resurrect it. Great idea! Well, almost all of the disks work perfectly on the ST, but the PC has great trouble reading them, therefore Makedisk can't do it's thing. So, I decided to connect the 720K ST drive to the PC instead, and read from that. The only problem, is that the PC won't recognise the drive, despite changing it to 720k in the BIOS and running in DOS mode (i.e. without '98 loaded). Even stranger, is that a 720k drive pulled from an Amstrad PPC won't work on the ST either!

Oh yeah, the error message off the pc is "Seek error reading drive A:".

Any ideas, anyone? Failing that, anyone got a piece of software that reads a disk directly to an image, and dumps it down the ST's serial port? Thanks!

2464. Re: Shared LiBraries and Magic 5

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-03 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <38209d703e0f070@online.be>
Source record: 8466

on Wed 03-11-1999 10:40 reschke@muenster.de wrote:

>In article <381f077ec2ad0@free.fr>,
> paricard@free.fr (Pascal Ricard) wrote:
>> Hi all,
>>
>> Is it possible to use SLBs with Magic 5.13 ? I know that it is
>> possible with single Tos, using MetaDos or BetaDos, but there is a
>> problem with Magic 5.
>
>Yes, because it uses a different format. It was used with version 6.
>
>> Is editobjc.slb freeware or is it only available with Magic 6 ?
>
>I would think it is not free.
>
I've tried the demo version of Chatter. As expected I was unable to launch
it under N_AES but that chatter requires editobjc.slb was new for me.
IMHO this means that ASH is forcing people to buy/update MagiC 6. Bad
behaviour if you ask me.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2465. Re: Shared LiBraries and Magic 5

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-03 00:00:00 UTC
From: paricard@free.fr
Message-ID: <3820bfd2126b7f0@free.fr>
Source record: 8467

Hello,

in article <7vp3epjii1@nnrp1.deja.com> (comp.sys.atari.st.tech)
reschke@muenster.de wrote on Wed 03-11-1999 10:40 (GMT):

> Yes, because it uses a different format. It was used with version 6.

:-(

> > Is editobjc.slb freeware or is it only available with Magic 6 ?
>
> I would think it is not free.

Re argh! :-(

Thanx for your reply :)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr/index.html
http://perso.club-internet.fr/pricard/index.html
TransAction : http://www.cix.co.uk/~inactive/TransAction/index_f.html

2466. Re: Shared LiBraries and Magic 5

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-03 00:00:00 UTC
From: paricard@free.fr
Message-ID: <3820bfd2126b7f1@free.fr>
Source record: 8468

Hello,

in article <38209d703e0f070@online.be> (comp.sys.atari.st.tech)
Martin "Nightowl" Byttebier wrote on Wed 03-11-1999 20:57 (+0100):

> I've tried the demo version of Chatter. As expected I was unable to launch
> it under N_AES but that chatter requires editobjc.slb was new for me.
> IMHO this means that ASH is forcing people to buy/update MagiC 6. Bad
> behaviour if you ask me.

Well, I want to belive it's just that Juergen prefers using the tools
he owns...

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr/index.html
http://perso.club-internet.fr/pricard/index.html
TransAction : http://www.cix.co.uk/~inactive/TransAction/index_f.html

2467. WTB: Stacy 4 power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-03 00:00:00 UTC
From: Ron Palangio <ronpala@interlynx.net>
Message-ID: <7vqpl2$8ig$1@wolf.interlynx.net>
Source record: 8469

I am in need of an external power supply for my Stacy 4 w/HD. The old one was destroyed after a flood in my basement. The old one is not an Atari but a Phihong PSA 162 switching power supply with a rating of 110V-240V AC 50/60Hz 55W and DC output of 16.5 /2.5 Amps. If anyone can help me locate a compatible one it would be greatly appreciated.

2468. Re: WTB: Stacy 4 power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-03 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <38210CBC.2E6A8322@jps.net>
Source record: 8470

www.myatari.com has most everything.

Ron Palangio wrote:
>
> I am in need of an external power supply for my Stacy 4 w/HD. The old one
> was destroyed after a flood in my basement. The old one is not an Atari but
> a Phihong PSA 162 switching power supply with a rating of 110V-240V AC
> 50/60Hz 55W and DC output of 16.5 /2.5 Amps. If anyone can help me locate a
> compatible one it would be greatly appreciated.

2469. Re: Shared LiBraries and Magic 5

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-04 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7vqibartj1@sun27.hrz.tu-darmstadt.de>
Source record: 8471

Hi!

Pascal Ricard <paricard@free.fr> wrote:
> Well, I want to belive it's just that Juergen prefers using the tools
> he owns...

Besides that, I still wonder why on earth system extensions (like the
new AES object in the mentioned SLB) has to be loaded as a shared
library ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2470. RE: 720k drive on PC - problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-04 00:00:00 UTC
From: News Comotrame SL <comotram@arrakis.es>
Message-ID: <3820da44@news.arrakis.es>
Source record: 8472

There is a hardware problem, the disk drive used for the ST machine
isn't compatible with DSDD units for PC. Only a little bit of units of STF
were using the same kind of disk drive that PC is using. This ST can also
use a modern high density disk drive standar as a 720k Atari drive, but most
of Atari machines can not.
Hellraiser <justin@hellraiser.nospam.demon.co.uk> escribi en el mensaje de
noticias 941655135.231.0.nnrp-02.c2de4101@news.demon.co.uk...
> Hi!
>
> I recently inherited a 520STE, which I've upgraded to 4mb. I also borrowed
a
> load of old ST disks off my brother, with the intention of using them on
my
> ST and enjoying a bit of nostalgia.
>
> So, I thought, these disks are a bit old, so what I'll do is to use
Makedisk
> and create images of them, burn the lot onto CD, then if a disk should
die,
> I can resurrect it. Great idea! Well, almost all of the disks work
> perfectly on the ST, but the PC has great trouble reading them, therefore
> Makedisk can't do it's thing. So, I decided to connect the 720K ST drive
to
> the PC instead, and read from that. The only problem, is that the PC won't
> recognise the drive, despite changing it to 720k in the BIOS and running
in
> DOS mode (i.e. without '98 loaded). Even stranger, is that a 720k drive
> pulled from an Amstrad PPC won't work on the ST either!
>
> Oh yeah, the error message off the pc is "Seek error reading drive A:".
>
> Any ideas, anyone? Failing that, anyone got a piece of software that reads
a
> disk directly to an image, and dumps it down the ST's serial port?
Thanks!
>
>
>

2471. Iomega ZIP drive.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-04 00:00:00 UTC
From: CSL Sevice <workshop@cslservice.swinternet.co.uk>
Message-ID: <7vrha3$s6q$2@news7.svr.pol.co.uk>
Source record: 8473

Has anybody got information on the Iomega ZIP drives, especially the new 250 meg one.

If possible, can anyone supply me with a copy of the software for the atari.

Thanks,
Richard B.

2472. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-04 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7vruv2kje1@nnrp1.deja.com>
Source record: 8474

In article <VH0U3.1176$xK3.2072@stones>,
"Dave Murphy" <dave@no.spamhere.com> wrote:
>
> <reschke@muenster.de> wrote in message news:7vmtm3$vv9
$1@nnrp1.deja.com...
>
> > I don't want to turn is into a flame war and yes, I like MiNT, too,
> > but...
>
> there's always a but :)
>
> > Sorry, but this is ridiculous. I have been using MagiC daily for
> > several years now, both as user and programmer, and never heard of
any
> > problem with AES messaging.
>
> Ok then try some VA_START handling under Magic. I wrote a sample
player for
> the Falcon that uses this so you can double click on another sample
while
> the last one is still playing. Under Magic 3 or 4 samples in a row &
bang.
> Under MiNT & N_AES no problems. The sample player is on my site at
> http://www.users.zetnet.co.uk/dmurphy
> or
> http://www.videlity.f9.co.uk

I think that in order to find out where the bug is, one would probably
need the source. I know that there are tons of programs doing VA which
do not have the problem -- in particular Gemini, for which this
protocol has been invented.

> I find the 'memory protection' in Magic to be quite ridiculous & a
waste of
> CPU time - it checks for a header at the start of every memory block
& if
> it's not there then bang.

It's different from the one in MiNT, and it catches different types of
errors. I would like to have both in both operating systems.

Julian

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2473. Win Atari Prizes at the Little Green Desktop

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-04 00:00:00 UTC
From: Richard Davey <rich@fatal-design.com>
Message-ID: <3821d3b9@news.gemsoft.net>
Source record: 8475
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari

Hi all,

From now until the end of December we are running a series of competitions on our website, the Little Green Desktop (http://www.atarist.com). Prizes up for grabs include new Atari ST CD-Roms, T-shirts, Games and a lovely boxed 4meg STE. All competitions are multiple choice and consist of three questions, the answers of which can be found on our site with a little research!

While there you could also sign-up for a free web-based email account at atarist.com, it takes a few minutes to apply for and you get a 4meg mailbox instantly and your own address.

Enjoy the SiTe!

Cheers,

Rich
--
http://www.atarist.com/
The Little Green Desktop

2474. Re: For Sale 120 cover disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-04 00:00:00 UTC
From: brond <brond@easynet.%spam%co.uk>
Message-ID: <7vss9naqe2@quince.news.easynet.net>
Source record: 8476

Brendan McEnroe wrote:

> 120 cover disks from Atari user, St format etc..
> All diferent.
>
> offers
>
> brond@easynet.co.uk

--
Thanks

Brond
To reply remove %spam% from email address

2475. Re: atari STuff for sale UK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-04 00:00:00 UTC
From: brond <brond@easynet.%spam%co.uk>
Message-ID: <7vssb2aqe3@quince.news.easynet.net>
Source record: 8477

> 2 x Atari mouse
> Atari STFM PSU
> Atari 720k internal floppy drive
> 2 x Atari Keyboards
> Atari STF 1040 motherboard (not sure if working)
> Atari STFM 520 motherboard (not sure if working)
> Neodesk 3.04
> HiSoft WERCS - RSC Editor (price new ukp 34.94)
> HiSoft DevPAC 3.01 ST/STe/TT/Falcon, With manual and quick ref book
> (price new ukp 79.95)
> HiSoft Forth 1.01a, With manual
> HiSoft Lattice C 5.52 (Includes WERCS, DERCS, 680x0 Assembler, Librian,
> Shell) ST/STe/TT/Falcon,Full set of manuals (price new ukp 169.00)
> Prospero Pascal 2.131,With 3 manuals
> Atari ST VDI Vol1 Technical Reference Guide
> Atari ST 3D Graphics Programming Concepts & Techniques (Abacus Software)
>
> 68000 Assembley Language Programming 2nd Edition (Osborne McGrawHill)
> The Concise Atari St 68000 Programmer's Reference Guide, Covers Mega,
> Blitter , Katherine Peel
> Some other stuff for sale:
> Korg KMS30 2xMIDI Out, 1xMIDI In, 2x Sync 24/48 Out, 1xSync 24/48 in,
> Tape Sync out/in, Sync up two TB-303's
>
> Make me an offer on the above items.

--
Thanks

Brond
To reply remove %spam% from email address

2476. Re: Shared LiBraries and Magic 5

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-05 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3822119E.FEA5839A@cable.A2000.nl>
Source record: 8478

Thomas Binder wrote:
>
> Hi!
>
> Pascal Ricard <paricard@free.fr> wrote:
> > Well, I want to belive it's just that Juergen prefers using the tools
> > he owns...
>
> Besides that, I still wonder why on earth system extensions (like the
> new AES object in the mentioned SLB) has to be loaded as a shared
> library ...

I have another idee: remove all AES extensions since TOS 2.06 from MagiC and
let the whole atari world use WDIALOG.
This will at least bring an end to all the confusions about W. :-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

2477. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-05 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s24vp03ohpc25@corp.supernews.com>
Source record: 8479

Sorry to butt in,

While your here, Dave :)

I worked with Doug a bit on Falcon Tripod under NTSC use.
There are still some problems with file saving. At times, say after
you have captured lets say, 30 or 40 images with Tripod, exit and go
to see what was captured, half of the files are wrote with 0 bytes.
The only way around this is to pay attention to the file size while
working, and if you notice a 0 byte file, exit Tripod and
restart to begin capture again. During the save process, the progress
bar seems to be working normal, and no visable difference between a 0
byte file and a normal file during a save.
Any ideas? This is on an AB040 machine, AB took kit stuff, under TOS.
I had the same problem under MiNT/NAES AIRC, and on my 030 machine.

Thanks,

Mike

On 2 Nov 1999 21:48:29 -, "Dave Murphy" wrote:
>Subject: Re: Magic should be gpl
>Lines: 38
>X-Priority: 3
>X-MSMail-Priority: Normal
>X-Newsreader: Microsoft Outlook Express 5.00.2615.200
>X-MimeOLE: Produced By Microsoft MimeOLE V5.00.2615.200
>Message-ID: <VH0U3.1176$xK3.2072@stones>
>Date: Tue, 2 Nov 1999 21:48:29 -0000
>NNTP-Posting-Host: 212.56.110.70
>X-Complaints-To: abuse@plus.net.uk
>X-Trace: stones 941660021 212.56.110.70 (Wed, 03 Nov 1999 20:13:41 GMT)
>NNTP-Posting-Date: Wed, 03 Nov 1999 20:13:41 GMT
>Xref: rQdQ comp.sys.atari.st.tech:43877
>
>
><reschke@muenster.de> wrote in message news:7vmtm3$vv9$1@nnrp1.deja.com...
>
>> I don't want to turn is into a flame war and yes, I like MiNT, too,
>> but...
>
>there's always a but :)
>
>> Sorry, but this is ridiculous. I have been using MagiC daily for
>> several years now, both as user and programmer, and never heard of any
>> problem with AES messaging.

>
>Ok then try some VA_START handling under Magic. I wrote a sample player for
>the Falcon that uses this so you can double click on another sample while
>the last one is still playing. Under Magic 3 or 4 samples in a row & bang.
>Under MiNT & N_AES no problems. The sample player is on my site at
>http://www.users.zetnet.co.uk/dmurphy
>or
>http://www.videlity.f9.co.uk
>
>
>I find the 'memory protection' in Magic to be quite ridiculous & a waste of
>CPU time - it checks for a header at the start of every memory block & if
>it's not there then bang.
>
>There's also the incompatibility with pop up menus & the patch for it that
>steals memory if you change res caused by TSR programs run from the STARTUP
>folder for Magic.
>
>> BTW: which AES do you use on MiNT? I am not aware of an AES for >MiNT
>which is both complete, robust and GPL'd...
>
>Ok I have to concur on that one - N_AES is the only real choice for MiNT,
>most of the free ones I've seen are incomplete and/or unstable.
>
>Dave
>
>
>.

2478. Anybody from Russia here ???

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-05 00:00:00 UTC
From: Black <BlackBMC22@mail.ru>
Message-ID: <01bf2784$c56f8650$34b2d1c3@black>
Source record: 8480

i try to find somebody Atarians from Russia
PLEASE answer me
mailto:Black@BlackMagicCompany.org

* Sent from RemarQ http://www.remarq.com * The Internet's Discussion Network *
* The fastest and easiest way to search and participate in Usenet - Free! *

2479. CyRel Pallette MaSTer question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-05 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <3822E3C4.EEF00456@idirect.com>
Source record: 8481
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
has anyone used this program/accessory?
I've discovered that I can create colour
pallettes which are loaded into and used
by the system, but I can not save them!
If you have this program, do you have
similar problems? or is it something in
the set-up which I have not come across?
any help appreciated.
thanks.merci
ken
```

2480. PTC1426 power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-06 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911061254090.89-100000@rakastaja>
Source record: 8482

Just wondering,

can anybody with a copy of the service manual confirm wether the
PTC1426 is indeed built to specific 110 VAC and 220 VAC versions
or does it have a self-switching PSU?

Thanks.
--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2481. FOR SALE: Atari ST, TOS 1.4, 2.5 MB RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-06 00:00:00 UTC
From: djsmith <djsmith@baroque.net>
Message-ID: <38249907.5FB0310B@baroque.net>
Source record: 8483

Lots of music applications with original manuals:

- GenEdit editor librarian (with my own fabulous Roland D-70 editor
thrown in for free) v. 2.0
- Band-in-theBox Gold.
- EditTrax Gold
- lots of system enhancing system utilities
- Lattice C development environment

Great for studio MIDI musician who wants a "plug and play" studio
system or MIDI tinkerer.

$200 takes the whole thing.

I'm located in the SF bay area. If you need it shipped, that's
extra.

atari@baroque.net

2482. Re: FOR SALE: Atari ST, TOS 1.4, 2.5 MB RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-06 00:00:00 UTC
From: djsmith <djsmith@baroque.net>
Message-ID: <38249B35.6F0F39D2@baroque.net>
Source record: 8484

Repost with additional info:

- Two SCSI drives for a total of 40MB disk space.
- SC1224 color monitor (also a B&W available)

Lots of music applications with original manuals:

- GenEdit editor librarian (with my own fabulous Roland D-70 editor thrown in for free) v. 2.0
- Band-in-theBox Gold.
- EditTrax Gold
- lots of system enhancing system utilities
- Lattice C development environment
- other stuff that I may have forgotten to mention. Both drives are almost full of software! I have manuals and original disks for most of it. The rest is downloaded shareware (nothing illegal).

Great for studio MIDI musician who wants a "plug and play" studio system or MIDI tinkerer.

$200 takes the whole thing.

I'm located in the United States, San Fransisco (California) bay area. If you need it shipped, that's extra.

atari@baroque.net

2483. Re: Iomega ZIP drive.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-06 00:00:00 UTC
From: tpollak@algonet.se
Message-ID: <802css$7u3$1@cubacola.tninet.se>
Source record: 8485

On 4 Nov 1999 08:47:06 -, "CSL Sevice" wrote:
>Has anybody got information on the Iomega ZIP drives, especially the new 250
>meg one.
>
>If possible, can anyone supply me with a copy of the software for the atari.
>
>Thanks,
>Richard B.
>
No special ZIP sw is required. What you need (for the SCSI version at
least) is just a HD driver for SCSI.

F�r �sttimorkommitt�n
Tommy Poll�k
Kass�r Tel 08-621 0943
Box 70 341 Fax 08-719 6773
107 23 STOCKHOLM http://www.algonet.se/~tpollak/OTK

2484. Atari ST 1040 FM $ 150.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-07 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <3824AC5D.26C@alphalink.com.au>
Source record: 8486
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

> > > Hi
> > >
> > > I have an Atari ST 1040 FM With Mono Monitor and some Music programs
> > >
> > > Price $ 150.00 Pickup Only
> > >
> > > Ps I also service the Atari St Range of computers
> > > and have Spare Mono Monitors.

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2485. Atari ST 1040 FM $ 150.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-07 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <3824AD92.ABF@alphalink.com.au>
Source record: 8487
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

> > > > Hi
> > > >
> > > > I have an Atari ST 1040 FM With Mono Monitor and some Music programs
> > > >
> > > > Price $ 150.00 Pickup Only
> > > >
> > > > Ps I also service the Atari St Range of computers
> > > > and have Spare Mono Monitors.

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2486. Re: 720k drive on PC - problems!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8049oi$7dt$1@plutonium.compulink.co.uk>
Source record: 8488

In message <3820da44@news.arrakis.es>, comotram@arrakis.es said:

> There is a hardware problem, the disk drive used for the ST machine
>isn't compatible with DSDD units for PC. Only a little bit of units of STF
>were using the same kind of disk drive that PC is using. This ST can also
>use a modern high density disk drive standar as a 720k Atari drive, but most
>of Atari machines can not.

Are you sure? I have twice replaced my drive with PC DD drives without problems, later also a PC HD drive after fitting the required clock-doubler. Mine is a mid-term STFM, originally with SS Chinon drive and TOS 1.02, later 1.04 and 2.06. The only thing I had to do was cut out the slot in the upper casing to clear the eject button - on some drives even this is not necessary. But as I said elsewhere, the ID must be set to 0 and the Shugart connector plugged in 'upside down'. But perhaps there are other Atari models where this deosn't work?

Regards, /Peter/

2487. Re: FOR SALE: 520Atari ST, TOS 1.4, 2.5 MB RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-07 00:00:00 UTC
From: djsmith <djsmith@baroque.net>
Message-ID: <3825E272.D6EF8A40@baroque.net>
Source record: 8489

Repost with additional info:

- It's a model 520ST, expanded to 2.5MB RAM.
- Two SCSI drives for a total of 40MB disk space.
- SC1224 color monitor

Lots of music applications with original manuals:

- GenEdit editor librarian (with my own fabulous Roland D-70 editor thrown in for free) v. 2.0
- Band-in-theBox Gold.
- EditTrax Gold
- lots of system enhancing system utilities
- Lattice C development environment
- other stuff that I may have forgotten to mention. Both drives are almost full of software! I have manuals and original disks for most of it. The rest is downloaded shareware (nothing illegal).

Great for studio MIDI musician who wants a "plug and play" studio system or MIDI tinkerer.

$200 takes the whole thing.

I'm located in the United States, San Fransisco (California) bay area. If you need it shipped, that's extra.

atari@baroque.net

2488. Re: WTB: Stacy 4 power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-07 00:00:00 UTC
From: anodyne@cyberus.ca
Message-ID: <3825f1e8.14749175@news.cyberus.ca>
Source record: 8490

"Ron Palangio" <ronpala@interlynx.net> wrote:

>I am in need of an external power supply for my Stacy 4 w/HD. The old one
>was destroyed after a flood in my basement. The old one is not an Atari but
>a Phihong PSA 162 switching power supply with a rating of 110V-240V AC
>50/60Hz 55W and DC output of 16.5 /2.5 Amps. If anyone can help me locate a
>compatible one it would be greatly appreciated.
>

Try Best Electronics at 408-243-6950. They have Stacy P/S.

Roger Burrows, Ottawa, Canada anodyne@cyberus.ca
Anodyne Software http://www.cyberus.ca/~anodyne

2489. Some ST items for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-08 00:00:00 UTC
From: Peter Pan <peterpan@cheerful.com>
Message-ID: <38266717.93EF41E9@cheerful.com>
Source record: 8491
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech

It's a shame this stuff is going to waste. I just don't use it anymore.

SEAGATE ST-157N (45 Meg) SCSI HD $10
MAXTOR XT-8380S (380 MB) SCSI HD $50
SC-1224 Color Monitor (Minus Vid. cable) $60
Golden Image Hand Scanner (4", mono) with Scanning tray $60

I'm in Florida in the USA, and buyer must pay shipping. If interested in
any item, let me know where you are and I'll check into the mailing
cost.

-- Randy (PeterPan)
* * *
* *
... Second Star to the Right, and Straight on Till Morning!
* * *

2490. Re: Atari STE 1040 downgrade to Atari ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-08 00:00:00 UTC
From: drclu@swbell.net
Message-ID: <mfuV3.672$gk3.43935@typhoon01.swbell.net>
Source record: 8492

Hmmm.. before I answer anything, you are
trying to run ST software on a 1040? By the
wording, you are trying to run ST software on a
ST. :) What were you intending there?

Doctor Clu

On 13 Oct 1999 15:37:12 , "Simon Jones" wrote:
>Hi is it possible to get the atari 1040 to run the ST software, is there a
>downgrade software or setting cause most of my ST software won`t work on it.
>
>Please email me at simon@swinging60s.demon.co.uk
>
>
>
>
>.

2491. Re: PTC1426 power supply

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-08 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh7hfixjh6i.fsf@comnets.rwth-aachen.de>
Source record: 8493

>>>>> "ME" == Martin-Eric Racine <q-funk@funkyware.atari.org> writes:

ME> Just wondering,
ME> can anybody with a copy of the service manual confirm wether the
ME> PTC1426 is indeed built to specific 110 VAC and 220 VAC versions
ME> or does it have a self-switching PSU?

I do not have the service manual for that unit, however, *all* atari PSUs I have seen were either fixed 110/220V or needed to be switched manually.

Assuming it is a switch-mode PSU, it shoulld be quite easy to find out: look at the number and voltage rating of the primary caps, and if the rectifier is connected in standard bridge or voltage-doubling mode. Switcheable PSUs usually switch between standard and voltage doubling by a switch/jumper for 220/110V operation.

cu
Michael
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology

2492. Atari STE 1040 downgrade to Atari ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-08 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3826dce7.0@news.pacifier.com>
Source record: 8494

> Hi is it possible to get the atari 1040 to run the ST software, is
> there a downgrade software or setting cause most of my ST software
> won`t work on it.

DC> Hmmm.. before I answer anything, you are trying to run ST software
DC> on a 1040? By the wording, you are trying to run ST software on a
DC> ST. :) What were you intending there?

I believe the first STe's were 1040's with STe rather than ST. I'm guessing
he was referring to his STe(?).

Its been awhile since I used my Mega STe for personal use (its operating as
my BBS presently) but isn't there a patch program to make software think the
STe is a ST?

... Life is so uncertain. Eat the desert first!
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

2493. Automation, Dbug and Pompey Archives on CD

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-08 00:00:00 UTC
From: Hellraiser <justin@hellraiser.nospam.demon.co.uk>
Message-ID: <942084713.1809.0.nnrp-11.c2de4101@news.demon.co.uk>
Source record: 8495
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am producing a CD with Automation disks 1-512, DBug 1-35, Flame of Finland 1-54 and Pompey Pirates 1-114 on, along with the latest ST emulators for the PC.

Cost of 5 ukp + p&p.

Interested?

Email justin@hellraiser.demon.co.uk

I will be at the Stafford show this Saturday, if you want to get them off me in person.

2494. 16/32 System Catalogue Update

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-08 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <807eghgbl1@plutonium.compulink.co.uk>
Source record: 8496

OK, the basic web pages are now up, only two pages but it will be growing v.soon and hopefully v.fast.

The link is http://www.1632systems.co.uk from here you can link to Sales catalogue which should now be functional if a little sparse (graphically wise)

My thanks to those of you who have commented on catalogue and taking comments on board.
1) Hopefully postal rates are now sorted..
2) more graphics will be added with longer description, this will be over next two weeks.
3) On the web site, we will be archiving help files (cheats) for Falcon , Lynx and Atari games. These files will be available for download.

We do have other projects in mind so please let me know what you want to see.

Nick Harlow
16/32 Systems

2495. Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-09 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <8084f9$1uo$1@athena.netset.com>
Source record: 8497

Subject almost says it all. I have some SCSI equipment here that
I would like to be able to send the SCSI commands to and see what comes
back. There was a tool like this for the ICD utils, but unfortunately it
only seems to work with the ICD Boot program running. Might have been
pieces of it under the old Supra Tools as well. Since I am running HD
Driver now though all those options are gone.

My setup for the process of elimination.

Machine TT
Scsi device hooked up to the external SCSI port of TT

I am running HD Driver software.

If no one has any ideas. Anyone know of any Unix command line
tools that are available with Source? I think if I had that and the docs
for the SCSI interface with HD Driver and I could get that much running.

Any help would be appreciated.

Dan Ackerman
baldrick@netset.com

2496. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-09 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3827D91D.3625@ooc.de>
Source record: 8498

Dan Ackerman wrote:

> Subject almost says it all. I have some SCSI equipment here that
> I would like to be able to send the SCSI commands to and see what comes
> back. There was a tool like this for the ICD utils, but unfortunately it
> only seems to work with the ICD Boot program running. Might have been
> pieces of it under the old Supra Tools as well. Since I am running HD
> Driver now though all those options are gone.
>
> My setup for the process of elimination.
>
> Machine TT
> Scsi device hooked up to the external SCSI port of TT
>
> I am running HD Driver software.
>
> If no one has any ideas. Anyone know of any Unix command line
> tools that are available with Source? I think if I had that and the docs
> for the SCSI interface with HD Driver and I could get that much running.

The documentation for the SCSI driver is available from Steffen Engels website: http://home.t-online.de/home/Steffen.Engel/. Note that there is no English documentation, only a German one.
You can use the SCSI_MON software to trace calls of the SCSI driver interface: http://home.nikocity.de/nogfradelt/atari_english.html.

--
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2497. MSA2ST - where to get it?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-09 00:00:00 UTC
From: Hellraiser <justin@hellraiser.nospam.demon.co.uk>
Message-ID: <942145077.11833.0.nnrp-08.c2de4101@news.demon.co.uk>
Source record: 8499
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a program called MSA2ST, which allows converting MSA files to/from ST files. Apparently, the Little Green Desktop has this, but whenever I try to download it, even off the backup server, it says it doesn't exist.

Does anyone know where I can get a copy?

Thanks

Hellraiser

2498. Studio module for Atari Cubase 3

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-09 00:00:00 UTC
From: Saxkj&#65533;bing TV-Service v/ Michael Gamst <sax_tv@post6.tele.dk>
Message-ID: <80948c$n7e$1@news.inet.tele.dk>
Source record: 8500

Hello all.

I'm looking for " studio module " for Atari cubase 3.

Any1 have it, or know where i can find it ?.

Please answer by this adress: sax_tv@post6.tele.dk

Kindly Michael Gamst, Denmark.

2499. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-09 00:00:00 UTC
From: swampfax@earthlink.net
Message-ID: <808ia0$re3$1@fir.prod.itd.earthlink.net>
Source record: 8501

Dan,
Are you saying you don't have ICD BOOT or do you need the same type
of utility as comes with the ICD BOOT package but to be used with
HDDRIVER? If it's the ICDBOOT package you need, I'll be glad to send
you. Also (if i'm not mistaken) both boots can be used simultaneously
giveing access to both utilities.
John

On 9 Nov 1999 03:29:45 G, Dan Ackerman wrote:
>
> Subject almost says it all. I have some SCSI equipment here that
>I would like to be able to send the SCSI commands to and see what comes
>back. There was a tool like this for the ICD utils, but unfortunately it
>only seems to work with the ICD Boot program running. Might have been
>pieces of it under the old Supra Tools as well. Since I am running HD
>Driver now though all those options are gone.
>
> My setup for the process of elimination.
>
> Machine TT
> Scsi device hooked up to the external SCSI port of TT
>
> I am running HD Driver software.
>
> If no one has any ideas. Anyone know of any Unix command line
>tools that are available with Source? I think if I had that and the docs
>for the SCSI interface with HD Driver and I could get that much running.
>
> Any help would be appreciated.
>
> Dan Ackerman
> baldrick@netset.com
>.

2500. FREE to a good home... Atari bits & bobs (UK - NW)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-09 00:00:00 UTC
From: Adrian Bradshaw <adrian_bradshaw@yahoo.com>
Message-ID: <809gln$9k7$1@gxsn.com>
Source record: 8502

I have a whole heap of Atari games (mostly menu disks, but several
originals).
Spectrum 512 (orig)
Pagestream (orig - boxed) ... also boxed orig for Amiga (boo, hiss)
Degas Elite (orig)

VidiST + VidiChrome video grabber

8 bit audio sampler

and many many more!

Buyer collects.

Bolton, North Manchester.

Adrian Bradshaw

2501. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-09 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <809i28ckm2@news4.svr.pol.co.uk>
Source record: 8503

Dan Ackerman <baldrick@dilbert.netset.com> wrote in message
news:8084f9$1uo$1@athena.netset.com...
>
> Subject almost says it all. I have some SCSI equipment here that
> I would like to be able to send the SCSI commands to and see what comes
> back. There was a tool like this for the ICD utils, but unfortunately it
> only seems to work with the ICD Boot program running

Why not just run ICDBOOT before starting the tests, it will replace HDD
until a re-boot.

However, if you suspect the troubles may be with HDD then this is no good!

Roger

2502. Re: FREE to a good home... Atari bits & bob

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-09 00:00:00 UTC
From: swampfax@earthlink.net
Message-ID: <809oh9$4m2$1@holly.prod.itd.earthlink.net>
Source record: 8504

Hi Adrian,
See my E-mail
John

On 9 Nov 1999 16:10:14 -, "Adrian Bradshaw" wrote:
>I have a whole heap of Atari games (mostly menu disks, but several
>originals).
>Spectrum 512 (orig)
>Pagestream (orig - boxed) ... also boxed orig for Amiga (boo, hiss)
>Degas Elite (orig)
>
>VidiST + VidiChrome video grabber
>
>8 bit audio sampler
>
>and many many more!
>
>
>
>Buyer collects.
>
>Bolton, North Manchester.
>
>
>Adrian Bradshaw
>
>
>
>
>.

2503. mouse click delay

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-09 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <10307_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 8505

I'm experimenting a little problem with MagiCMac6, the click of the mouse has a sort of delay, while the operations by keyboard are very fast. All the system works quick and good on this Quadra800, but you can see if you click to select for example an icon, that it becomes black (selected) after a small while, maybe a couple of tenth of a second, this is a bit frustrating when quickly clicking around on the desktop and applications. I experimented with various MagiCmac configurations (but I do not understand well german so it is a pain) , tryed with or without NVDI and other settings, anybody has an idea about what may couse the delay ? The mouse has not this problem in the Mac OS environment.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Too old to rock'n'roll, too young to die.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2504. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <942216526-87180AEicMi@cwcom.net>
Source record: 8506

Uwe Seimet said:

>The documentation for the SCSI driver is available from Steffen
>Engels
>website: http://home.t-online.de/home/Steffen.Engel/. Note
>that there is
>no English documentation, only a German one.

For what its worth, and drifting away from the original question, there is a limited English translation of parts of the CBHD archive on my website. Coupled with the contents of the original archive there is enough to get the driver installed on a drive at the very least.

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

2505. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-10 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3828BEAC.D019FA8D@ihug.co.nz>
Source record: 8507

Hi there,

Dave Murphy wrote:
>
> Ok then try some VA_START handling under Magic. I wrote a sample player for
> the Falcon that uses this so you can double click on another sample while
> the last one is still playing. Under Magic 3 or 4 samples in a row & bang.
> Under MiNT & N_AES no problems. The sample player is on my site at
> http://www.users.zetnet.co.uk/dmurphy

Why then can I click at random in a directory of JPEG's, watch them open
into 1stguide, and keep going (whilst they're still loading/depacking)
until my RAM runneth dry? Seems as though the software is the deciding
issue, NOT the way the OS handles the messaging...something in the way
some software is written is obviously not MagiC friendly...

(BTW, I dont use 1st guide often, APEXJPEG 4.21 is much better! ;>)

> I find the 'memory protection' in Magic to be quite ridiculous & a waste of
> CPU time - it checks for a header at the start of every memory block & if
> it's not there then bang.

I guess that is what happens when the very occasional software crashes by
garbling its allocated RAM...MagiC gives me a nice message saying that
the software has died and then gives me the desktop and other running apps
back under my control. Very seldom has the entire ship gone down with one
rogue app in my case...

GUI-wise MagiC wins quite handsomely IMHO...just look at the bother people
have trying to get NAES...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2506. Re: FREE to a good home... Atari bits & bob

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-10 00:00:00 UTC
From: Adrian Bradshaw <adrian_bradshaw@yahoo.com>
Message-ID: <80bem1brc1@gxsn.com>
Source record: 8508

John Garone wrote in message <809oh9$4m2$1@holly.prod.itd.earthlink.net>...
>Hi Adrian,
> See my E-mail
> John

Haven't got one (yet).

Reply to adrian@DONT_TYPE_THIS_BITusanda.co.uk (I check this mailbox far more frequently - the Yahoo address is a disposable spam recepticle!)

2507. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-10 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <80bosqnkk1@nnrp1.deja.com>
Source record: 8509

In article <3828BEAC.D019FA8D@ihug.co.nz>,
J, WILKINSON wrote:
> Hi there,
>
> Dave Murphy wrote:
> >
> > Ok then try some VA_START handling under Magic. I wrote a sample
player for
> > the Falcon that uses this so you can double click on another sample
while
> > the last one is still playing. Under Magic 3 or 4 samples in a row
& bang.
> > Under MiNT & N_AES no problems. The sample player is on my site at
> > http://www.users.zetnet.co.uk/dmurphy
>
> Why then can I click at random in a directory of JPEG's, watch them
open
> into 1stguide, and keep going (whilst they're still loading/depacking)
> until my RAM runneth dry? Seems as though the software is the deciding
> issue, NOT the way the OS handles the messaging...something in the way
> some software is written is obviously not MagiC friendly...
>
> (BTW, I dont use 1st guide often, APEXJPEG 4.21 is much better! ;>)
>
> > I find the 'memory protection' in Magic to be quite ridiculous & a
waste of
> > CPU time - it checks for a header at the start of every memory
block & if
> > it's not there then bang.
>
> I guess that is what happens when the very occasional software
crashes by
> garbling its allocated RAM...MagiC gives me a nice message saying that
> the software has died and then gives me the desktop and other running
apps
> back under my control. Very seldom has the entire ship gone down with
one
> rogue app in my case...
>
> GUI-wise MagiC wins quite handsomely IMHO...just look at the bother
people
> have trying to get NAES...

Funny enough, the issue of "AES messages not working properly in MagiC" was raised together with the issue of how memory violations are handled. Maybe this is not a coincidence, and the real issue is that the aforementioned sample player actually dies because of the memory violations detected by MagiC????

Regards, jre

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2508. Re: 16/32 System Catalogue Update

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-10 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <80cgm0$do8$1@plutonium.compulink.co.uk>
Source record: 8510

The price structure in Lynx and Jaguar has been updated after a reader did point out the prices were wrong.

Nick Harlow
16/32 Systems

2509. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-10 00:00:00 UTC
From: Dave Murphy <dave@no.spamhere.com>
Message-ID: <HBnW3.37232$5P2.135915@wards>
Source record: 8511

J WILKINSON <jwandjw@ihug.co.nz> wrote in message
news:3828BEAC.D019FA8D@ihug.co.nz...
> Why then can I click at random in a directory of JPEG's, watch them open
> into 1stguide, and keep going (whilst they're still loading/depacking)

What version of Magic are you using? Perhaps they fixed it in later updates.
I gave up after Magic 4.

If I prevent my sample player from starting a new sample until the current
sample is finished then it's no problem. This is curious as it implies that
the fault is timing related which is usually a good indicator of an
underlying OS problem.

> until my RAM runneth dry? Seems as though the software is the deciding
> issue, NOT the way the OS handles the messaging...something in the way
> some software is written is obviously not MagiC friendly...

Obviously I'm going to have a biased point of view but I have to say that in
my experience Magic is very flaky in certain situations. On the setup I had,
running Thing as AV server, any kind of AES messaging ran in to problems
sooner or later. The system stack space under Magic is very limited and
leads to serious problems under some circumstances. These problems usually
only surface in a development environment and the average user will rarely
experience difficulties in normal day to day use. The average programmer, on
the other hand, usually stretches his system to the limits on a daily basis
& will uncover stress points on a regular basis.

Had the problem been one of software using improper system calls then it
would be easy to fix, unfortunately the fact remains that the sample player
behaves impeccably on a MiNT setup but not under Magic.

Magic itself is actually incompatible with GEM for a lot of cases - notably
the pop up menu functions which require a patch to work. The patch itself is
badly written though in it's defence I have to say AES patching is
notoriously difficult and requires several rehooking procedures which have
to happen in a certain order.

> (BTW, I dont use 1st guide often, APEXJPEG 4.21 is much better! ;>)
>
> > I find the 'memory protection' in Magic to be quite ridiculous & a waste
of
> > CPU time - it checks for a header at the start of every memory block &
if
> > it's not there then bang.
>
> I guess that is what happens when the very occasional software crashes by

> garbling its allocated RAM...MagiC gives me a nice message saying that
> the software has died and then gives me the desktop and other running apps
> back under my control. Very seldom has the entire ship gone down with one
> rogue app in my case...

In my case I have found Magic extremely easy to crash to the point where the whole system freezes. While I can accept that this will happen when writing code, it happens all too often under Magic & rarely under MiNT.

> GUI-wise MagiC wins quite handsomely IMHO...just look at the bother people
> have trying to get NAES...

In what regard?

Magic is not & never will be properly GEM compatible, there are far too many 'improvements' which prevent some older software from running properly.

I have to say that the majority of problems with programs I have written seem to originate from Magic users. Standard TOS/Mint users rarely if ever report problems to me. Some might say that this shows my code to be unstable and in fact this remains the fallback of Magic users everywhere. 'I have no problem with Magic, it must be you' scream the masses. Unfortunately if you talk to most professional developers, Magic is the source of much angst due to convoluted work arounds for inherent system problems that the original programmers will not fix.

The other option for MiNT is the Atari offering which did actually improve no end, so far as to become properly multitasking, is compatible with all properly written GEM programs and, unlike Magic, is free.

Sorry but Magic will never be seen on my system again due to the vast improvement in stability I found by removing the thing.

I too liked Magic a lot when I first installed it but, as problems arose I began to realise that there were inherent problems with the implementation of core system components. FastRAM too has it's own difficulties due to the implementation of fastRAM buffers under Magic. This actually required an entirely different, and less stable, version of the AB040 toolkit to get Magic to work properly on that system.

Dave

2510. D.A's Layout Support?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-10 00:00:00 UTC
From: Steve Scott <festive@alphalink.com.au>
Message-ID: <382a24f5@news.alphalink.com.au>
Source record: 8512

Anyone with support details or problems please contact me.
--
Steve Scott

"Festivfactory"
3 Dimensional Entertainment.

33-35 Urquhart St. Woodend
Victoria Australia 3442.
Ph:(03) 54273436

2511. TITAN DESIGNS/CORTEX /DAVID ENCILL RIP-OFFS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-10 00:00:00 UTC
From: Steve Scott <festive@alphalink.com.au>
Message-ID: <382a28eb@news.alphalink.com.au>
Source record: 8513

I have personal experience of David Encill avoiding the responsibility of selling software (D.A.'s Layout plus Modules) which do's not live up to it's claim of being a cross-gradeable to the Mac O.S.

He Sold me a copy ($1200.00)Aus. under the pretext that a cross-over for a further 90 U.K.pounds, I could cross over to Mac O.S.

although I paid the extra over 6 months ago, he has only been able to send someone elses serial-key (which failed to work with the version/modules that I paid for.

David has recieved over 20 phone calls from me in australia and continually promised results each week for the past 6 months.

Such a prick should not be allowed to take peoples money, he hells me that HE did not take the money, that it was TITAN Designs tha t took it and that TiTan does not exist any longer and that any responsibility THEY may have had to me (the consumer) is now NULL!

I have not been able to raise the attention of the Programs' Author (Peter Egger) dispite advising that without support I may be forced to release the serial-keys in my possesion.

Any feed-back appreciated.
Steve Scott
festive@alphalink.com.au

2512. TiTAN Ripp-OFF

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-10 00:00:00 UTC
From: Steve Scott <festive@alphalink.com.au>
Message-ID: <382a2f1e@news.alphalink.com.au>
Source record: 8514

I have personal experience of David Encill avoiding the responsibility of selling software (D.A.'s Layout plus Modules) which do's not live up to it's claim of being a cross-gradeable to the Mac O.S.

He Sold me a copy ($1200.00)Aus. under the pretext that a cross-over for a further 90 U.K.pounds, I could cross over to Mac O.S.

although I paid the extra over 6 months ago, he has only been able to send someone elses serial-key (which failed to work with the version/modules that I paid for.

David has recieved over 20 phone calls from me in australia and continually promised results each week for the past 6 months.

Such a prick should not be allowed to take peoples money, he hells me that HE did not take the money, that it was TITAN Designs tha t took it and that TiTan does not exist any longer and that any responsibility THEY may have had to me (the consumer) is now NULL!

I have not been able to raise the attention of the Programs' Author (Peter Egger) dispite advising that without support I may be forced to release the serial-keys in my possesion.

Any feed-back appreciated.
Steve Scott
festive@alphalink.com.au

2513. info: Internal harddrive and keyboard connector cable on Mega ST2?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-11 00:00:00 UTC
From: Robert Andrew Bell <rapier8@home.com>
Message-ID: <cavW3.51699$Rx2.615529@news1.rdc1.bc.home.com>
Source record: 8515
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, does anyone know where to get a replacement keyboard connector cable or info on how to make one for a Mega ST2? Also I would like to install an internal harddrive. what would I need to do this? what type of drive (scsi,ide or propriety drive)? What cable and mounting?

Thanks.

Rob.

2514. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-11 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <80eacnjvl1@nnrp1.deja.com>
Source record: 8516

In article <HBnW3.37232$5P2.135915@wards>,
"Dave Murphy" <dave@no.spamhere.com> wrote:
> Obviously I'm going to have a biased point of view but I have to say
that in
> my experience Magic is very flaky in certain situations. On the setup
I had,
> running Thing as AV server, any kind of AES messaging ran in to
problems

Well. I never had any problems with Gemini as AV server, and this
applies to all MagiC versions back to 2.0.

> sooner or later. The system stack space under Magic is very limited
and
> leads to serious problems under some circumstances. These problems
usually

It certainly is not more limited than under Single TOS, right?

> only surface in a development environment and the average user will
rarely
> experience difficulties in normal day to day use. The average
programmer, on
> the other hand, usually stretches his system to the limits on a daily
basis
> & will uncover stress points on a regular basis.

I think I hear that you say that some system limits are just bigger in
MiNT/N.AES which might be true. Does this make MagiC instable? Only if
you go way beyond of what actually would work under Single TOS.

> Had the problem been one of software using improper system calls then
it
> would be easy to fix, unfortunately the fact remains that the sample
player
> behaves impeccably on a MiNT setup but not under Magic.

Which doesn't prove anything. For instance, if you are writing just
past the end of a memory block, MagiC will detect the memory
protection, while MiNT will usually ignore it.

> Magic itself is actually incompatible with GEM for a lot of cases -
notably
> the pop up menu functions which require a patch to work. The patch
itself is
> badly written though in it's defence I have to say AES patching is
> notoriously difficult and requires several rehooking procedures which

have
> to happen in a certain order.

GEM in Single TOS doesn't even have popup functions MagiC could be
incaomptible to. And note that MagiC 2.x was out way before MultiTOS.

> In my case I have found Magic extremely easy to crash to the point
where the
> whole system freezes. While I can accept that this will happen when
writing
> code, it happens all too often under Magic & rarely under MiNT.

Yes, but that's actually because MiNT doesn't attempt to catch those
kind of memory violations. I don't think that this can be seen as
advantage...

> > GUI-wise MagiC wins quite handsomely IMHO...just look at the bother
people
> > have trying to get NAES...
>
> In what regard?
>
> Magic is not & never will be properly GEM compatible, there are far
too many
> 'improvements' which prevent some older software from running
properly.

Such as???

> The other option for MiNT is the Atari offering which did actually
improve
> no end, so far as to become properly multitasking, is compatible with
all
> properly written GEM programs and, unlike Magic, is free.

MiNT is, but N.AES isn't. So your point is...?

Regards,

Julian
--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2515. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-11 00:00:00 UTC
From: Dave Murphy <dave@no.spamhere.com>
Message-ID: <V_DW3.2680$1Q3.8208@stones>
Source record: 8517

> > running Thing as AV server, any kind of AES messaging ran in to
> problems
>
> Well. I never had any problems with Gemini as AV server, and this
> applies to all MagiC versions back to 2.0.

If you have a Falcon, try the sample player mentioned in a previous message.

> > sooner or later. The system stack space under Magic is very limited
> and
> > leads to serious problems under some circumstances. These problems
> usually
>
> It certainly is not more limited than under Single TOS, right?

Sorry but, wrong.

> I think I hear that you say that some system limits are just bigger in
> MiNT/N.AES which might be true. Does this make MagiC instable? Only if
> you go way beyond of what actually would work under Single TOS.

It does if the limits result in system failuree.

> > Had the problem been one of software using improper system calls then
> it
> > would be easy to fix, unfortunately the fact remains that the sample
> player
> > behaves impeccably on a MiNT setup but not under Magic.

> Which doesn't prove anything. For instance, if you are writing just
> past the end of a memory block, MagiC will detect the memory
> protection, while MiNT will usually ignore it.

Excuse me but MiNT has a *real* memory protection system which will kill the offending process *before* it kills your system. That is, of course, if you switch it on.

The Magic 'memory protection' writes an annoying message & attempts to fix the memory *after* the damage has been done. That's just a waste of time & CPU resources.

In this case we're talking about AES message buffering & not memory protection.

> > In my case I have found Magic extremely easy to crash to the point
> where the
> > whole system freezes. While I can accept that this will happen when
> writing

> > code, it happens all too often under Magic & rarely under MiNT.
>
> Yes, but that's actually because MiNT doesn't attempt to catch those
> kind of memory violations. I don't think that this can be seen as
> advantage...

See above - MiNT can & does catch those memory violations. Where it does, the system recovers cleanly in almost all cases. In the cases where it doesn't there's not really a lot anyone can do about it - mostly where the video mode has been changed & although the system has recovered, you can't see anything.

> > > GUI-wise MagiC wins quite handsomely IMHO...just look at the bother
> people
> > > have trying to get NAES...
> >
> > In what regard?
> >
> > Magic is not & never will be properly GEM compatible, there are far
> too many
> > 'improvements' which prevent some older software from running
> properly.
>
> Such as???

The pop up menu non support, the broken video bios calls, the 'improved' printer port output. All the stuff in wdialog such as window shading. The sorry excuse for memory protection.

> > The other option for MiNT is the Atari offering which did actually
> improve
> > no end, so far as to become properly multitasking, is compatible with
> all
> > properly written GEM programs and, unlike Magic, is free.
>
> MiNT is, but N.AES isn't. So your point is...?

My point is that, the Atari multitasking AES is free (4.95 I think) , as in the one that works with MiNT, downloadable from all good FTP sites.

Dave

2516. MagiCMac modem DTR

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-11 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <10376_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 8518

Hi, I am the Atari NOS developer, and I am experimenting with MagiCMac 6. All warks well in NOS as in other communication programs using DRVIN and MACM1 programs (what's the last version?) but I have sometimes problems to hangup an USR 33.6voice modem.

The problem is you can't use DTR but disable it on the modem with AT&D0, then just use escape sequence "+++" to put the modem in command state and give "ATH0" to hangup. For some reasons this does not always work, so there is a risk of unwanted long unused connections on the phone line.

I asked in some newsgroups and friends and got just this idea:
------------------------- START OF CUT -------------------------
---Msg #3854 of 3858 Time: 10 Nov 99 17:34:20
---From: oetting@ghtmail.cr.usgs.gov on 2:333/608.1
---To : Mike De.Petris on 2:333/608
---Subj: Re: hangup without DTR
---------[FidoNetmail]---
---FROM: oetting@ghtmail.cr.usgs.gov (Dan O.)
---Organization: none

(A copy of this message has also been posted to the following newsgroups:
comp.sys.mac.system)

In article <10311_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
mike@bbsgate.interware.it wrote:

> Can anybody help me ? I use a Mac connected to a USR 33.6 voice, so I do not
> have the DTR line to hangup the modem, I've tryed with +++ strings like
> +++ATH0 but this does not always work.

You can get DTR out of a Mac and you don't have to give up hardware flow control. The Mac uses the DTR internally to enable the drivers for the TxD+/TxD- signals. If you use a pair of diodes to combine these two signals you can recover a DTR signal that is suitable for hanging up the modem when the serial port is closed.

--
Dan Oetting <oetting@ghtmail.cr.usgs.gov>
------------------------- END OF CUT -------------------------
Obviously this is just an idea that have to be used by the software driver, is it possible to get this result on a Mac with MagiCMac ?

BTW any way to force a SECURE hangup on the modem is accepted if you can help!

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2517. Re^2: hangup without DTR

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-11 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <10377_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 8519

In uno strano messaggio del 10 Nov 99 oetting@ghtmail.cr.usgs.gov
(2:333/608.1) scrisse al povero Mike De.Petris:
o> You can get DTR out of a Mac and you don't have to give up hardware
o> flow control. The Mac uses the DTR internally to enable the drivers for
o> the TxD+/TxD- signals. If you use a pair of diodes to combine these two
o> signals you can recover a DTR signal that is suitable for hanging up
o> the modem when the serial port is closed.

It is not clear to me what you are saying, can you explain a bit deeper ? How
is this DTR used and where would you put diodes ?

Would this solution work for all software then or must be specifically
adapted ?

A drawing of the cable you suggest would be helpful.

Thankx.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

2518. Ok now, anyone have a sample driver...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <80g78uaiq1@athena.netset.com>
Source record: 8520

Thanks for the ideas on the SCSI question I had.

I've found a bunch of the info I needed, however I'm now at the
next point in my adventure. I grabbed the SCSI Driver kit and it does
come with some nice code however it's missing the one thing that would
make it really nice. A sample dummy driver.

Can anyone point me in a direction of some sample code that uses
this to make a driver?

I know that I could probably figure that out myself from the code,
but call me a lazy man who doesn't have as much time to program anymore as
I would like.

Thanks,

Dan Ackerman
aka baldrick@netset.com

2519. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <382BD933.191F@ooc.de>
Source record: 8521

Dave Murphy wrote:

> Excuse me but MiNT has a *real* memory protection system which will kill the
> offending process *before* it kills your system. That is, of course, if you
> switch it on.

So how can it happen that some memory access failures are not recognized
by MiNT? Be careful now: If you say that this is not possible, it shows
that you don't know how memory protection with MiNT works ;-).
Julian is absolutely right when saying that it would be best if MiNT
additionally supported the memory protection scheme of MagiC and vice
versa. Neither MiNT nor MagiC currently detect any kind of memory
violation. Some violations are only detected by MiNT, others are only
detected by MagiC. Sounds like you're running some buggy programs that
cause the kind of failure MagiC complains about.

> The Magic 'memory protection' writes an annoying message & attempts to fix
> the memory *after* the damage has been done. That's just a waste of time &
> CPU resources.

But it's better than not to report the kind of errors MiNT doesn't
report at all.

> See above - MiNT can & does catch those memory violations. Where it

MiNT does not catch the kind of violations that are caught by MagiC.
That's because the mechanisms applied by MagiC and MiNT are completely
different.

> The
> sorry excuse for memory protection.

BTW, what is the excuse for MiNT not catching violations like writing to
the first byte after a block that was NOT allocated by your process?
Your comments sound as if you could justify this. So please go ahead.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2520. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <80grv7$fq8$1@nnrp1.deja.com>
Source record: 8522

In article <V_DW3.2680$1Q3.8208@stones>,
"Dave Murphy" <dave@no.spamhere.com> wrote:
> > > running Thing as AV server, any kind of AES messaging ran in to
> > problems
> > >
> > > Well. I never had any problems with Gemini as AV server, and this
> > applies to all MagiC versions back to 2.0.
> >
> If you have a Falcon, try the sample player mentioned in a previous
message.

I don't have a Falcon which is set up. How about posting the source, or
a binary which doesn't rely on the Falcon hardware and for instance
just fputs() the filename to /dev/console? I would be happy to test it
then.

> > > sooner or later. The system stack space under Magic is very
limited
> > and
> > > > leads to serious problems under some circumstances. These problems
> > usually
> > >
> > > It certainly is not more limited than under Single TOS, right?
> >
> Sorry but, wrong.

If you really have a program that works under Single TOS but not under
MagiC due to system stack size problems, that is indeed a problem.
Example?

> > I think I hear that you say that some system limits are just bigger
in
> > MiNT/N.AES which might be true. Does this make MagiC instable? Only
if
> > you go way beyond of what actually would work under Single TOS.
> >
> It does if the limits result in system failuree.
> >
> > > Had the problem been one of software using improper system calls
then
> > it
> > > > would be easy to fix, unfortunately the fact remains that the
sample
> > player
> > > > behaves impeccably on a MiNT setup but not under Magic.

>
> > Which doesn't prove anything. For instance, if you are writing just
> > past the end of a memory block, MagiC will detect the memory
> > protection, while MiNT will usually ignore it.
>
> Excuse me but MiNT has a *real* memory protection system which will
kill the
> offending process *before* it kills your system. That is, of course,
if you
> switch it on.

OK, try:

```
char *c = Malloc(10);
c[10] = 0;
```

This is a very common mistake.

Under MiNT with memory protection enables, this will *not* be trapped,
but it is harmless because MiNT has actually allocated 8K for you.
Under MiNT without memory protection enabled, this will overwrite
internal information in the memory list, and it will *not* be detected.
Under MagiC, it will overwrite a 4 or 8 byte long guard value, and
MagiC will report the problem sometime later (next memory related
GEMDOS call or something like that).

I must say that I prefer MagiC's behaviour.

MiNT with MP enabled is fine if somebody *else* overwrites your data
(because it will prevent that from happening). MagiC's checks are
useful when you are yourself overwriting past the block boundaries.

> The Magic 'memory protection' writes an annoying message & attempts
to fix
> the memory *after* the damage has been done. That's just a waste of
time &
> CPU resources.

No, it is extremely useful for tracking down programming errors which
under MiNT would just result in obscure crashes.

> > > In what regard?
> > >
> > > Magic is not & never will be properly GEM compatible, there are
far
> > too many
> > > 'improvements' which prevent some older software from running
> > properly.
> > >
> > Such as???
>
> The pop up menu non support, the broken video bios calls,
the 'improved'

> printer port output. All the stuff in wdialog such as window shading.
The
> sorry excuse for memory protection.

3 of these 4 things do not have to do anything with GEM right. And I
think that in recent MagiC versions the popup functions are compatible
to MultiTOS.

> > > The other option for MiNT is the Atari offering which did actually
> > improve
> > > no end, so far as to become properly multitasking, is compatible
with
> > all
> > > properly written GEM programs and, unlike Magic, is free.
> >
> > MiNT is, but N.AES isn't. So your point is...?
>
> My point is that, the Atari multitasking AES is free (4.95 I think) ,
as in
> the one that works with MiNT, downloadable from all good FTP sites.

Just because it is on an FTP server doesn't mean it's free. It's a
pirated copy of a beta version which was never released to the public.

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2521. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh7yac4m2aj.fsf@comnets.rwth-aachen.de>
Source record: 8523

>>>>> "D" == Dave Murphy <dave@no.spamhere.com> writes:

D> My point is that, the Atari multitasking AES is free (4.95 I think) , as in
D> the one that works with MiNT, downloadable from all good FTP sites.

It may be downloadable, but it definitely is not free, but an illegal copy.

cu
Michael--
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology

2522. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh7vh78m270.fsf@comnets.rwth-aachen.de>
Source record: 8524

>>>>> "US" == Uwe Seimet <us@ooc.de> writes:

US> BTW, what is the excuse for MiNT not catching violations like writing to
US> the first byte after a block that was NOT allocated by your process?
US> Your comments sound as if you could justify this. So please go ahead.

Since the MiNT memory protection uses the PMMU, it will catch accesses
that go beyond the page which you allocated. This is enough to prevent
harm to other processes and to the system, but it it definitely not
enough to catch programming errors.

cu
Michael
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology

2523. Re: Ok now, anyone have a sample driver...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <382BEC8A.4C4B@ooc.de>
Source record: 8525

Dan Ackerman wrote:

> Thanks for the ideas on the SCSI question I had.
>
> I've found a bunch of the info I needed, however I'm now at the
> next point in my adventure. I grabbed the SCSI Driver kit and it does
> come with some nice code however it's missing the one thing that would
> make it really nice. A sample dummy driver.
>
> Can anyone point me in a direction of some sample code that uses
> this to make a driver?

There is sample code included that shows how to use the commands
provided by the SCSI driver interface. Note that the sample code
contains an incorrect check of the SCSI driver's version number. The
code explicitly checks for version 1.00. This is an outdated version
since 1.01 has been the current version for quite some time. You should
either check for a version >= 1.00 or do no version check at all since
the fact that the SCSI cookie is present already implicates that it's at
least version 1.00.
I don't think that a dummy driver can be provided. Depending on the kind
of driver you want to write things can look quite different.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2524. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <382C10F4.4000@ooc.de>
Source record: 8526

Michael Schwingen wrote:

> It may be downloadable, but it definitely is not free, but an illegal copy.

And it's so buggy that I (I had a legal copy) threw it away a long time
ago.
Funny that somebody complaining about software bugs recommends using

1. Illegal software
2. Software that was never finished (version 4.9x, not 5.0(
3. Software that definitely has bugs

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2525. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <382C1169.63AE@ooc.de>
Source record: 8527

Michael Schwingen wrote:

> Since the MiNT memory protection uses the PMMU, it will catch accesses
> that go beyond the page which you allocated. This is enough to prevent
> harm to other processes and to the system, but it it definitely not
> enough to catch programming errors.

It's clear that YOU and me and others know the difference but I wonder
if Dave Murphy knows. He doesn't from what he has written here up to
now.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2526. Atari Software for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <80h6qt$52v$4@neptunium.btinternet.com>
Source record: 8528
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax 00+44+(0)1952 462135
http://www.tradeinpost.com
John@tradeinpost.com

2527. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh7puxfn4ap.fsf@comnets.rwth-aachen.de>
Source record: 8529

```
>>>>> "jr" == reschke <reschke@muenster.de> writes:

jr> 3 of these 4 things do not have to do anything with GEM right. And I
jr> think that in recent MagiC versions the popup functions are compatible
jr> to MultiTOS.

They should be - my MSETUP (which uses the AES popup functions) runs
without modifications on TOS 4.06/4.08, NAES and Magic6 (Milan).

cu
Michael--
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology
```

2528. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <80hli0$61q$2@sun27.hrz.tu-darmstadt.de>
Source record: 8530

Hi!

reschke@muenster.de wrote:
> Under MiNT without memory protection enabled, this will overwrite
> internal information in the memory list, and it will *not* be detected.

No, it won't. Unlike MagiC, MiNT does not put memory block information like size, next and previous block, etc. in front or behind the block, but keeps a separate list. Otherwise, with active memory protection, you'd either have to store it /inside/ the 8K block (which would mean the internal information would be as vulnerable as without memory protection), or allocate another 8K block in front or behind the actual block for just that tiny bit of information.

Thus, instead, MiNT keeps a dynamic list of allocated blocks, which lives in a separate area, and is supervisor protected when memory protection is enabled. Without memory protection, of course, this list is vulnerable, but a process has to do a lot more than just accessing memory off by one to really hit it.

> I must say that I prefer MagiC's behaviour.

I don't. It's that chaining of the information with the allocated block that makes vital information easily wounded. Recovery is possible most of the time, though, but I still don't really like it.

> No, it is extremely useful for tracking down programming errors which
> under MiNT would just result in obscure crashes.

Erm, usually you don't (and shouldn't) use Malloc() for internal stuff directly, do you? You use your library's malloc(), which handles larger Malloc()ed blocks, and therefore off-by-n-errors won't trigger MagiC's checks, either.

> 3 of these 4 things do not have to do anything with GEM right. And I
> think that in recent MagiC versions the popup functions are compatible
> to MultiTOS.

They have been earlier, though you had to install xmen_mgr to actually activate them.

> Just because it is on an FTP server doesn't mean it's free. It's a
> pirated copy of a beta version which was never released to the public.

Exactly. And IMO, it's anything but useable because of many bugs and flaws.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2529. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <80hktb$61q$1@sun27.hrz.tu-darmstadt.de>
Source record: 8531

Hi!

Michael Schwingen <msw@comnets.rwth-aachen.de> wrote:
> This is enough to prevent harm to other processes and to the system,
> but it it definitely not enough to catch programming errors.

Besides, under UNIX, the priciple is exactly the same as in MiNT, i.e.
you can usually write over the end of a malloc()ed buffer until you
reach the next page boundary.

E.g., the following program will usually not segfault at index 10, but
on a lot higher one:

```
-- snip --
#include <stdlib.h>
#include <stdio.h>

int main(void)
{
long *pointer,
i;

if ((pointer = calloc(10, sizeof(long))) == NULL)
{
fprintf(stderr, "Out of memory\n");
return(1);
}
for (i = 0;; i++)
{
printf("Writing to pointer[%ld] ... ", i);
fflush(stdout);
pointer[i] = -1L;
printf("OK\n");
}
}
-- snap --
```

The best way for C developers to ensure they don't write past the end of
malloc()ed blocks is using something like "Electric Fence" or "Memdebug",
where the latter works flawlessly on Ataris, even with Pure C. "Electric
Fence", however, is more powerfull, but needs things like mmap() which
even MiNT does not have (yet).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2530. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <80huom$ac3$1@nnrp1.deja.com>
Source record: 8532

In article <80hli0$61q$2@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
> Hi!
>
> reschke@muenster.de wrote:
> > Under MiNT without memory protection enabled, this will overwrite
> > internal information in the memory list, and it will *not* be
detected.
>
> No, it won't. Unlike MagiC, MiNT does not put memory block information
> like size, next and previous block, etc. in front or behind the block,
> but keeps a separate list. Otherwise, with active memory protection,
> you'd either have to store it /inside/ the 8K block (which would mean
> the internal information would be as vulnerable as without memory
> protection), or allocate another 8K block in front or behind the
actual
> block for just that tiny bit of information.
>
> Thus, instead, MiNT keeps a dynamic list of allocated blocks, which
> lives in a separate area, and is supervisor protected when memory
> protection is enabled. Without memory protection, of course, this list
> is vulnerable, but a process has to do a lot more than just accessing
> memory off by one to really hit it.
>
> > I must say that I prefer MagiC's behaviour.
>
> I don't. It's that chaining of the information with the allocated
block
> that makes vital information easily wounded. Recovery is possible most
> of the time, though, but I still don't really like it

OK, I should have checked first. However: this means that the
programming mistake I discussed will actually overwrite the start of a
different memory block, which -- with MP turned off -- might even
belong to a different process. Now do you like *that*?

> > No, it is extremely useful for tracking down programming errors
which
> > under MiNT would just result in obscure crashes.
>
> Erm, usually you don't (and shouldn't) use Malloc() for internal stuff
> directly, do you? You use your library's malloc(), which handles
larger
> Malloc()ed blocks, and therefore off-by-n-errors won't trigger MagiC's
> checks, either.

Not all of them, but some. And as it appears, it happens frequently
enough for people to complain, right?

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2531. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Dave Murphy <dave@no.spamhere.com>
Message-ID: <hV_W3.39677$5P2.146908@wards>
Source record: 8533

Uwe Seimet <us@ooc.de> wrote in message news:382BD933.191F@ooc.de...
> Dave Murphy wrote:
>
> > Excuse me but MiNT has a *real* memory protection system which will kill
the
> > offending process *before* it kills your system. That is, of course, if
you
> > switch it on.
>
> So how can it happen that some memory access failures are not recognized
> by MiNT? Be careful now: If you say that this is not possible, it shows
> that you don't know how memory protection with MiNT works ;-).

Ok, got me there - I have to say I wasn't aware of the malloc'd memory case.

> Julian is absolutely right when saying that it would be best if MiNT
> additionally supported the memory protection scheme of MagiC and vice
> versa. Neither MiNT nor MagiC currently detect any kind of memory
> violation. Some violations are only detected by MiNT, others are only
> detected by MagiC. Sounds like you're running some buggy programs that
> cause the kind of failure MagiC complains about.

I don't deny that buggy programs are the source of the problems - what I'm
saying is that in a lot of
cases the attempt to fix the memory error seems to trigger more errors.
These cases, as far as I can see,
are the ones which overwite another process and would be caught by MiNT's mp
system.

> > The Magic 'memory protection' writes an annoying message & attempts to
fix
> > the memory *after* the damage has been done. That's just a waste of time
&
> > CPU resources.

> But it's better than not to report the kind of errors MiNT doesn't
> report at all.
>
> > See above - MiNT can & does catch those memory violations. Where it
>
> MiNT does not catch the kind of violations that are caught by MagiC.
> That's because the mechanisms applied by MagiC and MiNT are completely
> different.

The mechanism employed by Magic, still isn't memory protection - it will of
course show up errors in your program

but some errors seem to be caused by the lack of system stack space.

> > The
> > sorry excuse for memory protection.
>
> BTW, what is the excuse for MiNT not catching violations like writing to
> the first byte after a block that was NOT allocated by your process?
> Your comments sound as if you could justify this. So please go ahead.

boy have I started a thread now !!! :)

as I said above, I wasn't aware of this one - sound's a bit nasty too.

Dave

2532. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Dave Murphy <dave@no.spamhere.com>
Message-ID: <iV_W3.39678$5P2.146908@wards>
Source record: 8534

Michael Schwingen <msw@comnets.rwth-aachen.de> wrote in message
news:yh7yac4m2aj.fsf@comnets.rwth-aachen.de...

> D> My point is that, the Atari multitasking AES is free (4.95 I think) ,
as in
> D> the one that works with MiNT, downloadable from all good FTP sites.

> It may be downloadable, but it definitely is not free, but an illegal
copy.

wasn't there a freely available one somewhere for use with MultiTOS - I'm
sure I had a better version for MiNT before I got N_AES.

Dave

> Michael--
> --
> Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
> Communication Networks | Aachen University of Technology

2533. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Dave Murphy <dave@no.spamhere.com>
Message-ID: <jV_W3.39679$5P2.146908@wards>
Source record: 8535

> Funny that somebody complaining about software bugs recommends using

Catty :)

> 1. Illegal software
> 2. Software that was never finished (version 4.9x, not 5.0(
> 3. Software that definitely has bugs

Note the use of (I think) in the message we're talking about. There was a version distributed with MultiTOS at one point that seemed reasonably stable.

I was under the impression that it was free - I certainly got it free with my Falcon, including a later upgrade. Perhaps this was a developer thing.

If so, I apologise for appearing to promote piracy.

Dave

2534. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-12 00:00:00 UTC
From: Dave Murphy <dave@no.spamhere.com>
Message-ID: <kV_W3.39680$5P2.146908@wards>
Source record: 8536

<reschke@muenster.de> wrote in message news:80grv7$fq8$1@nnrp1.deja.com...
> In article <V_DW3.2680$1Q3.8208@stones>,

> I don't have a Falcon which is set up. How about posting the source, or
> a binary which doesn't rely on the Falcon hardware and for instance
> just fputs() the filename to /dev/console? I would be happy to test it
> then.

Hmmm ... the source is entirely assembly - I'll see if I can dig it out &
modify it for you. Don't hold your breath though - GBC development takes a
bit of priority atm.

> If you really have a program that works under Single TOS but not under
> MagiC due to system stack size problems, that is indeed a problem.
> Example?

hmmm ... I'll get back to you on that - there were a couple of accessories
that had just those sort of problems.

> OK, try:
>
> char *c = Malloc(10);
> c[10] = 0;

> This is a very common mistake.

Ok, as I said earlier - I didn't know about that one.

> Under MiNT with memory protection enables, this will *not* be trapped,
> but it is harmless because MiNT has actually allocated 8K for you.
> Under MiNT without memory protection enabled, this will overwrite
> internal information in the memory list, and it will *not* be detected.
> Under MagiC, it will overwrite a 4 or 8 byte long guard value, and
> MagiC will report the problem sometime later (next memory related
> GEMDOS call or something like that).

> I must say that I prefer MagiC's behaviour.

I would if it actually stopped the system from crashing, which it doesn't.

> MiNT with MP enabled is fine if somebody *else* overwrites your data
> (because it will prevent that from happening). MagiC's checks are
> useful when you are yourself overwriting past the block boundaries.

> > The Magic 'memory protection' writes an annoying message & attempts
> to fix
> > the memory *after* the damage has been done. That's just a waste of
> time &

> > CPU resources.
>
> No, it is extremely useful for tracking down programming errors which
> under MiNT would just result in obscure crashes.

> > > > In what regard?
> > > >
> > > > Magic is not & never will be properly GEM compatible, there are
> far
> > > too many
> > > > 'improvements' which prevent some older software from running
> > > properly.
> > >
> > > Such as???
> >
> > The pop up menu non support, the broken video bios calls,
> the 'improved'
> > printer port output. All the stuff in wdialog such as window shading.
> The
> > sorry excuse for memory protection.
>
> 3 of these 4 things do not have to do anything with GEM right. And I
> think that in recent MagiC versions the popup functions are compatible
> to MultiTOS.

That's good news anyway - about time too. The last bit about wdialog is very much a GEM problem, considering that they are extensions to GEM & as such prevent users without Magic running some recent software. Not all of the extensions are available as a patch.

The printer port thing is sort of a GEM problem given that it causes all sorts of problems with printing on accelerated machines.

> > My point is that, the Atari multitasking AES is free (4.95 I think) ,
> as in
> > the one that works with MiNT, downloadable from all good FTP sites.

> Just because it is on an FTP server doesn't mean it's free. It's a
> pirated copy of a beta version which was never released to the public.

I wasn't sure of the version number which is why I put (I think). There was at one point a free AES for use with MultiTOS other than the original given away with the Falcon. May have been a developer update though so I may have to back down on that one.

Most of my opinion is based on the fact that I had nothing but problems with Magic and finally gave up after version 4 so do feel free to correct me on things which *have* been fixed. I'm glad to see it.

Dave

2535. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <80icvc$d5$1@snipp.uninett.no>
Source record: 8537

reschke@muenster.de wrote:

> MiNT with MP enabled is fine if somebody *else* overwrites your data
> (because it will prevent that from happening). MagiC's checks are
> useful when you are yourself overwriting past the block boundaries.

I must say that I prefer MiNT's behaviour here. It's very nice to be able to catch programming-errors, but it's more important to me that a process can not f**k with other processes memory-space without explicit permisson. Ofcourse, it won't be really useful until kernel-memory is protected too, but I already find it much more useful than MagiC's protection. Sure, MagiC will very often catch the violations that MiNT ignore, but 90% of the time the entire system will crash, while MiNT is much more forgiving. A combination would be the best, but if you ask me to choose today...

> No, it is extremely useful for tracking down programming errors which
> under MiNT would just result in obscure crashes.

Indeed - atleast if you can continue working after the crash. IMO you can't most of the time. This might be caused by the fact that I'm using an Afterburned Falcon.

> 3 of these 4 things do not have to do anything with GEM right. And I
> think that in recent MagiC versions the popup functions are compatible
> to MultiTOS.

It is, from MagiC 5 IIRC. Besides, I happen to like MagiC's popups better, and I'm pleased to see that N.AES implement them as well... I wish this was the case when I started on Taskbar, that would have simplified things greatly.

> Just because it is on an FTP server doesn't mean it's free. It's a
> pirated copy of a beta version which was never released to the public.

I have to admit that I will probably release a MiNT-distro with this AES this weekend... (if I can get my Gcc-setup working again). Btw. who owns this AES? I've mailed Hasbro, but they never replied.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2536. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <80id8l$d5$2@snipp.uninett.no>
Source record: 8538

reschke@muenster.de wrote:

> different memory block, which -- with MP turned off -- might even
> belong to a different process. Now do you like *that*?

If you want to compare two MP-schemes you'd better enable both, don't you
agree? Even the best and most sophisticated memory-protection in the world
is pretty useless compared to MagiC's if you disable it...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2537. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-13 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <80j91o$7ne$1@nnrp1.deja.com>
Source record: 8539

In article <80id8l$d5$2@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> reschke@muenster.de wrote:
>
> > different memory block, which -- with MP turned off -- might even
> > belong to a different process. Now do you like *that*?
>
> If you want to compare two MP-schemes you'd better enable both, don't
you
> agree? Even the best and most sophisticated memory-protection in the
world
> is pretty useless compared to MagiC's if you disable it...

That's true. But how many Ataris out there are actually able to run
MiNT with MP turned on??? The situation might be a bit better now, but
until recently it worked only for 030 machines. 68K machines and
emulators can't support it...

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2538. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-13 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <80j9c3$7pf$1@nnrp1.deja.com>
Source record: 8540

In article <80icvc$d5$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> reschke@muenster.de wrote:
>
> > MiNT with MP enabled is fine if somebody *else* overwrites your data
> > (because it will prevent that from happening). MagiC's checks are
> > useful when you are yourself overwriting past the block boundaries.
>
> I must say that I prefer MiNT's behaviour here. It's very nice to be
able
> to catch programming-errors, but it's more important to me that a
process
> can not f**k with other processes memory-space without explicit
permisson.
> Ofcourse, it won't be really useful until kernel-memory is protected
too,
> but I already find it much more useful than MagiC's protection. Sure,
> MagiC will very often catch the violations that MiNT ignore, but 90%
of
> the time the entire system will crash, while MiNT is much more
forgiving.
> A combination would be the best, but if you ask me to choose today...

As a matter of fact this is what I said anyway. Both catch different
kinds of errors, both are useful, and it would be perfect to have both
in the same operating system.

> > Just because it is on an FTP server doesn't mean it's free. It's a
> > pirated copy of a beta version which was never released to the
public.
>
> I have to admit that I will probably release a MiNT-distro with this
AES
> this weekend... (if I can get my Gcc-setup working again). Btw. who
owns
> this AES? I've mailed Hasbro, but they never replied.

I don't know who it owns, and finding out who is might be quite
complicated. Maybe Michael Schwingen as owner of single TOS can say
something about it.

That doesn't change the fact that it is copyrighted software that was
never released as "free".

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2539. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-13 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <80j9gv$80h$1@nnrp1.deja.com>
Source record: 8541

In article <jV_W3.39679$5P2.146908@wards>,
"Dave Murphy" <dave@no.spamhere.com> wrote:
>
> > Funny that somebody complaining about software bugs recommends using
>
> Catty :)
>
> > 1. Illegal software
> > 2. Software that was never finished (version 4.9x, not 5.0(
> > 3. Software that definitely has bugs
>
> Note the use of (I think) in the message we're talking about. There
was a
> version distributed with MultiTOS at one point that seemed reasonably
> stable.
>
> I was under the impression that it was free - I certainly got it free
with
> my Falcon, including a later upgrade. Perhaps this was a developer
thing.

You got it with your Falcon because MultiTOS was bundled with the
Falcon. This is different from being "free". For instance, XControl was
bundled with TOS 2.* and 3.* machines, and Atari *explicitly* released
it as freeware for older machines.

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2540. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-13 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <80j9j7$80k$1@nnrp1.deja.com>
Source record: 8542

In article <iV_W3.39678$5P2.146908@wards>,
"Dave Murphy" <dave@no.spamhere.com> wrote:
>
> Michael Schwingen <msw@comnets.rwth-aachen.de> wrote in message
> news:yh7yac4m2aj.fsf@comnets.rwth-aachen.de...
>
> > D> My point is that, the Atari multitasking AES is free (4.95 I
think) ,
> as in
> > D> the one that works with MiNT, downloadable from all good FTP
sites.
>
> > It may be downloadable, but it definitely is not free, but an
illegal
> copy.
>
> wasn't there a freely available one somewhere for use with MultiTOS -
I'm
> sure I had a better version for MiNT before I got N_AES.

No, this was a beta version for developers.

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2541. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-13 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <80j9q3$82n$1@nnrp1.deja.com>
Source record: 8543

In article <80hktb$61q$1@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
> Hi!
>
> Michael Schwingen <msw@comnets.rwth-aachen.de> wrote:
> > This is enough to prevent harm to other processes and to the system,
> > but it it definitely not enough to catch programming errors.
>
> Besides, under UNIX, the priciple is exactly the same as in MiNT, i.e.
> you can usually write over the end of a malloc()ed buffer until you
> reach the next page boundary.

But I hope that we agree that just because something is like under
Unix, it is not automatically the best way to do it??

>...
> The best way for C developers to ensure they don't write past the end
of
> malloc()ed blocks is using something like "Electric Fence"
or "Memdebug",
> where the latter works flawlessly on Ataris, even with Pure
C. "Electric
> Fence", however, is more powerfull, but needs things like mmap() which
> even MiNT does not have (yet).

Yes. True. I've done it in Gemini, I've done it in SCSI-Tool.

However the sad truth is that only a small subset of developers seems
to capable to do something like this. And for those "others", the best
education is to get a nasty console message from MagiC :-).

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2542. Re: TOS206& DMA tech question...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-13 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <FL5qww.6n@gem.win.co.nz>
Source record: 8544

Branko Badrljica (brankob@sidra.si) wrote:
: So I want to shadow it ie. when reading CPU would read from 4Mb shadow
: RAM on card and it would only have to wait when writing to lower 4Mb.
: But I'm having troubles with DMA transfer, when DMA chip writes directly
: to RAM (that is, ST's ordinary memory), so I haven't found simple way to
: copy those transfers to shadow RAM also.

I handled this by watching writes to the DMA counter registers to get the address, then updating the contents of cache memory while the DMA operation is in progress. I can't remember the details but I could get it out again and have a look if this would be helpful.

This was necessary because during DMA the access address is not available on the address bus as it is generated inside the memory controller.

Maybe there is a better way.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |

2543. REQ: AFIX utility for NVDI

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-14 00:00:00 UTC
From: Sergey Serikoff <sergeys@mpx.com.au>
Message-ID: <80mc9p$5h$1@news1.mpx.com.au>
Source record: 8401

Hi.

I'm having trouble with vector fonts when running NVDI and TosBox
in resolutions greater than 640x400 eg. 640x480x16. The fonts appear very
tiny! I have read on the Official TOSBOX Mirror Site that
a utility called AFIX will remedy this problem but I could not find the
utility on that site (no response from the author of the site either).

I was hoping somebody out there knows where I can download this app or maybe
email it to me.

Thanks in advance.

sergeys@mpx.com.au

2544. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-14 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <80msnp$fg2$1@sun27.hrz.tu-darmstadt.de>
Source record: 8402

Hi!

reschke@muenster.de wrote:
> OK, I should have checked first. However: this means that the
> programming mistake I discussed will actually overwrite the start of a
> different memory block, which -- with MP turned off -- might even
> belong to a different process. Now do you like *that*?

You should have checked again. MiNT always aligns memory blocks lengths to at least a multiple of 16 (256 on machines with standard Atari video). Thus, off-by-one-errors statistically will only overwrite the following memory block with a probability of 1:7 (or 1:127).

But anyway, usually the problems causing MagiC to report "Speicherblock durch Benutzerprogramm ueberschrieben" are not only "off-by-one", but "off-by-many", so that the following block has been written into as well. It would be possible to add such a detection to MiNT, too (for blocks that have at least one byte left at their end), but it won't actually increase the security/stability.

> Not all of them, but some. And as it appears, it happens frequently
> enough for people to complain, right?

Sure, it happens (but these are usually not just off-by-one-errors). But this doesn't mean MagiC wouldn't need memory protection, nor does it mean that MagiC's scheme catches "completely different types of errors" than MiNT's PMMU-based memory protection. I assume that quite a lot of MagiC-triggering errors also trigger a memory protection violation under MiNT.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2545. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-14 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <80n2nd$55a$1@plutonium.compulink.co.uk>
Source record: 8403

In message <942216526-87180AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>Uwe Seimet said:
>
>>The documentation for the SCSI driver is available from Steffen
>>Engels
>>website: http://home.t-online.de/home/Steffen.Engel/. Note
>>that there is
>>no English documentation, only a German one.
>
>For what its worth, and drifting away from the original question,
>there is a limited English translation of parts of the CBHD
>archive on my website. Coupled with the contents of the original
>archive there is enough to get the driver installed on a drive at
>the very least.

I sent a complete translation to Steffan of the docs in UDO format many
moons ago - has he not compiled the HYPs from it yet?

Regards, /Peter/

2546. TOS206& DMA tech question...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-14 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <382E2194.819EAE8F@sidra.si>
Source record: 8545

Hi to all,

I'm playing with idea of new expansion card for Atari ST.
I would mount on it double IDE port, high freq. 68000, read shadow for lower 4Mb of RAM, extra 10 MB of RAM expansion etc.
It would be a little help of having CPU working on 32 MHz or higher if I would have to add waitstates when accessing lower 4 Mb.
So I want to shadow it ie. when reading CPU would read from 4Mb shadow RAM on card and it would only have to wait when writing to lower 4Mb.
But I'm having troubles with DMA transfer, when DMA chip writes directly to RAM (that is, ST's ordinary memory), so I haven't found simple way to copy those transfers to shadow RAM also.
So, my question is, is there elegant way (through redirecting some vector or something like that) through which could CPU after finished DMA transfer update contents of RAM-shadow?
Another problem would be Blitter, but it is unnecessary since working on only 8MHz it would be slower than CPU anyway.
It would be also interesting thing to have on card ISA-slot for ET4000 VGA card, especially since ET's RAM could be also read-shadowed on the expansion card, thus accelerating animation on VGA card even further.
Judging from what others told me, VGA interface is cool thing, but painfully slow.
Unfortunately, I can't find any info about MEGA4000 or ET4000 card (register set etc.) in order to implement this feature.
I have tried to contact Torsten Lang (author of MEGA4000) through Email, but so far received no answer...

Any help would be appreciated,

Branko

2547. Re: TOS206& DMA tech question...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-14 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <382E4CAF.B86AB2DB@sidra.si>
Source record: 8546

Mario Becroft wrote:

> Branko Badrljica (brankob@sidra.si) wrote:
> : So I want to shadow it ie. when reading CPU would read from 4Mb shadow
> : RAM on card and it would only have to wait when writing to lower 4Mb.
> : But I'm having troubles with DMA transfer, when DMA chip writes directly
> : to RAM (that is, ST's ordinary memory), so I haven't found simple way to
> : copy those transfers to shadow RAM also.
>
> I handled this by watching writes to the DMA counter registers to get the
> address, then updating the contents of cache memory while the DMA
> operation is in progress. I can't remember the details but I could get it
> out again and have a look if this would be helpful.
>

Thanks for very quick reply.
Extra details would be very helpful.
BTW, how do you "watch writes to DMA counter"?
Did you mean latching in external latches or some software way ?
How do you know when DMA ops. are in progress?
What interests me more is how do you know that DMA ops. have ended (like
finished sector access on floppy or ACSI) ?

>
> This was necessary because during DMA the access address is not available
> on the address bus as it is generated inside the memory controller.
>

I have thought of having extra CPLD with shadow copy of DMA counter on the
card. Each time that card would sense DMA-read transfer, card would "snoop"
data bus and use current counters state as address to update in its RAM... But
it would be complicated and it's a waist of CPLD.

Thanks in advance,

Branko

2548. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-14 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <382E579B.35D1CCF@ihug.co.nz>
Source record: 8547

Hi there,

reschke@muenster.de wrote:
>
> <snipped arguments over MagiC/MiNT>

If I win the national Lotto I will BUY ASH licence to distribute MagiC, and threaten to give MiNT programmers HUGE sums of money if both parties could just agree to work together to solve the 'we are the standard - not you!' war that has quibbled away with unabated fervour since the very first time I got my Falcon on the net and read these &@%%#&$% newsgroups!

Dave Murphy certainly has arguments against MagiC for his chosen application (programming). Maybe he is best to say that for him, and him alone, MagiC sucks for what he does. I also think his issue is a little more complicated because he runs an AB040 (correct me if I'm wrong Dave!), and writes software with the aid of his (or BSS') inhouse programming tools (BSS-debug etc...) Not many AB040 are around correct? MagiC may not have been compiled with the numerous patches required to run an AB040 in mind...some tiny little patch may be causing the grief for Dave...

The MagiC camp also have their arguments against MiNT. The biggest issue is getting a consistent GEM compatible environment IMHO. MiNT kernel is of course free, but getting a GUI is a commercial venture in the case of NAES, and not a venture for non-german residents as I understand it? The freeware/illegalware GUI's are semi-cooked or just plain terrible (I tried TOS 4.92, but binned it after several goes at running it with MiNT 1.12 years ago). The other AES 4.1 was horridly slow on my accelerated Falcon...

Of course this is just how I found things to run...

Can someone give any constructive feedback here?

Kind regards, CW.

2549. Re: TOS206& DMA tech question...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-14 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <FL6FqA.py@gem.win.co.nz>
Source record: 8548

Branko Badrljica (brankob@sidra.si) wrote:
: Did you mean latching in external latches or some software way ?

Latching in external latches.

: How do you know when DMA ops. are in progress?
: What interests me more is how do you know that DMA ops. have ended (like
: finished sector access on floppy or ACSI) ?

Monitor the bus arbitration signals on the CPU, when the CPU has
relinquished the bus then DMA must be taking place.

During DMA, read the data bus when each word is transferred and store it
in the cache while incrementing the shadow DMA address counter.

The shadow DMA address counter just needs to be kept in sync with the real
counter by monitoring writes to the DMA address counter.

: I have thought of having extra CPLD with shadow copy of DMA counter on the
: card. Each time that card would sense DMA-read transfer, card would "snoop"
: data bus and use current counters state as address to update in its RAM... But
: it would be complicated and it's a waist of CPLD.

What you describe is basically what I have done. It is not as complicated
as it sounds.

If you want some more specific details I'll get out the design files and
see exactly what I did.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |

2550. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-14 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <80m5se$2qb$1@nnrp1.deja.com>
Source record: 8549

In article <382E579B.35D1CCF@ihug.co.nz>,
J, WILKINSON wrote:

> Can someone give any constructive feedback here?

Sure. The whole thread started with

a) "MagiC should be GPL" -- fine, but N.AES isn't free either,

b) AES messages do not work under MagiC -- they certainly do work for
other people,

c) the memory "protection" in MagiC is "useless" -- it certainly isn't,
because it catches a common programming error that MiNT doesn't catch.

Regards, Julian

--
Julian Reschke (mailto:reschke@muenster.de)

Sent via Deja.com http://www.deja.com/
Before you buy.

2551. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <382FABE7.EB67A3C0@ihug.co.nz>
Source record: 8404

Hi there,

reschke@muenster.de wrote:
>
> In article <382E579B.35D1CCF@ihug.co.nz>,
> J, WILKINSON wrote:
>
> > Can someone give any constructive feedback here?
>
> Sure. The whole thread started with
>
> a) "MagiC should be GPL" -- fine, but N.AES isn't free either,
>
> b) AES messages do not work under MagiC -- they certainly do work for
> other people,
>
> c) the memory "protection" in MagiC is "useless" -- it certainly isn't,
> because it catches a common programming error that MiNT doesn't catch.
>
> Regards, Julian

Thanks. I jumped aboard this one late in the piece and my message trasher
had already decided that the original was too old to grab its header...

One question makes me curious...how many AB040 owners have a STABLE MagiC
setup? I'm curious about that because from memory there were concerns
about the compatibility of the AB040 when it first arrived on the scene.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2552. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <382FB4E8.6FAEE285@ihug.co.nz>
Source record: 8405

Hi there,

Dave Murphy wrote:
>
> What version of Magic are you using? Perhaps they fixed it in later updates.
> I gave up after Magic 4.

v4.02. I'm not running it currently due to hard disk death some time back (will have to build a desktop case for the Falcon now that I've discovered that my new Quantum Fireball is too big to fit into the original case even with serious removal of shield! :<). I will probably get MagiC 6 once all is fully operational and new case is built...

> my sample player

<ON_TOPIC OFF>

Offtopic now, could you apply the BSS touch and compile a 'live' MP3 player? I have stacks of these on CD that I can only play on PowerMac currently... ;)

<ON_TOPIC ON>

> Obviously I'm going to have a biased point of view but I have to say that in
> my experience Magic is very flaky in certain situations. On the setup I had,
> running Thing as AV server, any kind of AES messaging ran in to problems
> sooner or later.

I've used only Magxdesk as supplied (suits me fine - most get Jinnee or Ease or THING or other GUI's) and have had next to no trouble with AV server issues...

> The system stack space under Magic is very limited and
> leads to serious problems under some circumstances. These problems usually
> only surface in a development environment and the average user will rarely
> experience difficulties in normal day to day use.

Valid and good point. I'm no programmer, to the point that I can create useful software. A program to create labels for a plant nursery is as good as I have done using 1st BASIC...

> Magic itself is actually incompatible with GEM for a lot of cases - notably
> the pop up menu functions which require a patch to work. The patch itself is
> badly written though in it's defence I have to say AES patching is
> notoriously difficult and requires several rehooking procedures which have
> to happen in a certain order.

But are the incompatible functions better or worse implemented in MagiC?
I would suggest some are, some not better...

> In my case I have found Magic extremely easy to crash to the point where the
> whole system freezes. While I can accept that this will happen when writing
> code, it happens all too often under Magic & rarely under MiNT.

So could I sometimes, but I learnt what causes the crashes and avoided doing
those tasks in the particular way I first used. Note that the crashes I had
observed were also likely whether running singleTOS (bleeurgh!), MiNT or MagiC
- ie. they were only mildly OS dependant crashes. I also found MagiC could
'survive' some of them better than singleTOS, and sometimes better than MiNT.

> > GUI-wise MagiC wins quite handsomely IMHO...just look at the bother people
> > have trying to get NAES...
>
> In what regard?

Availability, features. Obviously you cannot get a decent GUI for
nothing for
any OS, but at least the one bundled with MagiC is better IMHO than the free
ones available for MiNT. To pay a little more for a bundled OS is a small
tradeoff I can live with when it means I can install the OS AND GUI in minutes
and be working away ASAP...

> Magic is not & never will be properly GEM compatible, there are far too many
> 'improvements' which prevent some older software from running properly.

Most older software should have been updated by now. If not it means it
is not currently supported. If I want to run old old software I switch
on my 1040STe...

> The other option for MiNT is the Atari offering which did actually improve
> no end, so far as to become properly multitasking, is compatible with all
> properly written GEM programs and, unlike Magic, is free.

But if only it would provide a less 'sticky' GUI response. There is no
doubt that magxdesk runs rings around it in terms of speed of response
to user input...just try running POVray in the background then go use
GEM-view, then maybe EvereST, then try task switching between apps...

> implementation of fastRAM buffers under Magic. This actually required an
> entirely different, and less stable, version of the AB040 toolkit to get
> Magic to work properly on that system.

Does this speak a volume for you on YOUR experience with MagiC? I have
asked elsewhere in this thread if AB040 owners experience similar to
yourself. I'd be highly curious to hear from other AB040 owners and
their experience with MagiC. The toolkit is quite a lot of patching
to get the 040 to kick in, considering the Falcon architecture isn't
as friendly to expansion port hardware implementation is it was touted
to be...maybe the hack and slash (to use a crude term, sorry!) level of
work needed to get the AB040 working is too different for highly worked
ASM code, as used with MagiC OS, to run safely on the AB040...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2553. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL RIP-OFFS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <382FB8DF.E368525F@ihug.co.nz>
Source record: 8406

Hi Steve,

Steve Scott wrote:
>
> David has recieved over 20 phone calls from me in australia and continually
> promised results each week for the past 6 months.

I have read elsewhere that a member of Davids family is very ill and is
requiring round the clock nursing from the family. That could most likely
be the reason for the delays.

> Such a prick should not be allowed to take peoples money, he tells me that
> HE did not take the money, that it was TITAN Designs tha t took it and that
> TiTan does not exist any longer and that any responsibility THEY may have
> had to me (the consumer) is now NULL!

Thats not a very valid argument for him. His company may have changed name
but that doesn't mean all previous correspondence can now be ignored. Has
he actually 'cashed the cheque'? ie. taken money from your credit card or
banked a cheque written out by you or your bank? Is that statement from him
recorded or saved?

> Any feed-back appreciated.

The only feedback I can positively give is for you to contact someone
else at Coretex, other than David, and get the full story. Explain the
situation concisely, and talk ways of fixing the situation.

Failing that I'm unsure of the legal standing with regard to recovery
of the money you may have sent. If Coretex have too little conscience
to help you out here then everone else MUST know this in the Atari
community.

Perhaps the biggest thing that concerns me is that Coretex do not appear
to have put someone else in charge while Davids family problem continues
currently. A threat to the life of a loved one is far more serious than
your issue of value for money, but all it would take is for David to
telephone for someone to run the business temporarily...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2554. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <80oh19ktm1@nnrp1.deja.com>
Source record: 8407

In article <80j91o$7ne$1@nnrp1.deja.com>,
reschke@muenster.de wrote:

> That's true. But how many Ataris out there are actually able to run
> MiNT with MP turned on??? The situation might be a bit better now, but

MP works on all 030-equipped machines (except the CT2 I believe, please
correct me if I'm wrong.), Afterburner040, Hades040, Hades060 and
Milan040. I don't know about the Medusa.

> until recently it worked only for 030 machines. 68K machines and
> emulators can't support it...

Can somebody please explain to me why these emulators (except
GEMulator, IIRC it emulates a 040) only supports the lesser CPUs?

--
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

2555. ATX-PSU and TT/MSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <80ohei$l0g$1@nnrp1.deja.com>
Source record: 8408

If you want to connect an ATX-PSU to your TT or Mega STE, take a look
at this:

http://servicepac.mainz.ibm.com/eprmhtml/eprma/781.htm

--
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

2556. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <382FCA11.2173@ooc.de>
Source record: 8409

Dave Murphy wrote:

> > 1. Illegal software
> > 2. Software that was never finished (version 4.9x, not 5.0(
> > 3. Software that definitely has bugs
>
> Note the use of (I think) in the message we're talking about. There was a
> version distributed with MultiTOS at one point that seemed reasonably
> stable.

But that's not the version you were talking about. Version 4.9x was only
available for developers since it was a (non-stable) beta version.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2557. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh77ljkw1rq.fsf@comnets.rwth-aachen.de>
Source record: 8410

```
>>>>> "D" == Dave Murphy <dave@no.spamhere.com> writes:

D> Note the use of (I think) in the message we're talking about. There was a
D> version distributed with MultiTOS at one point that seemed reasonably
D> stable.

Multitos is not free. It was bundled with some machines, but that does
not make it free. IIRC, Atari even sold it for non-falcons.

cu
Michael
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology
```

2558. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <382FCB5D.3FC@ooc.de>
Source record: 8411

xlator@cix.compulink.co.uk wrote:

> >For what its worth, and drifting away from the original question,
> >there is a limited English translation of parts of the CBHD
> >archive on my website. Coupled with the contents of the original
> >archive there is enough to get the driver installed on a drive at
> >the very least.
>
> I sent a complete translation to Steffan of the docs in UDO format many
> moons ago - has he not compiled the HYPs from it yet?

I have never seen a translation and this is the first I time I hear that
such a translation might exist.
Did you also translate the specification of the SCSI target interface?
Now that HDDRIVER 7.8 supports this interface and tools using it
(SCSI_MON 1.10) are available this might be quite interesting. It should
be possible to write a SCSI network using this interface. The future
will tell whether this is actually possible and/or if somebody is going
to write a network driver for SCSI. (I definitely won't.)

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2559. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <80p0n0uqf1@nnrp1.deja.com>
Source record: 8412

In article <382FB4E8.6FAEE285@ihug.co.nz>,
J, WILKINSON wrote:

> v4.02. I'm not running it currently due to hard disk death some time
back

No wonder you're having problems if you're stilling using 4.xx. I had nothing but trouble with these versions on my Falcon, and that was a long time before I installed any accelerators.

> those tasks in the particular way I first used. Note that the crashes
I had
> observed were also likely whether running singleTOS (bleeurgh!), MiNT
or MagiC
> - ie. they were only mildly OS dependant crashes. I also found MagiC
could
> 'survive' some of them better than singleTOS, and sometimes better
than MiNT.

My experience is that most things that runs under TOS or MiNT also runs without problem under MagiC. The exception here is (was?) DSP-applications, which always crashed MagiC the first time I used them after a hard reset or power-on. After a soft-reset they worked fine.

The most annoying problem I had with MagiC back when I actually used it (4.xx-versions) was that it would very often crash for no apparent reason. I had only 4Mb back then, so I didn't run anything else than MagiC itself and a few applications, but even then it would crash randomly even if I just booted the Falcon and left it alone. Really weird.

I switched to MiNT+N.AES before MagiC 5 arrived (atleast before I got it), and I've been so pleased with it that I really haven't used MagiC seriously since then. But I've never been able to get it real stable on my Falcon, I've had my share of corrupted partitions, lost data and weird crashes (e.g. sometimes it refuses to load some sys-files, even though they're definitely present and nothing has changed since the last time I used MagiC. This can last for weeks or months, and then it suddenly works again). On my TT OTOH I've never had any problems with it, except for the boot-logging in MagiC6 which ate my boot-partition.

> Availability, features. Obviously you cannot get a decent GUI for
> nothing for
> any OS, but at least the one bundled with MagiC is better IMHO than
the free
> ones available for MiNT. To pay a little more for a bundled OS is a

small

The AES is not "bundled" in any way in MagiC, it's an integrated part
of it. Unlike TOS and MiNT, the GEMDOS and AES in MagiC can not be
separated from each other. This is really very different from the
MiNT+AES design.

> But if only it would provide a less 'sticky' GUI response. There is no

What do you mean by "sticky" GUI response? MiNT doesn't have a GUI...
If you're thinking of MultiTOS then that's a whole other issue, these
are not really designed for a multitasking kernel (lots of busy
waiting, hogging the CPU in supervisor-mode).

> doubt that magxdesk runs rings around it in terms of speed of response
> to user input...just try running POVray in the background then go use
> GEM-view, then maybe EvereST, then try task switching between apps...

Please keep in mind that MagiC automatically gives top priority to the
application currently on top (the one with keyboard-focus IIRC), this
contributes greatly to it's snappy feel but slows down background
processes.

> > implementation of fastRAM buffers under Magic. This actually
required an
> > entirely different, and less stable, version of the AB040 toolkit
to get
> > Magic to work properly on that system.
>
> Does this speak a volume for you on YOUR experience with MagiC? I have
> asked elsewhere in this thread if AB040 owners experience similar to
> yourself. I'd be highly curious to hear from other AB040 owners and
> their experience with MagiC. The toolkit is quite a lot of patching

My experience is that it doesn't matter if you're using an Afterburner
or not, atleast not on my particular Falcon/AB. I know two AB-owners
that runs MagiC stable, and a few more who can't use it at all. It
seems to depend more on the Falcon itself than the AB.

I believe the problem is that the AB increase the electrical load on
the Falcon-bus, and this worsen the timing-problems it already has. On
my own Falcon the SCSI-bus isn't stable in 20MHz when the AB is
connected, while it works at 24MHz without.

> to be...maybe the hack and slash (to use a crude term, sorry!) level
of
> work needed to get the AB040 working is too different for highly
worked
> ASM code, as used with MagiC OS, to run safely on the AB040...

There isn't as much "hack and slash" required as most people think. In
fact, most of the "hacking" consists of setting up the PMMU and CPU
cache correctly since the Falcon isn't designed with fastRAM in mind.

"TOS 7" in the CT2 does basically the same, and that's on a
"compatible" 030.

--
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

2560. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38306F0A.9577BF34@cable.A2000.nl>
Source record: 8413

Jo Even Skarstein wrote:

> Can somebody please explain to me why these emulators (except
> GEMulator, IIRC it emulates a 040) only supports the lesser CPUs?

That is a good question.
The most disappointing is that none of them implement the coprocessor interface
(line f) native. Here I have a blazing fast pentium, but it emulates a ST program
that emulates floating point. :-(

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

2561. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38306D0D.6D4C71E2@cable.A2000.nl>
Source record: 8414

Michael Schwingen wrote:
>
> >>>>> "D" == Dave Murphy <dave@no.spamhere.com> writes:
>
> D> Note the use of (I think) in the message we're talking about. There was a
> D> version distributed with MultiTOS at one point that seemed reasonably
> D> stable.
>
> Multitos is not free. It was bundled with some machines, but that does
> not make it free. IIRC, Atari even sold it for non-falcons.
>

Yes, I have the disc right before me.
It has MiNT 1.04 of Mar 5 1993 and GEM.SYS 4.1
That MiNT version wasnt free either.
It worked on my TT.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

2562. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL RIP-OFFS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <80q34c$18t$1@plutonium.compulink.co.uk>
Source record: 8415

Get in contact with your credit card people. They will refund any monies outstanding.

Nick

2563. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-15 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <942735598-18745AEicMi@cwcom.net>
Source record: 8416

Peter West said:

>>Uwe Seimet said:
>>
>>>The documentation for the SCSI driver is available from
>Steffen >Engels >website: http://home.t-
>online.de/home/Steffen.Engel/. Note >that there is >no
>English documentation, only a German one.
> For what its worth, and

>I sent a complete translation to Steffan of the docs in UDO format
>many moons ago - has he not compiled the HYPs from it yet?

Seems not. Shall we get together and put a package together
ourselves? The stuff I have makes a scrappy archive.

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

2564. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s3213f8rhsq30@corp.supernews.com>
Source record: 8417

David may have taken some time in filling my orders, but he never charged my credit card until the goods were sent. There was a sweat once when I sent a cashiers check, but he pulled through in a few months. The delay was because of the manufacture of the AB cards in Germany, not really his fault. Wish him and his family well.

Mikey

On 15 Nov 1999 20:40:16 , J WILKINSON wrote:
>Hi Steve,
>
>Steve Scott wrote:
>>
>> David has recieved over 20 phone calls from me in australia and continually
>> promised results each week for the past 6 months.
>
>I have read elsewhere that a member of Davids family is very ill and is
>requiring round the clock nursing from the family. That could most likely
>be the reason for the delays.
>
>> Such a prick should not be allowed to take peoples money, he tells me that
>> HE did not take the money, that it was TITAN Designs tha t took it and that
>> TiTan does not exist any longer and that any responsibility THEY may have
>> had to me (the consumer) is now NULL!
>
>Thats not a very valid argument for him. His company may have changed name
>but that doesn't mean all previous correspondence can now be ignored. Has
>he actually 'cashed the cheque'? ie. taken money from your credit card or
>banked a cheque written out by you or your bank? Is that statement from him
>recorded or saved?
>
>> Any feed-back appreciated.
>
>The only feedback I can positively give is for you to contact someone
>else at Coretex, other than David, and get the full story. Explain the
>situation concisely, and talk ways of fixing the situation.
>
>Failing that I'm unsure of the legal standing with regard to recovery
>of the money you may have sent. If Coretex have too little conscience
>to help you out here then everone else MUST know this in the Atari
>community.
>
>Perhaps the biggest thing that concerns me is that Coretex do not appear
>to have put someone else in charge while Davids family problem continues
>currently. A threat to the life of a loved one is far more serious than

>your issue of value for money, but all it would take is for David to
>telephone for someone to run the business temporarily...
>
>Kind regards,
>
>Chris Wilkinson, Christchurch, New Zealand.
>/|\ ATARI Falcon030 owner.
>.

2565. Re: ATX-PSU and TT/MSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ID7Y3.287$Fo.140@198.235.216.4>
Source record: 8418

What is an ATX-PSU and what does it do.

On 15 Nov 1999 08:49:23 , Jo Even Skarstein wrote:
>If you want to connect an ATX-PSU to your TT or Mega STE, take a look
>at this:
>
>http://servicepac.mainz.ibm.com/eprmhtml/eprma/781.htm
>
>--
>/*
>** Jo Even Skarstein http://www.stud.ntnu.no/~josk
>*/
>
>
>Sent via Deja.com http://www.deja.com/
>Before you buy.
>.

2566. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3831395D.2A4B@ooc.de>
Source record: 8419

Derryck Croker wrote:

> >I sent a complete translation to Steffan of the docs in UDO format
> >many moons ago - has he not compiled the HYPs from it yet?
>
> Seems not. Shall we get together and put a package together
> ourselves? The stuff I have makes a scrappy archive.

Note that the current SCSI Driver version is 1.01. If possible you
should ensure that you translate the current and not the old 1.00
specificiation since some flaws were removed in 1.01 and also at least
one important feature was added. Good luck!

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2567. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL RIP-OFFS

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: Robert Goldsmith <r.goldsmith-csai97@cs.bham.ac.uk>
Message-ID: <3831418A.DC56657D@cs.bham.ac.uk>
Source record: 8420

Steve Scott wrote:

> although I paid the extra over 6 months ago, he has only been able to send
> someone elses serial-key (which failed to work with the version/modules that
> I paid for.

A simple error compounded by the serious illness of a family
member.

>
> Such a prick should not be allowed to take peoples money, he hells me that
> HE did not take the money, that it was TITAN Designs tha t took it and that
> TiTan does not exist any longer and that any responsibility THEY may have
> had to me (the consumer) is now NULL!

I find it very very hard to believe he has used this
'excuse' as he has already announced that cortex is nothing
but titan renamed. Dave has always held quality, good price
and good service as highest priority and it is simply family
matters that are keeping him from forfilling your request.

I would also assume that the money was debited from you
though, as a key (the incorrect key but a key nevertheless)
was sent to you.

There is nothing I can really say except it is not something
Dave would let happen if he could prevent it but in his
current situation, understandibly, his family comes first.

Robert Goldsmith

2568. Re: D.A's Layout Support?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: Leslie Hartmier <leslieh@v-wave.com>
Message-ID: <80ro83tkl1@dagger.ab.videon.ca>
Source record: 8421

Steve Scott <festive@alphalink.com.au> wrote in message
news:382a24f5@news.alphalink.com.au...
> Anyone with support details or problems please contact me.
> --
> Steve Scott
>
> "Festivfactory"
> 3 Dimensional Entertainment.
>
> 33-35 Urquhart St. Woodend
> Victoria Australia 3442.
> Ph:(03) 54273436
>

Am I to understand that you are having problems with DA's Layout?
Or are you simply trying to find some support system for DA's Layout?

Leslie
(the english translator for DA's Layout, though no longer allowed to
upgrade,
due to a change in registration keys for newer versions. *grumble* :))

2569. Re: ATX-PSU and TT/MSTE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <80rtq2$3d1$1@nnrp1.deja.com>
Source record: 8422

In article <lD7Y3.287$Fo.140@198.235.216.4>,
madmax@bfree.on.ca (Brian Van TIlborg) wrote:

> What is an ATX-PSU and what does it do.

It's the kind of PSU used in all PC's the last couple of years. It's a
lot easier to find (and cheaper) than the old AT-PSU that plugged
straight into the TT and Mega STE.

--
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

2570. Re: D.A's Layout Support?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3831A23A.BEB3E32C@patent.gov.uk>
Source record: 8423

There is a site with the Reference Manual for DA's Layout in English in
PDF format, but I can't find it now, perhaps it's been pulled.

Bob King.

Steve Scott wrote:
>
> Anyone with support details or problems please contact me.
> --
> Steve Scott
>
> "Festivfactory"
> 3 Dimensional Entertainment.
>
> 33-35 Urquhart St. Woodend
> Victoria Australia 3442.
> Ph:(03) 54273436

2571. reversing floppy A and B?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911162202570.112-100000@rakastaja>
Source record: 8424

Hello,

Following a recent discussion on upgrading ST's with an IDE card,
the idea has come up to replace the internal floppy with a LS-120
but this would imply removing floppy A, leaving no floppy drive
to perform emergency backups, should the hard-disk driver file on
the main 2.5" IDE drive become corrupt.

Therefore, I was wondering if there is any way to re-wire part of
the motherboard so that the floppy B connector becomes a floppy A
connector?

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2572. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <3831c856@athene.hdm-stuttgart.de>
Source record: 8425

I've had similar bad experiences with Titan in the past.
A Bad Nemesis with not one of my many e-mails to them regarding
the problem replied to.
Even the original Nemesis Disk was bad, I sent it to Computer
Direct (Titans North American Distributor at that time) and
have never seen it again.

I should of just burned up the $150.00 plus dollars that I
spent on that Nemesis, at least I'd got the pleasure of watching
it burn.

Also waited at least 8 months for the upgrade to Apex Media.
Then after finally getting the disks, the main disk is screwed
up.

I have exchanged e-mail with Doug Little, the Author of Apex
Media who was very helpful and made sure that I got the upgrade
long before my Apex disks arrived screwed up.
Doug didn't seem to know what was going on at Titan either as
from my understanding he isn't part of the company.

So another $25.00 up in smoke with my original Apex Media disk
screwed up as a added Bonus.

In fact the only thing I have ever gotten from Dave or Titan that
worked was some replacement ICs for my Expose Splitter. I had Major
Back Surgery around that time and about the only thing I could
do was talk on the phone, it took many pestering phone calls
before we finally worked out a deal. Getting payment to him was
part of the problem. And after a Credit Card got used, I did get
the ICs and do appreciate that. But thats the only time I have
ever gotten anything from them that worked.

My Expose and Splitter did not come from Titan Designs directly,
but from a nice fellow in the UK and I'm very thankful to him as
David would never sell me one. I still have all those e-mails
discussing things about the Expose. David and I at one time
did exchange e-mail. But after I got that Expose working things
seemed to change. At least it seemed that way to me.

I wish I could find a couple of e-mails that someone in the UK
passed along to me. It would have been interesting reading for
you all.

As some of you may know there were some minor bugs with the NTSC
versions. I for one would have done anything that I could to try
and get the bugs out of the hardware so that another production

run could have taken place. But Titan did not seem interested
in getting the problems worked out or doing another production run.

They use to have the Expose advertised on their Web Page like
they still had them for sale, been awhile since I've looked at
their Web page though.

I am clueless as to why, The Expose is really nice when working
correctly. I would think that alot of Falcon owners in the USA
would have loved to have one.

From the info I have gathered on the Expose only around 25 to 50
were ever made. I have 2 of them, 2 working Splitters one PAL and
one NTSC and 1 working Expose main board and one that is damaged.

ALot of the Exposes ended up damaged due to the minor bugs in the
design of the Splitter in my Opinion. Not sure if the PAL versions
were any better than the NTSC ones or not.

I would really like to see someone get the rights to the Expose and
fix the hardware bugs which isn't that hard to do and make some
more of them. Prehaps they can even be improved.

This is about the only hardware made for the Falcon that will do
Color Video, The Screen Eye is suppose to do color video as well,
but I don't know much about those. I do not understand why the Expose
has been kept hidden away for all this time. It almost seems to me
that someone doesn't want the Expose to be produced.

As for the Eclipse and Tempest, I do hope to see these things
come about. I'm not sure who designed this hardware. If it was
someone not associated with Titan, then I'd advise them to try
to find another company such as Centek to produce these boards.
From my experiences with Titan I'd say we'll be very lucky if
any of them actually are made to be sold. If its anything like
the Expose, only a few will be made and only a select few will
get working ones.

I do hope Titan/Core will prove me wrong on that. I don't enjoy
saying negative things about a company thats still supporting
the Ataris with new hardware and etc. Everyone can make mistakes,
lets hope they have learn from those and do better.

I know alot about having Family members ill. If this is the
case then I wish them well. I don't kick folks when there down.
I've been kicked while down myself and more than once.

While I'm on the subject, I'm always looking for working or non-
working Expose's and Screen Eyes. If you happen to have one for
sale or trade then do e-mail me. If you happen to know any interesting
info on the Expose then do pass it along here or e-mail me in private.
phantomm@kih.net

>On 16 Nov 1999 11:35:38 , Robert Goldsmith wrote:
>
>A simple error compounded by the serious illness of a family
>member.
>
>
>I find it very very hard to believe he has used this
>'excuse' as he has already announced that cortex is nothing
>but titan renamed. Dave has always held quality, good price
>and good service as highest priority and it is simply family
>matters that are keeping him from forfilling your request.
>
>I would also assume that the money was debited from you
>though, as a key (the incorrect key but a key nevertheless)
>was sent to you.
>
>There is nothing I can really say except it is not something
>Dave would let happen if he could prevent it but in his
>current situation, understandibly, his family comes first.
>
>Robert Goldsmith
>.

/ phantomm@kih.net located in the USA. Have I mentioned that the area \
/ where I live isn't worth mentioning? Prime example a major disaster \
/ is taking place in Eastern KY. Forest Fires are everywhere and no one \
/ but the home owners is doing anything about it. \

2573. CT2 recommendation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <80smje$5lo$1@as102.tel.hr>
Source record: 8426

Centurbo 2 recommendation

After hassling with various accelerator cards (Speed Res Card, Nemesis, etc..) and normal Falcon,
installing clock patch and watching dongle CAF break down regularly due to the SCSI problems, I saw
CT2 in November 1998 for the first time.. It didn't take much time to register its speed and stability...
Unlike all I've seen previously this card really worked trouble free.
After considering the Centek's data at www.centek.fr I made the onyl logical decision: get one asap!
It is a real solution for every Falcon owner: speed increase is very good, screen resolutions are greater and
with a solid refresh rate, amount of upgradeable RAM is really amazing (up to 256 Mb on a rev. B machine)
- not even t mention the speed of CT2's fast RAM, SCSI now works with no troubles and connection of
modern and fast IDE disks (9 Mb/s transfer rate!) is almost trouble-free (2.5" to 3.5" adapter is a must...), the card itself fits in
Falcon's case along 3.5 IDE drive (almost trouble free ;)), some of the adjustments have to be made, of course,
(fan, finding space inside the case) and soldering is better to be made by a professional...The card has a flash rom
system (Dolmen) which controls the boot sequence and all neccessary parameters on Falcon. Hardware switch makes
possible switching to normal Falcon (not almost normal, since the Centek's clock patch remains even in normal mode).
Possible modes (with modified TOS) are 4.0x and 7.0x (this is the mode when Fast RAM is used so the speed gets to
the max...). Compatibility is excellent: everything works! Well, not everything - some demos, some old programs and games -
but all the major packages work with renewing speed! Using APEX or CAF now gets really fast and safe, CAB gets wings with DSP
clocked to 50 Mhz and jpg.ovl, Photoline, Neon or Phoenix are pleasure to use due to the 50 Mhz clocked FPU...
Falcon may be connected to all possible devices - scart VCR, SCSI devices (scanners, hdd, cd rom and cdr/crw...),
all kinds of monitors (Atari SM series, VGA, RGB), audio components (hiss and crack free), fast modems, printers, DSP add-ons, etc.
My Falcon turned to real allround home computer with capabilities of some expensive platforms...
The price is always the big question and although I think it would be great if it could lower, every "nickel" you invest
will surely come back!

Although Centek prepares its new surprise - Phenix computer - this accelerator card is a worthy contribution to remaining Atari enthusiasts
and thing worth recommending!

Advantages:
- speed and screen resolution increase
- compatibility
- stability
- flash rom updates and system
- fits in a Falcon's case (although with adjustments)
- support (installation and there is special software written for it in order to use its capabilities)

Flaws:
- absence of extension slot on rev. B
- on some Falcons DSP and IDE speed have to be put on wait states (slowed down)
- adjustments to be made when CT2 is installed into Falcon's case (CPU fan and SIMM module are too close to keyboard, so
minor adjustments have to be made)

Sasa Andrijasevic
member of CAT - Croatian Atari Team
Zagreb, Croatia 16/11/1999

Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2

2574. Re: reversing floppy A and B?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <3831E05C.7B152D1A@libertysurf.fr>
Source record: 8427

Martin-Eric Racine wrote:
> Therefore, I was wondering if there is any way to re-wire part of
> the motherboard so that the floppy B connector becomes a floppy A
> connector?

Hi !

Sure there is a way to do what's you said. Somes years ago,
when i got my very first STF, it came with a single floppy
360 Kb, and so we use an external floppy of 720 Kb.
To allows the ST to use the external floppy as A, we just modify the
ribbon cable to get the drive select A and the PCB for the external
connector. I don't remember exactly what's to do, but this the main
idea.

2575. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-16 00:00:00 UTC
From: Dave <dave@no.spamhere.com>
Message-ID: <9glY3.7292$1Q3.50901@stones>
Source record: 8428

Uwe Seimet <us@ooc.de> wrote in message news:382FCA11.2173@ooc.de...
> Dave Murphy wrote:
>
> > > 1. Illegal software
> > > 2. Software that was never finished (version 4.9x, not 5.0(
> > > 3. Software that definitely has bugs
> > >
> > Note the use of (I think) in the message we're talking about. There was
a
> > version distributed with MultiTOS at one point that seemed reasonably
> > stable.
>
> But that's not the version you were talking about. Version 4.9x was only
> available for developers since it was a (non-stable) beta version.

Again, note the use of 'I think' - as a developer I was given 4.95 & this was the version number which sprang to mind at the time I posted the message. There was also an official release which Atari gave me the impression was distributed as an upgrade to Falcon owners. Atari User also had a mint setup on a cover disc which was (from what I remember) touted as PD. No doubt you'll correct me on that too.

After further checking I find that the officially distributed version was 4.1. There may be another after that.

Does anyone have a clue who actually has the rights to TOS/GEM - Hasbro maybe but I seem to remember an american company getting them at one point?

Dave

2576. Re: reversing floppy A and B?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <5frYoIAgzmM4Ew$y@steverosie.demon.co.uk>
Source record: 8429

In article <Pine.MNT.4.10.9911162202570.112-100000@rakastaja>, Martin-
Eric Racine <q-funk@funkyware.atari.org> writes
>Hello,
>
>Following a recent discussion on upgrading ST's with an IDE card,
>the idea has come up to replace the internal floppy with a LS-120
>but this would imply removing floppy A, leaving no floppy drive
>to perform emergency backups, should the hard-disk driver file on
>the main 2.5" IDE drive become corrupt.
>
>Therefore, I was wondering if there is any way to re-wire part of
>the motherboard so that the floppy B connector becomes a floppy A
>connector?

Hi

The drives A & B are connected in parallel, so all you should need to do
is make sure that drive B has the ID:0 (or drive A).

Some external disk drives have twist in the cable to swap the drive ID
lines around. There is no harm in removing your internal floppy drive
and altering the jumper etc.. on your B drive:)

Let me know how you get on:)

I'm having problems with my internet clients at the mo, what do you
expect from a PC! I would be grateful if some of the replies are also
sent via email for me:) Pretty please.

For the time being please use the following address:

atari@euphony.net

Thanks

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2577. Re: reversing floppy A and B?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-17 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <383284BD.1860@ooc.de>
Source record: 8430

Steve Stupple wrote:

> The drives A & B are connected in parallel, so all you should need to do
> is make sure that drive B has the ID:0 (or drive A).

Note that the LS-120 is an ATAPI device, i. e. it has IDE connectors snf
must be wired to the IDE port.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2578. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-17 00:00:00 UTC
From: Robert Goldsmith <r.goldsmith-csai97@cs.bham.ac.uk>
Message-ID: <38328302.21BE43F6@cs.bham.ac.uk>
Source record: 8431

Phantomm wrote:

> I do hope Titan/Core will prove me wrong on that. I don't enjoy
> saying negative things about a company thats still supporting
> the Ataris with new hardware and etc. Everyone can make mistakes,
> lets hope they have learn from those and do better.

I think part of the problem is that Titan themselves are
prob not allowed to distribute the stuff in the USA as they
have a deal with their us distributer and is them you would
have to go through. As for the hardware, afaik, it is all
designed by other people, Istari in the case of Eclipse and
Tempest, not by Titan themselves.

Apex is an odd case. Dave and Doug parted a while back, not
sure why - maybe one of them will tell us - and things on
the Apex front kind of fell apart. Doug was supposed to be
doung Apex Alpha but that seems to have been put on hold for
the indefinate future - which is a shame cos I've seen a
prototype and it's great. It's just what I personally need.
Still, that's life i suppose.

Robert Goldsmith

2579. Re: reversing floppy A and B?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-17 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911171651590.177-100000@rakastaja>
Source record: 8432

On 17.11.1999, Uwe Seimet <us@ooc.de> wrote:

> Note that the LS-120 is an ATAPI device, i. e. it has IDE
> connectors so it must be wired to the IDE port.

That sounds fairly obvious to me.

The only point is for the external floppy to become drive A, so
that we still have a bootable floppy, in case of emergency.

Then, the internal floppy can be replaced by an LS-120 assigned
as drive B IDE:1 in HD-driver, while the internal 2.5" hard-disk
as drive C uses IDE:0.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2580. Atari-Emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-17 00:00:00 UTC
From: "H.P." <hopi@vossnet.de>
Message-ID: <80v479clg1@news.vossnet.de>
Source record: 8433
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi together,

I wonder if there are any Atari St-Emulators for PC on the market!? If anyone knows, where to get such software and maybe iamges of original Atari-Soft, please answer me here in the ng or by mail.

Thank you very much

Holger

2581. STF (was: reversing floppy A and B?)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <80v4o0$1sr$1@newshost.comnet.co.nz>
Source record: 8434

Laurent Favard (Linux) (laurent.favard@libertysurf.fr) wrote:
[snip]
> Sure there is a way to do what's you said. Somes years ago,
> when i got my very first STF, it came with a single floppy
> 360 Kb, and so we use an external floppy of 720 Kb.
[snip]

Weren't all STFs fitted with 720k drives?

AFAIK, the STF was only ever available as a 1040 STF, and hence had a "one meg" 720k floppy fitted. The STFMs with 360k floppy drives were half-meg 520s (The mid/late 1988 release of the 1040 STFMs had one-meg floppies as standard).

Or was the "STF + 360k drive" a France-only variant? (based on your .fr address)

[snip]

--

All email sent to my inca address will fail, however I can now be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

2582. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-17 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3833226a$0$18504@news.zetnet.co.uk>
Source record: 8435

I would like to add my voice defending Dave at this point. Coretex/Titan is a one-man band pretty much these days, without Dave there is no Coretex. A member of his family is desperately ill and requires one-on-one nursing and Dave is the only member of his family in a position to provide it. Ecliopse exists, I have one and I'm looking at a 21" monitor driven at 1280x1024x16-bit right now...

Quite frankly I have had a lot of problems dealing with people from abroad, especially with software arriving corrupted due to customs handling normally....I don't do it any more unless it's the only way...

Releasing the keys is piracy and I hope that the publishers of DA sue anyones arse off if they do it..

chrisc

2583. Re: Atari-Emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-17 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <383325fb$0$18513@news.zetnet.co.uk>
Source record: 8436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

H.P. <hopi@vossnet.de> wrote in message news:80v479clg1@news.vossnet.de...
> Hi together,
>
> I wonder if there are any Atari St-Emulators for PC on the market!? If
> anyone knows, where to get such software and maybe iamges of original
> Atari-Soft, please answer me here in the ng or by mail.
>
> Thank you very much
>
> Holger
>
>
Tosbox shareware small nag
Gemulator Free read the online help b4 even starting
Pacifist free (games)
Magic PC (running a tos image) commercial main purpose running the tos
replacement Magic
all require a tos image (easy to extract) file from a real Atari or if you
can find one anywhere

--
Kevin
kdermott@zetnet.co.uk Lancashire England
mug shot and more at http://www.users.zetnet.co.uk./kevin/

2584. Re: D.A's Layout Support?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <942922288-134442AEicMi@cwcom.net>
Source record: 8437

Bob King said:

>There is a site with the Reference Manual for DA's Layout in
>English in PDF format, but I can't find it now, perhaps it's been
>pulled.

Wasn't it on Digital Arts own website FWIW?

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

2585. Re: Atari-Emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-18 00:00:00 UTC
From: Carlos Ubilla <ubillaim@bellsouth.cl>
Message-ID: <80vsl6dhu1@chewie.bellsouth.cl>
Source record: 8438
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Winston for windows is also good for games. Visit
http://lgd.fatal-design.com

Carlos

H.P. <hopi@vossnet.de> wrote in message news:80v479clg1@news.vossnet.de...
> Hi together,
>
> I wonder if there are any Atari St-Emulators for PC on the market!? If
> anyone knows, where to get such software and maybe iamges of original
> Atari-Soft, please answer me here in the ng or by mail.
>
> Thank you very much
>
> Holger
>
>

2586. Re: Atari-Emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-18 00:00:00 UTC
From: Thierry Schembri <schembri@imaginet.fr>
Message-ID: <810pp9gcb1@news.imaginet.fr>
Source record: 8439
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

TOS2WIN is definitly the fastest TOS emulator for Windows.
It doesn't need a TOS image and use Windows gdi instead of the Atari vdi,
but works only with well-written GEM-based software.
It can use custom graphic modes, colors... You can find a demo version
(unfortunately limited to monochrom) at www.aixit.com

2587. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-18 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s3860cd5hsq67@corp.supernews.com>
Source record: 8440

On 17 Nov 1999 10:27:14 , Robert Goldsmith wrote:

>Apex is an odd case. Dave and Doug parted a while back, not
>sure why - maybe one of them will tell us - and things on
>the Apex front kind of fell apart. Doug was supposed to be
>doung Apex Alpha but that seems to have been put on hold for
>the indefinate future - which is a shame cos I've seen a
>prototype and it's great. It's just what I personally need.
>Still, that's life i suppose.
>
>Robert Goldsmith
>.

I will trade you two chickens and a three corns for the beta, sir!
Really, I have been told that the beta exist, but have never seen
proof. If it does indeed exist, is the video capture function
implimented?

Mikey

2588. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-18 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9911182054360.191-100000@online.no>
Source record: 8441

On 17 Nov 1999, Chris Crosskey wrote:

> I would like to add my voice defending Dave at this point. Coretex/Titan is
> a one-man band pretty much these days, without Dave there is no Coretex. A
> member of his family is desperately ill and requires one-on-one nursing and
> Dave is the only member of his family in a position to provide it. Ecliopse
> exists, I have one and I'm looking at a 21" monitor driven at
> 1280x1024x16-bit right now...

Hmm.. how about someone ask Dave if there is anything they can do to help
him with Coretex? I think that while in this situation, a little help
could avoid all this, unhappy customers and so on. Come on, help out your
friend! ;-)

Regards,

Odd Skancke - ozk@atari.org

2589. Extracting the TOS image

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-18 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <383429BB.98E26A7D@plano.net>
Source record: 8442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
kevin dermott wrote:
>
> [snip...] [snip...] [snip...]
>
> all require a tos image (easy to extract) file from a real Atari or if you
> can find one anywhere
>
Is it easy to extract??? I have an Atari ST and would like to extract the tos
image. How would I go about doing this?

--
+------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+------------------------------------------------------------+
```

2590. FA: Steinberg ST-MIDI 3 for Atari computers

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-19 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3835E890.2D0B00E5@earthlink.net>
Source record: 8351
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.steinberg.cubase,rec.music.makers.marketplace

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=203935390

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

2591. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-19 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <38349cfd@athene.hdm-stuttgart.de>
Source record: 8443

On 17 Nov 1999 10:27:14 , Robert Goldsmith wrote:

>
>Apex is an odd case. Dave and Doug parted a while back, not
>sure why - maybe one of them will tell us - and things on
>the Apex front kind of fell apart. Doug was supposed to be
>doung Apex Alpha but that seems to have been put on hold for
>the indefinate future - which is a shame cos I've seen a
>prototype and it's great. It's just what I personally need.
>Still, that's life i suppose.

I asked Doug about Apex Audio or what ever it was finally called.
And was told that another guy was working on that but got another
job or something like that. It wasn't clear if that person was ever
going to finish it or not.

Do you or anyone else have a Demo, ProtoType or anything on Apex Audio,
Apex Alpha or whatever its now called?

If so, I'd sure like to get them somehow.

Maybe there were 2 or more Apex type programs in the works?
Anyone know for sure?

phantomm@kih.net

2592. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-19 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s39rt3ko3ef91@corp.supernews.com>
Source record: 8444

On 19 Nov 1999 01:42:37 , Phantomm wrote:
>On 17 Nov 1999 10:27:14 , Robert Goldsmith wrote:
>
>
>>
>>Apex is an odd case. Dave and Doug parted a while back, not
>>sure why - maybe one of them will tell us - and things on
>>the Apex front kind of fell apart. Doug was supposed to be
>>doung Apex Alpha but that seems to have been put on hold for
>>the indefinate future - which is a shame cos I've seen a
>>prototype and it's great. It's just what I personally need.
>>Still, that's life i suppose.
>
>I asked Doug about Apex Audio or what ever it was finally called.
>And was told that another guy was working on that but got another
>job or something like that. It wasn't clear if that person was ever
>going to finish it or not.
>
>Do you or anyone else have a Demo, ProtoType or anything on Apex Audio,
>Apex Alpha or whatever its now called?
>
>If so, I'd sure like to get them somehow.
>
>Maybe there were 2 or more Apex type programs in the works?
>Anyone know for sure?
>
>phantomm@kih.net
>
>
>

Magnus Kollberg (excuse the butcher of your name) has stated he has a beta of Apex Alpha. I am sure that all the other "group" that is close to Titan has a copy as well. I never really got much information about it, how far the application is along, or if the video capture mode works with Expose and the NOVA card. Maybe there are plans in the future with it and Titan. I think it's kind of like Wizztronics saying they have the source code for TOS 4.04, but are sitting on it for their own purpose. It's BS.

Mike

2593. Re: Extracting the TOS image

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-19 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <81344g$b5t$1@news4.svr.pol.co.uk>
Source record: 8445
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Charles Richmond <richmond@plano.net> wrote in message
news:383429BB.98E26A7D@plano.net...
> kevin dermott wrote:
> >
> > [snip...] [snip...] [snip...]
> >
> > all require a tos image (easy to extract) file from a real Atari or if
you
> > can find one anywhere
> >
> Is it easy to extract??? I have an Atari ST and would like to extract the
tos
> image. How would I go about doing this?

There's a program ROMIMAGE.TOS in the archive of TOSbox which does this. You
may find it seperately if you root around in the Utilities section of a good
ftp site.

Roger

2594. Re: Thanx: Atari-Emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-19 00:00:00 UTC
From: "H.P." <hopi@vossnet.de>
Message-ID: <81389mlkb1@news.vossnet.de>
Source record: 8446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

thanks to all of you for your detailled answers. That is a rela help for me!

Best regards

Holger

2595. Re: Atari-Emulators

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-19 00:00:00 UTC
From: Adrian Bradshaw <adrian_bradshaw@yahoo.com>
Message-ID: <813an1$9q4$1@gxsn.com>
Source record: 8447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Go to "The Little Green Desktop" at http://www.lgd.fatal-design.com/

They have PaCifiST (DOS based emulator) and WinSTon, a windows one.

Both are pretty good, but both need a ROM image, but don't depair. These are also available for download from this site, in various versions and languages. You will also find plenty of downloadable game disks.

Have fun!

Adrian

2596. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-19 00:00:00 UTC
From: Dave <dave@no.spamhere.com>
Message-ID: <47iZ3.2490$C4.122360@news1-hme0>
Source record: 8448

> I asked Doug about Apex Audio or what ever it was finally called.
> And was told that another guy was working on that but got another
> job or something like that. It wasn't clear if that person was ever
> going to finish it or not.
>
> Do you or anyone else have a Demo, ProtoType or anything on Apex Audio,
> Apex Alpha or whatever its now called?

See my earlier reply about Apex Alpha.

> If so, I'd sure like to get them somehow.

> Maybe there were 2 or more Apex type programs in the works?
> Anyone know for sure?

The whole Apex thing seemed to cause a little confusion in the market at large - Apex was supposed to be a brand as such, Apex Media being the first program. Apex Alpha, while being an art package was not an upgrade to Media but something more along the lines of Photoshop.

Apex Audio, my own contribution, was to be the ultimate sound tool but, due to various factors will never be finished. The current state of the project is nothing more than a GUI though some of the proposed sound drivers were used as part of the sample player I released. Unfortunately, both Doug & I have moved to the games industry & have very little time for updating of old Atari projects even if there were a suitable outlet for our creative talents in that direction.

Given the very limited progress of Apex Audio as an actual sound tool I can't see me making it available.

Dave

2597. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-19 00:00:00 UTC
From: Dave <dave@no.spamhere.com>
Message-ID: <U1iZ3.2081$lZ.108433@news2-hme0>
Source record: 8449

> I will trade you two chickens and a three corns for the beta, sir!
> Really, I have been told that the beta exist, but have never seen
> proof. If it does indeed exist, is the video capture function
> implimented?

It really depends on what you term a beta - in our estimation, the latest version of Alpha would really be an early alpha if you'll excuse the somewhat mangled terminology. The package has a fairly well developed GUI but has no saving functions and only 2 real drawing tools. Video capture was implemented but only as far as displaying the video signal in real time. Alpha also has support for FastRAM & the Nova card.

I'll ask Doug how he feels about the program being generally available but bear in mind that, as we both have other jobs, it is unlikely ever to be finished.

Dave

2598. FA: Atari Falcon computer, ext keyboard, etc.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-19 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3835E617.2A8341E5@earthlink.net>
Source record: 8450
Cross-posted to: alt.steinberg.cubase,rec.music.makers.marketplace,comp.sys.atari.st,comp.sys.atari.st.tech,ba.music,alt.atari

FA: Atari Falcon computer, 14 megs RAM, external keyboard modification
and clock patch done by ATY computer on Oakland, CA. This machine was
in perfect working condition last time I used it. I have original
packaging and all or most of the original floppies. No hard drive
included. I also have the original 4 meg RAM card that will be
included.

This machine has never been modified or overclocked except for the
keyboard modification. I have used this mainly for digital recording
using Cubase Audio Falcon.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=203924531

--
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Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

2599. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-20 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e1jrpo.vy8x3f11h6z0gN%doitarchive@atari-computer.de>
Source record: 8352

> Maybe there were 2 or more Apex type programs in the works?
> Anyone know for sure?

ROTFL..

This spectacular alpha release was that was uncle dave shows on a german
atari fair in neuss two or three years ago.

I think nobody works on evrything of..

Preorder is 3 or 4 years old!
Forget that.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2600. Re: Magic should be gpl

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-20 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <38363CE0.DED25E50@ihug.co.nz>
Source record: 8353

Hi there,

Jo Even Skarstein wrote:
>
> In article <382FB4E8.6FAEE285@ihug.co.nz>,
> J, WILKINSON wrote:
> > v4.02. I'm not running it currently due to hard disk death some time
> back
>
> No wonder you're having problems if you're stilling using 4.xx. I had
> nothing but trouble with these versions on my Falcon, and that was a
> long time before I installed any accelerators.

The hard disk had a hardware failure of the stepper motor, not a FAT
coruption or similar that could be casued by software...

> My experience is that most things that runs under TOS or MiNT also runs
> without problem under MagiC. The exception here is (was?) DSP-
> applications, which always crashed MagiC the first time I used them
> after a hard reset or power-on. After a soft-reset they worked fine.

I had a similar problem but never had it cause a crash. DSP viewer
of JPEG for example would just spit me back to the desktop without
showing a JPEG. Due to DSP locking?

> The most annoying problem I had with MagiC back when I actually used it
> (4.xx-versions) was that it would very often crash for no apparent
> reason. I had only 4Mb back then, so I didn't run anything else than
> MagiC itself and a few applications, but even then it would crash
> randomly even if I just booted the Falcon and left it alone. Really
> weird.

I cannot comment on that. Random crashes certainly didn't affect my
setup...

> The AES is not "bundled" in any way in MagiC, it's an integrated part
> of it. Unlike TOS and MiNT, the GEMDOS and AES in MagiC can not be
> separated from each other. This is really very different from the
> MiNT+AES design.

I guess you're right. Magxdesk is a separate program however, and
conceivably ASH could throw Jinnee in with the MagiC kernel instead
of Magxdesk...

> > But if only it would provide a less 'sticky' GUI response. There is no
>
> What do you mean by "sticky" GUI response? MiNT doesn't have a GUI...

> If you're thinking of MultiTOS then that's a whole other issue, these
> are not really designed for a multitasking kernel (lots of busy
> waiting, hogging the CPU in supervisor-mode).

I am refering to AES 4.1. I used to access the net with MiNTnet and
when I tried to switch tasks with CAB getting data the whole shebang
felt like cold molasses. Using STiK (under MagiC) WHEN it would work,
was much less painless. I could swap tasks easily, start a raytracer,
edit a text file, create a Works document etc...

> > doubt that magxdesk runs rings around it in terms of speed of response
> > to user input...just try running POVray in the background then go use
> > GEM-view, then maybe EvereST, then try task switching between apps...
>
> Please keep in mind that MagiC automatically gives top priority to the
> application currently on top (the one with keyboard-focus IIRC), this
> contributes greatly to it's snappy feel but slows down background
> processes.

The slowdown I believe is almost not noticeable from my experience. If
I adjusted the timeslice etc...I could always come to a good compromise.

> My experience is that it doesn't matter if you're using an Afterburner
> or not, atleast not on my particular Falcon/AB. I know two AB-owners
> that runs MagiC stable, and a few more who can't use it at all. It
> seems to depend more on the Falcon itself than the AB.

I've a new(ish) TOS4.04 beastie. Maybe I'm just lucky! ;^)

> I believe the problem is that the AB increase the electrical load on
> the Falcon-bus, and this worsen the timing-problems it already has. On
> my own Falcon the SCSI-bus isn't stable in 20MHz when the AB is
> connected, while it works at 24MHz without.

Good point. Electrically the Falcon isn't really that sound...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2601. Re: STF (was: reversing floppy A and B?)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-20 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <O0vZ3.274$26.398@198.235.216.4>
Source record: 8354

On 17 Nov 1999 20:55:28 , Gaven Miller wrote:
>Laurent Favard (Linux) (laurent.favard@libertysurf.fr) wrote:
>[snip]
>> Sure there is a way to do what's you said. Somes years ago,
>> when i got my very first STF, it came with a single floppy
>> 360 Kb, and so we use an external floppy of 720 Kb.
>[snip]
>
>Weren't all STFs fitted with 720k drives?

Technically by your argument, yes.

>
>AFAIK, the STF was only ever available as a 1040 STF, and hence had a "one
>meg" 720k floppy fitted. The STFMs with 360k floppy drives were half-meg
>520s (The mid/late 1988 release of the 1040 STFMs had one-meg floppies as
>standard).

Yes, 520STFM came with SS Floppies at first.
All 1040STs had DS floppies.
>
>Or was the "STF + 360k drive" a France-only variant? (based on your .fr
>address)
>
>[snip]
>
>--
>
>All email sent to my inca address will fail, however I can now be
>contacted via an intermediary : gem at gem win co nz. I would like to
>apologise to the genuine respondents that this may inconvenience.
>
>.

2602. ORB 2.2 gig ultra scsi on a Falcon?????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-20 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <816cqq$k20$1@nnrp02.primenet.com>
Source record: 8355

Hello,
Im wondering if anyone knows why I could not get my falcon to talk to a mac ultra scsi ORB 2.2 gig drive. I used AHDI but when I went to format it ahdi could not see it at the set ID. About the only thing I could get my Falcon to do is to recognize it when using cbhd at bootup, but after bootup it was gone; still ahdi could not see it. If anyone knows much about scsi like ultra or ultra wide lvd 2 or any of that let me know please.

Gene

2603. FS, P/X or Swap: Atari Stuff (20/11/99)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-20 00:00:00 UTC
From: Steve Stupple <atari@euphony.net>
Message-ID: <816m15tlh1@quince.news.easynet.net>
Source record: 8356
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer

Hi

For a list of SOME of the Atari items I have for sale, you can now use the following link. This is a temporary measure, until I get the new site up and running:)

http://www.the-asx.co.uk/txt/Forsale2.txt in text (ascii) format.
http://www.the-asx.co.uk/txt/Forsale2.doc in 1st Word Plus format.

2604. Re: ORB 2.2 gig ultra scsi on a Falcon?????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-20 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s3dp6r153ef88@corp.supernews.com>
Source record: 8357

Does AHDI identify the device when it is launched, but just not from
TOS? Is the device ID set in sequence with the previous SCSI device.
When using AHDI (unmodified) you must have your device ID's in
sequence or AHDI will skip them.

Mike

On 20 Nov 1999 14:56:26 , broncos@primenet.com wrote:
>Hello,
>Im wondering if anyone knows why I could not get my falcon to talk to a
>mac ultra scsi ORB 2.2 gig drive. I used AHDI but when I went to format
>it ahdi could not see it at the set ID. About the only thing I could get
>my Falcon to do is to recognize it when using cbhd at bootup, but after
>bootup it was gone; still ahdi could not see it. If anyone knows much
>about scsi like ultra or ultra wide lvd 2 or any of that let me know please.
>
>
>Gene
>
>.

2605. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-20 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <3836f1a0@athene.hdm-stuttgart.de>
Source record: 8358

On 19 Nov 1999 20:09:16 , "Dave" wrote:

>
>The whole Apex thing seemed to cause a little confusion in the market at
>large - Apex was supposed to be a brand as such, Apex Media being the first
>program. Apex Alpha, while being an art package was not an upgrade to Media
>but something more along the lines of Photoshop.
>
>Apex Audio, my own contribution, was to be the ultimate sound tool but, due
>to various factors will never be finished. The current state of the project
>is nothing more than a GUI though some of the proposed sound drivers were
>used as part of the sample player I released. Unfortunately, both Doug & I
>have moved to the games industry & have very little time for updating of old
>Atari projects even if there were a suitable outlet for our creative talents
>in that direction.
>
>Given the very limited progress of Apex Audio as an actual sound tool I
>can't see me making it available.
>
>Dave
>

I do hope that Apex Alpha can be released. Maybe someone can pick
up the program where it was left off and add some saving features and
enhancements if you and Doug would have no objections.

Apex Audio is a App I would sure liked to have seen come about.
I would very much like a Application/Utility that will Capture
Video from the Expose along with Audio and save the Video and Audio
into a common format such as AVI or MOV.
Maybe Apex Audio was intended to do this?

I can add sound to the video I capture with the Expose, using other
utilities. It would be great to get the Video and Audio together
at the same time.

Did you or Doug ever create a small program that would just grab both
the video and audio using the Expose and save it out as a file?
If so, I sure could use that.

Also, will there be any other updates to Apex Media? AFAIK 2.41 is the
latest update. The CT2B works very well with it. Maybe it could be
enhanced abit more for the CT2B?

phantomm@kih.net

2606. Re: ORB 2.2 gig ultra scsi on a Falcon?????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-20 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e1kz34.hgas8e4c3ro8N%doitarchive@atari-computer.de>
Source record: 8359

<broncos@primenet.com> wrote:

> Hello,
> Im wondering if anyone knows why I could not get my falcon to talk to a
> mac ultra scsi ORB 2.2 gig drive. I used AHDI but when I went to format
> it ahdi could not see it at the set ID. About the only thing I could get
> my Falcon to do is to recognize it when using cbhd at bootup, but after
> bootup it was gone; still ahdi could not see it. If anyone knows much
> about scsi like ultra or ultra wide lvd 2 or any of that let me know please.

Try the latest release of hddriver. Take the english demo from uwe
seimetï¿½s homepage. Uscsi maybee work well if the "Ultra" part of the
drive bus is terminated correctly and the device made the communication
only 8 bit wide. Device doasnï¿½t comes up to the maximum transfer speed.
Top transfer speed of any scsi device on any falcon is 1800K/Sec.
Mainly a problem of falcon DMA hardware.

DOITDRIVE contain tips in german language about that.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2607. Re: ORB 2.2 gig ultra scsi on a Falcon?????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-20 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911202143380.101-100000@rakas>
Source record: 8360

On 20.11.1999, broncos@primenet.com <broncos@primenet.com> wrote:

Assuming you are trying to access it as a single partition,
this will definitely fail: the Falcon TOS can access 1 GB
partitions at their biggest.

I suggest stuffing your hard-disk driver and MiNT 1.15.5 in the
auto-folder of a floppy, then boot with that. This should allow
you to access the drive, then partition it down.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2608. Problems reading CD's with mixed...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-21 00:00:00 UTC
From: Steve Stupple <atari@euphony.net>
Message-ID: <818tt0$2go4$1@quince.news.easynet.net>
Source record: 8361
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I seem to have a problem reading CD-ROM's that have lowercase or mixed cased characters.. Is there a way to solve the problem or am I doing something wrong!!!

I'm using ExtenDOS Pro

2609. Re: Problems reading CD's with mixed...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-21 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9911211127500.90-100000@TT030>
Source record: 8362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 21 Nov 1999, Steve Stupple wrote:

> Hi
>
> I seem to have a problem reading CD-ROM's that have lowercase or mixed cased
> characters.. Is there a way to solve the problem or am I doing something
> wrong!!!
>
> I'm using ExtenDOS Pro

You might need to upgrade to ExtenDOS Gold. With the gold version
I even get longfile name support with MiNT which aslo displays
mixed case.
I don't know if the pro version is updated?

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2610. Re: Problems reading CD's with mixed...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-21 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <383847bd$0$18505@news.zetnet.co.uk>
Source record: 8363
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Stupple <atari@euphony.net> wrote in message
news:818tt0$2go4$1@quince.news.easynet.net...
> Hi
>
> I seem to have a problem reading CD-ROM's that have lowercase or mixed
cased
> characters.. Is there a way to solve the problem or am I doing something
> wrong!!!
>
> I'm using ExtenDOS Pro
>
>
this is what I use on Ataris both with Magic and single Tos,CD's that show
up as Mixed case on my PC show up as all upper case on Atari so I wouldn't
say Extendos is at fault all though there were a few patches for it a while
back but can't remember if they were for this problem

--
Kevin
kdermott@zetnet.co.uk Lancashire England
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2611. Re: D.A's Layout Support?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-22 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <38391C8C.6A6F5094@patent.gov.uk>
Source record: 8364

Nope, there are several, different country based DA sites. I think that the Manual was on one of the more obscure ones, that's why I think that DA central got it pulled. I still have a copy of the PDF file if any one want's it.

Bob King.

Derryck Croker wrote:
>
> Bob King said:
>
> >There is a site with the Reference Manual for DA's Layout in
> >English in PDF format, but I can't find it now, perhaps it's been
> >pulled.
>
> Wasn't it on Digital Arts own website FWIW?
>
> Rgds, Derryck
>
> ____ ____
> / __ \ / __ \
> / / / / / / / /
> / /_/ / / /_/ /
> /_____/ /_____/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> http://www.cix.co.uk/~derryck/index.htm
> ----------

2612. Re: ORB 2.2 gig ultra scsi on a Falcon?????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-22 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh7n1s6u3wj.fsf@comnets.rwth-aachen.de>
Source record: 8365

>>>>> "RS" == Robert Schaffner <doitarchive@atari-computer.de> writes:

RS> seimetï¿½s homepage. Uscsi maybee work well if the "Ultra" part of the
RS> drive bus is terminated correctly and the device made the communication
RS> only 8 bit wide. Device doasnï¿½t comes up to the maximum transfer speed.

Um - you are talking about wide, not ultra. Ultra is just 20MHz
transfer speed on the same number of data lines as usual. It can be
combined with Wide (giving UW). A narrow-ultra-SCSI device has no
extra lines which you could terminate on the 50-pin connector.

U-SCSI is downward compatible if you have ultra-capable (ie. active)
termination and cables.

cu
Michael--
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology

2613. Re: ORB 2.2 gig ultra scsi on a Falcon?????

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-22 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e1obx3.r3f4m5k5d4eqN%doitarchive@atari-computer.de>
Source record: 8366

Michael Schwingen <msw@comnets.rwth-aachen.de> wrote:

> >>>>> "RS" == Robert Schaffner <doitarchive@atari-computer.de> writes:
>
> RS> seimetï¿½s homepage. Uscsi maybee work well if the "Ultra" part of the
> RS> drive bus is terminated correctly and the device made the communication
> RS> only 8 bit wide. Device doasnï¿½t comes up to the maximum transfer speed.
>
> Um - you are talking about wide, not ultra. Ultra is just 20MHz
> transfer speed on the same number of data lines as usual. It can be
> combined with Wide (giving UW). A narrow-ultra-SCSI device has no
> extra lines which you could terminate on the 50-pin connector.
>
> U-SCSI is downward compatible if you have ultra-capable (ie. active)
> termination and cables.

Ups, fine. You correct me, my mistake, sure you are right.
I mixed both systems in mind.
Thank you! :)

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2614. FS: intern IDE hdd 4 Falcon & Speeder

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-22 00:00:00 UTC
From: Sasa Andrijasevic <sandrija@pravo.hr>
Message-ID: <943300470-323923AEicMi@pravo.hr>
Source record: 8367

FS:

- Seagate 2.5" 60 Mb ide intern hdd for Falcon
- Speed Res Card accelerator, 32/36 Mhz with manual and software

make an offer

Sasa Andrijasevic
sasa.andrijasevic@zg.tel.hr
sandrija@pravo.hr
proud owner of:
Atari 1040 STe & Falcon 030/CT2

2615. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-23 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <81e2bd$ok1$1@plutonium.compulink.co.uk>
Source record: 8368

In message <382FCB5D.3FC@ooc.de>, us@ooc.de said:

>I have never seen a translation and this is the first I time I hear that
>such a translation might exist.
>Did you also translate the specification of the SCSI target interface?

The files I translated include CBHD, SCSIDRV.U which describes the SCSI
interface, and SCSIDRV2 which starts:

Concept for system-global SCSI routines. © S. Engel 1994-1995

Part 2 : Target handling

- is that the one you mean?

If anyone wants them, I can email them in (uncompiled) UDO format.
But see later message, in reply to Uwe.

Regards, /Peter/

2616. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-23 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <81e2bd$ok2$1@plutonium.compulink.co.uk>
Source record: 8369

In message <942735598-18745AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>>I sent a complete translation to Steffan of the docs in UDO format
>>many moons ago - has he not compiled the HYPs from it yet?
>
>Seems not. Shall we get together and put a package together
>ourselves? The stuff I have makes a scrappy archive.

Fine with me! Can you compile the UDO files? If not I guess the *.U
files will have to do :-(Just holler and I'll binmail them to you on Cix.

Regards, /Peter/

2617. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-23 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <81e2be$ok3$1@plutonium.compulink.co.uk>
Source record: 8370

In message <3831395D.2A4B@ooc.de>, us@ooc.de said:

>> >I sent a complete translation to Steffan of the docs in UDO format
>> >many moons ago - has he not compiled the HYPs from it yet?
>>
>> Seems not. Shall we get together and put a package together
>> ourselves? The stuff I have makes a scrappy archive.
>
>Note that the current SCSI Driver version is 1.01. If possible you
>should ensure that you translate the current and not the old 1.00
>specificiation since some flaws were removed in 1.01 and also at least
>one important feature was added. Good luck!

Ah - the one I did was 1.0. If someone can send me 1.1 I'll adapt my
translations. Note that I have the whole package, from the translation
started by Roger Cain, not just the docs, so it would be good to know
what files have changed, though I can check with Egale.

Regards, /Peter/

2618. Re: reversing floppy A and B?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-23 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <81e2be$ok4$1@plutonium.compulink.co.uk>
Source record: 8371

In message <3831E05C.7B152D1A@libertysurf.fr>, laurent.favard@libertysurf.fr said:
>
>Sure there is a way to do what's you said. Somes years ago,
>when i got my very first STF, it came with a single floppy
>360 Kb, and so we use an external floppy of 720 Kb.
>To allows the ST to use the external floppy as A, we just modify the
>ribbon cable to get the drive select A and the PCB for the external
>connector. I don't remember exactly what's to do, but this the main
>idea.

Yes, I had the same arrangement, which involved fitting a change-over switch to pins 19 and 20 of the Yamaha sound chip so you could use either drive as A and B. If switching is not needed, then just lift the two pins off the board and cross over the two connections with scraps of wire. BUT - as the Falcon does not have an external floppy socket, I am not sure whether this solution is possible.

Regards, /Peter/

2619. CenturboII and Fastram? EDO or just 72 pins?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-23 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <81e7sg$2mi$1@nnrp03.primenet.com>
Source record: 8372

I am getting ready to install a centurboII into my falcon.
I will send it out to have this done. However, I purchased a 72 pin
32 meg 60 nanosec parity simm board for the centurboII. Is this correct
? I have found that there is a 72 pin 60 nano second non parity
32 meg edo simm board. Which one is right or can I use either.
If I have to have the 72 pin edo then do I need to send my other board
back to pc connection for an exchange.

I nedd help fast in order to return the memory board.

thanks

Gene

2620. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-23 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <383AA35E.1FBD@ooc.de>
Source record: 8373

xlator@cix.compulink.co.uk wrote:

> The files I translated include CBHD, SCSIDRV.U which describes the SCSI
> interface, and SCSIDRV2 which starts:
>
> Concept for system-global SCSI routines. ï¿½ S. Engel 1994-1995
>
> Part 2 : Target handling
>
> - is that the one you mean?

Yes, indeed. Sounds good.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2621. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-23 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <383AA3CC.4BF5@ooc.de>
Source record: 8374

xlator@cix.compulink.co.uk wrote:

> Ah - the one I did was 1.0. If someone can send me 1.1 I'll adapt my

Not 1.1 but 1.01. You should ask Steffen about it. Good luck.

> translations. Note that I have the whole package, from the translation
> started by Roger Cain, not just the docs, so it would be good to know
> what files have changed, though I can check with Egale.

Basically there were some clarifications, fixes and minor extensions to
the client-side interface.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2622. Re: FS, P/X or Swap: Atari Stuff (20/11/99)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tJr9tMAomwO4Ewsd@steverosie.demon.co.uk>
Source record: 8375
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer

In article <816m15tlh1@quince.news.easynet.net>, Steve Stupple
<atari@euphony.net> writes
>Hi
>
>For a list of SOME of the Atari items I have for sale, you can now use the
>following link. This is a temporary measure, until I get the new site up and
>running:)
>
>http://www.the-asx.co.uk/txt/Forsale2.txt in text (ascii) format.
>http://www.the-asx.co.uk/txt/Forsale2.doc in 1st Word Plus format.

Hi

The pc has let me down again! It slapped an uppercase 'F' into the
addresses. Try the ones below, as they have been updated AND give USD
prices:)

http://www.the-asx.co.uk/txt/forsale2.txt in text (ascii) format.
http://www.the-asx.co.uk/txt/forsale2.doc in 1st Word Plus format.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2623. Re: CenturboII and Fastram? EDO or just 72 pins?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-23 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <383B5024.5426567C@jps.net>
Source record: 8376

Atari doesn't use parity. There are restrictions on Centurbo RAM. See
the web site for details.

broncos@primenet.com wrote:
>
> I am getting ready to install a centurboII into my falcon.
> I will send it out to have this done. However, I purchased a 72 pin
> 32 meg 60 nanosec parity simm board for the centurboII. Is this correct
> ? I have found that there is a 72 pin 60 nano second non parity
> 32 meg edo simm board. Which one is right or can I use either.
> If I have to have the 72 pin edo then do I need to send my other board
> back to pc connection for an exchange.
>
> I nedd help fast in order to return the memory board.
>
> thanks
>
> Gene

2624. Re: TITAN DESIGNS/CORTEX /DAVID ENCILL

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <383B258C.D422366E@ihug.co.nz>
Source record: 8377

Hi there,

Dave wrote:
>
> Unfortunately, both Doug & I
> have moved to the games industry & have very little time for updating of old
> Atari projects even if there were a suitable outlet for our creative talents
> in that direction.

On which hardware might we ask are you developing games?

Considering the success of APEX media (my favorite Falcon program) this
is a
little disappointing to read. I'm sure there are thousands of Falcon030
owners that like myself were expectedly waiting for Alpha and Audio to
come out...

Is it possible to release the existing code to other developers who are still
in the Falcon world? Does Cortex have copyright over the source? If so
how much
will it cost me to buy the rights from them? It is too much of a crime
to just
let these 2 projects stay in 'vapourware' status for all time...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2625. <!-- To use a different cobrand, make sure you have a template for it in /parts/cobrand/ -->

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: MBrvdWDK <MBrvdWDK@OVjhgNCL.comNOSPAM>
Message-ID: <81g8p1giv1@nslave2.tin.it>
Source record: 8378
Body handling: HTML body converted to readable text

```
<SCRIPT language="JavaScript1.1" SRC="http://ad.it.doubleclick.net/adj/xoom.it/membersarea
;area=membersarea;abr=!ie;sz=468x60;ord=4714?">
</SCRIPT>
<NOSCRIPT>

<IMG SRC="http://ad.it.doubleclick.net/ad/xoom.it/membersarea;area=membersarea;abr=!ie4;ab
r=!ie5;sz=468x60;ord=4714?" BORDER=0 WIDTH=468 HEIGHT=60>

</NOSCRIPT>

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```

2626. Re-compilation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: e8johan@etek.chalmers.se
Message-ID: <81gdh1mub1@nyheter.chalmers.se>
Source record: 8379

Hi!
I'm thinking of designing an atari emulator, but with a twist.
Would it be possible to emulate the 68000, with memory, but without any devices and run well behaved GEM software by catching the trap calls for BIOS, XBIOS, AES, VDI and all the other standard calls. If this would be possible it would make it possible to re-compiler old atari software to run as a native applications under, for example X-Windows, Win'9x, etc.
Does anyone know anything about these speculations... please tell me your feelings about this.

/johan

2627. Re: CenturboII and Fastram? EDO or just 72 pins?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh7aeo3hmn2.fsf@comnets.rwth-aachen.de>
Source record: 8380

```
>>>>> "b" == broncos <broncos@primenet.com> writes:

b> 32 meg edo simm board. Which one is right or can I use either.
b> If I have to have the 72 pin edo then do I need to send my other board
b> back to pc connection for an exchange.

AFAIK, the CT2 does not use parity, so it does not matter if your SIMM
has parity or not. Both FPM and EDO are available with or without
parity, but utually parity costs more.

It does require 60ns EDO chips, and it does not work with all of
these, so be sure to check the exact requirements.

cu
Michael
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology
```

2628. Re: Re-compilation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh77lj7hmhv.fsf@comnets.rwth-aachen.de>
Source record: 8381

>>>>> "J" == Johan Eriksson Thelin <e8johan@etek.chalmers.se> writes:

J> Hi!
J> I'm thinking of designing an atari emulator, but with a twist.
J> Would it be possible to emulate the 68000, with memory, but without any devices and run well behaved GEM software by catching the trap calls for BIOS, XBIOS, AES, VDI and all the other standard calls. If this would be possible it would make it possible to re-compiler old atari software to run as a native applications under, for example X-Windows, Win'9x, etc.

This does work - in fact, this is just what the TOS2WIN emulator does:
it emulates a 68000 CPU, but all the traps point to some special opcode
that calls the emulator, and the functions (Gemdos, VDI etc.) are
executed native on the windows host.

It has the advantage that you get a good integration of the atari
programs into the windows desktop, but it fails with badly written
programs (direct screen access does work, access to LineA variables
etc. may fail).

cu
Michael
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology

2629. [PROG] MIDI codes

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: Vincent.Barrilliot@esial.u-nancy.fr
Message-ID: <81h673$m2l$2@arcturus.ciril.fr>
Source record: 8382

Hello,

I'm working on MIDI stuff and I would like to have the MIDI codes for
the system messages :
clocks, meaning of the active sensing (what is it ??) etc

I already have everything about Note on/off, ctrl/prgm change, aftertouch,
polyphonic pressure, sys-ex.

Thanks for any help !

Vincent

2630. Re: Re-compilation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: Vincent.Barrilliot@esial.u-nancy.fr
Message-ID: <81h636$m2l$1@arcturus.ciril.fr>
Source record: 8383

In article <yh77lj7hmhv.fsf@comnets.rwth-aachen.de>, Michael Schwingen
<msw@comnets.rwth-aachen.de> writes:
|> >>>>> "J" == Johan Eriksson Thelin <e8johan@etek.chalmers.se> writes:

|> J> I'm thinking of designing an atari emulator, but with a twist.
|> J> Would it be possible to emulate the 68000, with memory, but without any
|> devices and run well behaved GEM software by catching the trap calls for
|> BIOS, XBIOS, AES, VDI and all the other standard calls. If this would be
|> possible it would make it possib|> le to re-compiler old atari software to
|> run as a native applications under, for example X-Windows, Win'9x, etc.

Hi,

Why don't you join the NoCrew's OSIS project ?
This project aims to run Atari applications in multitasking with Linux.
The VDI part, oVDIsis is well advanced, so does oAESis. The emulator oCPUsis
is being tested successfully.
This project is open source (GPL) and the guys working on it are very nice :
try
http://nocrew.atari.org (I may remember)

You can develop it either on Atari with GCC or Pure C, or under Linux/X11
with GCC.

|> It has the advantage that you get a good integration of the atari
|> programs into the windows desktop, but it fails with badly written
|> programs (direct screen access does work, access to LineA variables
|> etc. may fail).

You shouldn't consider these badly written program. They are hardware
or _very_ Atari dependant, and they won't be compatible with machines
in the future : Milan, Phenix, Hades, or with new OSes.
Writting a reliable clean system is already a not-so-easy job.

Vincent

2631. Re: CenturboII and Fastram? EDO or just 72 pins?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e1qoy6.hw1put5neb8oN%doitarchive@atari-computer.de>
Source record: 8384

<broncos@primenet.com> wrote:

> I am getting ready to install a centurboII into my falcon.
> I will send it out to have this done. However, I purchased a 72 pin
> 32 meg 60 nanosec parity simm board for the centurboII. Is this correct

Must be an EDO, any other woni¿½t work.
Watch for th no. "8" last place manufacuture code..

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2632. TT SCSI port pin-out

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <81hdbi$v44$1@news8.svr.pol.co.uk>
Source record: 8385

Hi,

I have been doing some cable-knitting today and tried to wire up a TT SCSI port (25-pin). I used the specification from Mark Baines A-Z Atari.

It's WRONG!! The signals are all over the place - I hope I have not broken anything.

Does anyone know the true 25-pin pin-out for the TT SCSI port? Or a URL where I can find it?

Roger

2633. Re: TT SCSI port pin-out

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9911242208220.99-100000@rakas>
Source record: 8386

On 24.11.1999, Roger Cain <roger@cainr.freeserve.co.uk> wrote:

> Does anyone know the true 25-pin pin-out for the TT SCSI
> port? Or a URL where I can find it?

Try finding a copy of CHIPS555.HYP it has the proper list.

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2634. Re: TT SCSI port pin-out

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9911241621250.90-100000@TT030>
Source record: 8387

If memory serves me all the TT ports are shown in the TT manual
with pin-outs.

On Wed, 24 Nov 1999, Roger Cain wrote:

> Hi,
>
> I have been doing some cable-knitting today and tried to wire up a TT SCSI
> port (25-pin). I used the specification from Mark Baines A-Z Atari.
>
> It's WRONG!! The signals are all over the place - I hope I have not broken
> anything.
>
> Does anyone know the true 25-pin pin-out for the TT SCSI port? Or a URL
> where I can find it?
>
> Roger
>
>
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2635. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <81hpi6$2pe$2@SOLAIR2.EUnet.yu>
Source record: 8388

On 3 Sep 1999 13:10:36 G, Gerry O'Rourke wrote:

>It was in a series of articles in one of the German magazines, I have some
>details somewhere. As far as I remember, the original author did the work on
>the older STM machine. The newer machines might be able to make it to 16 MHz.
>
>I intend to try this over the Winter, when I'll have more time.
>
>I did the 12 MHz modification, it worked & averything was 50% faster.
>
>I did not build the Eprom sequencer for the new video resolutions, so I could
>not really use it with the SM124 for very long. (I guess I could fix the SM124
>to work also, but since I have two STFM's, I want to keep it normal for now).

When reading some old articles in this newsgroup, I came upon this "12 MHz ST"
thread that has somehow slipped my attention when it was posted.

It sounds interesting- maybe even easier and still giving more performance
than just speeding the CPU's internal operations to 16MHz.

Can more details be made available? A circuit diagram? Also, what are the
consequences? I suspect that the SM124 might have problems with the 50%
higher scanning rate (overheating?). I suppose that one gets a small
640x400 picture in the centre of the screen- or is there overscan/lacescan
software that can handle this? Also, what with the colour video modes?
Would the higher scanning rate make them more suitable for a standard VGA
monitor.

What about the DMA port, as it seems that this will be accelerated too?
Will a SCSI adaptor attached to this bus still work- I got the impression
that this ACSI port is quite sensitive to cable type and length
(termination problems, maybe?), and this may get worse at higher frequency.

Is there anything else that does not work?

Thanx in advance;

Djordje.

2636. Re: Any SCSI debugging tools for Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <943512924-38993AEicMi@cwcom.net>
Source record: 8389

Uwe Seimet said:

>xlator@cix.compulink.co.uk wrote:
>
>> Ah - the one I did was 1.0. If someone can send me 1.1 I'll adapt my
>
>Not 1.1 but 1.01. You should ask Steffen about it. Good luck.

I'd already emailed Steffen about this, but it will prove best to
leave Peter to deal directly I think.

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

2637. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-25 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <383CE59B.CDCCA5FD@sidra.si>
Source record: 8390

Djordje Vukovic wrote:

> On 3 Sep 1999 13:10:36 G, Gerry O'Rourke wrote:
>
> >It was in a series of articles in one of the German magazines, I have some
> >details somewhere. As far as I remember, the original author did the work on
> >the older STM machine. The newer machines might be able to make it to 16 MHz.
>

>
> It sounds interesting- maybe even easier and still giving more performance
> than just speeding the CPU's internal operations to 16MHz.
>

It probably is, but there are problems. This solution needs a special circuit for clocking FPU, soundchip, DMA, UARTs (keyboard) etc.
If one solders VGA connector, then he could probably see mono picture on a bit better VGA monitor (with 12 MHz ST-no Overscan). WIth 16MHz ST it could become a problem to see a stable picture with VS 144 Hz as many monitors do not go that high, but with Ovberscan that could be solved (higher resolution-less pictures per second).

>
> Can more details be made available? A circuit diagram? Also, what are the
> consequences? I suspect that the SM124 might have problems with the 50%
> higher scanning rate (overheating?). I suppose that one gets a small
> 640x400 picture in the centre of the screen- or is there overscan/lacescan
> software that can handle this? Also, what with the colour video modes?
> Would the higher scanning rate make them more suitable for a standard VGA
> monitor.
>
> What about the DMA port, as it seems that this will be accelerated too?
> Will a SCSI adaptor attached to this bus still work- I got the impression
> that this ACSI port is quite sensitive to cable type and length
> (termination problems, maybe?), and this may get worse at higher frequency.
>

I have tried one ST at 14 Mhz years ago. I did not have the time to do it thoroughly, I have just changed main quartz (56 instead 32 MHz, so my machine ran at 56/4=14 MHz. It did generate videosygnal, which was visible on my VGA monitor, but that is all. Keyboard did not work (because of higher baud rate), same goes to almost everything else, but my TOS-IDE card worked beatifully as the IDE disk became almost twice faster instantly ! I could not test DMA transfer and I would exspect some problems in that area...

Branko

2638. Re: Re-compilation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-25 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh766yqsp29.fsf@comnets.rwth-aachen.de>
Source record: 8391

```
>>>>> "V" == Vincent Barrilliot <Vincent.Barrilliot@esial.u-nancy.fr> writes:

V> |> programs into the windows desktop, but it fails with badly written
V> |> programs (direct screen access does work, access to LineA variables
V> |> etc. may fail).

V> You shouldn't consider these badly written program. They are hardware
V> or _very_ Atari dependant, and they won't be compatible with machines
V> in the future : Milan, Phenix, Hades, or with new OSes.
V> Writting a reliable clean system is already a not-so-easy job.

Actually, a lot of these badly written programs are still in use (and
in many cases, no sourcecode exists). And yes, a lot of them run just
fine on a Milan (sometimes only in mono or with cache off during
startup, but nevertheless fully useable). For some, I had to make sure
certain hacks in the TOS remain compatible, but most simply work as
long as the full environment they expect is there (including LineA and
other dirty stuff).

cu
Michael
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology
```

2639. Re: TT SCSI port pin-out

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-25 00:00:00 UTC
From: Michael Schwingen <msw@comnets.rwth-aachen.de>
Message-ID: <yh73dtusov4.fsf@comnets.rwth-aachen.de>
Source record: 8392

>>>>> "R" == Roger Cain <roger@cainr.freeserve.co.uk> writes:

R> Does anyone know the true 25-pin pin-out for the TT SCSI port? Or a URL
R> where I can find it?

http://www.uwsg.indiana.edu/uhelp/scsi-faq.html

(look under Macintosh Plus, that should be the same pinout as TT).

cu
Michael
--
Michael Schwingen | mailto:msw@comnets.rwth-aachen.de
Communication Networks | Aachen University of Technology

2640. Re: TT SCSI port pin-out

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-25 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <81k105$1n9$1@newsg3.svr.pol.co.uk>
Source record: 8393

Lonny Pursell <atari@bright.net> wrote in message
news:Pine.MNT.4.10.9911241621250.90-100000@TT030...
>
> If memory serves me all the TT ports are shown in the TT manual
> with pin-outs.

Dead right, Lonny, but I gave away the TT manual when I sold my machine.
What I am doing now is connecting the "SCSI-stack" which WAS on the TT to a
host adapter and a Mega. So I need to map the SCSI bus onto the cable I
made for the TT connection. A boring session with an Avo would sort it out
but has the risk of making stupid errors!

Roger

2641. Re: TT SCSI port pin-out

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-25 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <81k106$1n9$2@newsg3.svr.pol.co.uk>
Source record: 8394

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.9911242208220.99-100000@rakas...
> On 24.11.1999, Roger Cain <roger@cainr.freeserve.co.uk> wrote:
>
> > Does anyone know the true 25-pin pin-out for the TT SCSI
> > port? Or a URL where I can find it?
>
> Try finding a copy of CHIPS555.HYP it has the proper list.

Ah thanks, M-E, I'll look around. Of course, I went to your TT030 page
first, followed by Nic's quick FAQs but these didn't help :-))

Roger

2642. Re: TT SCSI port pin-out

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-25 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <81k27c$2jf$1@newsg3.svr.pol.co.uk>
Source record: 8395

Michael Schwingen <msw@comnets.rwth-aachen.de> wrote in message
news:yh73dtusov4.fsf@comnets.rwth-aachen.de...
> >>>>> "R" == Roger Cain <roger@cainr.freeserve.co.uk> writes:
>
> R> Does anyone know the true 25-pin pin-out for the TT SCSI port? Or a URL
> R> where I can find it?
>
> http://www.uwsg.indiana.edu/uhelp/scsi-faq.html
>
> (look under Macintosh Plus, that should be the same pinout as TT).

Thanks., Michael, got it. It's VERY different from the spec. I was using. I
will do a few pin->pin comparisons just to check.

Roger

2643. Re: Re-compilation

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-25 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <383DBF3B.4C0806A4@cable.A2000.nl>
Source record: 8396

Michael Schwingen wrote:

> For some, I had to make sure
> certain hacks in the TOS remain compatible, but most simply work as
> long as the full environment they expect is there (including LineA and
> other dirty stuff).

Thank you for that Michael. I know how temptative it is to get rid of crap.
The feeling of cleanliness is strong, but in the end you know you will shoot yourself in the foot.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

2644. Re: TT SCSI port pin-out

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-25 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <81kfkcpod1@plutonium.compulink.co.uk>
Source record: 8397

In message <Pine.MNT.4.10.9911242208220.99-100000@rakas>, q-funk@funkyware.atari.org said:

>> Does anyone know the true 25-pin pin-out for the TT SCSI
>> port? Or a URL where I can find it?
>
>Try finding a copy of CHIPS555.HYP it has the proper list.

In case you can't find it, this gives both the SCSI socket (which is
near-identical to that in the Atari A-Z except that pins 22, 24 and 28
are shown as not connected instead of ground. But it also says (in my
translation):

The terminators with a TT030 are pushed into the sockets so that
pin 1, marked with a circle, points in the directiopn of the CPU
(i.e. to the LEFT)!

Pin
1 -REQ
2 -MSG
3 -I/O
4 -RST
5 -ACK
6 -BSY
7 -Ground
8 -Data 0
9 -Ground
10 -Data 4
11 -Data 5
12 -Data 6
13 -Data 7
14 -Ground
15 -C/D
16 -Ground
17 -ATN
18 -Ground
19 -SEL
20 -Data PARITY
21 -Data 1
22 -Data 2
23 -Data 3
24 -Ground
25 -TermPower (for TT030 and older Macintosh NOT connected!)

For active termination (+2.85V at 110 Ohm) the supply voltage of
around +5Volt (from TERMPWR) is reduced by a 2,85 Volt regulator
and then led to the signal lines of the SCSI bus via 110 Ohm

resistors.

HTH!

Regards, /Peter/

2645. For Sale ST4

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-26 00:00:00 UTC
From: gardsen <gardsen@telusplanet.net>
Message-ID: <mip%3.15449$n3.226970@news1.telusplanet.net>
Source record: 8398

Mega ST4, 4mb RAM, 60mb ext SCSI HD, Mono and colour monitor, JRI genlock,
tons of graphic S/W, new condition, 200cdn$ or name the price?
FOB Calgary,AB grich9670@my-deja.com

2646. FA: Atari Falcon and Steinberg ST-MIDI 3, last days!

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-27 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3840AC01.539066D4@earthlink.net>
Source record: 8201
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.music.makers.marketplace

I apologize for the SPAM.. but FYI.. last two days:

FA: Atari Falcon
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=203924531

FA: Steinberg ST-MIDI 3 MIDI interface for Atari ST, Falcon
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=203935390

Thanks..

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

2647. Re: FREE tweety board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-27 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <3840AA79.262F0B74@worldnet.att.net>
Source record: 8202
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I'll take it if still available,

Boyd Staley
2160 E. Shea Dr.
Fresno, CA 93720

Particle Salad wrote:
>
> It's not in great shape.. I don't know if it works. There are several
> pins that are missing on the connector that connects to the ST, so
> you'll need to figure out a way to fix it.
>
> That's why it's free.. not that it's worth a whole bunch anyway..
>
> First one to email me with their address gets it.
>
> -Mark
>
> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad
> mp3 songs:
> http://www.mp3.com/particlesalad
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

2648. Atari ST te koop

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-27 00:00:00 UTC
From: Peter <PeterHollaar@daxis.nl>
Message-ID: <ZYR%3.85$Fm2.3158@zonnet-reader-1>
Source record: 8399

t.e.a.b. een Atari 1024 ST met een SM124 Mono Monitor, een muis en een printer met een extra nieuw lint. Verder geen uitbreidingen of harddisk. Omgeving van Amersfoort. Interesse?, mail me dan!

p.hollaar@zonnet.nl

2649. FREE tweety board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-27 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3840A7E4.58B58F89@earthlink.net>
Source record: 8400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

It's not in great shape.. I don't know if it works. There are several pins that are missing on the connector that connects to the ST, so you'll need to figure out a way to fix it.

That's why it's free.. not that it's worth a whole bunch anyway..

First one to email me with their address gets it.

-Mark

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

2650. Re: FREE tweety board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-28 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <3841645B.D623DA54@earthlink.net>
Source record: 8203
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

It's yours.

-Mark

Boyd Staley wrote:

> Hi,
>
> I'll take it if still available,
>
> Boyd Staley
> 2160 E. Shea Dr.
> Fresno, CA 93720
>
> Particle Salad wrote:
> >
> > It's not in great shape.. I don't know if it works. There are several
> > pins that are missing on the connector that connects to the ST, so
> > you'll need to figure out a way to fix it.
> >
> > That's why it's free.. not that it's worth a whole bunch anyway..
> >
> > First one to email me with their address gets it.
> >
> > -Mark
> >
> > --
> > ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> > Particle Salad/ Noom Room Studio
> > http://home.earthlink.net/~psalad
> > mp3 songs:
> > http://www.mp3.com/particlesalad
> > ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad
mp3 songs:
http://www.mp3.com/particlesalad
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

2651. Re: FREE tweety board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-28 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4T7YrAATwaQ4Ew$0@steverosie.demon.co.uk>
Source record: 8204
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3840A7E4.58B58F89@earthlink.net>, Particle Salad
<psalad@earthlink.net> writes
>It's not in great shape.. I don't know if it works. There are several
>pins that are missing on the connector that connects to the ST, so
>you'll need to figure out a way to fix it.
>
>That's why it's free.. not that it's worth a whole bunch anyway..
>
>First one to email me with their address gets it.

Hi

They do come with a few pins missing:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2652. Syquest 270 meg Removable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-29 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <%Xm04.147$zb1.1136@198.235.216.4>
Source record: 8205

Hello, I hope I can get some insight here before I push the panic
button.

I use a Syquest 270 removable with my Falcon computer. And it has all
my internet files on it, so if I disapear, it will be because of this.

Anyways, here is the problem.

1) Out of the blue it just started to shut itself down. Then it would go
from green light to orange light and just keep flicking orange. It didn't
sound like the drive mech was moving anymore. Pushing the eject button
would fail to eject the disk. It is electronically controlled. The orange
light is like the read/write light. So the drive keeps flicking away and I
can't get the removable media out.

2) Needless to say after some fiddling, nothing specific, just pushing
buttons, resetting, power on, off etc. the drive started to work again.
Now of course I didn't remove the media, nope, I wanted to get off some
messages and emails first:-). Of course the drive failed once again shortly
thereafter.

3) This process would continue on and off for over 3 hours until finally it
failed again and it seemed like I was a fool, because it didn't look like I
was going to get the removable out, after I had it in and out many times
and I have a spare one to test with that has nothing of value on it.

4) Well after about 5 hours of failure, I tried it once again, and by
accident I hit the SCSI cable and sure enough, the drive started up again.
There may be a problem with this cable. It is not ribbon based.

5) Simply all I want to know is:

A: Could a defective SCSI cable cause the Syquest to shut down.
B: Why does it appear that I have to have the Syquest attached to a working
Falcon to eject the disk, when I never needed to do this in the past.
C: I know this sounds strange, but unless the drive is attached to the
Falcon, whether the falcon is powered on or off, it will not eject the
medium?

Anyways, since I adjust the cables the 10 hours of horrors has passed and
the drive appears to be working flawless once again. I haven't shut it off
since.

Anyways, this is a good start.
Hope to be able to read the replies:-).

Later Brian.

2653. Re: Syquest 270 meg Removable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-29 00:00:00 UTC
From: Steve Bailey <bailey.steven@sympatico.ca>
Message-ID: <sao04.71846$up3.109800@news21.bellglobal.com>
Source record: 8206

Brian Van TIlborg wrote in message

>A: Could a defective SCSI cable cause the Syquest to shut down.
>B: Why does it appear that I have to have the Syquest attached to a working
> Falcon to eject the disk, when I never needed to do this in the past.
>C: I know this sounds strange, but unless the drive is attached to the
> Falcon, whether the falcon is powered on or off, it will not eject the
> medium?
Brian.

Hello Brian;

A friend of mine had a problem like this a short time ago and it sounds
very similar. So far he has just propped the cable up so it didn't move
around and it hasn't skipped a beat since the last time I saw him. It
doesn't make any sense why the cable has anything to do with it but it works
now and didn't before

Steve

2654. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-29 00:00:00 UTC
From: pls@no.spam
Message-ID: <81tpdq$o1k$1@zharh00t.europe.nortel.com>
Source record: 8207

In article <81hpi6$2pe$2@SOLAIR2.EUnet.yu>, vdjole@EUnet.yu (Djordje Vukovic) wrote:
** My previous post deleted **
>
>When reading some old articles in this newsgroup, I came upon this "12 MHz ST"
>thread that has somehow slipped my attention when it was posted.

It happens, shame you can't get the current stuff.
>
>It sounds interesting- maybe even easier and still giving more performance
>than just speeding the CPU's internal operations to 16MHz.

Yes, it's better than just attacking the CPU, but it may not be easier, there
is a lot more soldering involved.
>
>Can more details be made available? A circuit diagram?

I think the original article was published in a magazine, therefore it is
probably copyrighted. I guess we can talk about it though, perhaps give enough
details, so that a person who has Electronics hardware experience can get the
ST schematics (which are available on some sites) & draw in the modifications
themselves, thus producing their own schematics.

I can start off the discussion. The modified ST needs a new master clock to
replace the internal 32 MHz clock. Since the ST master clock is divided down
to provide all of the internal clocks, a 48 MHz clock will give a CPU clock of
12 MHz.

You need to cut the trace from the 32 MHz clock & feed in your new 48 MHz
clock to the ST's devices. Some devices HAVE to have a particular clock
frequency (for example the 6850 ACIA's for MIDI & keyboard, the floppy disk
controller & the soundchip). You will need to generate a new 8 MHz clock for
the floppy controller, then divide this down to 2 MHz for the soundchip & 500
KHz for the ACIA's.

Lucky for us, the two clock trains do not need to be synchronised.

>Also, what are the consequences?

If you do the modifications, the ST will work 50% faster, but the TV &
monitor scan rates will be 50% faster also, they may not work with your
displays.

> I suspect that the SM124 might have problems with the 50%
>higher scanning rate (overheating?).

Yes, but I think it can be adjusted to compensate.

> I suppose that one gets a small 640x400 picture in the centre of the screen-
>or is there overscan/lacescan software that can handle this?

You can also adjust the ST to get it back to the correct video rates. This is not that easy, but it can be done in several ways. Essentially, you provide the new video rates from a hardware sequencer, which now controls the Shifter & Glue chips. NOTE, this may only be possible on NON STE machines.

> Also, what with the colour video modes? Would the higher scanning rate make
> them more suitable for a standard VGA monitor.

Unless you modify the ST's basic operation, the basic video modes are the same, ie 320x200/640/200 in colour, 640x400 in mono.

You can program the video sequencer to generate new resolutions, you should be able to get higher resolutions, but not colour VGA..

>What about the DMA port, as it seems that this will be accelerated too?
>Will a SCSI adaptor attached to this bus still work- I got the impression
>that this ACSI port is quite sensitive to cable type and length
>(termination problems, maybe?), and this may get worse at higher frequency.

The ACSI port seems to work, at least the small amount of testing I did seems to work fine. The port runs 50% faster also, so the hard disks are transferring data much quicker. Unless your cables are very good, you might get failures. Hopefully, your SCSI disks are up to the job also.

>Is there anything else that does not work?

Perhaps some games/SW that uses timed loops.

Some hardware addons might not like the new reduced access times (remember the whole bus cycle is reduced by 1/3), so your 4 Meg of SIMM memory should be 70nS or better.

>Thanx in advance;

Have fun, ask more questions, & be careful with soldering your ST.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2655. Y2K?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-29 00:00:00 UTC
From: Mustafa Soysal MS57 <msoysal@express.net>
Message-ID: <81v99m$k0m$1@birch.prod.itd.earthlink.net>
Source record: 8208

Any known or expected issues?

2656. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-29 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <81v2eghmd3@SOLAIR2.EUnet.yu>
Source record: 8209

On 29 Nov 1999 11:51:41 , Gerry O'Rourke wrote:

>I can start off the discussion. The modified ST needs a new master clock to
>replace the internal 32 MHz clock. Since the ST master clock is divided down
>to provide all of the internal clocks, a 48 MHz clock will give a CPU clock of
>12 MHz.

Ok, this seems straighforward; replace the clock with a 48MHz one. Any
particular need fot the new clock to be not "48MHz" but "48.**** MHz" ?
(I suspect there is some reason for the "standard" 32.0245MHz, not 32MHz).

By the way, in my particular case it's a Mega ST...

>You need to cut the trace from the 32 MHz clock & feed in your new 48 MHz
>clock to the ST's devices. Some devices HAVE to have a particular clock
>frequency (for example the 6850 ACIA's for MIDI & keyboard, the floppy disk
>controller & the soundchip). You will need to generate a new 8 MHz clock for
>the floppy controller, then divide this down to 2 MHz for the soundchip & 500
>KHz for the ACIA's.

So a little board with 16MHz clock (I need this for the HD floppy I have),
and a divider will do. Or maybe a more elaborate divider to derive
everything from the 48MHz clock.

And then some nicely laid wires to connect to the devices...

Two ACIAs (500KHz), Floppy controller (16/8Mhz), MFP (4MHz), soundchip (2MHz).
I can't see anything else to be fed by special clock frequencies?

>Lucky for us, the two clock trains do not need to be synchronised.

Valuable information.

>If you do the modifications, the ST will work 50% faster, but the TV &
>monitor scan rates will be 50% faster also, they may not work with your
>displays.
>
>> I suspect that the SM124 might have problems with the 50%
>>higher scanning rate (overheating?).
>
>Yes, but I think it can be adjusted to compensate.

What are the chances here that an unmodified SM124 will work-
and stay undamaged? What exactly happens when one connects it to a modified
computer- does the correct picture appear at all? I would like to use the
same monitor with the standard clock, also.

>> I suppose that one gets a small 640x400 picture in the centre of the screen-
>>or is there overscan/lacescan software that can handle this?

Indeed, can overscan (Lacescan, to be more precise) handle a situation
like this, to obtain a higher resolution (I am primarily interested in
mono picture).

>You can also adjust the ST to get it back to the correct video rates. This is
>not that easy, but it can be done in several ways. Essentially, you provide
>the new video rates from a hardware sequencer, which now controls the

Sounds too complicated for what is to be gained. So the whole project will
be viable only if the video can work unmodified.

My basic idea is to get a modest performance gain for a minimal cost.

>> Also, what with the colour video modes? Would the higher scanning rate make
>> them more suitable for a standard VGA monitor.
>
>Unless you modify the ST's basic operation, the basic video modes are the
>same, ie 320x200/640/200 in colour, 640x400 in mono.

What I had in mind was that the scanning rate would be higher now, and maybe
more acceptable, as there were some warnings here that not all VGA monitors
can handle 2x25 fps scanning rate (now it would be 2x37.5 fps).

>The ACSI port seems to work, at least the small amount of testing I did seems
>to work fine. The port runs 50% faster also, so the hard disks are
>transferring data much quicker. Unless your cables are very good, you might
>get failures. Hopefully, your SCSI disks are up to the job also.

So this may emerge as a problem. The disk will probably be OK (a not-too-old
540MB IBM DSAS-3540) , but I don't know about the ACSI cable and the external
Ge-Soft SCSI adaptor. The ACSI cable is currently a 10cm piece of flat cable,
as the hard disk is sitting right on top of the Mega's box.

>>Is there anything else that does not work?
>
>Perhaps some games/SW that uses timed loops.

Hm, how reliable is the whole contraption? I would not like to do it
if it would cause intense overheating or frequent erors. I got the
impression that speeding just the CPU to 16MHz works quite reliably,
but I am not sure about this 12MHz hack.

>Some hardware addons might not like the new reduced access times (remember the
>whole bus cycle is reduced by 1/3), so your 4 Meg of SIMM memory should be
>70nS or better.

Also a possible problem. In my Mega there are quite a lot of individually
soldered RAM chips (for 4MB), and I think they are 150ns ones (will open
the box to see).

>Have fun, ask more questions, & be careful with soldering your ST.

Of course, I can't exactly afford to burn a couple of them right now...

Thanx.

2657. Re: Atari ST 1040 FM $ 150.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-29 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <3841B852.565C@alphalink.com.au>
Source record: 8210
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

> Hi
>
> I have an Atari ST 1040 FM With Mono Monitor and some Music programs
>
> Price $ 150.00 Pickup Only
>
> Ps I also service the Atari St Range of computers
> and have Spare Mono Monitors.

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2658. Re: Syquest 270 meg Removable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-30 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <81v9jt$4gq$1@news.hccnet.nl>
Source record: 8211

Which one is true: B or C, unless something escapes me it can't be both.
If it is B, termination may be the cause.
If termination has gone on the blink in the drive the falcon would probably still terminate the drive, but won't if shut off.
Unfortunately I can't confirm that as a cause since my (old) drive happily ejects without the terminators installed (for what it's worth)(and there are newer versions with a different electronics card too).

Brian Van TIlborg <madmax@bfree.on.ca> wrote in message news:%Xm04.147$zb1.1136@198.235.216.4...
| Hello, I hope I can get some insight here before I push the panic
| button.
|
| I use a Syquest 270 removable with my Falcon computer. And it has all
| my internet files on it, so if I disapear, it will be because of this.
|
| Anyways, here is the problem.
|
| 1) Out of the blue it just started to shut itself down. Then it would go
| from green light to orange light and just keep flicking orange. It didn't
| sound like the drive mech was moving anymore. Pushing the eject button
| would fail to eject the disk. It is electronically controlled. The orange
| light is like the read/write light. So the drive keeps flicking away and I
| can't get the removable media out.
|
| 2) Needless to say after some fiddling, nothing specific, just pushing
| buttons, resetting, power on, off etc. the drive started to work again.
| Now of course I didn't remove the media, nope, I wanted to get off some
| messages and emails first:-). Of course the drive failed once again shortly
| thereafter.
|
| 3) This process would continue on and off for over 3 hours until finally it
| failed again and it seemed like I was a fool, because it didn't look like I
| was going to get the removable out, after I had it in and out many times
| and I have a spare one to test with that has nothing of value on it.
|
| 4) Well after about 5 hours of failure, I tried it once again, and by
| accident I hit the SCSI cable and sure enough, the drive started up again.
| There may be a problem with this cable. It is not ribbon based.
|
| 5) Simply all I want to know is:
|
| A: Could a defective SCSI cable cause the Syquest to shut down.
| B: Why does it appear that I have to have the Syquest attached to a working

| Falcon to eject the disk, when I never needed to do this in the past.
| C: I know this sounds strange, but unless the drive is attached to the
| Falcon, whether the falcon is powered on or off, it will not eject the
| medium?
|
| Anyways, since I adjust the cables the 10 hours of horrors has passed and
| the drive appears to be working flawless once again. I haven't shut it off
| since.
|
| Anyways, this is a good start.
| Hope to be able to read the replies:-).
|
|
| Later Brian.
|

2659. Re: Syquest 270 meg Removable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-30 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <q4S04.424$vd.579@198.235.216.4>
Source record: 8212

Just badly worded.

It wouldn't eject the disk unless it was attached to the falcon.

It didn't matter however if the Falcon was turned on or if the Falcon was
turned off, to get the disk to eject.

If I disconnected the drive from the Falcon it would not eject the disk.

When the drive powered itself down, I couldn't get it to eject at all.
The orange drive light just kept flashing.

On 30 Nov 1999 12:32:31 , "Folkert Rienstra" wrote:
>Which one is true: B or C, unless something escapes me it can't be both.
>If it is B, termination may be the cause.
>If termination has gone on the blink in the drive the falcon would probably still
>terminate the drive, but won't if shut off.

Ok, I follow this clearly.

With bad termination the Falcon can shut the drive down.
Good, this is what I needed to know.

I will assume that the termination went flakey on me.

This is because I don't have a specific termination device on the Syquest.

I never had a problem in over a year.

Thanks for the reply. I know what I am looking for.

Later Brian.

>| 5) Simply all I want to know is:
>|
>| A: Could a defective SCSI cable cause the Syquest to shut down.
>| B: Why does it appear that I have to have the Syquest attached to a working
>| Falcon to eject the disk, when I never needed to do this in the past.
>| C: I know this sounds strange, but unless the drive is attached to the
>| Falcon, whether the falcon is powered on or off, it will not eject the

>|
>| Later Brian.
>|
>
>
>.

2660. TOS2.06 and marpet XTRA-RAM on STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-30 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <38441d61$0$18509@news.zetnet.co.uk>
Source record: 8213

Hi Folks..

Anyone ever had problems with a Marpet 4Mb upgrade on an STFM not getting on with TOS2.06..I'm trying to get a customer's FM working with one of Mario's STFM-IDE/TOS upgrades and it's not liking it much. The interfaces all work fine in another machine, and I have done them before to this type of motherboard and not had problems. The main pain (apart from just how tight it all is to squeeze in the 4Mb SIMM board on to0p of the hard-disk) is the fact that it's not repeatable...sometimes it's OK...sometimes it starts, does the bus scan and polls the drives then four bombs....what does four bombs mean?...Is it a bus error or what....Like I say, it works sometimes and not others...I've checked the soldering and it is fine....I'm getting a bit annoyed...if I had another identical motherboard around I'd try putting the RAM upgrade on that and fitting the IDE interface.....

chrisc

2661. Re: Y2K?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-11-30 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <944070452.18897.0.nnrp-11.9e985e5c@news.demon.co.uk>
Source record: 8214

Mustafa Soysal MS57 <msoysal@express.net> wrote in message
news:81v99m$k0m$1@birch.prod.itd.earthlink.net...
> Any known or expected issues?

Check out http://www.whalley.demon.co.uk/atari/y2k.html

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project:
http://www.whalley.demon.co.uk/atari/mdp/

2662. Re: TOS2.06 and marpet XTRA-RAM on STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-01 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s4964pnm7le41@corp.supernews.com>
Source record: 8215

There is a mod you can do to the reset line that reduces noise. What you describe sounds common to problems occuring when accelerator cards are installed in those machines. I have a text file from the SST installation instructions that explains how to install the mod. It's simple. If your address is good, I'll look for the file and send it to you. It is also included in DoitF030 archive under "Georges Harddisk Fix".

Mike

On 30 Nov 1999 18:54:25 , Chris Crosskey wrote:
>
>Hi Folks..
>
>Anyone ever had problems with a Marpet 4Mb upgrade on an STFM not getting
>on with TOS2.06..I'm trying to get a customer's FM working with one of
>Mario's STFM-IDE/TOS upgrades and it's not liking it much. The interfaces
>all work fine in another machine, and I have done them before to this type
>of motherboard and not had problems. The main pain (apart from just how
>tight it all is to squeeze in the 4Mb SIMM board on to0p of the hard-disk)
>is the fact that it's not repeatable...sometimes it's OK...sometimes it
>starts, does the bus scan and polls the drives then four bombs....what does
>four bombs mean?...Is it a bus error or what....Like I say, it works
>sometimes and not others...I've checked the soldering and it is fine....I'm
>getting a bit annoyed...if I had another identical motherboard around I'd
>try putting the RAM upgrade on that and fitting the IDE interface.....
>
>chrisc
>
>
>.

2663. Re: Atari ST 1040 FM $ 150.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-01 00:00:00 UTC
From: Mark Walford <walford@primus.com.au>
Message-ID: <3844D1C7.53948BC6@primus.com.au>
Source record: 8216
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

you want $150 you joking right??

Ray Whitehurst wrote:
>
> > Hi
> >
> > I have an Atari ST 1040 FM With Mono Monitor and some Music programs
> >
> > Price $ 150.00 Pickup Only
> >
> > Ps I also service the Atari St Range of computers
> > and have Spare Mono Monitors.
>
> Leave Email or Ring on 9 397 7695
> Williamstown, Victoria, Australia
>
> Yours Ray Whitehurst.

2664. Re: Syquest 270 meg Removable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-01 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3844D76C.4A69@ooc.de>
Source record: 8217

Brian Van TIlborg wrote:

> With bad termination the Falcon can shut the drive down.

This is nonsense. Bad termination never will shut a drive down. As long
as no data are transferred bad termination has no influence on any
device at all.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2665. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-01 00:00:00 UTC
From: pls@no.spam
Message-ID: <822qtnedq1@zharh00t.europe.nortel.com>
Source record: 8218

In article <81v2eghmd3@SOLAIR2.EUnet.yu>, vdjole@EUnet.yu (Djordje Vukovic) wrote:
>Ok, this seems straighforward; replace the clock with a 48MHz one. Any
>particular need fot the new clock to be not "48MHz" but "48.**** MHz" ?
>(I suspect there is some reason for the "standard" 32.0245MHz, not 32MHz).
>
This frequency varies slightly from region to region, I believe it has to do
with the TV scan rates. 32.0245 MHz (the exact frequency can be adjusted
with small trimmer capacitors) divides down to 15.625 KHz, the PAL scan rate.
This is to stop lines on TV screens. This is unimportant if you use a monitor.

I believe you can also use a 40 MHz oscillator, to get a 10 MHz ST.
This is what you do if your ST CPU does not work @ 12 MHz. Most 8 MHz CPU's
work to at least 12 MHz. I was told not to go higher than 48 MHz, as there
would be display problems. I will try 64 MHz sometime, but that may involve
more modifications.

>By the way, in my particular case it's a Mega ST...

mmm, plenty of space for add ons.
>
>So a little board with 16MHz clock (I need this for the HD floppy I have),
>and a divider will do. Or maybe a more elaborate divider to derive
>everything from the 48MHz clock.
>

48 does not divide evenly to 16 MHz, unless you use a lot of extra circuitry.
You do need the 16/8 MHz clocks to have a 50/50 on/off period. If you don't
want the expense of an extra oscillator, I guess you could use the original 32
MHz on board oscillator & divide it down.

>What are the chances here that an unmodified SM124 will work-
>and stay undamaged? What exactly happens when one connects it to a modified
>computer- does the correct picture appear at all? I would like to use the
>same monitor with the standard clock, also.
>
I tried this, only for a very short time. The picture appears on screen, but
is "folded" over itself, so the image is not clear. It looks a bit like what
happens sometimes when a game is in the wrong screen resolution. the screen is
unusable in this way, & it is dangerous to the monitor to run it for a while.

If you adjust the SM124, then it will be wrong if you switch back to a
standard clock. this is one situation where a modern multiscan monitor will
probably work better.

>
>Indeed, can overscan (Lacescan, to be more precise) handle a situation

>like this, to obtain a higher resolution (I am primarily interested in
>mono picture).
>
I guess the Lacescan hardware is relatively hardware independant. I don't know how it would react software wise. Perhaps it will work, if so, the resolution on mono might be as high as 960 x 500. I think you are at the limit of the SM124 here. It's time to get a modern SVGA, but I guess the clarity will not be as good.
>
>Sounds too complicated for what is to be gained. So the whole project will
>be viable only if the video can work unmodified.
>
Unfortunately, the video has to be modified, or else you have to get a multiscan that will cover all the new scan rates. At 12 MHz, the new scan rates for low rez will be 23.43 KHz. It it difficult to get monitors that will sync down that low. For mono, the new rate will be around 47 KHz, with a refresh rate of 106 Hz.

It might be cheaper to modify the video timing & use whatever monitors you have. Unfortunately, I don't have the exact details for the video sequencer, I'll need to figure it out some more.

>My basic idea is to get a modest performance gain for a minimal cost.

I guess that means a new monitor is not in the plans.
>
>So this may emerge as a problem. The disk will probably be OK (a not-too-old
>540MB IBM DSAS-3540) , but I don't know about the ACSI cable and the external
>Ge-Soft SCSI adaptor. The ACSI cable is currently a 10cm piece of flat cable,
>as the hard disk is sitting right on top of the Mega's box.

I think it should work OK. My old adapter is a Supra, it worked OK.
>
>Hm, how reliable is the whole contraption? I would not like to do it
>if it would cause intense overheating or frequent erors. I got the
>impression that speeding just the CPU to 16MHz works quite reliably,
>but I am not sure about this 12MHz hack.

I don't think it causes too many heating problems. This modification was first performed on the old STM models. The newer models should be more robust, the chips should be able to work better. It's easy to attach heatsinks to the CPU & other devices if you want to keep them cool.
>
>Also a possible problem. In my Mega there are quite a lot of individually
>soldered RAM chips (for 4MB), and I think they are 150ns ones (will open
>the box to see).

This might be a problem.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2666. Re: Syquest 270 meg Removable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-02 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <nyp14.670$Zc3.642@198.235.216.4>
Source record: 8219

On 1 Dec 1999 09:08:12 +, Uwe Seimet wrote:

>This is nonsense. Bad termination never will shut a drive down. As long
>as no data are transferred bad termination has no influence on any
>device at all.

Bad termination won't shut a drive down. What can happen when data is
transferred and the device has bad termination?

As it is the syquest is still giving me trouble.

The drive hasn't been shutting down while the computer is running, which it
had been doing.

The mech isn't spinning now.
No beep sequence, orange light flashing, won't eject.

Turn Falcon on and

Beep sequence begins, goes to green, will eject if needed.

I am able to use it at the moment.

Later Brian.

>.

2667. Samsung Paper White 19inch Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-02 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Byp14.671$Zc3.642@198.235.216.4>
Source record: 8220

I was in a used computer store and came across one of these monitors atached to some special Samsung network computer. The monitor is remarkably like the TT HI RES 19 inch monitor. SM 195? Can't remember. This monitor only supports 2 colour black and white.

I would tell you more about the computer its attached to but no one seems to know anything. I will get the model of it, I was in a rush, and can't remember it now. Anyways it is not a DOS box.

IT comes with a special card for PCs to use. Is this the same Monitor that Atari Used? Do I have to change the pinouts to get TT high? If I connected it, would I have a 2 Colour TT at 640*480? I would like to get this and use it in TT high. They also have another 19 inch monitor that does grayscale, but it isn't like this. It really looks like the TT monitor.

Any information would be appreciated.

Also if I connected it to the TT, could I damage the TT or the monitor?

I know I should have more information such as Make model, etc. but that is what happens when you stop into a computer store you have never been in before on a whim, just 15 minutes before you have to get to work, and work is 12 minutes away:-).

Later Brian.

2668. Re: Syquest 270 meg Removable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-02 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3846A2AD.2CDE@ooc.de>
Source record: 8221

Brian Van TIlborg wrote:

> Bad termination won't shut a drive down. What can happen when data is
> transferred and the device has bad termination?

Then data can get lost.

> The mech isn't spinning now.
> No beep sequence, orange light flashing, won't eject.
>
> Turn Falcon on and
>
> Beep sequence begins, goes to green, will eject if needed.
>
> I am able to use it at the moment.

Sounds like something is wrong with the cable. A short circuit for
example. In any case this is not the normal behaviour of a Syquest drive
connected to a Falcon.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2669. .ST File to ST readable Disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-02 00:00:00 UTC
From: Jon Black <Black@Hotmail.com>
Message-ID: <8263n3$n7n$1@phunn1.sbphrd.com>
Source record: 8222
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech

Hi all

I'm having great difficulty converting .ST game images into a floppy disk
to use with an original ST.

I'm using Makedisk, if the image has the standard 80/9 format the disk is
created with no erros but the ST will not boot from the floppy and if you
try and load the game from the floppy Icon the disk drive won't read it
properly and the game will bomb out while loading.

If the .st image is not a no standard format like 82/9 and I tell makediske
to us this format I get sector not founds errors etc all through the
creation process. If I force makedisk to use the standard 80/9 format then
the disk is created without errors but the ST then sees it as empty.

I've tried formating the floppies using dos switches to force 82 tracks and
9 sectors etc but then I get a drive incompatible error or just incompatible
settings and dos stops before the format begins.

I've tried four different PCs with dos 6.22, win95, win98 and win NT
I've tried to read the disks in a Mega ST DS/DD drive, STM SS/DD External
Drive, STFM DS/DD Drive and an DS/DD ST compatible drive of unknown make.
I've used DS/DD disks and HD/DD disks all with no success.

What am I doing wrong? I have four STs but very limited software which I'm
very bored of, I've downloaded games which I bought and enjoyed years ago
but I cannot get them over to the STs, so unless I can figure this out there
not going to be much use.

any help would be greatly appreciated.
Carson80

--
The opinions expressed in this communication are my own, and do not
necessarily reflect those of my employer.

2670. Re: FREE tweety board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-02 00:00:00 UTC
From: Jon Black <Black@Hotmail.com>
Message-ID: <82641m$nd1$1@phunn1.sbphrd.com>
Source record: 8223
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Mark

What is tweety board?I've heard the name before
What is it mostly used for

Thanks

--
The opinions expressed in this communication are my own, and do not
necessarily reflect those of my employer.
Particle Salad wrote in message <3840A7E4.58B58F89@earthlink.net>...
>It's not in great shape.. I don't know if it works. There are several
>pins that are missing on the connector that connects to the ST, so
>you'll need to figure out a way to fix it.
>
>That's why it's free.. not that it's worth a whole bunch anyway..
>
>First one to email me with their address gets it.
>
>-Mark
>
>--
>~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>Particle Salad/ Noom Room Studio
>http://home.earthlink.net/~psalad
>mp3 songs:
>http://www.mp3.com/particlesalad
>~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>
>
>

2671. Re: FREE tweety board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-02 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <3846D045.AB992639@free.fr>
Source record: 8224
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Jon Black a ï¿½crit :
>
> Hi Mark
>
> What is tweety board?I've heard the name before
> What is it mostly used for
>

It's a rather useless sound expansion board that gives stereo outputs to
non-STE machines.

--
||| Nicholas Bales, Toulouse, France
===|||=========================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr
```

2672. Re: TOS2.06 and marpet XTRA-RAM on STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-02 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3846ead6$0$29631@news.zetnet.co.uk>
Source record: 8225

Hi Mikey....

I've had problems with some of my email last couple iof days and m,ight
have missed it....can you re-send please....It might well be an earthing
issue with the memory board as well...

chrisc

On 1 Dec 1999 03:40:09 G, Mikey wrote:
>
>There is a mod you can do to the reset line that reduces noise. What
>you describe sounds common to problems occuring when accelerator cards
>are installed in those machines. I have a text file from the SST
>installation instructions that explains how to install the mod. It's
>simple. If your address is good, I'll look for the file and send it to
>you. It is also included in DoitF030 archive under "Georges Harddisk
>Fix".
>
>Mike
>
>On 30 Nov 1999 18:54:25 , Chris Crosskey wrote:
>>
>>Hi Folks..
>>
>>Anyone ever had problems with a Marpet 4Mb upgrade on an STFM not getting
>>on with TOS2.06..I'm trying to get a customer's FM working with one of
>>Mario's STFM-IDE/TOS upgrades and it's not liking it much. The interfaces
>>all work fine in another machine, and I have done them before to this type
>>of motherboard and not had problems. The main pain (apart from just how
>>tight it all is to squeeze in the 4Mb SIMM board on to0p of the hard-disk)
>>is the fact that it's not repeatable...sometimes it's OK...sometimes it
>>starts, does the bus scan and polls the drives then four bombs....what does
>>four bombs mean?...Is it a bus error or what....Like I say, it works
>>sometimes and not others...I've checked the soldering and it is fine....I'm
>>getting a bit annoyed...if I had another identical motherboard around I'd
>>try putting the RAM upgrade on that and fitting the IDE interface.....
>>
>>chrisc
>>
>>
>>.
>.

2673. 16/32 Systems Area

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-02 00:00:00 UTC
From: Nick Harlow <nick.harlow@cableinet.co.uk>
Message-ID: <826t40$r35$2@news1.cableinet.co.uk>
Source record: 8226

The pages are slowly going up at www.1632systems.co.uk, we now have Jaguar and Lynx FAQ pages which will be updated, plus helpfiles.

In addition if you follow the links to the Atari Catalogue you will find a new area in the Lynx Games section called Unboxed Lynx Games with prices from 3.99 (UK pounds). Stocks are limited, so first come first served. The address for those who wish to jump striaght away is http://catalog.zen.co.uk/actinic/1632Systems/16_32_Catalogue_Unboxed_Lynx_Games_18.html

The second hand used lists should be going up this weekend, networks allowing.

Please keep me informed of any comments as they are appreciated.
Email nick@1632systems.co.uk

Nick Harlow
16/32 Systems

2674. Re: ADELE STEPHENS HARDCORE 72348

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-03 00:00:00 UTC
From: swampfax@earthlink.net
Message-ID: <827ntj$3ah$1@holly.prod.itd.earthlink.net>
Source record: 8227

GET THIS CRAP OUT OF HERE!!!!!!!!!!!

On 1 Dec 1999 21:46:28 -, newukbabe@heat.com wrote:
>Click any of these links to see hardcore action shots of top UK models - This is the real thing !
>
>AND ITS FREE !!!!!
>
>http://website.lineone.net/~freshjuicex/jg/title.htm
>http://website.lineone.net/~freshjuicex/linsey
>http://website.lineone.net/~freshjuicex/adele
>
>
>
>7:r$DR@wno
>.

2675. Re: FREE tweety board

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <7dK14.373$Vf2.405@198.235.216.4>
Source record: 8228

On 2 Dec 1999 15:42:44 -, "Jon Black" wrote:
>Hi Mark
>
>What is tweety board?I've heard the name before
>What is it mostly used for
>

The tweety board is a hardware modification for the Atari ST and MegaST.
It creates (correct me if wrong) 3 channel stereo sound. This makes the ST
sound chip sound much better, especially through speakers that connect to
the tweety boards RCA jacks. IIRC it doesn't handle sampled sound all that
well, breaking up the sample in an ugly fashion. Also IIRC it can be turned
off if it interferes.

It is an ok, device, not perfect and I don't know of any others that gave
the ST stereo sound.

Later Brian.

>
>.

2676. need Atari 1040ST drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-03 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3847E338.15B38BC4@forestmeister.com>
Source record: 8229
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

I need, preferably an ST hard drive, or at least an external floppy.

Until 1993 or so, I used a 1040St with an external floppy and a custom build hard drive. The hard drive died, and then I bought a Pentium.

But I programmed on ST and have a need to update some old software that I created back then.

So, I'm looking for a hard drive for the ST, either an ST hard drive or a custom built one. I'd also need whatever software it would take to get the hard drive working. I doubt that I could find whatever I used back then.

If I can't find a hard drive, I'll consider buying an external floppy. Shortly after my hard drive died, I continued to program using 2 floppies. But now I can't get that old external floppy to work. The light comes on and I can hear a hum, but it won't read any floppies. Might it be reparable, or maybe it just needs a good cleaning?

I've got Gemulator98 installed on my PC but so far I've had no luck in getting my Megamax Laser C to work with, even with the help of the author of Gemulator. The author of Gemulator says he uses Laser C on his PC but for me- it crashes Gemulator. Any advice on this issue?

Even if I can get Laser C working on Gemulator, I'll have another problem- getting my HP4p printer to think it's an ancient HP FX printer. HP sells an FX emulator for the 4p laserjet, but for $200!

--
Joe Zorzin

2677. Problem with Maxtor 7213S on a Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-03 00:00:00 UTC
From: Bob Tapp <rtapp@uvic.ca>
Message-ID: <8290dr$v48$1@uvaix7e1.comp.UVic.CA>
Source record: 8230

Has anyone been able to get a Maxtor 7213S or similar drive to work with the Mega STe internal SCSI host adapter?

I have one that works fine on the Adaptec 2940 adapter in my PC, but not on the Mega STe's internal adapter.

The drive has no terminators, no address jumpers (SCSI ID of 0) and has the "parity disable" jumper installed.

On the Mega STe, the original Seagate ST257N is recognized ok on start-up, but when I swap it with the Maxtor, I get the "Unit 0 not available" message.

The SCSI cable is a standard ribbon cable about 12 inches long.

Thanks for any advice.

Bob Tapp, University of Victoria

2678. Re: TOS2.06 and marpet XTRA-RAM on STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-03 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <829apnlc1@newsg1.svr.pol.co.uk>
Source record: 8231

On 30 Nov 1999 18:54:25 , Chris Crosskey wrote:
:>
:>Hi Folks..

:>Anyone ever had problems with a Marpet 4Mb upgrade on an STFM not getting
:>on with TOS2.06..

Tried some different SIMMS??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2679. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-03 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <829a4s$ha7$1@SOLAIR2.EUnet.yu>
Source record: 8232

On 1 Dec 1999 09:47:54 G, Gerry O'Rourke wrote:
>>(I suspect there is some reason for the "standard" 32.0245MHz, not 32MHz).
>>
>This frequency varies slightly from region to region, I believe it has to do
>with the TV scan rates. 32.0245 MHz (the exact frequency can be adjusted

I thought it was something like this.

>I believe you can also use a 40 MHz oscillator, to get a 10 MHz ST.
>This is what you do if your ST CPU does not work @ 12 MHz. Most 8 MHz CPU's
>work to at least 12 MHz. I was told not to go higher than 48 MHz, as there
>would be display problems. I will try 64 MHz sometime, but that may involve
>more modifications.

This 40MHz variant is interesting, too. It should give 25% performance increase, but with (I hope) less problems with video, memory-chip speed, etc. If it will work with Lacescan (I have it installed already), it should be just enough for a 800x600 monochrome display, which I am sure some programs, like Megapaint will like (Megapaint does not like my present overscanned 672x472 resolution).

>>Or maybe a more elaborate divider to derive everything from the 48MHz clock.
>48 does not divide evenly to 16 MHz, unless you use a lot of extra circuitry.

Ah, that's true, I did not think too good.

>>What are the chances here that an unmodified SM124 will work-
>>and stay undamaged? What exactly happens when one connects it to a modified
>>computer- does the correct picture appear at all? I would like to use the
>>same monitor with the standard clock, also.
>>
>I tried this, only for a very short time. The picture appears on screen, but
>is "folded" over itself, so the image is not clear.

This "folded over" picture sounds like the effects one get with overscan circuitry- maybe the software setup for overscan, which can shift the picture within the time-frame of a scanline can correct this. Then remains only the overheating problem.

With 40Mhz clock refresh rate would be about 88Hz, hopefully SM124 can handle this? And what about the colour mode- I use the RGB inputs (SCART) on a Sony TV when occasionally I need colour; with the new circuitry the refresh would be slightly above 60Hz. Is there a possibility that Sony can handle this- I got the impression tht they can all go at least to 60Hz refresh (2x30Hz interlaced), because of American users.

Anyway, the general idea, If I try this, is to make the clock switchable,
so that I can revert to original 32MHz.

Regards;

2680. MegaST keyboard connector

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-04 00:00:00 UTC
From: demetrio@home.com
Message-ID: <38493747.172010572@news.rdc1.ab.wave.home.com>
Source record: 8233

>Just bought a vintage MegaST4, complete with Genlock system (I don't
>know what to do with it, I'm using the computer for Notator,
>anyway...). The system came with a very noisy Megafile60 (the fan is a
>retrofit and is overkill and is the noisy part).

>So I want to get a longer cable for the keyboard and the monitor so I
>can put the CPU and Megafile in another room and just work with the
>keyboard/mouse and monitor. I looked at the connectors on the ends of
>the keyboard umbilical cord and saw that it had 6 contacts, different
>from the 4-contact phone connector and the more-than-6-contacts RJ45
>connectors on modern network cables.
>
>What is the 6-contact keyboard connector called and, if I were to find
>a cable with those connectors on its ends, how long can I make the
>cable and still have the keyboard/mouse work?
>
>Thanks for your help,
>
>Demzy
>
>
>.

2681. suggestions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-04 00:00:00 UTC
From: Michael Brent <mbrent@inreach.com>
Message-ID: <38494D0A.633C@inreach.com>
Source record: 8234

Hi Group,
Just got a Mega4 st computer from a friend. It has no hard drive
or modem or CD rom. I have an old NEC 3d Multisync monitor that I waNT
to hook up to it, but I have no cable (omniswitch.) I don't want TWO
monitors on my desk, if just the ONE Nec will do the trick.
What is the best equipment, (size, brand, speed,etc.) I can get
for this Mega4 ST ??

Thanks.....
Mike

2682. Re: 'Red' missing on VGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-04 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <944333830-067242AEicMi@xs4all.nl>
Source record: 8235

I have a falcon connected to a one year old Smile 15" VGA monitor.
For some weeks now the 'red' is missing, most of the time, but not
always.
This gave me the impression that the Red signal is missing somewhere,
so I changed the VGA adaptor for another one, to no avail.
Today I checked the falcons PCB and the 15pin DB connector, but
everything seems to be ok. Since the falcon is my only computer
I'm unable to check whether it is the monitor or the Falcon that
needs repair. Now what can I do to check this out? I have a scope,
but what does a correct 'red' signal look like?

Regards,
Guido
--

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
---------->Total Harmonic Distortion<-----------

2683. DOIT-Archive

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e2b048.s26p2i2nwccgN%doitarchive@atari-computer.de>
Source record: 8236
Cross-posted to: comp.sys.atari.st.tech,ger.atari,de.comp.sys.atari

DOITF030 HTML V 6.6.8 Hardware Tip & Tricks Atari Falcon F030

Sie werden in DOITF030 alle Kabel- und Schnittstellenbelegungen
neben den Custom Chips und ihrer Beschreibung finden. Auch viele
Bau- und Umbauanleitungen zum Atari Falcon F030. Insidertips und
komplette Reparaturanleitungen runden das Angebot ganz sicher ab.
Highlight dieses Archives sind umfangreiche Reparaturanleitungen fï¿½r
fast alle Subsysteme inkl. einer genauen Bauteilebeschreibung. Neben
Tips zum Massenspeicheranschluï¿½, der Ramerweiterungen und dem Einbau
diverser Beschleuniger, finden Sie hier auch sehr ausfï¿½hrliche
Umbauanleitungen der letzten originalen Atari Maschine in andere
Gehï¿½use. Video-, SCSI- und IDE-Adapter in genauer Beschreibung sind
ebenfalls vorhanden.

DOIT_ST_ HTML V 2.7.5 Hardware Tips & Trick Atari ST Serie

DOIT_ST enthï¿½lt Tips & Tricks rund um die Hardware der ST-, TT- Mega-
Serie. Pinbelegungen der meisten Customchips, komplette Beschreibungen
einzelner Systemteile, Reparaturanleitungen und Bauanleitungen fï¿½r
Zusatzhardware. Das Archiv ist keine Abwandlung oder eine Fotokopie der
technischen Dokumentation von Atari.
DOIT_ST ist vom Anwender fï¿½r Anwender.

DOITMAC_ HTML V 1.5.1 Tips & Tricks zum PowerMac

Sie werden in DOIT_MAC viele Kabel- und Schnittstellenbelegungen
neben ihrer genauen Beschreibung finden. Ebenso viele Tips & Tricks
sowie kleinere Umbauanleitungen zum Apple PowerMac oder PowerBook.
Speichererweitung, wo muï¿½ was rein, Batterien, Netzwerk, USB, Adapter
komplette Beschreibung der Monitoradapter, Systemsoftware uvm.
Allgemeine Daten und Insidertips runden das Angebot ganz sicher ab.
DOIT-Mac ist fï¿½r Ein- und Umsteiger, aber auch fï¿½r Fortgeschrittene
die das ein oder andere Problem haben.

DOITSOFT_ HTML V 1.6 Informationen ï¿½ber Atari Software CD-ROMs

Eine Zusammenstellung und Zusammenfassung von Informationen
und Inhalte verschiedener CD-ROMs mit Atari Software. Sicher lï¿½ngst
nicht alle, das liegt aber an Euch. Ich kann und will nicht alles
kaufen.

PROFIJAG_ HTML V 2.7 Tips & Tricks zur Atari Jaguar 64 Bit Hardware

Sie werden in PROFIJAG alle Kabel- und Schnittstellenbelegungen
sowie auch Teilweise die Originalschaltung neben den Custom Chips
und ihrer Beschreibung finden. Bau- und Umbauanleitungen zum Atari

64-Bit JAGUAR. Insidertips, komplette Reparaturanleitungen fï¿½r alle Systemteile der Konsole, farbig bebilderte Beschreibungen aller mï¿½glichen Videoanschluï¿½kabel zï¿½hlen zu den Highlights dieses Archivs.

DOITLYNX_ HTML V 1.7 Die Reparaturanleitung zum Atari LYNX Handheld

DOITLYNX enthï¿½lt neben den Pinbelegungen aller Schnittstellen auch die vollstï¿½ndige Pinbelegungen der Custom Chips, des Modulports und des LCD-Displays. Von allen Baugruppen sollte sich so eine Beschreibung finden lassen. Komplette Reparaturanleitungen fï¿½r Video, Sound und Stromversorgungsteil empfand ich bei der Herstellung des Archives als Pflicht.

DOITSPEED_ HTML V 1.5 Atari, Mac ISDN und der Hagenuk SpeedDragon

AT-Kommandos, kurze Beschreibungen der wichtigsten Dinge.
Inbetriebnahme und wie man es vermeidet lange Sinnlos zu suchen.
DOITSPEED ist eine Kurzanleitung zum Speed Dragon, enthï¿½lt Tips zum Betrieb und Anschluï¿½ fï¿½r Atari und Macintosh. Informationen zur Steuersoftware fï¿½r Atari und Mac.

DOITDRIVE_ HTML V 1.4 Allgemeines zum Festplattenanschuï¿½

Allgemeines zum einfacheren Handling von IDE und SCSI Festplatten.
Nicht Plattform abhï¿½nging geschrieben. Enthï¿½lt Jumperbeschreibungen, einfache Richtlinien, alles zu Terminierung und diverse Tips aus Benutzersicht.

http://www.atari-computer.de/doitarchive/info.htm
http://home.arcor-online.de/doitarchive/index.htm
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2684. Re: 'Red' missing on VGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-04 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <3849766F.E8B01FFA@sidra.si>
Source record: 8237

Try twisting monitor's cable at both ends.
If red component returns/dissapears while diong that, you have found
your source of trouble-cable.
I have encountered that many times. Cables usually break at the computer
end or near ferrite rod on the cable, if there is one.

Regards,

Branko

Guido Goebertus wrote:

> I have a falcon connected to a one year old Smile 15" VGA monitor.
> For some weeks now the 'red' is missing, most of the time, but not
> always.
> This gave me the impression that the Red signal is missing somewhere,
> so I changed the VGA adaptor for another one, to no avail.
> Today I checked the falcons PCB and the 15pin DB connector, but
> everything seems to be ok. Since the falcon is my only computer
> I'm unable to check whether it is the monitor or the Falcon that
> needs repair. Now what can I do to check this out? I have a scope,
> but what does a correct 'red' signal look like?
>
> Regards,
> Guido
> --
>
> \|/
> (o o)
> --oOOO---OOOo--------------/|\-Falcon----------
>
> L ||||||||||||||||||||||||||||||||||||||||||||
> db -50 -40 -30 -24 -18 -12 -6 0 over
> R ||||||||||||||||||||||||||||||||||||||||||||
>
> ------Guido Goebertus THD Studio Amsterdam------
> ---------->Total Harmonic Distortion<-----------

2685. Re: 'Red' missing on VGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e2b939.1jg7gjv19dlkg0N%doitarchive@atari-computer.de>
Source record: 8238

Guido Goebertus <guidogoe@xs4all.nl> wrote:

> I have a falcon connected to a one year old Smile 15" VGA monitor.
> For some weeks now the 'red' is missing, most of the time, but not
> always.

Try another monitor, make sure that isnï¿½t a problem of the falcon.

Check monitor wire, both endï¿½s if you can.

> This gave me the impression that the Red signal is missing somewhere,
> so I changed the VGA adaptor for another one, to no avail.
> Today I checked the falcons PCB and the 15pin DB connector, but
> everything seems to be ok. Since the falcon is my only computer
> I'm unable to check whether it is the monitor or the Falcon that

Otherway, check monitor on any other computer.
I think thatï¿½s more a problem of the monitor.

Never hear anytime that the falcon only lost one color.
Mo informations about falcon video -> DOITF030

> needs repair. Now what can I do to check this out? I have a scope,
> but what does a correct 'red' signal look like?

Canï¿½t display waveforms here.
Connect falcon via RF lead to an TV, check colors.

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2686. Extending the monitor cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: demetrio@home.com
Message-ID: <384a0fdd.227464816@news.rdc1.ab.wave.home.com>
Source record: 8239

Is there an extender available for the monitor connector on a MegaST?
I want to put the CPU and [more importantly due to its noise) a
Megafile in another room and just the monitor and keyboard/mouse in my
studio. I found that I can use a phone extension on the keyboard. Now
I just need an extension for the monitor.

What can I use?

Demzy

2687. Re: Extending the monitor cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e2c49g.1awuxod1amdwlcN%doitarchive@atari-computer.de>
Source record: 8240

Demzy <demetrio@home.com> wrote:

> Is there an extender available for the monitor connector on a MegaST?
> I want to put the CPU and [more importantly due to its noise) a
> Megafile in another room and just the monitor and keyboard/mouse in my
> studio. I found that I can use a phone extension on the keyboard. Now
> I just need an extension for the monitor.

I donï¿½t know how you can get an extension lead for 13 pin atari, some dealers have some if atari was "brand new". These days i canï¿½t only say "self made"

Needs 13 pin atari mal DIN plug, 14 pin shieldet cable, 13 pin female Atari plug. All wires connectet 1:1. Male 13 pin connectors can be found at conrad electronics (www.conrad.de) but iï¿½m not shure female plugs too..

Ask Brad Koda from best electronics for lead/ or both plugs.

Last but not least, all cables longer as 2 meter can, but not must work! You got interferences with long monitor cable. Signals are not amplified. Same with keyboard.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2688. Re: Atari ST 1040 FM $ 150.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: Hyperion <spam@spam.spam>
Message-ID: <mpr24.220$TX4.2888@nsw.nnrp.telstra.net>
Source record: 8241
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

Mark Walford wrote in message <3844D1C7.53948BC6@primus.com.au>...
>you want $150 you joking right??
>
>Ray Whitehurst wrote:
>>
>> > Hi
>> >
>> > I have an Atari ST 1040 FM With Mono Monitor and some Music programs
>> >
>> > Price $ 150.00 Pickup Only
>> >

Yes, it is some kind of sick joke, surely??

2689. Re: Atari ST 1040 FM $ 150.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: Ross Vumbaca <rossv@antispam.fl.net.au>
Message-ID: <384A5DE5.2B6604F7@antispam.fl.net.au>
Source record: 8242
Cross-posted to: aus.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Hyperion wrote:

> >> > Hi
> >> >
> >> > I have an Atari ST 1040 FM With Mono Monitor and some Music programs
> >> >
> >> > Price $ 150.00 Pickup Only
> >> >
>
> Yes, it is some kind of sick joke, surely??

This just like those people who try to flog A500's for 300$... I really
wonder about people sometimes..

Regards,

Ross...

2690. ET4000/MEGA4000 data & ideas wanted for exp card...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <384A8671.614E95A1@sidra.si>
Source record: 8243

Hi to all,

I have finished schematics for expansion card for Atari ST, which I intend to publish on the Web (schematics, PCB files etc.) with the exception of the small key IC which would be available at a small fee (I was thinking of something around 30 DM or so).

Technical data is:

-16 Mb SIMM, out of which 14 are used. lowest 4 Mb are used as an read shadow of original ST RAM. This also means that ST must be expanded to 4Mb, but that should not be a problem nowadays... Upper 2 Mbytes are currently unused, but they could be neatly used to shadow RAM on the ET4000 VGA card. This could speed up communication with ET4000 substantially. Unfortunately, I don't have any data on ET4000 nor MEGA4000 interface, which I need in order to implement this...
Of total RAM only lower 4M can be used in traditional way (DMA ops., screen memory etc.) and upper 10 Mb are accesible from CPU's side only. I was told that this was not a serious restriction. I was hoping that I could use uppermost 2 Mb as a shadow RAM for ET4000 frame buffer, but I need more data for that...

- FPU socket for 68881 or 68882. Only PGA socket is supported, since I don't have pinout for PLCC version. If anyone has PLCC pinout, please email it to me.

- sockets for four fast FLASH memories 29F010A from AMD (128 K x 8-45 ns acces time). This means up to 1/2 Mb total can be on the card. Tos switching is not supported, so one can't use old TOS's with the card as this would made things too complicate and seems unnecessary at this point.

- at present card does not support blitter. Since CPU will work on 32MHz (and hopefully on 64 MHz :-) blitter would slow the animation, so it does not seem as a serious limitation. Trouble is in the fact that since card is shadowing the main 4 Mb RAM, it would have to make changes in it's shadow memory every time when blitter writes anything in the ST's 4 Mb...
Things are further complicated by the fact that blitter can write anything anywhere and not only in low 4Mb RAM...
If I find suitable solution, I will implement this. DMA channel should be snooped, though. This means that every DMA write to main 4Mb will be copied to card's memory in order to keep shadow RAM consistent with main memory.

- write latch for latching any write cycle to the rest of ST's circuitry or main 4 Mb RAM residing on ST (could be neatly used for ET4000 as well, if I get the needed data) This means that when CPU on card is writing data to slow external devices. write latch takes over the data and frees CPU for next instruction. Special circutry then takes care for latched data and performs a write cycle.

- dual IDE port, each capable of fastest PIO transfers and each with second onnector for small 2.5" drive. I have realised the second channel hardware and expect from others to write suitable drivers for ST...
-Inside key IC (PIC12C508) there should be enough space for RTC and maybe for a few bytes of nonvolatile memory, if anyone finds use for this...

-card should behave on the 68000 bus inside ST pretty much like any ordinary 68000. This means that one can increase ST's frequencu with 48 MHz or higher, This would off course enable higher resolutions and faste data transfer between card and the res of the machine. CPU inside the card off course works on it's own clock, but the circuitry responsible for bus operatins on old 68000 bus will transfer data faster...

I did not went into troubles with implementing some kind of Overscan or other graphic improvements, since these would made things too complicate. I think it's best to leave them for possible further enhancements. Objective of this card was to succede old IDE cards with TOS 2.06 with higher CPU speed, better IDE expansion, FPU and more RAM. RTC is just side-effect of key IC.
But OTOH, implementing enhanced ET4000 interface would not ask for many additional components, as practically everything needed is on the card already. Also I did not want to bother with Coldfire instead of good old 68000, even though it should be some 5x faster (MCF5102), as this would complicate things much more and there are many other bottlenecks that would limit resulting speed.

If anyone has a neat idea of something interesting that could be implemented without too much bother, it would be welcome.
As said in subject line, I would be very grateful for additional info on ET4000 and MEGA4000 (registers, addresses, ISA connection etc.). I have tried to contact Torsten Lang about this through several email addresses, but have not succeded.
It would be nice to know more about signalling between ST's chips during DMA transfer (communication between GLUE, DMA and MMU), but even if I don't receive any help on this I can get through this one by myself...

Best regards to all,

Branko

2691. Re: suggestions

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <38496696.1AF22F41@free.fr>
Source record: 8244

Michael Brent a ï¿½crit :
>
> Hi Group,
> Just got a Mega4 st computer from a friend. It has no hard drive

Check out the quick FAQ. You'll want a SCSI adapter and a SCSI external drive, or an internal IDE adapter with an IDE drive.

> or modem

Any PC modem will do, but speed is limited to 19200 bps.

> or CD rom.

You would need a SCSI adapter for this, but you can get away without a CD-ROM on an Atari. It's not very useful unless you have a lot of CDs to read. In this case, go the SCSI route.

> I have an old NEC 3d Multisync monitor that I waNT
> to hook up to it, but I have no cable (omniswitch.)

There are plans for on in the QuicK FAQ.

> I don't want TWO
> monitors on my desk, if just the ONE Nec will do the trick.
> What is the best equipment, (size, brand, speed,etc.) I can get
> for this Mega4 ST ??

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2692. Re: MegaST keyboard connector

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <38496721.424C5AC6@free.fr>
Source record: 8245

Demzy a ï¿½crit :
>
> >Just bought a vintage MegaST4, complete with Genlock system (I don't
> >know what to do with it, I'm using the computer for Notator,
> >anyway...). The system came with a very noisy Megafile60 (the fan is a
> >retrofit and is overkill and is the noisy part).
>
> >So I want to get a longer cable for the keyboard and the monitor so I
> >can put the CPU and Megafile in another room and just work with the
> >keyboard/mouse and monitor. I looked at the connectors on the ends of
> >the keyboard umbilical cord and saw that it had 6 contacts, different
> >from the 4-contact phone connector and the more-than-6-contacts RJ45
> >connectors on modern network cables.
> >
> >What is the 6-contact keyboard connector called and, if I were to find
> >a cable with those connectors on its ends, how long can I make the
> >cable and still have the keyboard/mouse work?
> >

The cable is one of those used for telephones, but I'm not sure if it's cabled correctly. Chances are that a pin to pin extension cable will work.

Unless you live under the tropics, you can also probably get away with just disconnecting the fan. There's no reason a Mega ST should need one if the STF or STE didn't.

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2693. Re: 'Red' missing on VGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <944424182-010441AEicMi@xs4all.nl>
Source record: 8246

'Sage' wrote (by PM):

> I'm not familiar with the Smile monitors, but these symptoms are
>often caused by cracked solder joints on the small circuit board at the
>gun end of the CRT. Don't mess around in there if you don't know what
>you're doing!!!! But, if you do, just re-soldering these joints can often
>fix this kind of problem.

Today I checked the Smile ant the circuit board on the CRT, and there's
no way to repair this board. All connectors were fixed very tight, by
melting the plastic a little, and all was very heavily shielded. So I quess
this isn't the problem either.
The story continious. As does my rather 'spooky' screen.

Robert wrote:

>Can`t display waveforms here.
>Connect falcon via RF lead to an TV, check colors.

Good advice! But, unfortunately my TV set went broke yesterday.
This is a conspiracy!

Groeten
Guido
--

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
---------->Total Harmonic Distortion<-----------

Groeten
Guido
--

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
----------->Total Harmonic Distortion<-----------

2694. FS/T Atari ST & TT Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: Jim Lazarenko <jim_l@NOSPAM.telusplanet.net>
Message-ID: <guB24.25329$n3.353760@news1.telusplanet.net>
Source record: 8247
Cross-posted to:
alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.atari,rec.games.video.classic

I have small quantities of the following Atari ST & TT monitors for sale. All units have been cleaned and detailed, and in good or better condition, but without boxes unless noted. These units were from a local Atari software developer who has now cleaned out their stored Atari items, so all are in great shape. If you have any questions in regards to unit condition, please feel free to ask.

All offers should be made in U.S. funds with the buyer paying shipping. I am also willing to trade for certain items, please see my list at the end of this post.

If you are interested in any of these items, please respond to Jim at classic.games@NOSPAM.telusplanet.net (removing the NOSPAM first). Or email me if you would like a current listing of items I have for other systems (Atari 2600/5200/7800, Colecovision, Intellivision, Classic Computer, Vectrex or Handheld games) sent to you, please specify system.

Hardware Please make an offer
==========
- Atari SC1224 Monitors 13" ST Color Monitor
- Atari PCT1426 Monitors 14" High Resolution TT/PC Color Monitor
- Viking 1280 x 960 20" Monochrome TT Monitors - In original boxes

Trades
==========
I am also willing to trade for rare or shrink-wrapped/sealed titles for...
- Intellivision, Colecovision, Vectrex or various Atari systems
- Shrink-wrapped Intellivision NHL Hockey or PGA Golf
- Shrink-wrapped or mint SEARS Telegames for the Intellivision
- Shrink-wrapped or mint DigiPlay games for the Intellivision
- Shrink-wrapped or mint Intellivision Tutankhman, Super Cobra or Popeye
- Intellivision Congo Bongo, Draughts, Triple Challenge and Fathom
- Rarer Mattel and Coleco Handhelds (a list is available upon request).
- A complete brown variation of the Intellivision ECS
- A World Book Tutorvision (Intellivision III Clone)
- A complete Atari Jaguar and Jaguar CD Unit
- A working Vectrex controller
- A working DSS Satellite Receiver
- Working DSS H or HU Cards
- And of course the ever popular, original Intellivision keyboard (should I be so lucky :).

2695. Re: ET4000/MEGA4000 data & ideas wanted for

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: ash@elysium83.freeserve.co.uk
Message-ID: <82eoqneou1@news7.svr.pol.co.uk>
Source record: 8248

On 5 Dec 1999 16:36:18 +, Branko Badrljica wrote:
>Hi to all,
>
>I have finished schematics for expansion card for Atari ST, which I
>intend to publish on the Web (schematics, PCB files etc.) with the
>exception of the small key IC which would be available at a small fee (I
>was thinking of something around 30 DM or so).

I'm not able to help from a technical point of view, but this is a
very interesting project, and I personally know at least one STe user
(it will work on an STe won't it?) that would be interested :-)

Keep us posted...

Ashley

2696. Re: Problem with Maxtor 7213S on a Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-05 00:00:00 UTC
From: Rudy <rudy51@newsfeeds.com>
Message-ID: <384b12b4$1_7@goliath.newsfeeds.com>
Source record: 8249

Bob,

I had a Maxtor that I had the same problem with and can't remember _exactly_
why it won't work, I seem to remember it was a power issue.

I brought in external power to the drive and it worked fine. Of course that
was a messy arrangement so I bit the bullet and mounted the drive in an
external case with the ICD Link SCSI adapter.

The drive and similar Maxtor drives work with the Atari - they just don't
like to be mounted internally.

Rudy
rudy51@newsfeeds.com

"Bob Tapp" <rtapp@uvic.ca> wrote in message
news:8290dr$v48$1@uvaix7e1.comp.UVic.CA...
>
> Has anyone been able to get a Maxtor 7213S or similar drive to
> work with the Mega STe internal SCSI host adapter?

----------== Posted via Newsfeeds.Com, Uncensored Usenet News ==----------
http://www.newsfeeds.com The Largest Usenet Servers in the World!
------== Over 73,000 Newsgroups - Including Dedicated Binaries Servers ==-----

2697. Re: Atari ST 1040 FM $ 150.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: Stuart Nicholson <thincom@bigpond.com>
Message-ID: <P0D24.5663$5K1.22488@newsfeeds.bigpond.com>
Source record: 8250
Cross-posted to: aus.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

I took down to Cash Converters once 3 Amiga 600s, 1 1200, a Shit load of oroginal software including top of the range Genlock software plus a Genlock andthey basically told me to throw it in the bin which I did. 150 bucks for an ST!!. Just get one of the emulators if you really want to play with an ST.

"Ross Vumbaca" <rossv@antispam.fl.net.au> wrote in message news:384A5DE5.2B6604F7@antispam.fl.net.au...
> Hi,
>
> Hyperion wrote:
>
> > >> > Hi
> > >> >
> > >> > I have an Atari ST 1040 FM With Mono Monitor and some Music programs
> > >> >
> > >> > Price $ 150.00 Pickup Only
> > >> >
> >
> > Yes, it is some kind of sick joke, surely??
>
> This just like those people who try to flog A500's for 300$... I really
> wonder about people sometimes..
>
> Regards,
>
> Ross...

2698. Re: Atari ST 1040 FM $ 150.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: Ross Vumbaca <rossv@antispam.fl.net.au>
Message-ID: <384B1D59.D1C3A925@antispam.fl.net.au>
Source record: 8301
Cross-posted to: aus.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Stuart Nicholson wrote:

> I took down to Cash Converters once 3 Amiga 600s, 1 1200, a Shit load of
> oroginal software including top of the range Genlock software plus a Genlock
> andthey basically told me to throw it in the bin which I did. 150 bucks for
> an ST!!. Just get one of the emulators if you really want to play with an
> ST.

That was a big mistake, the people at cash convertors are a bit crook;
and you could have
made cash for that stuff. All you had to do was post it in
aus.computers.amiga and it
would have sold within hours.

Your A600's would sell for at least $50 each, the A1200 possibly up to
$150 (likely more, it all depends on demand)

The genlock would also fetch at least $50..

Regards,

Ross..

2699. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: pls@no.spam
Message-ID: <82fvfo$c5b$1@zharh00t.europe.nortel.com>
Source record: 8302

In article <829a4s$ha7$1@SOLAIR2.EUnet.yu>, vdjole@EUnet.yu (Djordje Vukovic) wrote:

>>I tried this, only for a very short time. The picture appears on screen, but
>>is "folded" over itself, so the image is not clear.
>
>This "folded over" picture sounds like the effects one get with overscan
>circuitry- maybe the software setup for overscan, which can shift the
>picture within the time-frame of a scanline can correct this. Then remains
>only the overheating problem.

I think you will have to adjust the SM124 because the new video rate is too
fast for it to show all of the information on a single display line. I think I
saw information online (many years ago) on how to increase the SM124 picture
by adjusting the internal trimpots. I guess the same idea would work here, but
first, you would have to reduce the "normal" picture size, so that the monitor
will be able to handle the "new" faster video signal.

>With 40Mhz clock refresh rate would be about 88Hz, hopefully SM124 can
>handle this? And what about the colour mode- I use the RGB inputs (SCART)
>on a Sony TV when occasionally I need colour; with the new circuitry the
>refresh would be slightly above 60Hz. Is there a possibility that Sony can
>handle this- I got the impression tht they can all go at least to 60Hz
>refresh (2x30Hz interlaced), because of American users.
>
There is a good chance the SM124 can work up to 88 Hz. Also, there is every
possibility the Sony will also work @ 60 Hz.

>Anyway, the general idea, If I try this, is to make the clock switchable,
>so that I can revert to original 32MHz.

Good idea. The only problem might be the SM124, you can't tweak the trimpots
everytime you want to change clocks.

>Regards;
>
>

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

2700. Re: Syquest 270 meg Removable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <384B86EA.3EF8@ooc.de>
Source record: 8303

Folkert Rienstra wrote:

> SyQuests and also Nomais have a habit of going busy (yellow light on SyQuest, fickering on
> Nomai) when something happens that they have no response to. They just freeze up keeping the
> bus busy. Only a powerdown or a SCSI bus reset will get them to normal again.

I have four Syquest drives and have never seen such a behaviour.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2701. partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: Forrest Rosaire <frosaire@olypen.com>
Message-ID: <7tN24.77729$5W2.2202499@news6.giganews.com>
Source record: 8304

How to re-partition the hd on a mega-ste. I have a Diamond Edge pgm, but
have never performed this task on an atari, and will I need to reformat?
Suggestions?
Thanks!
fcr

____
Nighttrain Entertainment
http://expage.com/page/nighttrain

2702. Re: partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <384BB017.501D@ooc.de>
Source record: 8305

Forrest Rosaire wrote:

> How to re-partition the hd on a mega-ste. I have a Diamond Edge pgm, but
> have never performed this task on an atari, and will I need to reformat?

Whatever you do, you don't have to reformat. Formatting a hard disk
drive is only required if it has bad sectors. Otherwise this is just a
wast of time since all the changes required to change or create
filesystems are done when partitioning.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2703. Re: partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912061947000.68-100000@rakas>
Source record: 8306

> How to re-partition the hd on a mega-ste.

Btw, do we have anything like Partition Magic, on Atari?

I learned of a bug in MiNT that it doesn't report the correct
maximum partition size, even though it increases TOS limits.

Despite that bug, it appears MiNT _does_ support partitions in
excess of TOS limitations, so I would like to combine two spare
consecutive partitions into a bigger one, to act as a scratch
partition to prepare CD-ROM images.

All I really need is to erase the border between partitions L and
M, to have a bigger partition L.

Do we have anything that does that, on Atari?

--

Martin-ï¿½ric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2704. Re: partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <82h1p8ob1@snipp.uninett.no>
Source record: 8307

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

> Btw, do we have anything like Partition Magic, on Atari?

> I learned of a bug in MiNT that it doesn't report the correct
> maximum partition size, even though it increases TOS limits.

It's not a bug, it's a feature...

> Despite that bug, it appears MiNT _does_ support partitions in
> excess of TOS limitations, so I would like to combine two spare
> consecutive partitions into a bigger one, to act as a scratch
> partition to prepare CD-ROM images.

> All I really need is to erase the border between partitions L and
> M, to have a bigger partition L.

> Do we have anything that does that, on Atari?

I vaguely recall that the partitioning-tool in ICD Pro could change the partitioning without loosing everything on the disk. In your case you would definitely loose everything on the "M", because there's no way the partitioner can know about every possible filesystem and manipulate it as required. But it should be possible to change the partition "L" to include "M", without loosing anything on "L". I don't know of any tools that actually does this though.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2705. NO LONGER MISSING! Adventure International Masters, alphas, and other stuff available...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: DauthiSlayer <Piratedman@hotmail.com>
Message-ID: <s4oe7gffqeg50@corp.supernews.com>
Source record: 8308
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
==================================================
A few years back- I came across, a large group of Adventure
International, software etc. Basically I've got boxes and boxes
of disc- in small cases) usually it's one game per case- and within
the case are usually 3-6 disc. Some of these are normally alpha or
"prototype" versions of the game and it usually contains what is
labeled a "Master" disc.
AI had been based in the Orlando area, and this stuff had been
placed in storage and ultimately sold for non-payment of rent. It
would seem that this was the Adventure International "archives" or
perhaps the separate backup storage- that was then lost or
abandoned, Much of the stuff is AI, but some is under another
name- so I suspect that they either succeeded Scott Adams'
Adventure International- or perhaps obtained the rights to some
of the stuff.(or were a spin-off).
I got only about 1/3 of what was available- but it includes Atari 8
bit, St, Commodore, 64, TRS-80 etc. But still there are probably
100 or so separate cases- and maybe 500 separate disc.
There is also some cassette based software.

My interest is primarily the cartridge based games....
Any idea what this stuff is worth?
Offers? ....
I'd rather move this as a group/lot-
But if there is some particular title- you really have to have-
if your offer will make it worth my while, I'll pull all this stuff out
and search through it for specifics.

Reply to sunshine853@hotmail.com
```

2706. ADVENTURE INTERNATIONAL - PROTOTYPES, ALPHAS, MASTER DISCS ETC. AVAILABLE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: DauthiSlayer <Piratedman@hotmail.com>
Message-ID: <s4oecjfiqeg159@corp.supernews.com>
Source record: 8309
Cross-posted to: comp.sys.atari.st.tech,ctdl.sys.atari.st,ctdl.sys.atari8,hildesheim.uni.pdsoft.atari-st

==========

A few years back- I came across, a large group of Adventure International, software etc. Basically I've got boxes and boxes of disc- in small cases) usually it's one game per case- and within the case are usually 3-6 disc. Some of these are normally alpha or "prototype" versions of the game and it usually contains what is labeled a "Master" disc.
AI had been based in the Orlando area, and this stuff had been placed in storage and ultimately sold for non-payment of rent. It would seem that this was the Adventure International "archives" or perhaps the separate backup storage- that was then lost or abandoned, Much of the stuff is AI, but some is under another name- so I suspect that they either succeeded Scott Adams' Adventure International- or perhaps obtained the rights to some of the stuff.(or were a spin-off).
I got only about 1/3 of what was available- but it includes Atari 8 bit, St, Commodore, 64, TRS-80 etc. But still there are probably 100 or so separate cases- and maybe 500 separate disc.
There is also some cassette based software.

My interest is primarily the cartridge based games....
Any idea what this stuff is worth?
Offers? ....
I'd rather move this as a group/lot-
But if there is some particular title- you really have to have-
if your offer will make it worth my while, I'll pull all this stuff out and search through it for specifics.

Reply to sunshine853@hotmail.com

2707. Re: TOS2.06 and marpet XTRA-RAM on STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <384c4255$0$18513@news.zetnet.co.uk>
Source record: 8310

On 3 Dec 1999 20:56:23 G, Steve Sweet wrote:

It'sd OK without the extra load of the interface, and yes I did and it
didn't help and they're all tested anyway.....Plus I'm stuck with these cos
they're very low profile and I need that badly if I'm putting a hard-driove
underneath it, there's not a lot of space in an STFM and trying to get a
hard-drive and a 4Mb Marpet board in there is a squeeze. It's prolly the
PSU requirement sof the 4Mb board being a bit marginal when serviced down a
ribbon cable and the IDE board added some extra load that pushed it over
the edge......

chrisc

>On 30 Nov 1999 18:54:25 , Chris Crosskey wrote:
>:>
>:>Hi Folks..
>
>:>Anyone ever had problems with a Marpet 4Mb upgrade on an STFM not getting
>:>on with TOS2.06..
>
>
>Tried some different SIMMS??.
>
>
>
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

2708. Gemulator and Megamax Laser C work together?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-06 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <384C6BF3.6BD7687C@forestmeister.com>
Source record: 8311
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

I downloaded Gemulator 98 and 2 versions of TOS, 1.04 and 2.06. I manage to get Gemulator to see both and then I've been able to run many of my old Atari programs but I'm have trouble with the Laser C development program.

Laser C loads- but- if I have Gemulator use 14 megs of RAM, Laser C will crash trying to open any code file or when attempting to make changes to it's config.sys file.

So, I adjusted Gemulator to only use 4 megs of ram on my Pentium, and now the above problem doesn't occur, but when I tried to compile a code file- it crashed and burned my PC operating system (Win95 OSR2)- I ended up with a black screen. I had to reboot, run scandisk, and it fixed a damaged file.

I don't get it. The author of Gemulator says it should work. I got a few messages from him, but few suggestions, and he seems to have given up on this problem.

The reason I still care to develop software with GEM and TOS is that I wrote some software that I've come to depend on in my conulting work. I now also have MS Visual C++, but that's a steep learing curve before I'm ready to try porting over GEM programs to Windows- I'll do it eventually, but in the short term I'd like to continue with TOS and GEM.

Anyone have any suggestions?

--
Joe Zorzin

2709. 16/32 Systems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-07 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <82ih5h$m2u$1@plutonium.compulink.co.uk>
Source record: 8312

The Catalogue now has over 500 separate Atari Items.

1) New section of unboxed Lynx Games
2) New section starting for TT compatible game (feedback appreciated)
3) CD section mostly finished

Next will be working on the Utilities Section.

I plan for a pdf version of the catalogue or even a downloadable html...
comments?

So visit the site and somepoint and let me have your comments, feedback
appreciated. info@1632systems.co.uk

http://www.1632systems.co.uk for the home pages, which are still being
worked on.

http://catalog.zen.co.uk/actinic/1632Systems/ for the sales catalogue

Nick Harlow
16/32 Systems

2710. Re: .ST File to ST readable Disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-07 00:00:00 UTC
From: Chris McKay <the_mc@vision.net.au>
Message-ID: <384cefd0@tethys.vision.net.au>
Source record: 8313
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech

Being new to the ST hardware myself, I ran into this problem as well, just a few days ago.

What you MUST do is use low-density disks, or tape over the other hole on your high density ones. Thats the only way Ive been able to get any results (although the ST will quite happily format a high density disk to 720 kb).

Ok, once youve got some suitable disks, use a program called HD-COPY to format the disks to whatever size you require (usually 720kb to 820kb is common from what ive seen). Take a look at the .ST file you wish to make an image of. Its size is slightly more than the required size of the formatted disk, so you need to format the disk appropriately. I know MAKEDISK has the ability for format disks as it needs them, but ive never been able to get it to work (it keeps going on about bad track 0 or some shit), so I always use HD-COPY to format the disk first up and then run MAKEDISK. Once the disk is formatted, run MAKEDISK to write the image (MAKEDISK /write diskimage.st /auto).

Wait a few minutes for it to create the image, slap the disk into the ST, turn 'er on and yer away!

It took me a while to realise the ST doesnt like high density disks that have been formatted on a PC to a lower format (for whatever reason). You MUST either use a low density disk or make sure the other hole is taped over.

Hope that helps (well, it worked for me!)

MC.

Jon Black wrote in message <8263n3$n7n$1@phunn1.sbphrd.com>...
>Hi all
>
>I'm having great difficulty converting .ST game images into a floppy disk
>to use with an original ST.
>
>I'm using Makedisk, if the image has the standard 80/9 format the disk is
>created with no erros but the ST will not boot from the floppy and if you
>try and load the game from the floppy Icon the disk drive won't read it
>properly and the game will bomb out while loading.
>
>If the .st image is not a no standard format like 82/9 and I tell makediske
>to us this format I get sector not founds errors etc all through the
>creation process. If I force makedisk to use the standard 80/9 format then
>the disk is created without errors but the ST then sees it as empty.

>
>I've tried formating the floppies using dos switches to force 82 tracks and
>9 sectors etc but then I get a drive incompatible error or just
incompatible
>settings and dos stops before the format begins.
>
>I've tried four different PCs with dos 6.22, win95, win98 and win NT
>I've tried to read the disks in a Mega ST DS/DD drive, STM SS/DD External
>Drive, STFM DS/DD Drive and an DS/DD ST compatible drive of unknown make.
>I've used DS/DD disks and HD/DD disks all with no success.
>
>What am I doing wrong? I have four STs but very limited software which I'm
>very bored of, I've downloaded games which I bought and enjoyed years ago
>but I cannot get them over to the STs, so unless I can figure this out
there
>not going to be much use.
>
>any help would be greatly appreciated.
>Carson80
>
>
>
>--
>The opinions expressed in this communication are my own, and do not
>necessarily reflect those of my employer.
>
>

2711. Re: partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-07 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <384d65db$0$18511@news.zetnet.co.uk>
Source record: 8314

On 6 Dec 1999 13:46:15 +, Uwe Seimet wrote:
>Forrest Rosaire wrote:
>
>> How to re-partition the hd on a mega-ste. I have a Diamond Edge pgm, but
>> have never performed this task on an atari, and will I need to reformat?
>
>Whatever you do, you don't have to reformat. Formatting a hard disk
>drive is only required if it has bad sectors.
>
> Dr. Uwe Seimet
>
I have a SyJet cart that I has bad sectors so needed to reformat.
The problem is that HDDriver (v7.52) will find and report bad sectors on
the first pass and then ask if I wish to reformat taking this info into
consideration.
When I confirm this, HDDriver than tells me that it is unable to format the
medium...........
Knowing where the bad sectors are, I created a mini-partition containing
these and avoid accessing that part of the cart.
Not what I would call an ideal solution !

Jim

2712. EASY One this

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-07 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <82k6pv$1dg$1@plutonium.compulink.co.uk>
Source record: 8315

Does anybody know which resistors to cut/maim to put TOS2.06 in an STE (original 1.06, better known as 1.6x). I got this bloody machine and have lost my notes on upgrades.

Pissed off/embarrassed

Nick
16/32 Systems

2713. Monitor switch on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <82ke36doj1@plutonium.compulink.co.uk>
Source record: 8316

For my STFM I use a German-made 'Electronic Monitor Switch' to feed either an SM124 mono or a CM8852 colour monitor. This contains a multi-legged chip that presumably draws its power from the STFM, connected to a simple change-over switch to trigger it. It works fine and as expected (though it causes a reboot of course when operated).

When I connect it to the RGB adaptor on my Falcon, however, the signal is fed only to the colour monitor, irrespective of the switch position. To use the SM124 I have to unplug the switch and plug the monitor directly into the adaptor. Any idea why this happens? Does the Falcon perhaps not supply the required power for the switching chip?

Normally this is not a problem as I use an SVGA monitor, but the RGB setup is needed for some demos and games, and in some cases I prefer the mono monitor display even though it's smaller - it seems sharper and scrolls faster.

Regards, /Peter/

2714. Re: EASY One this

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <384DFDB1.852B5DF7@free.fr>
Source record: 8317

nharlow@cix.compulink.co.uk a ï¿½crit :
>
> Does anybody know which resistors to cut/maim to put TOS2.06 in an STE
> (original 1.06, better known as 1.6x). I got this bloody machine and have
> lost my notes on upgrades.
>
> Pissed off/embarrassed
>

Check out the Quick FAQ

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2715. Re: partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <384E1614.1057@ooc.de>
Source record: 8318

James Smith wrote:

> I have a SyJet cart that I has bad sectors so needed to reformat.
> The problem is that HDDriver (v7.52) will find and report bad sectors on
> the first pass and then ask if I wish to reformat taking this info into
> consideration.
> When I confirm this, HDDriver than tells me that it is unable to format the
> medium...........

Can you please tell me the error number that's reported in HDDRUTIL and
"Last Error"?

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2716. Tape drive Q:

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: Peter Keller <pak@conan.ids.net>
Message-ID: <Mgv34.22529$Tp.961962@typ11.nn.bcandid.com>
Source record: 8319

I have been going through a bunch of old stuff and found that I have a tape drive, a Trakker 250mb, and was wondering if anyone knows if there are any drivers for this for an ST, how to set it up, etc. Has anyone ever used these things on an ST?

--
Peter Keller
pak@conan.ids.net

"My object in living is to unite my avocation with my vocation
As my two eyes make one in sight.
Only where love and need are one, and the work is play for mortal stakes,
Is the deed ever really done for Heaven and future's sakes."

-Robert Frost

2717. ste fault

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <944684668.14848.0.nnrp-13.c1ed70d1@news.demon.co.uk>
Source record: 8320

Hi
The color output from my ste is not working properly(ghosting, poor color).
I think I may haave damaged it removing the scart plug while the computer
was on? It is ok using the mono monitor from a mega 2. Any suggestions?
I am in Belfast but will be in england xmas till jan 5.
lewis@lewislewis.demon.co.uk
Thanx
Lewis

2718. Re: Monitor switch on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <82mfrb$o8g$1@news1.xs4all.nl>
Source record: 8321

On 8 Dec 1999 02:00:06 , xlator@cix.compulink.co.uk wrote:
>
>When I connect it to the RGB adaptor on my Falcon, however, the signal
>is fed only to the colour monitor, irrespective of the switch position.

I once heard about impedance.
That is different from VGA and RGA/SCART.
U use scart?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2719. Re: ste fault

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: Adrian Haigh-Hutchinson <kadu.flyer@zetnet.co.uk>
Message-ID: <19991208205834685 77@zetnet.co.uk>
Source record: 8322

The message <944684668.14848.0.nnrp-13.c1ed70d1@news.demon.co.uk>
from "lewis" <lewis@lewislewis.demon.co.uk> contains these words:

> Hi
> The color output from my ste is not working properly(ghosting, poor color).
> I think I may haave damaged it removing the scart plug while the computer
> was on? It is ok using the mono monitor from a mega 2. Any suggestions?
> I am in Belfast but will be in england xmas till jan 5.
> lewis@lewislewis.demon.co.uk
> Thanx
> Lewis

Lewis -- you can use the mono monitor with no problems.

As for the other problems -well check the cable over for damage, then
check the TV for tuning on the channel your using.

This is because it sounds like a connection problem - test it on
another TV or try another connector.

Hope this helps

Adrian HH

--
<<==>>
<< WHITE ROSE ATARI GROUP -- TECH.SUPPORT >>
<< Tertiary Brother Society of St.Francis >>
<<==>>

2720. Re: Problem with Maxtor 7213S on a Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: Adrian Haigh-Hutchinson <kadu.flyer@zetnet.co.uk>
Message-ID: <19991208210852685 77@zetnet.co.uk>
Source record: 8323

The message <8290dr$v48$1@uvaix7e1.comp.UVic.CA>
from "Bob Tapp" <rtapp@uvic.ca> contains these words:

> Has anyone been able to get a Maxtor 7213S or similar drive to
> work with the Mega STe internal SCSI host adapter?

> I have one that works fine on the Adaptec 2940 adapter in my PC,
> but not on the Mega STe's internal adapter.

> The drive has no terminators, no address jumpers (SCSI ID of 0)
> and has the "parity disable" jumper installed.

That could be the problem -- active termination is required !! Check
the Seagate - has it got a terminator?

> On the Mega STe, the original Seagate ST257N is recognized ok on
> start-up, but when I swap it with the Maxtor, I get the "Unit 0
> not available" message.

> The SCSI cable is a standard ribbon cable about 12 inches long.

> Thanks for any advice.

> Bob Tapp, University of Victoria

Regards

Adrian HH

--
<<==>>
<< WHITE ROSE ATARI GROUP -- TECH.SUPPORT >>
<< Tertiary Brother Society of St.Francis >>
<<==>>

2721. Re: Monitor switch on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: Adrian Haigh-Hutchinson <kadu.flyer@zetnet.co.uk>
Message-ID: <19991208210448685 77@zetnet.co.uk>
Source record: 8324

The message <82ke36doj1@plutonium.compulink.co.uk>
from xlator@cix.compulink.co.uk contains these words:

> For my STFM I use a German-made 'Electronic Monitor Switch' to feed
> either an SM124 mono or a CM8852 colour monitor. This contains a
> multi-legged chip that presumably draws its power from the STFM,
> connected to a simple change-over switch to trigger it. It works fine
> and as expected (though it causes a reboot of course when operated).

This is because you are restarting the STFM in the 'new' resolution -
colour is low/med res and mono is high res!

> When I connect it to the RGB adaptor on my Falcon, however, the signal
> is fed only to the colour monitor, irrespective of the switch position.
> To use the SM124 I have to unplug the switch and plug the monitor
> directly into the adaptor. Any idea why this happens? Does the Falcon
> perhaps not supply the required power for the switching chip?

That's because the only signal coming out of the RGB is a colour one
!! There is no power requirement that is not being met as far as I
undderstand.

> Normally this is not a problem as I use an SVGA monitor, but the RGB
> setup is needed for some demos and games, and in some cases I prefer the
> mono monitor display even though it's smaller - it seems sharper and
> scrolls faster.

> Regards, /Peter/

The mono monitor is sharper - it's high resolution compared to the
colour output - which is either low (for most games) or medium resolution.

Doesn't your SVGA handle the games / demos ??

Regards Adrian HH

--
<<==>>
<< WHITE ROSE ATARI GROUP -- TECH.SUPPORT >>
<< Tertiary Brother Society of St.Francis >>
<<==>>

2722. Re: ste fault

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <944694286.3386.0.nnrp-01.c1ed70d1@news.demon.co.uk>
Source record: 8325

> The message <944684668.14848.0.nnrp-13.c1ed70d1@news.demon.co.uk>
> from "lewis" <lewis@lewislewis.demon.co.uk> contains these words:
>
>
> > Hi
> > The color output from my ste is not working properly(ghosting, poor
color).
> > I think I may have damaged it removing the scart plug while the
computer
> > was on?
It is ok using the mono monitor from a mega 2. Any suggestions?
> > I am in Belfast but will be in england xmas till jan 5.
> > lewis@lewislewis.demon.co.uk
> > Thanx
> > Lewis
>
> Lewis -- you can use the mono monitor with no problems.
>
> As for the other problems -well check the cable over for damage, then
> check the TV for tuning on the channel your using.
>
> This is because it sounds like a connection problem - test it on
> another TV or try another connector.
>
> Hope this helps
>
> Adrian HH
>
> Thanx Adrian,
the mono monitor is fine and I have tried the other ssuggestions, I think
disconnecting the monitor lead (not the rf out) while the while it was on
could damage the blitter chip. I am not sure but I think this is the
problem, but I am looking for help.
Lewis

2723. Atari ST 1040 FM $ 125.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-08 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <384DCC69.9@alphalink.com.au>
Source record: 8326
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

I have an Atari ST 1040 FM With Mono Monitor and some Music programs
Price $ 125.00 Pickup Only
Ps I also service the Atari St Range of computers

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2724. Re: .ST File to ST readable Disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: Herm Joosten <herm@tref.nl>
Message-ID: <384EE68B.18FED320@tref.nl>
Source record: 8327
Cross-posted to: comp.emulators.misc,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Jon and Chris!

What a coincidence: on a rainy day in december i'm having the same trouble: coverting ST imagefiles to PRG's readable for my ATARI 1040. I tried Chris' advice: I downloaded HD-COPY and Makedisk. I succeeded in Formatting a 720 KB to 800 KB. So far-so good. But I couldn't quite get the hang of Makedisk. How do I put an .ST file from my PC-harddisk to the newly formatted floppy?. I tried all kinds of commands in MAKEDISK, but they never seem to work. Maybe i'm not that good in DOS. Do I have to read the .ST file first and then write it to disk? Maybe you could help me?

Lots of thanks from holland,

herm

Chris McKay wrote:

> Being new to the ST hardware myself, I ran into this problem as well, just a
> few days ago.
>
> What you MUST do is use low-density disks, or tape over the other hole on
> your high density ones. Thats the only way Ive been able to get any results
> (although the ST will quite happily format a high density disk to 720 kb).
>
> Ok, once youve got some suitable disks, use a program called HD-COPY to
> format the disks to whatever size you require (usually 720kb to 820kb is
> common from what ive seen). Take a look at the .ST file you wish to make an
> image of. Its size is slightly more than the required size of the formatted
> disk, so you need to format the disk appropriately. I know MAKEDISK has the
> ability for format disks as it needs them, but ive never been able to get it
> to work (it keeps going on about bad track 0 or some shit), so I always use
> HD-COPY to format the disk first up and then run MAKEDISK. Once the disk is
> formatted, run MAKEDISK to write the image (MAKEDISK /write diskimage.st
> /auto).
>
> Wait a few minutes for it to create the image, slap the disk into the ST,
> turn 'er on and yer away!
>
> It took me a while to realise the ST doesnt like high density disks that
> have been formatted on a PC to a lower format (for whatever reason). You
> MUST either use a low density disk or make sure the other hole is taped
> over.
>
> Hope that helps (well, it worked for me!)
>

> MC.
>
> Jon Black wrote in message <8263n3$n7n$1@phunn1.sbphrd.com>...
> >Hi all
> >
> >I'm having great difficulty converting .ST game images into a floppy disk
> >to use with an original ST.
> >
> >I'm using Makedisk, if the image has the standard 80/9 format the disk is
> >created with no erros but the ST will not boot from the floppy and if you
> >try and load the game from the floppy Icon the disk drive won't read it
> >properly and the game will bomb out while loading.
> >
> >If the .st image is not a no standard format like 82/9 and I tell makediske
> >to us this format I get sector not founds errors etc all through the
> >creation process. If I force makedisk to use the standard 80/9 format then
> >the disk is created without errors but the ST then sees it as empty.
> >
> >I've tried formating the floppies using dos switches to force 82 tracks and
> >9 sectors etc but then I get a drive incompatible error or just
> incompatible
> >settings and dos stops before the format begins.
> >
> >I've tried four different PCs with dos 6.22, win95, win98 and win NT
> >I've tried to read the disks in a Mega ST DS/DD drive, STM SS/DD External
> >Drive, STFM DS/DD Drive and an DS/DD ST compatible drive of unknown make.
> >I've used DS/DD disks and HD/DD disks all with no success.
> >
> >What am I doing wrong? I have four STs but very limited software which I'm
> >very bored of, I've downloaded games which I bought and enjoyed years ago
> >but I cannot get them over to the STs, so unless I can figure this out
> there
> >not going to be much use.
> >
> >any help would be greatly appreciated.
> >Carson80
> >
> >
> >
> >--
> >The opinions expressed in this communication are my own, and do not
> >necessarily reflect those of my employer.
> >
> >

--
Hartelijke groet,

Herm Joosten

****
"Warning: Dates in Calendar are closer than they appear"
****
Drs. H.W.M Joosten
Docent / Studiecoordinator
Faculteit Economie & Management
Commerciele Economie / International Management
Padualaan 101
Postbus 85029
3508 AA Utrecht
tel 030-2586401
****

2725. Re: Monitor switch on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <82mulc$60j$1@athena.netset.com>
Source record: 8328

Adrian Haigh-Hutchinson <kadu.flyer@zetnet.co.uk> wrote in
<19991208210448668577@zetnet.co.uk>:

>
>The mono monitor is sharper - it's high resolution compared to the
>colour output - which is either low (for most games) or medium resolution.
>
>Doesn't your SVGA handle the games / demos ??
>
>Regards Adrian HH
>
>
>
Hi Adrian!

Some demos are RGB specific, while some are SVGA specific, and of course, a
few work on both.

Regards,

Jim W. Krych

2726. Loads of things for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: Rob Henning <rob.henning@atari7.freeserve.co.uk>
Message-ID: <82n298aep3@newsg2.svr.pol.co.uk>
Source record: 8329

FOR SALE.

Atari Falcon 030,14 Meg,720 internal
hard drive,Nemesis,Software on drive NVDI 5,Magic 6
Extendos Pro, HD Driver, Diamond Edge,Kolbold 2.5,Pagestream 2.2
X Boot, CD Master,Diamond Back,Thing,lots of other stuff, £250

Labtec speakers £10

Gemulator Pro CD and ROM card,tos 206 roms, £120

Hand Scanner,£8

External B Floppy Drive £8

Pioneer CD Rom Drive,£10

Old 2GB Hard drive,£5

STFM 2Meg £20

Video Master £20

ZX Spectrum with Disciple interface £10

Games

Microprose Golf,Grand Prix,Street Fighter 2,Populous 2,Stardust,
Robinsons Requiem,loads of others £25

Loads of ST Format Mags nearly 2 full sets with cover disks.

I would like to sell this as one lump as I don't want any odd's
and sod's laying around as space is short.
Take the lot off my hands £400.
E-Mail me.

--
Rob Henning,
Surrey,
England.

2727. Re: Tape drive Q:

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: michaels@jupiter.stochastik.rwth-aachen.de
Message-ID: <82ns69$5st$1@nets3.rz.RWTH-Aachen.DE>
Source record: 8330

In article <Mgv34.22529$Tp.961962@typ11.nn.bcandid.com>,
Peter Keller <pak@conan.ids.net> wrote:
>I have been going through a bunch of old stuff and found that I have a
>tape drive, a Trakker 250mb, and was wondering if anyone knows if there
>are any drivers for this for an ST, how to set it up, etc. Has anyone
>ever used these things on an ST?

I this is one of those drives that are connected to the floppy port, then
no, there are no drivers for this and probably never will be.

cu
Michael
--
In the beginning there was nothing, which exploded.

2728. Host Adapter Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <82o1mi$p86$1@news5.svr.pol.co.uk>
Source record: 8331

I am trying to extend the SCSI chain on the host adapter which is part of the old Gasteiner Mega Drive kit.

This works well with the 2 original ST1096N hard drives and will manage them whatever IDs I set (so it's not restricted to IDs 0 and 1).

I have attempted to connect:

IBM DSAS 330Mb hard drive.
IBM CD-ROM
Archive Viper Streamer

which all functioned fine when part of a TT external SCSI chain.

On the Gasteiner host adapter I get no luck. The ICD and CBHD drivers fail to identify the devices. The ICD IDCHECK.PRG fails to find them. If I use the ICD SCSI.PRG to send Unit Ready? or Identify I get response code 2 with sense code 7F. Hummmm.

Does anyone know if I'm wasting my time here? Perhaps the Gasteiner h/a will only support and ancient SCSI command subset?

Thanks for any hints.

Roger

2729. Re: Tape drive Q:

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <384f08cc.14622023@news.jax.bellsouth.net>
Source record: 8332

On Wed, 08 Dec 1999 16:00:44 GMT, Peter Keller <pak@conan.ids.net>
wrote:

>I have been going through a bunch of old stuff and found that I have a
>tape drive, a Trakker 250mb, and was wondering if anyone knows if there
>are any drivers for this for an ST, how to set it up, etc. Has anyone
>ever used these things on an ST?
>
>--
>Peter Keller
>pak@conan.ids.net
>
>"My object in living is to unite my avocation with my vocation
> As my two eyes make one in sight.
> Only where love and need are one, and the work is play for mortal stakes,
> Is the deed ever really done for Heaven and future's sakes."
>
> -Robert Frost

Isn't the tracker series one that hooked up via the Parallell port or
a speical card for PC's? If so, I don't think it will work on a ST.
A true SCSI drive like a Archive 150S SCSI tape will work on an ST
with the right software and hardware setups. (Diamond Back III works
with SCSI tapes.)

2730. Re: need Atari 1040ST drives

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <384fb061.25629713@news.demon.co.uk>
Source record: 8333
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.st

On Fri, 03 Dec 1999 10:35:20 -0500, Joseph Zorzin
<redoak@forestmeister.com> wrote:

>I need, preferably an ST hard drive, or at least an external
>floppy.
>
>Until 1993 or so, I used a 1040St with an external floppy and a
>custom build hard drive. The hard drive died, and then I bought
>a Pentium.
>
>But I programmed on ST and have a need to update some old
>software that I created back then.
>
>So, I'm looking for a hard drive for the ST, either an ST hard
>drive or a custom built one. I'd also need whatever software it
>would take to get the hard drive working. I doubt that I could
>find whatever I used back then.

You can use a SCSI-I with an adapter called "The Link". Perhaps
SCSI-II with "The LinkII" but I'm not sure about that.

>If I can't find a hard drive, I'll consider buying an external
>floppy. Shortly after my hard drive died, I continued to program
>using 2 floppies. But now I can't get that old external floppy
>to work. The light comes on and I can hear a hum, but it won't
>read any floppies. Might it be reparable, or maybe it just needs
>a good cleaning?

Hunt round for an old derelict PC. The 720K drives in those will work.

>I've got Gemulator98 installed on my PC but so far I've had no
>luck in getting my Megamax Laser C to work with, even with the
>help of the author of Gemulator. The author of Gemulator says he
>uses Laser C on his PC but for me- it crashes Gemulator. Any
>advice on this issue?

Try it on another emulator. See if it crashes there. You never know,
something in MegaMx may have got corrupted if it's been sat a while.

>Even if I can get Laser C working on Gemulator, I'll have
>another problem- getting my HP4p printer to think it's an
>ancient HP FX printer. HP sells an FX emulator for the 4p
>laserjet, but for $200!

Er, Pass!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2731. Re: partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <385001a2$0$18511@news.zetnet.co.uk>
Source record: 8334

On 8 Dec 1999 09:25:56 +, Uwe Seimet wrote:
>James Smith wrote:
>
>> I have a SyJet cart that I has bad sectors so needed to reformat.
>> The problem is that HDDriver (v7.52) will find and report bad sectors on
>> the first pass and then ask if I wish to reformat taking this info into
>> consideration.
>> When I confirm this, HDDriver than tells me that it is unable to format the
>> medium...........
>
>Can you please tell me the error number that's reported in HDDRUTIL and
>"Last Error"?
>
Following my original posting, I was invited to bring my SyJet to someone
who has v7.80 of HDDriver to try to format it with the latest version.

During the sector test, HDDriver reported 2 bad sectors at locations
1974381 and 1974516 with Last SCSI errors ASC/ASCQ $11/$97.
When replying to the re-format taking these into account, the format popup
reappeared and 40 or so minutes later the message 'unable to format medium'
was on screen.
No error numbers were displayed with this message.
If an error number was displayed before the last message, then I did not
spot it - and certainly did not press a key to get to the last stage.

Jim

2732. Re: Problem with Maxtor 7213S on a Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <82p4e6$n52$2@news.hccnet.nl>
Source record: 8335

Adrian Haigh-Hutchinson <kadu.flyer@zetnet.co.uk> wrote in message
news:19991208210852685 77@zetnet.co.uk...
| The message <8290dr$v48$1@uvaix7e1.comp.UVic.CA>
| from "Bob Tapp" <rtapp@uvic.ca> contains these words:
|
|
|
| > Has anyone been able to get a Maxtor 7213S or similar drive to
| > work with the Mega STe internal SCSI host adapter?
|
| > I have one that works fine on the Adaptec 2940 adapter in my PC,
| > but not on the Mega STe's internal adapter.
|
| > The drive has no terminators, no address jumpers (SCSI ID of 0)
| > and has the "parity disable" jumper installed.
|
| That could be the problem -- active termination is required !! Check
| the Seagate - has it got a terminator?

Not necessarily. But how about parity?

|
| > On the Mega STe, the original Seagate ST257N is recognized ok on
| > start-up, but when I swap it with the Maxtor, I get the "Unit 0
| > not available" message.
|
| > The SCSI cable is a standard ribbon cable about 12 inches long.
|
| > Thanks for any advice.
|
| > Bob Tapp, University of Victoria
|
| Regards
|
| Adrian HH
|
|
|
|
| --
| <<==>>
| << WHITE ROSE ATARI GROUP -- TECH.SUPPORT >>
| << Tertiary Brother Society of St.Francis >>
| <<==>>
|

2733. Re: Syquest 270 meg Removable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ybV34.697$wi5.669@198.235.216.4>
Source record: 8336

On 6 Dec 1999 10:50:34 +, Uwe Seimet wrote:
>Folkert Rienstra wrote:
>
>> SyQuests and also Nomais have a habit of going busy (yellow light on SyQuest, fickering on
>> Nomai) when something happens that they have no response to. They just freeze up keeping the
>> bus busy. Only a powerdown or a SCSI bus reset will get them to normal again.
>
>I have four Syquest drives and have never seen such a behaviour.

You are lucky, I see it all the time. At least once every two days.

Thanks everyone for their information and help. I am running just fine
now.

Later Brian.

>.

2734. Re: Syquest 270 meg Removable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <pbV34.696$wi5.669@198.235.216.4>
Source record: 8337

On 4 Dec 1999 00:04:16 +, "Folkert Rienstra" wrote:

>
>SyQuests and also Nomais have a habit of going busy
>(yellow light on SyQuest, fickering on
>Nomai) when something happens that they have no response to. They just
>freeze up keeping the
>bus busy. Only a powerdown or a SCSI bus reset will get them to normal
again.
>In your terms: they don't shutdown (implies something orderly)
they just freezeup in a busy
>state.

First I want to state that the culprit of my problems was indeed a
defective SCSI cable. Causing the drive to shut down randomly and do many
strange things.

Second, You couldn't have described my drive when it is working any clearer
than the above. I have this problem often. And it is unrelated to the
cable. I have never known the drive to act differently. I just live with
it. At first I thought it was the 40 folder bug coming back to haunt me,
but it wasn't.

>I also think there is something wrong with your cable, either with the busy signal line or
with the>
>trmpwr line. Check if your drive has the onboard terminator packs. If it has, also check
if there
>is power on the TRMPWR pin (no cable attached, pin opposite of cutout in connector).
>(with the APPLE style 25-50 cables one insertion in the printer port and your TRMPWR goes)

Yes, the cable was twisted and intermittant. As for the rest of the check
that would require looking:-). Thanks for the information, it is being
filed away for safe keeping.

>
>.

2735. MAGIC SLB's

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <82p59f$ls2$1@newsg3.svr.pol.co.uk>
Source record: 8338

Yo!, Dudes.

Does anyone know exactly what the SLB's supplied in the MAGIC 6
package do, and under what circumstances they are needed.

Do they only get loaded at boot or are they searched for as required.

I have a problem with the LOAD_IMG.SLB crashing the system on boot
and wondered exactly what i'm missing with its being disabled, or
wether it should be disabled in magx.inf and it loads as required.

Regards STEve.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2736. Re: .ST File to ST readable Disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-09 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <82p59h$ls2$2@newsg3.svr.pol.co.uk>
Source record: 8339

On 7 Dec 1999 22:30:57 +, "Chris McKay" wrote:
:>What you MUST do is use low-density disks, or tape over the other hole on
:>your high density ones.

Pissing on it would be just as usefull.

Taping over the hole is gambling with your DATA.

HD and DD disk only share the same physical dimensions, they cannot
be made into each other reliably by making or removing holes,

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2737. Re: partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3850BAD7.782E@ooc.de>
Source record: 8340

James Smith wrote:

> During the sector test, HDDriver reported 2 bad sectors at locations
> 1974381 and 1974516 with Last SCSI errors ASC/ASCQ $11/$97.

OK. I will have to check what these error codes mean, can't do this
right now. Most likely these are simple read or write errors, with no
particular additional information.
If reformatting the medium doesn't work though for the second run
HDDRUTIL tells the drive explicityly to map out the defects found in the
first run, the drive may have encountered a serious problem. Can you try
to format this drive on another platform (a PC, for example) or with
another software?

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2738. HELP: MegaST2/4 Internal Info needed

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-10 00:00:00 UTC
From: grh@hinton.demon.co.uk
Message-ID: <B47695D8966857F63@0.0.0.0>
Source record: 8341
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,maus.sys.atari.hardware,z-netz.rechner.atari.hardware

Can anybody answer the following?

What pins on the 68000 is the Atari fitted piggy back pcb soldered to and
where is the flying wire to the main board soldered?

(This pcb needs to be restored after an unsuccessful CPU upgrade)

2739. Re: partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-10 00:00:00 UTC
From: michaels@jupiter.stochastik.rwth-aachen.de
Message-ID: <82r26f$c45$1@nets3.rz.RWTH-Aachen.DE>
Source record: 8342

In article <3850BAD7.782E@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
>> During the sector test, HDDriver reported 2 bad sectors at locations
>> 1974381 and 1974516 with Last SCSI errors ASC/ASCQ $11/$97.
>
>OK. I will have to check what these error codes mean, can't do this
>right now. Most likely these are simple read or write errors, with no

It's online at
http://www.danbbs.dk/~dino/SCSI/

ASC $11 is an unrecovered read error, but ASCQ $97 does not exist in the
standard.

cu
Michael
--
In the beginning there was nothing, which exploded.

2740. MagicPC and Pagestream

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-10 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <82r34a$d0e$1@nnrp02.primenet.com>
Source record: 8343

Does anyone know if Pagestream works with MagicPC? If so how do I choose a Printer in buying a PC? Does it have to be a printer that pagestresm2.2 has a driver for or does it access the IBM drivers. I know Calamus99 will access the IBM driver so I can buy just about any printer for the IBM but Im worried about Pagestream. I dont want to buy a Lexmark and then pagestream doesnt print to it. If this is so then please someone let me know your advice.

Gene

2741. Re: partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38511F2F.5660@ooc.de>
Source record: 8344

Michael Schwingen wrote:

> ASC $11 is an unrecovered read error, but ASCQ $97 does not exist in the
> standard.

Thanks. $97 indeed looked strange since such high numbers are not
covered by the standard at all, as far as I can tell.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2742. Re: Gemulator and Megamax Laser C work together?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-10 00:00:00 UTC
From: Juergen Lock <nox.foo@jelal.kn-bremen.de>
Message-ID: <82rv0o$p3u$1@saturn.kn-bremen.de>
Source record: 8345
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

(Am i really posting in comp.sys.atari.st.tech, after all those
years? Well... :)

In article <384C6BF3.6BD7687C@forestmeister.com>,
Joseph Zorzin <redoak@forestmeister.com> wrote:
>I downloaded Gemulator 98 and 2 versions of TOS, 1.04 and 2.06.
>I manage to get Gemulator to see both and then I've been able to
>run many of my old Atari programs but I'm have trouble with the
>Laser C development program.
>
>Laser C loads- but- if I have Gemulator use 14 megs of RAM,
>Laser C will crash trying to open any code file or when
>attempting to make changes to it's config.sys file.

Ok that may be just a bug in Laser C (i don't know that compiler)
>
>So, I adjusted Gemulator to only use 4 megs of ram on my
>Pentium, and now the above problem doesn't occur, but when I
>tried to compile a code file- it crashed and burned my PC
>operating system (Win95 OSR2)- I ended up with a black screen. I
>had to reboot, run scandisk, and it fixed a damaged file.
>
But that, uh-oh...

>I don't get it. The author of Gemulator says it should work. I
>got a few messages from him, but few suggestions, and he seems
>to have given up on this problem.
>
>The reason I still care to develop software with GEM and TOS is
>that I wrote some software that I've come to depend on in my
>conulting work. I now also have MS Visual C++, but that's a
>steep learing curve before I'm ready to try porting over GEM
>programs to Windows- I'll do it eventually, but in the short
>term I'd like to continue with TOS and GEM.
>
>Anyone have any suggestions?

Any decent emulator should _not_ crash the host OS, no matter what
the emulated programs do... (well ok, unless you allow direct
hardware access.) I'd try a different one... I use (rarely now,
but it is still installed) stonx, tho that may not be the right one
for you as its a unix program, running on FreeBSD here. (Unless
of course you want to put a unix or linux on your box besides the
windows but that would be a bit off-topic here. Here's a link:

http://www.freebsd.org)

What you could also try is a cross compiler, that would make the compilations faster too as there's no emulation involved for that anymore. gcc (GNU C, free) can be configured as a cross compiler and there is a windows port of it too (called cywgin), although i must say i haven't yet tried building a cross compilier on cygwin myself, i have only done it on unix. (i was tired of waiting ages for the compiles on the slow 68000...) I also remebmer i had to apply external patches for the atari object format etc. (gcc itself only knew the 680xx CPUs but not atari TOS) and atari binutils, i think i still have the stuff somewhere on a CD but of course as it is now several years old the patches will surely no longer apply to the current gcc so you'd better look for a more recent version yourself. (Or does someone here know where that could be found now?) It _may_ also be that gcc now actually supports TOS by itself (or MiNT, that should also work), but somehow i doubt it...

HTH,
--
Juergen Lock <nox.foo@jelal.kn-bremen.de>
(remove dot foo from address to reply)

2743. FS/T: ACSI/SCSI adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-10 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <82s3ue$4eo$1@as102.tel.hr>
Source record: 8346

FS/T:

- Steinberg ACSI/SCSI adaptor, made for connecting ST with Avalon and sampler, will work with hd drives, too, fully functional

- ICD Link, w cable and software, fully functional

- Megafile 21, w cable fully functional

make an offer

Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2

2744. Re: Monitor switch on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <82uibtada1@newsg4.svr.pol.co.uk>
Source record: 8347

On 8 Dec 1999 02:00:06 G, xlator@cix.compulink.co.uk wrote:

:>When I connect it to the RGB adaptor on my Falcon, however, the signal
:>is fed only to the colour monitor, irrespective of the switch position.
:>To use the SM124 I have to unplug the switch and plug the monitor
:>directly into the adaptor. Any idea why this happens? Does the Falcon
:>perhaps not supply the required power for the switching chip?

The ST provides a 12v line on the monitor socket, maybe the falc
doesnt have this wired, or your adaptor isnt wired for it, do you
have the pinout diagram for the falc video socket??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2745. Re: Tape drive Q:

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <82uibvada2@newsg4.svr.pol.co.uk>
Source record: 8348

On 8 Dec 1999 16:00:44 G, Peter Keller wrote:

:>I have been going through a bunch of old stuff and found that I
have a
:>tape drive, a Trakker 250mb, and was wondering if anyone knows if there
:>are any drivers for this for an ST, how to set it up, etc. Has anyone
:>ever used these things on an ST?

If its a SCSI device you can use GEMAR, from Steffen Engle.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2746. Re: Host Adapter Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <82uic1ada3@newsg4.svr.pol.co.uk>
Source record: 8349

On 9 Dec 1999 10:54:29 -, "Roger Cain" wrote:
:>I am trying to extend the SCSI chain on the host adapter which is part of
:>the old Gasteiner Mega Drive kit.

I could never get this to work my my 'MEGAdrive' 8~)) either. I think
the HA doesnt have any balls.

:>Does anyone know if I'm wasting my time here? Perhaps the Gasteiner h/a
:>will only support and ancient SCSI command subset?

All drives should support SCSI 1, 2 & 3 are extensions arent they.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2747. Re: EASY One this

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <82uic5ada4@newsg4.svr.pol.co.uk>
Source record: 8350

On 7 Dec 1999 23:55:43 G, nharlow@cix.compulink.co.uk wrote:

:>Does anybody know which resistors to cut/maim to put TOS2.06 in an
: >STE :>(original 1.06, better known as 1.6x). I got this bloody
: >machine and have :>lost my notes on upgrades.

Theres 3 links just in front of the ROM's, the 2 close together need
swapping, center to other outer, the other 1 may need swapping
depending on the type of chips you use, but i doubt you have those
type of chips.!!.

I live just down the road from you in Bexley, e-mail me if you want
it done for you.

steve@sweet3.freeserve.co.uk

Wanna bring it along to the cheshunt computer club on the 15th,
or you could bring it to my home for a while you wait..

I may allow you to view 'the beast'.

:>Pissed off/embarrassed

It happens to the best of us, i'm still waiting for my turn though.8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2748. Re: Monitor switch on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-12 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e2ozsf.1upalki1q3ffpdN%doitarchive@atari-computer.de>
Source record: 8251

> doesnt have this wired, or your adaptor isnt wired for it, do you
> have the pinout diagram for the falc video socket??.

-> DOITF030. Full colorised schematic and it is -=FairWare=-

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2749. Re: Loads of things for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-12 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <83087b$2r9$1@news6.svr.pol.co.uk>
Source record: 8252

On 9 Dec 1999 01:56:40 -, "Rob Henning" wrote:
:>
:> FOR SALE.
:> ---------

Yo!, ROb Dude, So where are you off to then, are you ditching puters
altogether, atari, or just this falc??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2750. Re: EASY One this

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-13 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <8336t0fpn1@plutonium.compulink.co.uk>
Source record: 8253

In article <384DFDB1.852B5DF7@free.fr>, bales@free.fr (Nicholas Bales) wrote:

> nharlow@cix.compulink.co.uk a crit :
> >
> > Does anybody know which resistors to cut/maim to put TOS2.06 in an STE
> > (original 1.06, better known as 1.6x). I got this bloody machine and
> > have
> > lost my notes on upgrades.
> >
> > Pissed off/embarrassed
> >
>
> Check out the Quick FAQ
>
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org online.fr

Cheers, very useful pages, now bookmarked

Nick

2751. Re: partioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-13 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <38554e0a$0$153@news.zetnet.co.uk>
Source record: 8254

On 10 Dec 1999 16:41:35 , Uwe Seimet wrote:
>Michael Schwingen wrote:
>
>> ASC $11 is an unrecovered read error, but ASCQ $97 does not exist in the
>> standard.
>
>Thanks. $97 indeed looked strange since such high numbers are not
>covered by the standard at all, as far as I can tell.
>
I only listed the numbers provided by the HDUtils programme. If they are
not correct.....

Anyway, I have fe-formatted the SyJet using SCSI Tools (from my old ICD
Pro disks) and a sector check by HDUtils does not find any bad sectors. I
just hope that this is the end of my problems.

Jim

2752. Re: Monitor switch on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-13 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <833sh2omu1@plutonium.compulink.co.uk>
Source record: 8255

In message <82mfrb$o8g$1@news1.xs4all.nl>, atarist@xs4all.nl said:

>>When I connect it to the RGB adaptor on my Falcon, however, the signal
>>is fed only to the colour monitor, irrespective of the switch position.
>
>I once heard about impedance.
>That is different from VGA and RGA/SCART.
>U use scart?

Yes I do on the CM8852 colour monitor. I don't think it can be an impedance problem, as an imbalance would normally just produce an unclear display (echoes, or weak video signal etc), rather than no signal at all on the mono monitor. In any case, impedance problems would surely affect the STFM's output (which works) equally to the Falcon's (which doesn't). And plugging the SM124 lead in directly works fine, whereas the switch *always* feeds only the colour monitor from the Falcon with the SM124 screen remaining black. I do, or course, use a different plug adaptor on the Falcon for VGA and the 13-pin ST-type lead.

Regards, /Peter/

2753. Re: Monitor switch on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-13 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <833sh3omv1@plutonium.compulink.co.uk>
Source record: 8256

In message <19991208210448685777@zetnet.co.uk>, kadu.flyer@zetnet.co.uk said:
>
>> For my STFM I use a German-made 'Electronic Monitor Switch' to feed
>> either an SM124 mono or a CM8852 colour monitor. This contains a
>> multi-legged chip that presumably draws its power from the STFM,
>> connected to a simple change-over switch to trigger it. It works fine
>> and as expected (though it causes a reboot of course when operated).
>
>This is because you are restarting the STFM in the 'new' resolution -
>colour is low/med res and mono is high res!

Naturally I knew that - that's why I said 'of course' in my post.

>> When I connect it to the RGB adaptor on my Falcon, however, the signal
>> is fed only to the colour monitor, irrespective of the switch position.
>> To use the SM124 I have to unplug the switch and plug the monitor
>> directly into the adaptor. Any idea why this happens? Does the Falcon
>> perhaps not supply the required power for the switching chip?
>
>That's because the only signal coming out of the RGB is a colour one
>!! There is no power requirement that is not being met as far as I
>undderstand.

But in that case why does the mono monitor work when plugged in directly
but not via the switch? And re the powering, *something* has to supply
power to the switch chip - either the computer or one of the monitors
it is connected to, and since the monitors haven't changed I assume it
is the STFM.

Since writing the original posting, I have done some further research:
Judging from the pinout in 'The Atari A to Z', The ST series supplies
+12V DC pullup power for Peritel (SCART) devices on pin 8, while the
Falcon's is on pin 17. I wonder whether this is what powers the
switching chip, and whether the 'Atari'-branded adaptor plug possibly
omits this cross-connection? Unfortunately it is a moulded assembly
which can't be opened up without destroying it AFAICS!

>The mono monitor is sharper - it's high resolution compared to the
>colour output - which is either low (for most games) or medium resolution.

I think another difference is that a mono monitor doesn't have a shadow
mask, so the picture is continuous and not broken up into dots, which
makes it look sharper. It also works at a higher frame rate = less
flicker (though I am not sure at what frame rate the SVGA monitor is
working at when switched to ST High resolution - I suspect the same 72
Hz). I have also recently been given an old IBM PS/2 mono monitor, which

works fine in greyscale on the Falcon; not quite as sharp as the SM124,
but it *is* rather knackered :-(MUCH easier to carry about though! :-)

>Doesn't your SVGA handle the games / demos ??

Not all of them - some require RGB, others work fine.

Regards, /Peter/

2754. Re: Monitor switch on Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-13 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <833sh6$on0$1@plutonium.compulink.co.uk>
Source record: 8257

In message <82uibtada1@newsg4.svr.pol.co.uk>, steve@sweet3.freeserve.co.uk said:

>The ST provides a 12v line on the monitor socket, maybe the falc
>doesnt have this wired, or your adaptor isnt wired for it, do you
>have the pinout diagram for the falc video socket??.

Thanks Steve! As you may have seen in an earlier reply, I came to a
similar conclusion - I suspect that the adaptor isn't wired for it. No
great loss, since I don't think I'll use the switchbox with the Falcon.

Regards, /Peter/

2755. Re: Host Adapter Problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-13 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <833sh6$on1$1@plutonium.compulink.co.uk>
Source record: 8258

In message <82uic1ada3@newsg4.svr.pol.co.uk>, steve@sweet3.freeserve.co.uk said:

>On 9 Dec 1999 10:54:29 -, "Roger Cain" wrote:
>:>I am trying to extend the SCSI chain on the host adapter which is part of
>:>the old Gasteiner Mega Drive kit.
>
>
>I could never get this to work my my 'MEGAdrive' 8~)) either. I think
>the HA doesnt have any balls.
>
>:>Does anyone know if I'm wasting my time here? Perhaps the Gasteiner h/a
>:>will only support and ancient SCSI command subset?
>
>All drives should support SCSI 1, 2 & 3 are extensions arent they.

Having looked at my Gasteiner HD docs, it appears that their software,
at least, allows for *DMA* addresses 0 to 7, rather than SCSI. If the
drives are connected with standard SCSI plugs, you could just try
extending one of the leads, and use different software.

Regards, /Peter/

2756. Spectre floppy disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-13 00:00:00 UTC
From: Yves <benabouy.nojunkmail@esiee.fr>
Message-ID: <eFf54.243$XM3.1569844@nnrp1.proxad.net>
Source record: 8259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello there.

I was wondering where i could find more info and/or tools about the Spectre
floppy format used in Dave Small's Mac plus emulator. I need to transfer
such floppy disks to a Mac SCSI HD.
Every answer for Atari/Mac/PC is welcome.

Thanks , Yves.

ps : remove .nojunkmail from my address for mail answers.

2757. Re: partitioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-14 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38560170.4BCD@ooc.de>
Source record: 8260

James Smith wrote:

> >Thanks. $97 indeed looked strange since such high numbers are not
> >covered by the standard at all, as far as I can tell.
> >
> I only listed the numbers provided by the HDUtils programme. If they are
> not correct........

I didn't say that the number was incorrect. It's just a number not
covered by the SCSI standard.

> Anyway, I have fe-formatted the SyJet using SCSI Tools (from my old ICD
> Pro disks) and a sector check by HDUtils does not find any bad sectors. I
> just hope that this is the end of my problems.

So you were able to achieve this with a single format run or did you
have to format a second time with providing a bad sector list?

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2758. LAN ports

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-14 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <zJu54.1241$VU1.653@198.235.216.4>
Source record: 8261

I want to hook up my Mega STe, TT and Falcon via the LAN ports. I will be using STing, and IP masquerading. What I need to know is how do you connect 3 computers together with this hardware layout. Is there some other In/out device I require? Actually, I will have a few STs together via the midi ports as well, but I know how this is done.

Any help appreciated.

Later Brian.

2759. ATARI FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-14 00:00:00 UTC
From: Laurent Lenclud <la.forge@worldonline.be>
Message-ID: <836a7i$5i3$1@news.worldonline.be>
Source record: 8262

Hello,

I'm from Belgium, I would like to use a ATARI FALCON 030 I newly bought.
But I need some softs, may anyone be of any help?

Laurent

la.forge@worldonline.be

THANX IN ADVANCE!!!

2760. Re: partitioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-14 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <3856cdd3$0$159@news.zetnet.co.uk>
Source record: 8263

On 14 Dec 1999 09:36:00 , Uwe Seimet wrote:
>James Smith wrote:
>
>> Anyway, I have fe-formatted the SyJet using SCSI Tools (from my old ICD
>> Pro disks) and a sector check by HDUtils does not find any bad sectors. I
>> just hope that this is the end of my problems.
>
>So you were able to achieve this with a single format run or did you
>have to format a second time with providing a bad sector list?
>
SCSI Tools did not report any bad sectors after a single format run, so I
used HDUtils to do a sector check as I was surprised that no faults with
the medium had been reported with SCSI Tools ;-)
I have yet to physically check the cart by filling it up and trying to copy
the files back off again, but I will probably try this at the weekend.

Jim

2761. FLOPPY DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-15 00:00:00 UTC
From: cyberdyne-m <cyberdyne-m@breathemail.net>
Message-ID: <3856f6ec_3@news1.vip.uk.com>
Source record: 8264

Can anyone tell me will a 1.44mb PC drive work as an external disk drive
on an Atari ST?

2762. Re: ATARI FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-15 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <385741DB.F79AB84E@free.fr>
Source record: 8265

Laurent Lenclud a ï¿½crit :
>
> Hello,
>
> I'm from Belgium, I would like to use a ATARI FALCON 030 I newly bought.
> But I need some softs, may anyone be of any help?
>

There are plenty. What kind of software do you need ?

Start looking at:

http://quickfaq.atari.org
http://utsi.atari.org
http://launchpad.atari.org
ftp://chapelie.rma.ac.be
ftp://ftp.lip6.fr/pub/atari

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2763. Re: FLOPPY DRIVES

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-15 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <3857423E.CAFE38D3@free.fr>
Source record: 8266

cyberdyne-m a ï¿½crit :
>
> Can anyone tell me will a 1.44mb PC drive work as an external disk drive
> on an Atari ST?

As a replacement unit inside a SF314 or SF354, yes. You need to perform
the same changes as for an STF/STE internal drive though (maybe you can
get away with the ID number change).

Check out the Quick FAQ.

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2764. Re: EASY One this

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-15 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <837jhllr1@plutonium.compulink.co.uk>
Source record: 8267

In article <82uic5ada4@newsg4.svr.pol.co.uk>,
Hi Steve,

I keep meaning to visit Chesunt, but due to personal reaasons and illness
in last 18 months I haven't been able too. Contact me I would love to see
the beast and visit

Nick

steve@sweet3.freeserve.co.uk (Steve Sweet) wrote:

> On 7 Dec 1999 23:55:43 G, nharlow@cix.compulink.co.uk wrote:
>
> :>Does anybody know which resistors to cut/maim to put TOS2.06 in an
> : >STE :>(original 1.06, better known as 1.6x). I got this bloody
> : >machine and have :>lost my notes on upgrades.
>
>
> Theres 3 links just in front of the ROM's, the 2 close together need
> swapping, center to other outer, the other 1 may need swapping
> depending on the type of chips you use, but i doubt you have those
> type of chips.!!.
>
>
> I live just down the road from you in Bexley, e-mail me if you want
> it done for you.
>
> steve@sweet3.freeserve.co.uk
>
> Wanna bring it along to the cheshunt computer club on the 15th,
> or you could bring it to my home for a while you wait..
>
> I may allow you to view 'the beast'.
>
> :>Pissed off/embarrassed
>
> It happens to the best of us, i'm still waiting for my turn though.8~)
>
>
>
>
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2765. Re: partitioning

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-15 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38576A64.33FB@ooc.de>
Source record: 8268

James Smith wrote:

> SCSI Tools did not report any bad sectors after a single format run, so I
> used HDUtils to do a sector check as I was surprised that no faults with
> the medium had been reported with SCSI Tools ;-)

Yes, this is surprising, indeed. since both tools don't do anything
different when formatting a drive. The drive does everything on its own.
Anyway, it's fine that your problem seems to be solved.
--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2766. Monitor Extension Connector How?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-15 00:00:00 UTC
From: demetrio@home.com
Message-ID: <3857a832.121479612@news.rdc1.ab.wave.home.com>
Source record: 8269

I'd like to build a monitor extension for my ST to the SM124 (the monochrome monitor) but I don't know:

(a) what type of cable to use or
(b) what the connectors are called.

Is a 20 foot connector feasible? I've done it with an SVGA connector on my PC and, despite some degradation of signal, it works.

Anyone?

2767. Re: Monitor Extension Connector How?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-15 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <3857EF2A.595338CC@free.fr>
Source record: 8270

Demzy a ï¿½crit :
>
> I'd like to build a monitor extension for my ST to the SM124 (the
> monochrome monitor) but I don't know:
>
> (a) what type of cable to use or
> (b) what the connectors are called.
>
> Is a 20 foot connector feasible? I've done it with an SVGA connector
> on my PC and, despite some degradation of signal, it works.
>

20 foot is what ? 6 meters ?

Why would you want to do that anyway ??? If it's because of the fan noise, just disconnect it. It's useless on a standard MegaST. STF's have more or less the same hardware, and no fan.

The connectors are called 'Atari 13pin DIN'. You can find them in the Conrad Electronics catalog (in germany or France). Best Electronics in the US has them, and I beleive so do Maplins in the UK. Any 13 wire cable should do, but I guess shielded would be better for that distance.

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2768. PORTFOLIO - STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-15 00:00:00 UTC
From: enbordal@online.no
Message-ID: <945293126-541050AEicMi@online.no>
Source record: 8271

Hello!

Can anyone help me.
I have used an old STe for transfering data from my Portfolio, and
everything has worked exellent.
Now I want to give my STe away to a person who can use it to something
better than just transfering data.
I then tried an old STFM for the same purpose. But it will not work!

I use:
Portlink.prg
Parallel interface for the Portfolio
A home made cable with a LED etc.

The trouble is that Portlink.prg stops with a glimpsing file selector
box!

Anyone who can help me solve the problem?

--
Norvald

Atari Falcon 030

2769. PORTFOLIO - STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-15 00:00:00 UTC
From: enbordal@online.no
Message-ID: <945296110-137321AEicMi@online.no>
Source record: 8272

Hello!

Can anyone help me.
I have used an old STe for transfering data from my Portfolio, and
everything has worked exellent.
Now I want to give my STe away to a person who can use it to something
better than just transfering data.
I then tried an old STFM for the same purpose. But it will not work!

I use:
Portlink.prg
Parallel interface for the Portfolio
A home made cable with a LED etc.

The trouble is that Portlink.prg stops with a glimpsing file selector
box!

Anyone who can help me solve the problem?

--
Norvald

Atari Falcon 030

2770. Re: Monitor Extension Connector How?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-15 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <83abv1$o9a$1@newsg3.svr.pol.co.uk>
Source record: 8273

Demzy <demetrio@home.com> wrote in message
news:3857a832.121479612@news.rdc1.ab.wave.home.com...
> I'd like to build a monitor extension for my ST to the SM124 (the
> monochrome monitor) but I don't know:
>
> (a) what type of cable to use or
> (b) what the connectors are called.

The SM124 comes with a 13-pin DIN connector - yoou just plug it in.

> Is a 20 foot connector feasible? I've done it with an SVGA connector
> on my PC and, despite some degradation of signal, it works.

Yes, I think this should work. The signals are at relatively low frequency
and high strength.

Why are you asking about cable and connectors? Does your SM124 not have a
video cable?

Roger

2771. Hayes Accura 288 Fax Modem and STing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-16 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <n3164.5$Lq6.224@198.235.216.4>
Source record: 8274

I have both a hayes 288 accura v34 fax modem and a Supra 28800
faxmodem.

STing works with the supra and not the hayes.

The hayes does not acknowledge anything I put in the initialization string
for STing. Be it ATZ or AT&F2. STing will show the command when trying to
initialize the connection, and thats it. I have also put carrige returns
after these statements. The supra works fine.

I have once gotten this modem to work with STing, but was unable to
have it reconnect after disconnecting. Back to the same problem.

I tried it with STalker and it will work with AutoDial. However it
will not work if I type a number in or simply give AT commands and await
the OK reply. I have check the autodialer configuration and there is
nothing different from my manual settings.

I hook up the supra and sure enough I can type in the AT commands and
the modem replies.

What is up between these two? I just want to get this Hayes working
with STing in one fashion or another.

Later Brian.

All help appreciated in advance.

2772. Re: PORTFOLIO - STFM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-16 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <wg8qXFAV5JW4EwdG@steverosie.demon.co.uk>
Source record: 8275

In article <945296110-137321AEicMi@online.no>, enbordal@online.no writes
>Hello!
>
>Can anyone help me.
>I have used an old STe for transfering data from my Portfolio, and
>everything has worked exellent.
>Now I want to give my STe away to a person who can use it to something
>better than just transfering data.
>I then tried an old STFM for the same purpose. But it will not work!
>
>I use:
>Portlink.prg
>Parallel interface for the Portfolio
>A home made cable with a LED etc.
>
>The trouble is that Portlink.prg stops with a glimpsing file selector
>box!
>

Hi

I'll be interested in this one, as I can't transfer files to my Mega STE/STE's. Everything works OK on the PC side, but my parallel port is tied up.

Come to think of it, I've never tried it on an STFM.... I might give it a go, at least I'm fortunate to have several ST's knocking around!!

I'd love to get my card drive to work with an Atari as well, as I have to have it on my other pc that is networked (no space or free ISA in my main pc) and that has gone down on me:((, has anyone worked a way to do it!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2773. Re: Hayes Accura 288 Fax Modem and STing

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-16 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3858E0DA.637FAE96@patent.gov.uk>
Source record: 8276

I use a Hayes Optima 28800 and it works fine on all my Ataris, MegaST,
Falcon and Milan. If there's anything I can do, Yell.

Bob King.

Brian Van TIlborg wrote:
>
> I have both a hayes 288 accura v34 fax modem and a Supra 28800
> faxmodem.
>
> STing works with the supra and not the hayes.
>
> The hayes does not acknowledge anything I put in the initialization string
> for STing. Be it ATZ or AT&F2. STing will show the command when trying to
> initialize the connection, and thats it. I have also put carrige returns
> after these statements. The supra works fine.
>
> I have once gotten this modem to work with STing, but was unable to
> have it reconnect after disconnecting. Back to the same problem.
>
> I tried it with STalker and it will work with AutoDial. However it
> will not work if I type a number in or simply give AT commands and await
> the OK reply. I have check the autodialer configuration and there is
> nothing different from my manual settings.
>
> I hook up the supra and sure enough I can type in the AT commands and
> the modem replies.
>
> What is up between these two? I just want to get this Hayes working
> with STing in one fashion or another.
>
> Later Brian.
>
> All help appreciated in advance.

2774. Portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-16 00:00:00 UTC
From: enbordal@online.no
Message-ID: <945379616-968489AEicMi@online.no>
Source record: 8277

Hei!

>I'll be interested in this one, as I can't transfer
>files to my Mega
>STE/STE's

Have you tried the same progran and cable as I am using?

You find it here:
http://home.t-online.de/home/stefan.kaechele/soft.htm

or:
http://www.geocities.com/Tokyo/Temple/9537/PRG-PORT.HTM

Norvald

--
Norvald

Atari Falcon 030

2775. Atari ST 1040 FM $ 120.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-16 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <3858ACFA.211B@alphalink.com.au>
Source record: 8278
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

I have an Atari ST 1040 FM With Mono Monitor and some Music programs
Price $ 120.00 Pickup Only

Ps I also service the Atari St Range of computers

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2776. Re: Monitor Extension Connector How?

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-17 00:00:00 UTC
From: demetrio@home.com
Message-ID: <385a1d44.282545572@news.rdc1.ab.wave.home.com>
Source record: 8279

To answer questions of "why" I want this info:

- this is an extension to the existing monitor connector
- I have a very, very noisy fan on a MegaFile 60 and want it out of the room
- the MegaFile 60 will be daisy chained to my existing FaST 30MB HD, adding to the already unbearable noise
- I will use it in a home recording studio (so I need a keyboard extension as well, for which a phone jack extension seems to work)

Demzy

2777. Memory Upgrading / RAMDISK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-17 00:00:00 UTC
From: G T Martin <greg@abmlimited.clara.co.uk>
Message-ID: <Enp64.519$9w.10464@nnrp4.clara.net>
Source record: 8280

Hope these questions are clear! Anyway.......

1) I have a 520ST with 30 pin SIMMS, are these normal PC 30pin SIMMS?, as I also have an ST1040, the only difference between this and the 520 is that it doesn't have any audio phono plugs on the back, will this also be using SIMMS as its memory as well?, and can this be upgraded with PC 30pin SIMMS?

2) If this is the case, and I put say, 4mb of memory, is it possible to create a Ramdisk with GEM?

Regards,
Greg

2778. Re: ET4000/MEGA4000 data & ideas wanted for exp card...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-17 00:00:00 UTC
From: vezz@freeREMOVEMEweb.org
Message-ID: <385a7ddf.4159780@news.nettuno.it>
Source record: 8281

On Sun, 05 Dec 1999 16:36:18 +0100, Branko Badrljica
<brankob@sidra.si> wrote:

>I have finished schematics for expansion card for Atari ST, which I
>intend to publish on the Web (schematics, PCB files etc.) with the
>exception of the small key IC which would be available at a small fee (I
>was thinking of something around 30 DM or so).

That's very good, at a very reasonable price.
When you decide to publish this board, let us know!

I have a home address of Torsten Lang. I don't know if it's still
valid, but you can try with a letter.

Ciao

Marcello Vezzelli

Atarihacks! http://atarihacks.cjb.net

2779. Re: Memory Upgrading / RAMDISK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-18 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <YaA64.103$Bc6.39@198.235.216.4>
Source record: 8282

On 17 Dec 1999 11:45:40 , "G T Martin" wrote:
>Hope these questions are clear! Anyway.......
>
>1) I have a 520ST with 30 pin SIMMS, are these normal PC 30pin SIMMS?, as I
>also have an ST1040, the only difference between this and the 520 is that it
>doesn't have any audio phono plugs on the back, will this also be using
>SIMMS as its memory as well?, and can this be upgraded with PC 30pin SIMMS?

I assume you have a 520STe and a 1040STf? The STe series of Atari computers
uses 30 pin simm. The ST/f series requires a daughter board. There are
such boards available for the 1040ST that use Simms.

>2) If this is the case, and I put say, 4mb of memory, is it possible to
>create a Ramdisk with GEM?

You can create a ram disk with a 520K ST let alone the 1040ST.

I suggest you go to.

http://www.umich.edu/~archive/atari

this is just to show you the listing of software for the ST.

then select Utilities

and you will find MANY ram disks which you can try.

>Regards,
>Greg
>

Later Brian.

>.

2780. Re: Hayes Accura 288 Fax Modem and STin

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-18 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <7bA64.104$Bc6.39@198.235.216.4>
Source record: 8283

On 16 Dec 1999 12:53:46 , Bob King wrote:
>I use a Hayes Optima 28800 and it works fine on all my Ataris, MegaST,
>Falcon and Milan. If there's anything I can do, Yell.

I need to know what you have in the STing initialization box.

Such as

ATZ

I am curious to know if the Hayes uses a different command set.

I would like to send it reset commands.

I would like it to respond to my manual commands.

Thanks Bob.

>Bob King.
>
>Brian Van TIlborg wrote:
ion or another.
>>
>> Later Brian.
>>
>> All help appreciated in advance.
>.

2781. Re: LAN ports

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-18 00:00:00 UTC
From: Juergen Lock <nox.foo@jelal.kn-bremen.de>
Message-ID: <83eio7$14fa$1@saturn.kn-bremen.de>
Source record: 8284

In article <zJu54.1241$VU1.653@198.235.216.4>,
Brian Van TIlborg <madmax@bfree.on.ca> wrote:
> I want to hook up my Mega STe, TT and Falcon via the LAN ports. I will
>be using STing, and IP masquerading.

Well i'd recommend MiNT-net for that but that may be just me...
(wait, can it do NAT these days? if not you'd need something
else on the NAT box, but only on that one of course.)

> What I need to know is how do you
>connect 3 computers together with this hardware layout.

The `LAN ports' are just regular serial ports only with different
electrical characteristics, they're not faster or anything like
that... (at least electritcally its the same thing macs used for
their early slow way of networking called `appletalk', but to use
them like that you'd need special drivers which may still not
exist.)

Anyway i'd just use null modem cables, connect the `normal'
serial ports (which go to the same uart chip) and set up 115200 bps
slip links with header compression. (or ppp, but slip has less
overhead and for fixed links ppp's features are of no use.)
Actually I believe the TT's ports can do 230400 too but i'm not
sure about the other machines... and use modem2 and/or serial2,
modem1 is on a different uart that can only do 19200 bps. Make
the fastest machine the router (and NAT box, i.e. the TT), meaning
you'll have one slip link from the TT to the Mega STe and one from
the TT to the Falcon. Actually since these are all ataris you
could also use plip (parallel port ip) for one of the links, thats
a bit faster than serial...

And btw 115200 bps slip is also what i used years ago to link my
Mega STe to the unix (BSD) box and it had no problems getting some
10K/sec throughput with ftp. (well ok, that was with a hardware
fix, see below...) It even for a while did uucp-i over tcp to my
`ISP' over that link after i switched from analog to isdn (with
the BSD box routing the packets to isdn, single channel sync raw-ip)
and that little 68000 then exchanged my mail and news with nearly
isdn speed (sending and receiving at the same time) and still had
CPU cycles free.

The hardware fix: On the Mega STe atari screwed up (at least
on mine, but others reported similar problems): With the original
SCC chip (thats the uart that controls the faster serial ports)
serial IO on those ports could interfere with disk DMA(!), which

had me searching for a long time for mysterious data corruption
even though the protocol on the serial link discovered _no_ CRC
errors. (anyone who still knows what protocol i was porting back
then gets a virtual cookie!) When i finally replaced the SCC
with a better pin-compatible Zilog one the problem went away...
(Don't remember the part number anymore but this chip was also
mentioned in the hsmodem docs, i didn't change its clock tho.)
It also has 8 bytes FIFO on each channel, the original one only
had 3, so if you get `silo overflows' at the higher speeds
(receiver overrun, would cause tcp/ip to have to resend packets)
that would be a way to fix those too. Actually as i remember on
the TT the SCC also had DMA channels but i have never heared of
them actually being used... (that would be another way to get rid
of receiver overruns, and it would lower the CPU load too. But of
course receiver overruns are more likely to occur on the machines
with the slower CPUs, where you don't have the luxury of DMA on
the SCC.)

> Is there some other
>In/out device I require? Actually, I will have a few STs together via the
>midi ports as well, but I know how this is done.
>
I'd like to see the finished setup, sounds like a nice computer
museum... :) (or, would you give me a ssh login? if you want
i could probably compile you stuff on the cross compiler...)

> Any help appreciated.

HTH,
--
Juergen Lock <nox.foo@jelal.kn-bremen.de>
(remove dot foo from address to reply)

2782. Re: Spectre floppy disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-18 00:00:00 UTC
From: pkienle@acmerecords.com
Message-ID: <pkienle-1812990035260001@dial-124-56.dial.indiana.edu>
Source record: 8285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yves

I still have my ST running SPectre and a Mac side by side. Can't remember, though, is the format you talk about readable for the ST under GEMDOS? Or is it readable only when Spectre is running?

In any case I found the most reliable way to transfer files using a null-modem cable and STalker on the ST and ZTERM on the Mac. The Mac emulation can also run ZTERM.

If you can be a little more specific (about how the disks were formatted) I might be able to reproduce your problem.

Peter

In article <eFf54.243$XM3.1569844@nnrp1.proxad.net>, "Yves" <benabouy.nojunkmail@esiee.fr> wrote:

> Hello there.
>
> I was wondering where i could find more info and/or tools about the Spectre
> floppy format used in Dave Small's Mac plus emulator. I need to transfer
> such floppy disks to a Mac SCSI HD.
> Every answer for Atari/Mac/PC is welcome.
>
> Thanks , Yves.
>
> ps : remove .nojunkmail from my address for mail answers.

--
Visit http://www.acmerecords.com
for Original Jazz that Rocks with BeebleBrox
jazz guitar trio 3rd Man
Odd Guitar Jazz
Original Tunes Online

2783. Help with use of TV with MEGA/STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-18 00:00:00 UTC
From: composer22@mindspring.com
Message-ID: <385ba893.58128280@news.mindspring.com>
Source record: 8286

Can anyone in the group give me details about how to use a regular television with a MEGA/STE? I have three ST monitors which don't work (two SM 124s and an SC 1224). I bought an RF modulator from Radio Shack and tried to interface but I'm still not getting the ST screen on the TV. Perhaps someone will also know if there is any help online for ST users.

Thanks for any help,

Al.

2784. Re: Spectre floppy disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-18 00:00:00 UTC
From: Yves <benabouy.nojunkmail@esiee.fr>
Message-ID: <DGU64.484$yT4.3060861@nnrp1.proxad.net>
Source record: 8287
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Peter!

Thanks for answering my request ! :)
To be more precise, Spectre disks are formatted under the emulator but it's possible to copy them with any serious ST disk copier (such as Procopy, Acopy...) ... I don't know precisely how these disks are formatted, but it seems that the emulator doesn't use the cartridge hardware (except the roms :)) when it needs to read/write such disks.
It's not possible to read spectre disks contents under gemdos : erroneous free space info, unreadable data (0 objects...).
I think this disks are a kind of "image" of original Mac GCR converted in MFM format.

My will is to be able to extract mac files from spectre disks without using spectre, and particularly to do it with a PC.

But I don't know where to get more info, or to ask the most famous Dave Small about this. ;)

Thanks again,
Yves.

Peter Kienle a &#65533;crit dans le message ...
>Yves
>
>I still have my ST running SPectre and a Mac side by side. Can't remember,
>though, is the format you talk about readable for the ST under GEMDOS? Or
>is it readable only when Spectre is running?
>
>In any case I found the most reliable way to transfer files using a
>null-modem cable and STalker on the ST and ZTERM on the Mac. The Mac
>emulation can also run ZTERM.
>
>If you can be a little more specific (about how the disks were formatted)
>I might be able to reproduce your problem.
>
>Peter
>
>
>In article <eFf54.243$XM3.1569844@nnrp1.proxad.net>, "Yves"
><benabouy.nojunkmail@esiee.fr> wrote:
>
>> Hello there.
>>

>> I was wondering where i could find more info and/or tools about the
Spectre
>> floppy format used in Dave Small's Mac plus emulator. I need to transfer
>> such floppy disks to a Mac SCSI HD.
>> Every answer for Atari/Mac/PC is welcome.
>>
>> Thanks , Yves.
>>
>> ps : remove .nojunkmail from my address for mail answers.
>
>--
>Visit http://www.acmerecords.com
>for Original Jazz that Rocks with BeebleBrox
>jazz guitar trio 3rd Man
>Odd Guitar Jazz
>Original Tunes Online

2785. TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-19 00:00:00 UTC
From: s_roth@sprint.ca
Message-ID: <s_roth-1912991427330001@spc-isp-osh-uas-04-40.sprint.ca>
Source record: 8288
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am interested in using an Atari TT030 for MIDI MTC'ed to my Macintosh G3 ProTools Mix system to avoid using OMS. Therefore, I have the following questions regarding compatibility, expandibility and networkability of the TT:

Does Cubase or Notator (original or Logic) work with the TT?
Would they run in ST or TT mode (if there is such a thing)?
Would they use TT or ST RAM?
What is the maximum TT RAM expansion?
What is the maximum ST RAM expansion?
What kind of SIMMs (if at all) does the TT use?
Does C-Lab's Unitor2/ExPort MIDI expansion interface work with the TT?
Does Steinberg's MIDIEx work with the TT?
Is the TT networkable to a Macintosh G3? How is this accomplished? What protocal is used?
What is the theoretical transfer rate (mbits/sec) of TT <-> Mac networking?
When networked, is there a way for the TT to access my Mac G3's adsl connection?
What is the largest capacity harddrive that the TT can have internally?
How many SCSI devices can the TT SCSI controller access?
What solutions are there for accessing multiple SCSI devices on the TT?
Is the TT easy to rackmount? In other words, is the motherboard small enough to mount in a standard rackmount case?
Is the TT easily moved into a PC-style case?

Thanks in advance.

--
| Robert Sach NYU
| "C:/DOS, C:/DOS/RUN, RUN/DOS/RUN"
----------:-)

2786. Freeserve

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-19 00:00:00 UTC
From: robert@riddell4.freeserve.co.uk
Message-ID: <83jeuo$i0i$1@newsg2.svr.pol.co.uk>
Source record: 8289

Having problems retrieving mail on my STE from
Pop.freeserve.net.lately, no problems withmy PC however, any
ideas???

Rob

2787. gcc problems

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-19 00:00:00 UTC
From: Matthias Reis <matthias.reis@musikschule.net>
Message-ID: <385D4807.E6CDC407@musikschule.net>
Source record: 8290

Hi!
I have a problem with the atari-port of gcc. The compiler runs
correctly, if my code is not preprocessed (I get only a message of
unknown # commands, but that is ok). But if I try to compile
preprocessed code, I get the nasty atari-bombs (the compiler chrashes).
I tried also g++ with the same effect.

Thanks,
Matze

2788. Re: Spectre floppy disks

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-19 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <385CAF15.672E2AD0@jps.net>
Source record: 8291
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If I recall correctly, it seems there was a utility with the Spectre disk allowing conversion from Spectre to Atari. I recall using the procedure to produce Postscript files under Pagemaker and then converting them to Atari format for printout with Ultrascript on the SLM laser printer.

Forget about Dave Small. He occasionally pops up on AtariCentral to drop in a message, and equally quickly disappears. He won't even answer an email. He listed his web site, but I deleted the bookmark since he doesn't respond, and is no longer involved with atari.

John

Yves wrote:
>
> To be more precise, Spectre disks are formatted under the emulator but it's
> possible to copy them with any serious ST disk copier (such as Procopy,
> Acopy...) ... I don't know precisely how these disks are formatted, but it
> seems that the emulator doesn't use the cartridge hardware (except the roms
> :)) when it needs to read/write such disks.
> It's not possible to read spectre disks contents under gemdos : erroneous
> free space info, unreadable data (0 objects...).
> I think this disks are a kind of "image" of original Mac GCR converted in
> MFM format.
>
> My will is to be able to extract mac files from spectre disks without using
> spectre, and particularly to do it with a PC.
>
> But I don't know where to get more info, or to ask the most famous Dave
> Small about this. ;)
>
> Thanks again,
> Yves.
>

2789. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-19 00:00:00 UTC
From: s_roth@sprint.ca
Message-ID: <s_roth-1912992355570001@spc-isp-osh-uas-02-4.sprint.ca>
Source record: 8292
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <O6h74.6243$ci.6559@news21.bellglobal.com>, "res"
<res@sympatico.caNOSPAM> wrote:

>> I am interested in using an Atari TT030 for MIDI MTC'ed to my Macintosh G3
>> ProTools Mix system to avoid using OMS. Therefore, I have the following
>> questions regarding compatibility, expandibility and networkability of the
>> TT:
>>
>> Does Cubase or Notator (original or Logic) work with the TT?
>Cubase yes Notator no Logic yes

Ok. I use Logic Audio with PT sometimes.

>> Would they run in ST or TT mode (if there is such a thing)?
>Cubase and Logic run in TT-medium using VGA or TT-high using Atari monitor
>Notator wont run period

TT highres is why I am interested in the TT in the first place!

>> Would they use TT or ST RAM?
>ST
>
>> What is the maximum TT RAM expansion?
>8 megs, but there are some 3rd party cards that go to 32M and beyond
>you dont need to expand a 4-meg machine to run Cubase

When I was using a Mega4STe for MIDI (many years ago), I would easily run
out of memory running Notator Logic.

>> What is the maximum ST RAM expansion?
>4meg and 3rd party cards (i think)
>
>> What kind of SIMMs (if at all) does the TT use?
>i dont know
>dont waste your money on the TT, just get it up to 4 megs

I don't understand this comment.

>> Does C-Lab's Unitor2/ExPort MIDI expansion interface work with the TT?
>not with Cubase, and not with Notator, since notator wont run on a TT at all
>Unitor2 works great with Logic

I'm assuming that ExPort will work as well?

>> Does Steinberg's MIDIEx work with the TT?
>yes, with Cubase, and so does the SMP-24/II
>not with Logic

>
>I run both Midex+ and SMP-II
>Dont think about syncing Cubase CBX/Audio Falcon to SMPTE with Midex+, it
>will crash
>you must use SMP-24/II to sync Cubase CBX/Audio Falcon when using audio
>tracks
>note that you can run Cubase Audio Falcon on any Atari in midi-only mode,
>so if you dont have Cubase yet, look for Cubase Audio Falcon or Cubase Audio
>CBX

Falcon? I never mentioned the Falcon. I will be sending out MTC (MIDI Time-code) via my Digidesign SMPTE Slave Driver to synch the TT with my G3 Mac running ProTools.

All I want the TT to do is MIDI. That's all! I'm sick of the sluggishness that OMS in ProTools provides. And I'm also sick of the horrible automation that Logic Audio provides.

>> Is the TT networkable to a Macintosh G3? How is this accomplished? What
>> protocal is used?
>dont go there

Perhaps somebody else can answer this for me.

>> What is the theoretical transfer rate (mbits/sec) of TT <-> Mac
>networking?
>see previous answer
>
>> When networked, is there a way for the TT to access my Mac G3's adsl
>connection?
>why? internet on the Mac exists

Since I have no floppy drive in my B&W G3, I need a way to transfer files to the TT, in case my above question regarding the networkability between Mac <-> TT didn't work.

>> What is the largest capacity harddrive that the TT can have internally?
>ask Uwe Seimet for the correct answer

4GB? That is all I need for MIDI files.

>> How many SCSI devices can the TT SCSI controller access?
>8 i think

8? Maybe I should ask Uwe Seimet.

>> What solutions are there for accessing multiple SCSI devices on the TT?
>hook them up and make sure your weird-behaving SCSI devices are last
>
>> Is the TT easy to rackmount? In other words, is the motherboard small
>> enough to mount in a standard rackmount case?
>no, unless you mount it length-in, but that would be a hell of a rack case
>if a key is installed, the whole thing is too wide

I am not talking about taking the TT and sticking it on some rackmount shelf. I am talking about physically removing the electronics from within the TT and rackmounting these (motherboard, I/O ports, PS, etc...) in a rackmount case. Has this been done?

>> Is the TT easily moved into a PC-style case?
>dont waste your money, just put a front-panel power switch on it

PC style cases are cheap. My G3 is in a rackmount already. I have no problem with funds.

>> Thanks in advance.
>hope this helps

It has a bit. But, I still have unanswered questions.
Steven

2790. <no subject>

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-19 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <945716338-578532AEicMi@sweet3.freeserve.co.uk>
Source record: 8293

Could anyone in here tell me what the load_img.SLB does, if i set my magx.inf file to load it my machine crashes at boot, but my system never whinges for it.

So what does it provide?,
what uses it?

Regards from STEve & his nice warm cosey PAK'd MegaSTE .

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2791. Help using an Ethernet & networking on Mega STE:)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <i5R+BSAmugX4Ewn4@steverosie.demon.co.uk>
Source record: 8151
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

The time has come to link my Mega STE to my pc's. To cut down a lot of hassle, as time is limited for me at the present, I need to know how and what I need to do to connect it to my network!

I've forgotten what make the card is, but it fits in the internal slot on the Mega STE. I'm using BNC (thin coax).

I have tried briefly with STinG, but it just bombs out:(

So I'd be grateful to know what software I need, STinG, HSmodem etc..., and any info that would be helpful.

If I can get this working it will speed up waffling through the mountains of disks, formerly LAPD PD library, I have around me as it should cut out transferring onto another hard drive or removable media.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2792. Re: Hayes Accura 288 Fax Modem and STin

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <385E11C1.B758602D@patent.gov.uk>
Source record: 8152

Hi Brian,

As you know Hayes set the standard.

I use ATZ as the init code.
I dont use Connect any more or any BBS, but will send you all my Connect
data and my Default.CFG and Dial.SCR for Zetnet ASAP.

Bob King.

Brian Van TIlborg wrote:
>
> On 16 Dec 1999 12:53:46 , Bob King wrote:
> >I use a Hayes Optima 28800 and it works fine on all my Ataris, MegaST,
> >Falcon and Milan. If there's anything I can do, Yell.
>
> I need to know what you have in the STing initialization box.
>
> Such as
>
> ATZ
>
> I am curious to know if the Hayes uses a different command set.
>
> I would like to send it reset commands.
>
> I would like it to respond to my manual commands.
>
> Thanks Bob.
>
> >Bob King.
> >
> >Brian Van TIlborg wrote:
> ion or another.
> >>
> >> Later Brian.
> >>
> >> All help appreciated in advance.
> >.

2793. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: kerstin.hoef-emden@uni-koeln.de
Message-ID: <83l5jahsp2@news.rrz.Uni-Koeln.DE>
Source record: 8153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi again,

In comp.sys.atari.st kerstin.hoef-emden@uni-koeln.de wrote:

> The SCSI controller can address 7 IDs (0-9). If you want to use one for your
^ :-/ Thatï¿½s nonsense, for sure!

> computer (usually no. 7), you can hook up 6 additional devices.

Bye,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

2794. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: kerstin.hoef-emden@uni-koeln.de
Message-ID: <83l557hsp1@news.rrz.Uni-Koeln.DE>
Source record: 8154
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

In comp.sys.atari.st res <res@sympatico.ca> wrote:

>> What is the maximum TT RAM expansion?
> 8 megs, but there are some 3rd party cards that go to 32M and beyond
> you dont need to expand a 4-meg machine to run Cubase

Newer TT-RAM cards allow for more RAM. They use PS/2 SIMMs.

>> What is the maximum ST RAM expansion?
> 4meg and 3rd party cards (i think)

With 3rd party cards you can have 10 MB ST-RAM.

>> What kind of SIMMs (if at all) does the TT use?
> i dont know
> dont waste your money on the TT, just get it up to 4 megs

? Weird answer ...
It should be up to oneself to decide how much money to spend on oneï¿½s own TT.

TT-RAM cards:

Mighty Mic: 30 pin SIMMs, up to 32 MB
AIX TT or Magnum TT (not quite sure, which one): PS/2 SIMMs, up to 256 MB(?)

ST-RAM might be more difficult to find. Itï¿½s a comparably huge board you have to exchange.

>> Is the TT networkable to a Macintosh G3? How is this accomplished? What
>> protocal is used?
> dont go there

The TT is the best Atari to do network stuff with. The major problem will be to find an ethernet card. Since the G3 doesnï¿½t come with a serial interface you canï¿½t use the slow null modem connection. There are at least two possiblities, both cards use the VME interface (located behind serial 1 and 2): PAMs Net - drivers for this card are only available when using Mint as OS. The other card is the Riebl. Here you can use STinG under MagiC or PlainTOS with an appropriate driver. Protocol would be TCP/IP. FTP, telnet, e-mail and newsgroup clients as well as a browser(s) are available.

Since the Riebl has BNC and AUI only, you will need a transceiver AUI to twisted pair (and a cross patch TP cable) to connect the two computers.

Your major problem will be to find such a card. They are no longer
manufactured and highly wanted (and comparably expensive).

>> What is the theoretical transfer rate (mbits/sec) of TT <-> Mac
> networking?

Perhaps 2? Even if you use 10BaseT, I donï¿½t think it reaches the maximum
speed (as well as other computers).

>> When networked, is there a way for the TT to access my Mac G3's adsl
> connection?
> why? internet on the Mac exists

I am not too familiar with additional networking soft for the Mac, but I
guess it would be necessary to install something like IP-masquerading on the
Mac. I only know this for Linux. But I guess youï¿½re not too keen on to learn
how to handle a Unix.

>> What is the largest capacity harddrive that the TT can have internally?
> ask Uwe Seimet for the correct answer

Iï¿½ve heard that even 9 GB would do. But you need the newest HDDriver (Uwe
Seimet is the author).

>> How many SCSI devices can the TT SCSI controller access?
> 8 i think

The SCSI controller can address 7 IDs (0-9). If you want to use one for your
computer (usually no. 7), you can hook up 6 additional devices.

>> What solutions are there for accessing multiple SCSI devices on the TT?
> hook them up and make sure your weird-behaving SCSI devices are last

You apply the usual daisy chain principle. Look for proper termination. If
you want to use a lot of external devices, it might be necessary to fiddle a
little bit to motivate the TT to support term power on its SCSI bus. Since
TTs have DB 25 interface, you might need adaptors for newer drives (TTs have
SCSI 1 only). If you look for internal harddisks, donï¿½t use Quantum Fireball
1 GB, the TT cannot boot from it (As additional harddisk it works fine.)

>> Is the TT easily moved into a PC-style case?
> dont waste your money, just put a front-panel power switch on it

I wouldnï¿½t do this either, itï¿½s too much fiddling around. Get one of those
beasts with several plug-ins and a power switch. You just switch it on and
all devices start up at once. It works fine for me. If you donï¿½t want to
have heaps of cases crowding your computer table, get a bigger one for your
external devices.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

2795. Re: Freeserve

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: dh219@cam.ac.uk
Message-ID: <slrn85s9b0.ks9.dh219@gin.ucam.org>
Source record: 8155

In article <83jeuo$i0i$1@newsg2.svr.pol.co.uk>, Robert Riddell wrote:
> Having problems retrieving mail on my STE from
> Pop.freeserve.net.lately, no problems withmy PC however, any
> ideas???

personally, I use mail.freeserve.net, I think the PC does, could this be
the problem?

--
yours etc. [gin & tonic.ucam.org]
Tel: 01223 519254
David. Pager: 07654 341140
davidh@arsenalfc.net PGP: finger -l dh219@hermes.cam.ac.uk

2796. MIDI programming in assembly

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: Per Ekman <pek@pdc.kth.se>
Message-ID: <mjen1r5bjaj.fsf@toby.pdc.kth.se>
Source record: 8156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Does anyone have any pointers to information on how to
use the MIDI interface of an ST in assembly? Preferably
documentation, but working source code may also do the trick.
I'm trying to read MIDI input with the (perhaps overly
enthusiastic ;) intention of turning my old ST into a
MIDI-CV interface.

*p
```

2797. Re: Hayes Accura 288 Fax Modem and STin

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <83ltp0$u2s$1@newsg4.svr.pol.co.uk>
Source record: 8157

Brian Van TIlborg <madmax@bfree.on.ca> wrote in message
news:ulg74.61$a91.217@198.235.216.4...

> I also have managed to leave the initialization string empty.
> I lower the modem speed on the TT to 38400 on Serial II (I have it maxed
> out with the supra and same setup), and sure enough I see the modem lights
> dialing.

Many fax modems will not operate above 19200 DTE. Try resetting your DTE
speed and try again.

Roger

2798. Re: Memory Upgrading / RAMDISK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: Tom <tom@aladdin.clara.co.uk>
Message-ID: <aPy74.2426$vi5.69393@nnrp3.clara.net>
Source record: 8158

Thanks for the responses Brian, I will take a look at the archives, and I am thinking of just upgrading the SIMM machine (520STE I think), as I can find nowhere that supplies atari daughterboards in the UK.

Regards,
Greg

Brian Van TIlborg <madmax@bfree.on.ca> wrote in message news:YaA64.103$Bc6.39@198.235.216.4...
> On 17 Dec 1999 11:45:40 , "G T Martin" wrote:
> >Hope these questions are clear! Anyway.......
> >
> >1) I have a 520ST with 30 pin SIMMS, are these normal PC 30pin SIMMS?, as I
> >also have an ST1040, the only difference between this and the 520 is that it
> >doesn't have any audio phono plugs on the back, will this also be using
> >SIMMS as its memory as well?, and can this be upgraded with PC 30pin SIMMS?
>
> I assume you have a 520STe and a 1040STf? The STe series of Atari computers
> uses 30 pin simm. The ST/f series requires a daughter board. There are
> such boards available for the 1040ST that use Simms.
>
>
> >2) If this is the case, and I put say, 4mb of memory, is it possible to
> >create a Ramdisk with GEM?
>
> You can create a ram disk with a 520K ST let alone the 1040ST.
>
> I suggest you go to.
>
> http://www.umich.edu/~archive/atari
>
> this is just to show you the listing of software for the ST.
>
> then select Utilities
>
> and you will find MANY ram disks which you can try.
>
>
> >Regards,
> >Greg
> >

>
> Later Brian.
>
> >.

2799. Re: Freeserve

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <QdrsREAohpX4EwSL@my-ste.demon.co.uk>
Source record: 8159

In article <83jeuo$i0i$1@newsg2.svr.pol.co.uk>, Robert Riddell
<robert@riddell4.freeserve.co.uk> writes
> Having problems retrieving mail on my STE from
> Pop.freeserve.net.lately, no problems withmy PC however, any
> ideas???

Are you sure you've got it set up correctly? My mailer is set up for
pop.freeserve.co.uk and it works fine. Have you remembered to add the
.freeserve.co.uk to your login name?

--
David Bolt

2800. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: s_roth@sprint.ca
Message-ID: <s_roth-2012992330120001@spc-isp-osh-uas-05-13.sprint.ca>
Source record: 8160
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <NEk74.6801$ci.7576@news21.bellglobal.com>, "res"
<res@sympatico.caNOSPAM> wrote:

<snip>

>Really? Try the newest version (2.5). I've had no problems with a
>20-layer environment. Unless you are sysex and controller happy

Yes. Lots of sysex and controller data. But, if the automation fades
were performed in ProTools, then that would bring my RAM requirement down
greatly...and improve resolution to 24-bit!

<snip>

>> All I want the TT to do is MIDI. That's all! I'm sick of the
>> sluggishness that OMS in ProTools provides. And I'm also sick of the
>> horrible automation that Logic Audio provides.
>Pardon? What about the timing of midi on the Mac? Why not get another
>cheaper Mac
>that allows you multiple screens, current versions, etc? Even an iMac would
>work

Mac MIDI interfaces are serial devices. The MIDI data is sent out one
byte at a time. With the Atari (and specially ExPort) the data is sent
out in parallel.

Have you ever used OMS? I sometimes have to correct for a 20ms delay.

>And they are bloody cheap
>I use Logic for all my automation, with Cubase as the main sequencer
>Call me crazy

You are crazy. For me, Logic's automation and audio is sub-par compared
with ProTools. Steinberg has dropped Cubase TDM.

>> PC style cases are cheap. My G3 is in a rackmount already.
>Please tell us how you rackmounted your G3. Did you do it yourself?

The rack I used is from Marathon Computer:
http://www.marathoncomputer.com/pr_prg3bw.html

2801. Re: Freeserve

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <9lg74.60$a91.217@198.235.216.4>
Source record: 8294

On 19 Dec 1999 20:24:56 , Robert Riddell wrote:
> Having problems retrieving mail on my STE from
> Pop.freeserve.net.lately, no problems withmy PC however, any
> ideas???

Can you see the email with NEWsie? Does the Get selected mail function show you the email available. Are you using another program with NEWsie such as Popwatch? What error codes do you receive from NEWsie?

Turn your log file option on if it is turned off. Log on with NEWsie, try to get your mail. Quit NEWsie and read your NEWsie log file. See what error codes or messages your mailserver sends you.

This should be a start.

Later Brian.

> Rob
>.

2802. Re: Hayes Accura 288 Fax Modem and STin

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ulg74.61$a91.217@198.235.216.4>
Source record: 8295

On 16 Dec 1999 12:53:46 , Bob King wrote:
>I use a Hayes Optima 28800 and it works fine on all my Ataris, MegaST,
>Falcon and Milan. If there's anything I can do, Yell.

So far, I am getting a few different error messages.
#3
#22
#28

I also get modem sends NO OK.

I also have managed to leave the initialization string empty.
I lower the modem speed on the TT to 38400 on Serial II (I have it maxed out with the supra and same setup), and sure enough I see the modem lights dialing.

I hear the modem attempt to connect with the ISP but it is never successful in establishing a connection.

I booted up stalker and use the supra just fine in the command line.

Type AT and get a response. Type M1 and get the sound.

When I connect the Hayes, I cannot use the command line of Stalker.

If I type a key, NOTHING happens on the screen. If I type AT, I cannot see the AT command on the screen.

All I have done is changed modems. However like I said before, the AUTODIALING of STALKER allows the HAYES MODEM to work.

So I repeat problems again.

Hayes modem does not react to initialization string.
It will not go to next line following initialization, such as DIALING the # when there is an initialization string present.

ini= atz or atz or atf1m2 etc.

dial=atdt 758-2000 or 758-2000

The initialization string appears in the STing window and does not advance to the dialer.

Everything I test works on the Supra and not the Hayes.

I would like to try to reset the HAYES to factory settings, however if it won't recognize the command string from a terminal prg. I don't know how to accomplish this.

I do know the modem works. I have dialed a longdistance BBS unknowingly while testing it:-). I have heard it attempt to connect to the ISP only to fail to connect. It returns the message, no modem connection is phone number correct.

Again, anyhelp would be appreciated. I don't really need to use this modem, but I just never sleep well at night, knowing I have something I can't get to work properly.

later Brian.

>.

2803. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <O6h74.6243$ci.6559@news21.bellglobal.com>
Source record: 8296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I am interested in using an Atari TT030 for MIDI MTC'ed to my Macintosh G3
> ProTools Mix system to avoid using OMS. Therefore, I have the following
> questions regarding compatibility, expandibility and networkability of the
> TT:
>
> Does Cubase or Notator (original or Logic) work with the TT?
Cubase yes Notator no Logic yes

> Would they run in ST or TT mode (if there is such a thing)?
Cubase and Logic run in TT-medium using VGA or TT-high using Atari monitor
Notator wont run period

> Would they use TT or ST RAM?
ST

> What is the maximum TT RAM expansion?
8 megs, but there are some 3rd party cards that go to 32M and beyond
you dont need to expand a 4-meg machine to run Cubase

> What is the maximum ST RAM expansion?
4meg and 3rd party cards (i think)

> What kind of SIMMs (if at all) does the TT use?
i dont know
dont waste your money on the TT, just get it up to 4 megs

> Does C-Lab's Unitor2/ExPort MIDI expansion interface work with the TT?
not with Cubase, and not with Notator, since notator wont run on a TT at all
Unitor2 works great with Logic

> Does Steinberg's MIDIEx work with the TT?
yes, with Cubase, and so does the SMP-24/II
not with Logic

I run both Midex+ and SMP-II
Dont think about syncing Cubase CBX/Audio Falcon to SMPTE with Midex+, it
will crash
you must use SMP-24/II to sync Cubase CBX/Audio Falcon when using audio
tracks
note that you can run Cubase Audio Falcon on any Atari in midi-only mode,
so if you dont have Cubase yet, look for Cubase Audio Falcon or Cubase Audio
CBX

> Is the TT networkable to a Macintosh G3? How is this accomplished? What
> protocal is used?
dont go there

> What is the theoretical transfer rate (mbits/sec) of TT <-> Mac
networking?
see previous answer

> When networked, is there a way for the TT to access my Mac G3's adsl
connection?
why? internet on the Mac exists

> What is the largest capacity harddrive that the TT can have internally?
ask Uwe Seimet for the correct answer

> How many SCSI devices can the TT SCSI controller access?
8 i think

> What solutions are there for accessing multiple SCSI devices on the TT?
hook them up and make sure your weird-behaving SCSI devices are last

> Is the TT easy to rackmount? In other words, is the motherboard small
> enough to mount in a standard rackmount case?
no, unless you mount it length-in, but that would be a hell of a rack case
if a key is installed, the whole thing is too wide

> Is the TT easily moved into a PC-style case?
dont waste your money, just put a front-panel power switch on it

> Thanks in advance.
hope this helps

>
> --
> | Robert Sach NYU
> | "C:/DOS, C:/DOS/RUN, RUN/DOS/RUN"
> --:-)

2804. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <83kj6n$2mf$1@snipp.uninett.no>
Source record: 8297
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st res <res@sympatico.ca> wrote:

>> What is the maximum ST RAM expansion?
> 4meg and 3rd party cards (i think)

Actually, Atari released a 8Mb ST-RAM card. The TT has only 2Mb TT RAM
unless it's expanded.

>> What kind of SIMMs (if at all) does the TT use?
> i dont know
> dont waste your money on the TT, just get it up to 4 megs

It's possible that you can use 30-pin SIMMs (1Mb and 4Mb) on some original
TT-RAM card. The ones I've seen use SIPs though. Aixit's TT-RAM (aixTT)
use standard (and now very expensive) 72-pin SIMMs.

>> What is the largest capacity harddrive that the TT can have internally?
> ask Uwe Seimet for the correct answer

Given the correct driver (i.e. a late version of HD-Driver) I don't think
there are any limits. You'll probably need MiNT or MagiC to use the really
big ones though, as TOS doesn't support more than 14 partitions and
partitions larger than 512Kb (or was it 1Gb?).

>> How many SCSI devices can the TT SCSI controller access?
> 8 i think

7.

>> Is the TT easy to rackmount? In other words, is the motherboard small
>> enough to mount in a standard rackmount case?
> no, unless you mount it length-in, but that would be a hell of a rack case
> if a key is installed, the whole thing is too wide

The motherboard is small enough to fit in a 19" rackmount case, but you
need to hack the ROM-port (desolder it, straighten the pins and resolder
it) to fit any dongles. The same applies to the other ports on the left
(MIDI and keyboard).

>> Is the TT easily moved into a PC-style case?

Yes. The TT has the same PSU as older PCs (AT), so if you still can find
an AT-tower (it has to be tall!) you only need a drill and some screws to
mount the motherboard. Oh, and a soldering-iron to make the
port-extensions.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2805. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <Fn10Cu.Iy@gem.win.co.nz>
Source record: 8298
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <s_roth-19129914273330001@spc-isp-osh-uas-04-40.sprint.ca> you wrote:
: Would they run in ST or TT mode (if there is such a thing)?

I am not aware of such a thing.

: Would they use TT or ST RAM?

Software normally can run in either ST- or TT-RAM but I don't know about
Cubase etc. specifically.

: What is the maximum TT RAM expansion?

Depending on what Atari or third party card is used the limit might be 16
megabytes to hundreds of megabytes; but theoretically any amount of RAM
may be attached up to a few gigabytes.

: What is the maximum ST RAM expansion?

I believe the maximum amount of ST-RAM that can be fitted with existing
hardware is a total of 10 megabytes.

: What kind of SIMMs (if at all) does the TT use?

That depends on what kind of memory card you have. I have a AixTT card
that uses 72 pin SIMMs. Others are available that use 30 pin SIMMs. Who
knows whether someone has made a board that accepts DIMMs.

: Is the TT networkable to a Macintosh G3? How is this accomplished? What
: protocal is used?

Presumably ethernet would be the easiest; there are some VMEbus ethernet
cards available with drivers for the TT. You could also use the serial
ports if speed was not so important. Right now I am working on a SCSI to
ethernet adapter that would work on the TT.

: What is the theoretical transfer rate (mbits/sec) of TT <-> Mac networking?

Well 10 megabit ethernet would give you 10 megabits (the actual throughput
achieved with ethernet drops from this optimum figure when more than one
host is using the network). Serial ports go up to 230.4 kilobits per
second.

: When networked, is there a way for the TT to access my Mac G3's adsl
connection?

I suppose that the Macintosh can be configured to forward datagrams
between the Mac-TT link and the Mac-ADSL link (i.e. configured as a
gateway). I do not know about ADSL, but if the connection is ethernet then

it may be easier to attach it directly to the TT rather than via a
Macintosh.

: What is the largest capacity harddrive that the TT can have internally?

There is no real limit.

: How many SCSI devices can the TT SCSI controller access?

Like any SCSI controller, 7 devices apart from the controller itself.

: What solutions are there for accessing multiple SCSI devices on the TT?

Just connect multiple SCSI devices using cables in the same way as with
any other SCSI system.

: Is the TT easily moved into a PC-style case?

I think it could fit in a tower case, but I have not tried it myself.

I am not familiar with your music-related questions so I have left these
un-answered.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |

2806. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <NEk74.6801$ci.7576@news21.bellglobal.com>
Source record: 8299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> >> Would they run in ST or TT mode (if there is such a thing)?
> >Cubase and Logic run in TT-medium using VGA or TT-high using Atari
monitor
> >Notator wont run period
>
> TT highres is why I am interested in the TT in the first place!
You'll need an Atari TTM monitor. Or a hell of a good video card

> >> What is the maximum TT RAM expansion?
> >8 megs, but there are some 3rd party cards that go to 32M and beyond
> >you dont need to expand a 4-meg machine to run Cubase
> When I was using a Mega4STe for MIDI (many years ago), I would easily run
> out of memory running Notator Logic.
Really? Try the newest version (2.5). I've had no problems with a
20-layer environment. Unless you are sysex and controller happy

> >> What is the maximum ST RAM expansion?
> >4meg and 3rd party cards (i think)
> >
> >> What kind of SIMMs (if at all) does the TT use?
> >i dont know
> >dont waste your money on the TT, just get it up to 4 megs
>
> I don't understand this comment.
I just meant it doesn't make sense to throw money at the TT
when a 4-meg machine is fine I think TT-ram is app specific anyways

> >> Does C-Lab's Unitor2/ExPort MIDI expansion interface work with the TT?
> >not with Cubase, and not with Notator, since notator wont run on a TT at
all
> >Unitor2 works great with Logic
>
> I'm assuming that ExPort will work as well?
Try it!

> >> Does Steinberg's MIDIEx work with the TT?
> >yes, with Cubase, and so does the SMP-24/II
> >not with Logic
> >
> >I run both Midex+ and SMP-II
> >Dont think about syncing Cubase CBX/Audio Falcon to SMPTE with Midex+, it
> >will crash
> >you must use SMP-24/II to sync Cubase CBX/Audio Falcon when using audio
> >tracks

> >note that you can run Cubase Audio Falcon on any Atari in midi-only mode,
> >so if you dont have Cubase yet, look for Cubase Audio Falcon or Cubase
Audio
> >CBX
>
> Falcon? I never mentioned the Falcon. I will be sending out MTC (MIDI
> Time-code) via my Digidesign SMPTE Slave Driver to synch the TT with my G3
> Mac running ProTools.
Neither did I! But the latest version of Cubase is Cubase Audio Falcon,
which runs on any Atari (>1meg). CAF 2.06 is the version to get, although
Cubase Score is nice too.

> All I want the TT to do is MIDI. That's all! I'm sick of the
> sluggishness that OMS in ProTools provides. And I'm also sick of the
> horrible automation that Logic Audio provides.
Pardon? What about the timing of midi on the Mac? Why not get another
cheaper Mac
that allows you multiple screens, current versions, etc? Even an iMac would
work
And they are bloody cheap
I use Logic for all my automation, with Cubase as the main sequencer
Call me crazy

> PC style cases are cheap. My G3 is in a rackmount already.
Please tell us how you rackmounted your G3. Did you do it yourself?

> I have no problem with funds.
I have an SMP-II for sale.

2807. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-20 00:00:00 UTC
From: michaels@mars.stochastik.rwth-aachen.de
Message-ID: <83l0nt$b2g$1@nets3.rz.RWTH-Aachen.DE>
Source record: 8300
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <s_roth-19129914273300001@spc-isp-osh-uas-04-40.sprint.ca>,
Steven Roth <s_roth@sprint.ca> wrote:

>What is the maximum TT RAM expansion?

256MB using two 128MB PS/2-SIMMs and a MagnumTT expansion card.

>What is the maximum ST RAM expansion?

10MB (2 on board + 8 on expansion card).

>What kind of SIMMs (if at all) does the TT use?

On board: None. TT-RAM expansion cards take 30-pin or PS/2, depending on how
old the card is.

>Is the TT networkable to a Macintosh G3? How is this accomplished? What
>protocal is used?

Using a VME Ethernet card and MiNTNet: yes. Not sure if your music software
runs under MiNT.

>What is the theoretical transfer rate (mbits/sec) of TT <-> Mac networking?

10MBit-Ethernet has a theoretical maximum of 1250KB/s, and I have seen above
1100KB/s (but not on a TT).

>What is the largest capacity harddrive that the TT can have internally?

Any SCSI harddisk with moderate power requirements should work - I think
there are drives up to 73GB. If that is not enough, you could attach an
external RAID controller or multiple disks ;-)

>How many SCSI devices can the TT SCSI controller access?

6

cu
Michael
--
In the beginning there was nothing, which exploded.

2808. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-21 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <385DD3D6.6682D0D6@free.fr>
Source record: 8161
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steven Roth a ï¿½crit :
>
> I am interested in using an Atari TT030 for MIDI MTC'ed to my Macintosh G3
> ProTools Mix system to avoid using OMS. Therefore, I have the following
> questions regarding compatibility, expandibility and networkability of the
> TT:
>
> Does Cubase or Notator (original or Logic) work with the TT?

Yes, except Cubase 2.0 maybe.

> Would they run in ST or TT mode (if there is such a thing)?

No such thing. They'll run at the TT's max speed.

> Would they use TT or ST RAM?

Dunno, but they should NEED more than 4Mb anyway, so ST Ram is ok.

> What is the maximum TT RAM expansion?

256Mb I think, but not sure. The main question is where to find such an
extension.

> What is the maximum ST RAM expansion?

14Mb.

> What kind of SIMMs (if at all) does the TT use?

It doesn't. It needs Atari RAM boards.

> Does C-Lab's Unitor2/ExPort MIDI expansion interface work with the TT?

Don't see why it shouldn't

> Does Steinberg's MIDIEx work with the TT?

Same here.

> Is the TT networkable to a Macintosh G3? How is this accomplished? What
> protocal is used?

Not really. It probably can be done, but it's not very practical. The TT
has an appletalk serial port. With a TCP/IP stack like STinG you can
probably get started, but this is serial, remember.

> What is the theoretical transfer rate (mbits/sec) of TT <-> Mac networking?

Serial is 115Kbps.

> When networked, is there a way for the TT to access my Mac G3's adsl connection?

STinG supports IP masquerading. At those speeds though, would the TT
benefit of an ADSL connection ?

> What is the largest capacity harddrive that the TT can have internally?

Several gigs. SCSI of course.

> How many SCSI devices can the TT SCSI controller access?

6.

> What solutions are there for accessing multiple SCSI devices on the TT?

There's a fiddly bit. I beleive it's tricky to mix external SCSI with
internal SCSI.

> Is the TT easy to rackmount? In other words, is the motherboard small
> enough to mount in a standard rackmount case?

Dunno. You would have to measure it.

> Is the TT easily moved into a PC-style case?

Dunno, it would probably have to a big tower.

> Thanks in advance.
>
> --
> | Robert Sach NYU
> | "C:/DOS, C:/DOS/RUN, RUN/DOS/RUN"
> --:-)

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2809. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-21 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912210939250.117-100000@rakas>
Source record: 8162
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 19.12.1999, Steven Roth <s_roth@sprint.ca> wrote:

> Does Cubase or Notator (original or Logic) work with the TT?

Notator, no. Logic and Cubase, yes.

> Would they use TT or ST RAM?

Probably ST ram, since they are hardware-intensive.

> What is the maximum TT RAM expansion?

Theoricaly, 256 MB, based on the 68030's addressing capabilities.
Atari made a 16 MB card and Aixit 64 and 256 MB.

> What is the maximum ST RAM expansion?

Theoricaly, 14 MB. In practice, the motherboard has 2 B, then
you add Atari's 2 MB or 8 MB n top, for a total of 4 or 10 MB.

> What kind of SIMMs (if at all) does the TT use?

The ST ram card has its ram chips soldered on.

TT ram uses 30-pin FPM or 72-pin SIMMs, depending on which brand.

> Is the TT networkable to a Macintosh G3?

The TT can do TCP/IP, using MiNT-Net or STinG. If the G3 has a
RS422 serial port, you could use a Mac printer cable as a
nullmodem.

> What is the theoretical transfer rate (mbits/sec) of TT <-> Mac networking?

230400 bauds on the RS422 port.

> What is the largest capacity harddrive that the TT can have internally?

Assuming you use the standard TOS 3.xx, up to 14 partitions of
512 MB each.

> How many SCSI devices can the TT SCSI controller access?

All devices from ID 0 to 7 are supported.

> Is the TT easily moved into a PC-style case?

Using an old style AT case, yes.

--

Martin-ï¿œric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2810. Re: MIDI programming in assembly

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-21 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <83opjh$4q9$1@epos.tesco.net>
Source record: 8163

Per Ekman <pek@pdc.kth.se> wrote in message
news:mjen1r5bjaj.fsf@toby.pdc.kth.se...
> Does anyone have any pointers to information on how to
> use the MIDI interface of an ST in assembly? Preferably

Tos has some routines in the BIOS section that you could start with.

To check if the midi port has something in it's input buffer try

```
nothing_for_us:
move.w #3,-(sp)
move.w #1,-(sp)
trap #13
addq.w #4,sp
tst.l d0
beq nothing_for_us ;go look again
;midi input is waiting for us to collect.

;collect value
move.w #3,-(sp)
move.w #2,-(sp)
trap #13
addq.w #4,sp
;midi value is now in D0.L
```

From memory I did this ages ago and each note appears to give two values
into the ST. I presume it is the note and velocity of keystroke. My keyboard
has not got velocity control so I always got a $FF then a note value. When
the key was released I got a $00 then a key value.

Hope it helps

Mark

2811. Re: MIDI programming in assembly

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-21 00:00:00 UTC
From: Doug Livingston <ebovine@earthlink.net>
Message-ID: <385FEF94.FECA586C@earthlink.net>
Source record: 8164

You can get in at a lower level too. For example you can handle the
interrupt generated by the MIDI chip when a MIDI byte arrives.
You can do interrupt-driven output too if you like.

The info you need is in the old Internals book. If you need examples
let me know and I will fire up the old ST.

Per Ekman wrote:

> Does anyone have any pointers to information on how to
> use the MIDI interface of an ST in assembly? Preferably
> documentation, but working source code may also do the trick.
> I'm trying to read MIDI input with the (perhaps overly
> enthusiastic ;) intention of turning my old ST into a
> MIDI-CV interface.
>
> *p

2812. STFM1040 Joystick Question Question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: Andrew Nielson <andrewn@mailbox.gu.edu.au>
Message-ID: <Pine.GSO.4.10.9912221225260.15992-100000@kraken.itc.gu.edu.au>
Source record: 8165

Hi, I've got a question about the STFM1040's joystick port, namely what kind of joysticks can you use in it? Can you use a C64 one or an Amiga or IBM one????

Thanks in Advance

-=-
Andrew Nielson (System Operator)
Griffith University - Nathan Campus
Email: A.Nielson@mailbox.gu.edu.au
-=-

2813. High Res Question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: Andrew Nielson <andrewn@mailbox.gu.edu.au>
Message-ID: <Pine.GSO.4.10.9912221309450.23700-100000@kraken.itc.gu.edu.au>
Source record: 8166

Next Question:

I was told that only mono monitors can display high resolution,
is this true?

Also If I buy one of those cables that will allow me to use my PC
monitor will it do mono or color and what resolutions?
Are there any that will do high-res. Color? I have been looking at the one
at best electronics.

-=-
Andrew Nielson (System Operator)
Griffith University - Nathan Campus
Email: A.Nielson@mailbox.gu.edu.au
-=-

2814. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: lockwood@nucleus.com
Message-ID: <38600d261942111@nucleus.com>
Source record: 8167
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mon 20-12-1999 23:30,
Steven Roth wrote about Re: TT030 questions...
in comp.sys.atari.st:

SR> Mac MIDI interfaces are serial devices. The MIDI data is sent out one
SR> byte at a time. With the Atari (and specially ExPort) the data is sent
SR> out in parallel.

I got news for you - MIDI is a serial protocol. Part of the MIDI spec
is for an opto-isolated FIFO arrangement at the receiving end of
anything that expects to see MIDI - it's always serial.

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

2815. Re: STFM1040 Joystick Question Question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <386079D0.347368B@free.fr>
Source record: 8168

Andrew Nielson a ï¿½crit :
>
> Hi, I've got a question about the STFM1040's joystick port, namely
> what kind of joysticks can you use in it? Can you use a C64 one or an
> Amiga or IBM one????
>

Yes, Amstrad, Amiga, C64 etc all used "Atari Standard" joysticks. The
same as used on the VCS 2600.

IBM ones are analog, so won't work.

--
||| Nicholas Bales, Toulouse, France
===|||=======================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2816. Re: High Res Question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <38607ACC.2B004589@free.fr>
Source record: 8169

Andrew Nielson a ï¿½crit :
>
> Next Question:
>
> I was told that only mono monitors can display high resolution,
> is this true?

Yes. Check out the Quick FAQ.

There are 3 resolutions: mono hi-res (640x400), 4 colour mid-res
(640x200), and 16 colour low res (320x200). The only usable one nowadays
is mono. Colour resolutions are only good for games.

> Also If I buy one of those cables that will allow me to use my PC
> monitor will it do mono or color and what resolutions?

It will do mono on a PC VGA, no colour.

> Are there any that will do high-res. Color? I have been looking at the one
> at best electronics.

No, this can't be easily done because of the low scan frequencies
involved with colour. But you can use a TV for the colour modes, either
if you use SCART in your country, of if your ST has an RF Modulator
(STFM or STE)

This is all in the Quick FAQ.

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2817. Re: LOAD_IMG.SLB

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: lockwood@nucleus.com
Message-ID: <38600d261942112@nucleus.com>
Source record: 8170

On Sun 19-12-1999 16:21,
Steve Sweet wrote about <no subject>
in comp.sys.atari.st.tech:

SS> Could anyone in here tell me what the load_img.SLB does, if i set my
SS> magx.inf file to load it my machine crashes at boot, but my system never
SS> whinges for it.

This is part of MagiC 6, a shared library which I would suppose have
something to do with image handling. As far as I know you do not have
to have this configured in magx.inf - the only shared libraries
mentioned in my magx.inf are

#_SLB 0 WINFRAME.SLB
#_SLB 0 PDLG.SLB

in the #[aes] section of magx.inf. I suppose also, that if MagiC
needs it, it knows where to look for it (in the GEMSYS\MAGIC\XTENSION
folder).

Regards,

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

2818. Re: STFM1040 Joystick Question Question

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <83po50cut1@athena.netset.com>
Source record: 8171

In article <Pine.GSO.4.10.9912221225260.15992-100000@kraken.itc.gu.edu.au>,
Andrew Nielson <andrewn@mailbox.gu.edu.au> wrote:
>Hi, I've got a question about the STFM1040's joystick port, namely
>what kind of joysticks can you use in it? Can you use a C64 one or an
>Amiga or IBM one????

Atari ST, Amiga, Atari 8 bit, Commodore64 all use the same
joysticks... namely the same one that people used on the Atari 2600.

I've never seen an IBM joystick with the same style adaptor. The
closest would be something like the stinger, which has a db9 serial
adaptor. And no it won't work in your 1040ST's joystick port.

Dan Ackerman
aka baldrick@netset.com

>
>Thanks in Advance
>
>-=
>Andrew Nielson (System Operator)
>Griffith University - Nathan Campus
>Email: A.Nielson@mailbox.gu.edu.au
>-=
>

2819. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912221648001.121-100000@rakas>
Source record: 8172
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 22.12.1999, Frank Lockwood <lockwood@nucleus.com> wrote:

> On Mon 20-12-1999 23:30, Steven Roth wrote:
>
> SR> Mac MIDI interfaces are serial devices. The MIDI data is sent out one
> SR> byte at a time. With the Atari (and specially ExPort) the data is sent
> SR> out in parallel.
>
> I got news for you - MIDI is a serial protocol.

You are both correct here:

1) MIDI _is_ a serial protocol.

2) Using the Export output expander, it is multiplexed from the
parallel Centronics (to which it connects) to three MIDI OUTs.

Just for completion, the LOG3 follows the same paradigm (parallel
to multiple serial) by connecting to the cartridge port.

--

Martin-ï¿œric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2820. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: s_roth@sprint.ca
Message-ID: <s_roth-2212990951310001@spc-isp-osh-uas-03-7.sprint.ca>
Source record: 8173
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <38600d261942111@nucleus.com>, lockwood@nucleus.com wrote:

>On Mon 20-12-1999 23:30,
>Steven Roth wrote about Re: TT030 questions...
>in comp.sys.atari.st:
>
>SR> Mac MIDI interfaces are serial devices. The MIDI data is sent out one
>SR> byte at a time. With the Atari (and specially ExPort) the data is sent
>SR> out in parallel.
>
>I got news for you - MIDI is a serial protocol. Part of the MIDI spec
>is for an opto-isolated FIFO arrangement at the receiving end of
>anything that expects to see MIDI - it's always serial.

Yes. I know this. I am referring to how the MIDI data is sent to the multi-port MIDI interface in the first place. On the Mac, when data is passed to a multi-port MIDI interface (such as a Opcode's Studio 4), it is sent out in serial (via the serial port or USB). On the Atari, when a multi-port MIDI interface is used (such as C-Lab's ExPort), it is sent out in parallel (via the 8-bit parallel printer port). When the two are A/B'ed, a noticeable timing difference can be heard amongst critical tracks (such as rhythm tracks and ones that contain large amounts of controller data)!

Unfortunately, there are no PCI-based multi-port MIDI interfaces in the market for the Mac.

2821. Atari STBook for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: John Hutton <johnhutton@roadrunner.nf.net>
Message-ID: <38614B95.5875630A@roadrunner.nf.net>
Source record: 8174

For sale
1-Atari STBook Model NST-141 w/40M H.D.w/power supply and niCad battery
and deluxe leather carrying case.
Make me an offer. It will be shipped from Canada.

2822. Re: LOAD_IMG.SLB

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-22 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <945968544-636105AEicMi@sweet3.freeserve.co.uk>
Source record: 8175

>SS> Could anyone in here tell me what the load_img.SLB does, if i set my
>SS> magx.inf file to load it my machine crashes at boot,

>This is part of MagiC 6, a shared library which I would suppose have something to do
>with image handling. As far as I know you do not have to have this configured in
>magx.inf - the only shared libraries mentioned in my magx.inf are
>
>#_SLB 0 WINFRAME.SLB
>#_SLB 0 PDLG.SLB

Thats what i have in a system that doesnt boot-lock.

>in the #[aes] section of magx.inf. I suppose also, that if MagiC needs it, it knows
>where to look for it (in the GEMSYS\MAGIC\XTENSION folder).

I did wonder that, but i'd like to know what it does so' i know wether or not i'm staring at it at sometime.

Regards from STEve & his nice warm cosey PAK'd MegaSTE .

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2823. Re: Freeserve

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-23 00:00:00 UTC
From: robert@riddell4.freeserve.co.uk
Message-ID: <83rqugsao1@newsg2.svr.pol.co.uk>
Source record: 8176

On 19 Dec 1999 20:24:56 , Robert Riddell wrote:

I changed the Server address from pop.freeserve.net to
pop.freeserve.co.uk and everything is working fine again. Thanks to
everyone for their suggestions and help.

Best regards, merry Christmas and Happy new millenium from

Rob (Diehard Atarian)

2824. Help with a atari 1040 and a sc 1435 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-23 00:00:00 UTC
From: Ronan <rbouyer@oceanet.fr>
Message-ID: <83s1eo$l2d$1@jaydee.iway.fr>
Source record: 8177

Help me find the doc of a atari 1040 to sc 1435 link

that is a solid double connector with a rounded plug for the atariand a nine pins plug fr the monitor

give me the matching pins in order to make my own cable

2825. Re: Hayes Accura 288 Fax Modem and STin

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-23 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <zlm84.10367$QQ5.463@198.235.216.4>
Source record: 8178

On 20 Dec 1999 11:50:32 , "Roger Cain" wrote:

>
>Many fax modems will not operate above 19200 DTE. Try resetting your DTE
>speed and try again.

I will see If it acknowledges the change properly to 19200. But then why is
it a 28800 Faxmodem?

I am still confused between baud and DTE. I grew up with baud, and when I
came back to computing, everyone talks DTE.

Thanks Roger

Later Brian.

>Roger
>
>
>.

2826. Re: MIDI programming in assembly

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-23 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <83t3g1$ad8$1@draco.stochastik.rwth-aachen.de>
Source record: 8179

In article <385FEF94.FECA586C@earthlink.net>,
Doug Livingston <ebovine@earthlink.net> wrote:
>You can get in at a lower level too. For example you can handle the
>interrupt generated by the MIDI chip when a MIDI byte arrives.
>You can do interrupt-driven output too if you like.

Note that this will only work on 100% ST compatible machines which have an
ACIA-driven MIDI port. If you want portable code, use the BIOS routines as
long as possible.

cu
Michael
--
In the beginning there was nothing, which exploded.

2827. Re: Hayes Accura 288 Fax Modem and STin

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-23 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <83tv7s$7vh$1@news6.svr.pol.co.uk>
Source record: 8180

Brian Van TIlborg <madmax@bfree.on.ca> wrote in message
news:zlm84.10367$QQ5.463@198.235.216.4...
> On 20 Dec 1999 11:50:32 , "Roger Cain" wrote:
>
> >
> >Many fax modems will not operate above 19200 DTE. Try resetting your DTE
> >speed and try again.
>
> I will see If it acknowledges the change properly to 19200. But then why
is
> it a 28800 Faxmodem?

:-)) "Manufacturer's speak" - they will quote the largest figures they can get away with! I had a similar prob. to yours on a Zoltrix fax modem. It wasn't until I read the fax-manual (only available on-line) that I discovered the 19k2 restriction.

> I am still confused between baud and DTE. I grew up with baud, and when I
> came back to computing, everyone talks DTE.

Steady, Brian! Don't fret. The DTE (Data Terminal Equipment) i/f and the DCE (Data Communications Equipment) i/f are just used to describe the two different data highways on the IN/OUT of a modem. (The DCE speed is usually automatically negotiated between the ISP and your modem).

"Baud" is still OK as a measure of speed and could be applied to either DTE or DCE.

Have a good Xmas :-)

Roger

2828. Re: Atari ST 1040 FM $ 150.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-23 00:00:00 UTC
From: vask100 <stewardkNOstSPAM@ctt.com.invalid>
Message-ID: <1cd2fdd0.42b350a2@usw-ex0107-050.remarq.com>
Source record: 8181
Cross-posted to: comp.sys.atari.st.tech,alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st

dear ray: i would like to get a 1040st from you, if possible. i am
looking to keep 1 to always be able to access older music works in
progress materials, even though i intend to upgrade my music software
to a windows based program in the imminent future. if you can help me,
i won't need a monitor, as the one i have works great.
e-mail me at stewardk@ctt.com
In article <3824AC5D.26C@alphalink.com.au>, Ray Whitehurst
<audronic@alphalink.com.au> wrote:
> > > > Hi
> > > >
> > > > I have an Atari ST 1040 FM With Mono Monitor and some Music
> programs
> > > >
> > > > Price $ 150.00 Pickup Only
> > > >
> > > > Ps I also service the Atari St Range of computers
> > > > and have Spare Mono Monitors.
> Leave Email or Ring on 9 397 7695
> Williamstown, Victoria, Australia
> Yours Ray Whitehurst.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2829. Seasons Greetings

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-23 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <38629fc0$0$161@news.zetnet.co.uk>
Source record: 8182

```
Best Wishes to Everyone.

Jim
```

2830. HELP! Looking for Brian Hauer of FreeZe Dried SoftWare.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <83urbh$ln4$1@user2.teleport.com>
Source record: 8183
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

I'm looking for the author of some Atari SoftWare and I could use your
help. He's one of the Authors of FreeZe Dried Terminal, He's the Author
of UBBS and ForeSight BBS Software and his Software Company is called
FreeZe Dried Software. His name is Brian G Hauer. I'm a registered user
of some of His Software. On top of that, I recently sent Him a bunch of
Atari Jaguar Hardware & Games & a 7 CD Changer CD ROM. I was expecting
to receive extra & special support. Instead, soon afterwards He dropped
support of my Software. Now, I'm not asking for a refund or a return of
the extra stuff I sent Him. Still, I would like to receive the support
and special attention I'm entitled to. Brian G Hauer lived/lives in
California. His Parents/Family still do. His parents Phone is in the
(310) area code. Nobody there returns my Phone calls & the only answer
I get is their Answering Machine. Last I heard, Brian was getting His
College/or better Education in California. I'm guessing USC/UCLA. I
would appreciate information such as an E-Mail Address, Phone Number or
even an Address. Please, if someone out their knows Brian or knows His
whereabouts. Please E-Mail me or call me at: (503)256-9974. And Brian,
if your reading this, E-Mail me at: atari@benjamin.net or please call
me!

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2831. WTB: SCSI interface adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-24 00:00:00 UTC
From: Antonio Pessina <a.pessina@libero.it>
Message-ID: <E2N84.43336$m62.486838@news.infostrada.it>
Source record: 8184

Hi,
Is there anybody who have a DMA to SCSI adapter with software for sale ? I need it for my "old but gold" Atari Mega ST4.
Thank you
Best wishes for a Merry Xmas and a Happy new Millennium.
a.pessina@libero.it

2832. Re: WTB: SCSI interface adapter

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-25 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e3czk0.12c1hlt1dlkru2N%doitarchive@atari-computer.de>
Source record: 8185

Antonio Pessina <a.pessina@libero.it> wrote:

> Hi,
> Is there anybody who have a DMA to SCSI adapter with software for sale ? I
> need it for my "old but gold" Atari Mega ST4.

Atari 520ST 4MB Ram/ 16Mhz CPU (TurboV2 Board) intern
Uhr, Li¿½fter, Floppydrive SF314 und gemeinsamen Netzteil
TOS 1.04 - 2.06 Umschaltbar eingebaut
-Zusammen- mit LINK DMA->SCSI-Hostadapter DM 250

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2833. 8bit emulation on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-25 00:00:00 UTC
From: Frank Gregory <corvair2@bright.net>
Message-ID: <nL694.58$MN.870@cletus.bright.net>
Source record: 8186

Are there 8bit emulators for the older ST's (I have a 1040 ST and a 520 ST with no harddrives). I have a bunch of 8bit stuff, but limited room, so if I can get my ST to do the work of the 8bit as well, it'd be really nice.

Thanks!

2834. atari st to IBM midi transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-26 00:00:00 UTC
From: HB <hb@hboxer.demon.co.uk>
Message-ID: <FxRNPpBxJhZ4EwjT@hboxer.demon.co.uk>
Source record: 8187

attempting to transfer midi files from atari st to IBM with no
results - can anyone give any advice please

thanks
mike
hb@hboxer.demon.co.uk

2835. Re: atari st to IBM midi transfer

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-26 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Nmu94.509$8x3.571@198.235.216.4>
Source record: 8188

On 26 Dec 1999 13:04:49 , HB wrote:
>attempting to transfer midi files from atari st to IBM with no
>results - can anyone give any advice please

1) Why?;-).
2) Use 720K DSDD floppy Disk. (Also called 1Meg Floppies in other
countries)
3) Format on the PC if your ST doesn't have TOS 1.4 or Above.
4) Copy Files from ST to PC.
5) If your ST doesn't have a hard drive, and you have your midi files on ST
formatted floppy, you will have to do File copy from the ST disk to the PC
formated disk.
6) There are utilities to format 720k disks readable by the PC. These can
be found at http://www.umich.edu/~archive/atari
go into the Utilities section. Again this is if your ST is older.
7) You can use Serial connection btw the PC and ST, get a null modem cable,
and run a terminal program on the PC and one on the ST.

I hope this is a start for you. By the way, should you want to transfer
files from the PC to the ST, again, use Double Sided Double Density disks,
and copy the files from the PC to the disk and insert into your ST.

As my friends who have changed to the PC have returned to the ST for midi,
because of some less than happy result.

Hope this helps.

>thanks
>mike
>hb@hboxer.demon.co.uk
>.

2836. Atari 1040ST monitor cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-26 00:00:00 UTC
From: Daniel <daik@atarist.com>
Message-ID: <38668CF4.4769A0F4@atarist.com>
Source record: 8189

Hi!
I wonder if anyone know where I can either get instruction on how to build or where to buy a cable that connects to the atari monitor jack and then goes to the SCART on an ordinary TV? any help on this one is appreciated

-daniel

2837. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-27 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <ApD94.8483$Ke.4020@news21.bellglobal.com>
Source record: 8190
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steven Roth <s_roth@sprint.ca> wrote in message
news:s_roth-2012992330120001@spc-isp-osh-uas-05-13.sprint.ca...
> In article <NEk74.6801$ci.7576@news21.bellglobal.com>, "res"
> <res@sympatico.caNOSPAM> wrote:
>
> <snip>
>
> >Really? Try the newest version (2.5). I've had no problems with a
> >20-layer environment. Unless you are sysex and controller happy
>
> Yes. Lots of sysex and controller data. But, if the automation fades
> were performed in ProTools, then that would bring my RAM requirement down
> greatly...and improve resolution to 24-bit!

Are you saying the bit resolution is ram-dependent on PT?
In that case it would seem ram is the answer?

> >> All I want the TT to do is MIDI. That's all! I'm sick of the
> >> sluggishness that OMS in ProTools provides. And I'm also sick of the
> >> horrible automation that Logic Audio provides.
> >Pardon? What about the timing of midi on the Mac? Why not get another
> >cheaper Mac
> >that allows you multiple screens, current versions, etc? Even an iMac
would
> >work
>
> Mac MIDI interfaces are serial devices. The MIDI data is sent out one
> byte at a time. With the Atari (and specially ExPort) the data is sent
> out in parallel.
>
> Have you ever used OMS? I sometimes have to correct for a 20ms delay.

Unfortunately I spent 5 minutes with it and gave up. Get an SMP-II for the
TT
and that's it. For Cubase I mean. Or else get the Log3/Unitor2/SteadyEye
combo
for Logic.

> >And they are bloody cheap
> >I use Logic for all my automation, with Cubase as the main sequencer
> >Call me crazy
>
> You are crazy.

So then I'm insane for running 4 Atari computers just for midi?

> For me, Logic's automation and audio is sub-par compared
> with ProTools. Steinberg has dropped Cubase TDM.

That seems to be the common opinion.

>
> >> PC style cases are cheap. My G3 is in a rackmount already.
> >Please tell us how you rackmounted your G3. Did you do it yourself?
>
> The rack I used is from Marathon Computer:
> http://www.marathoncomputer.com/pr_prg3bw.html

hmmm...

2838. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-27 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <UtD94.8484$Ke.4564@news21.bellglobal.com>
Source record: 8191
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > Does Cubase or Notator (original or Logic) work with the TT?
>
> Yes, except Cubase 2.0 maybe.

No, Cubase 2.0 does not run on the TT. 2.0 runs on TOS 1.4, 1.2 and lower.

2839. Re: Atari 1040ST monitor cable

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-27 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e3gmt5.rffhj19yj7guN%doitarchive@atari-computer.de>
Source record: 8192

Daniel <daik@atarist.com> wrote:

> Hi!
> I wonder if anyone know where I can either get instruction on how to
> build or where to buy a cable that connects to the atari monitor jack
> and then goes to the SCART on an ordinary TV? any help on this one is
> appreciated

To build, colorised schematic -> DOIT_ST
URL below.
To buy, i dontï¿½ know, ask BEST Electronics.
URL below, out of the link pages from my web site.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2840. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-27 00:00:00 UTC
From: s_roth@sprint.ca
Message-ID: <s_roth-2712991137410001@spc-isp-osh-uas-05-33.sprint.ca>
Source record: 8193
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ApD94.8483$Ke.4020@news21.bellglobal.com>, "res"
<res@sympatico.caNOSPAM> wrote:

>Are you saying the bit resolution is ram-dependent on PT?
>In that case it would seem ram is the answer?

No. I'm saying that MIDI has a resolution of 7-bits whereas Pro Tools
mixer automation (which is not dependant on MIDI) has a resolution of
24-bits.

>Unfortunately I spent 5 minutes with it and gave up. Get an SMP-II for the
>TT
>and that's it. For Cubase I mean. Or else get the Log3/Unitor2/SteadyEye
>combo
>for Logic.

Actually, synching the TT with my Pro Tools equipped Mac via SMPTE would
be foolish since MTC (with song-position pointer) provides greater control
and accurracy. Therefore, I don't need a SMP-II or Unitor. I have found
schematics for C-Lab's ExPort multi-port expander on the www. 64-channels
of MIDI is all I need.

>> >And they are bloody cheap
>> >I use Logic for all my automation, with Cubase as the main sequencer
>> >Call me crazy
>>
>> You are crazy.
>
>So then I'm insane for running 4 Atari computers just for midi?

You said it yourself: "Call me crazy." So, I did!

>> >> PC style cases are cheap. My G3 is in a rackmount already.
>> >Please tell us how you rackmounted your G3. Did you do it yourself?
>>
>> The rack I used is from Marathon Computer:
>> http://www.marathoncomputer.com/pr_prg3bw.html
>
>hmmm..

????

2841. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-27 00:00:00 UTC
From: s_roth@sprint.ca
Message-ID: <s_roth-2712991138460001@spc-isp-osh-uas-05-33.sprint.ca>
Source record: 8194
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.MNT.4.10.9912221648001.121-100000@rakas>,
=?ISO-8859-15?Q?Martin-=C9ric_Racine?= <q-funk@funkyware.atari.org> wrote:

>On 22.12.1999, Frank Lockwood <lockwood@nucleus.com> wrote:
>
>> On Mon 20-12-1999 23:30, Steven Roth wrote:
>>
>> SR> Mac MIDI interfaces are serial devices. The MIDI data is sent out one
>> SR> byte at a time. With the Atari (and specially ExPort) the data is sent
>> SR> out in parallel.
>>
>> I got news for you - MIDI is a serial protocol.
>
>You are both correct here:
>
>1) MIDI _is_ a serial protocol.
>
>2) Using the Export output expander, it is multiplexed from the
> parallel Centronics (to which it connects) to three MIDI OUTs.
>
>Just for completion, the LOG3 follows the same paradigm (parallel
>to multiple serial) by connecting to the cartridge port.

I will be using C-Lab's ExPort since I have found schematics for it on the
www. It's a very simple and cheap box to make.

2842. Re: Hayes Accura 288 Fax Modem and STin

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-27 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ghR94.53$RV4.104@198.235.216.4>
Source record: 8195

On 23 Dec 1999 14:31:41 , "Roger Cain" wrote:

>:-)) "Manufacturer's speak" - they will quote the largest figures they can
>get away with! I had a similar prob. to yours on a Zoltrix fax modem. It
>wasn't until I read the fax-manual (only available on-line) that I
>discovered the 19k2 restriction.

Well, I set the modem up on Falcon, ST and TT on Modem1,2, serial 2. I have set it to 19200, 14400 and lower.

I cannot get it to respond to manual commands with STalker. It will still auto dial with STalker to various BBSs. But If I type ATDT and a number, I cannot get anything on the Screen. And no return command messages, very strange.

It will dial the IP phone # but not connect. Sends back message "modem returns 14".

It certainly is frustrating me to say the least, since I have 5 other modems here which I can make work. It almost appears like it is locked up. Like I said before, I had it connect once with STing, but never was able to get it to connect since. I thought I had it solved that first time.

>> I am still confused between baud and DTE. I grew up with baud, and when I
>> came back to computing, everyone talks DTE.
>
>Steady, Brian! Don't fret. The DTE (Data Terminal Equipment) i/f and the DCE
>(Data Communications Equipment) i/f are just used to describe the two
>different data highways on the IN/OUT of a modem. (The DCE speed is usually
>automatically negotiated between the ISP and your modem).

Thank You.

>"Baud" is still OK as a measure of speed and could be applied to either DTE
>or DCE.
>
>Have a good Xmas :-)

I did:-). I am so full I can't get off the floor.

>Roger
>
>
>
>.

2843. Re: LOAD_IMG.SLB

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-28 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3869133e$0$162@news.zetnet.co.uk>
Source record: 8101

On 22 Dec 1999 23:54:20 , Steve Sweet wrote:
>>SS> Could anyone in here tell me what the load_img.SLB does, if i set my
>>SS> magx.inf file to load it my machine crashes at boot,
>
>
>>This is part of MagiC 6, a shared library which I would suppose have something to do
>>with image handling. As far as I know you do not have to have this configured in
>>magx.inf - the only shared libraries mentioned in my magx.inf are
>>
>>#_SLB 0 WINFRAME.SLB
>>#_SLB 0 PDLG.SLB
>
>Thats what i have in a system that doesnt boot-lock.
>
>>in the #[aes] section of magx.inf. I suppose also, that if MagiC needs it, it knows
>>where to look for it (in the GEMSYS\MAGIC\XTENSION folder).
>
>I did wonder that, but i'd like to know what it does so' i know wether or not i'm
>staring at it at sometime.

Hi Steve!

Only a guess, but could it be linked into MagiC 6's ability to have a
picture displayed at bootup?

Cheers!

James


```
_____________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/_____________________________________/_________________\
```

2844. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-28 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <Ki3a4.11169$7S.8443@news20.bellglobal.com>
Source record: 8196
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steven Roth <s_roth@sprint.ca> wrote in message
news:s_roth-2712991137410001@spc-isp-osh-uas-05-33.sprint.ca...
> In article <ApD94.8483$Ke.4020@news21.bellglobal.com>, "res"
> <res@sympatico.caNOSPAM> wrote:
>
> >Are you saying the bit resolution is ram-dependent on PT?
> >In that case it would seem ram is the answer?
>
> No. I'm saying that MIDI has a resolution of 7-bits whereas Pro Tools
> mixer automation (which is not dependant on MIDI) has a resolution of
> 24-bits.

Are you talking zipper noise or timeline accuracy?

> >Unfortunately I spent 5 minutes with it and gave up. Get an SMP-II for
the
> >TT
> >and that's it. For Cubase I mean. Or else get the
Log3/Unitor2/SteadyEye
> >combo
> >for Logic.

> Actually, synching the TT with my Pro Tools equipped Mac via SMPTE would
> be foolish since MTC (with song-position pointer) provides greater control
> and accurracy.

Of course you wouldn't need to sync with SMPTE in that situation, though
many friends
have had problems with PT's midi sync, and had to revert to SMPTE.

> Therefore, I don't need a SMP-II or Unitor.

The SMP provides 2 midi ins and 4 midi outs as well, and Unitor2 provides
2/2.
Not only SMPTE. I'm saying the SMP is simply rock solid.
Log3 with Unitor2 gives 5 outs for 6 altogether.

> I have found
> schematics for C-Lab's ExPort multi-port expander on the www. 64-channels
> of MIDI is all I need.

It is my understanding that the timing of Export is not as good as Unitor.
Not sure if would work on the TT.

Which program are you going to use on the TT anyway? Logic or Cubase?

I'm certainly not trying to tell you what to do, but rather trying to
clarify
your intended use.

2845. Re: MIDI programming in assembly

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-28 00:00:00 UTC
From: Per Ekman <pek@pdc.kth.se>
Message-ID: <mjed7rr84wv.fsf@toby.pdc.kth.se>
Source record: 8197

Doug Livingston <ebovine@earthlink.net> writes:

> You can get in at a lower level too. For example you can handle the
> interrupt generated by the MIDI chip when a MIDI byte arrives.
> You can do interrupt-driven output too if you like.
>
> The info you need is in the old Internals book. If you need examples
> let me know and I will fire up the old ST.

I do have ST Internals and I poked around a bit with the BIOS routines
but I couldn't detect any input when I should have (my other keyboards did)
so I was thinking that maybe I had to set up an interrupt handler or
something before it would work. But it may well be shoddy programming from
my part, it's been a while :)

> Per Ekman wrote:
>
> > Does anyone have any pointers to information on how to
> > use the MIDI interface of an ST in assembly? Preferably
> > documentation, but working source code may also do the trick.
> > I'm trying to read MIDI input with the (perhaps overly
> > enthusiastic ;) intention of turning my old ST into a
> > MIDI-CV interface.

*p

2846. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-28 00:00:00 UTC
From: s_roth@sprint.ca
Message-ID: <s_roth-2812991236580001@spc-isp-osh-uas-05-28.sprint.ca>
Source record: 8198
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Ki3a4.11169$7S.8443@news20.bellglobal.com>, "res"
<res@sympatico.caNOSPAM> wrote:

>Steven Roth <s_roth@sprint.ca> wrote in message
>news:s_roth-2712991137410001@spc-isp-osh-uas-05-33.sprint.ca...

>> No. I'm saying that MIDI has a resolution of 7-bits whereas Pro Tools
>> mixer automation (which is not dependant on MIDI) has a resolution of
>> 24-bits.
>
>Are you talking zipper noise or timeline accuracy?

I am referring to absolute resolution. Some sequencers do interpolate
MIDI values beyond the 0 to 127 range. But, interpolation is nothing more
then approximation...which I want to avoid.

>Of course you wouldn't need to sync with SMPTE in that situation, though
>many friends
>have had problems with PT's midi sync, and had to revert to SMPTE.

I have yet to run into such problems. With initial tests of my G3
ProTools synching a collegue's MegaSTe running Notator Logic, MTC worked
as expected.

>It is my understanding that the timing of Export is not as good as Unitor.
>Not sure if would work on the TT.

I've been in contact with Emagic and they tell me that ExPort has the
better timing of the two.

>Which program are you going to use on the TT anyway? Logic or Cubase?

On the TT, I will most definitely use Logic. I currently use Logic Audio
Platinum on my G3, so it is an obvious choice.

2847. Mastersound by microdeal

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-28 00:00:00 UTC
From: robert@riddell4.freeserve.co.uk
Message-ID: <84b2dpjol1@news5.svr.pol.co.uk>
Source record: 8199

A friend has bought Mastersound by microdeal but 'no manual', anyone got a spare they don't need?

Regards

Robert

2848. Re: Atari STBook for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-28 00:00:00 UTC
From: jovlie@worldonline.nl
Message-ID: <84bh0r$qd5$2@news.worldonline.nl>
Source record: 8200

On 22 Dec 1999 18:37:18 , John Hutton wrote:
Hi John !

I live in the Netherlands but we can trade also by some guy in the USA
I offer $ 100,-
Enough ??
Jos

2849. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-29 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <plha4.22136$Ke.7521@news21.bellglobal.com>
Source record: 8102
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> >Of course you wouldn't need to sync with SMPTE in that situation, though
> >many friends
> >have had problems with PT's midi sync, and had to revert to SMPTE.
>
> I have yet to run into such problems. With initial tests of my G3
> ProTools synching a collegue's MegaSTe running Notator Logic, MTC worked
> as expected.

Interesting, as my friend's setup wouldn't stay in sync for 15 minutes

> >It is my understanding that the timing of Export is not as good as
Unitor.
> >Not sure if would work on the TT.
>
> I've been in contact with Emagic and they tell me that ExPort has the
> better timing of the two.

I'm sure Unitor is better. Please double check for your sake. It's been
well documented.

> >Which program are you going to use on the TT anyway? Logic or Cubase?
>
> On the TT, I will most definitely use Logic. I currently use Logic Audio
> Platinum on my G3, so it is an obvious choice.

If you haven't already, get v2.5.

2850. Re: MIDI programming in assembly

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-29 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <84d8a0$c7p$1@draco.stochastik.rwth-aachen.de>
Source record: 8103

In article <mjed7rr84wv.fsf@toby.pdc.kth.se>,
Per Ekman <pek@pdc.kth.se> wrote:

>I do have ST Internals and I poked around a bit with the BIOS routines
>but I couldn't detect any input when I should have (my other keyboards did)
>so I was thinking that maybe I had to set up an interrupt handler or
>something before it would work. But it may well be shoddy programming from

No, you definitely do not need to hook into any system vectors to read/write
MIDI data - simply use Bconin, Bconout and the corresponding ...stat
routines *since the in/out are blocking).

cu
Michael
--
In the beginning there was nothing, which exploded.

2851. FPU co-pro on Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <JsYowCAvMra4Ew7r@steverosie.demon.co.uk>
Source record: 8104
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

Do I need to set a dip switch for the Mega STE to see a FPU co-pro?????

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2852. "Star Wars" 3D text routine wanted

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <84ecd4$31g$1@athena.netset.com>
Source record: 8105

Hi!

I am planning my first demo for the Falcon030, using Stos for the Falcon!

I would like to do some "3D" scrolling similar to the famous Star Wars opening. This must be callable from STOS. I would just like to have some text scrolled that way, it will be the ending credits.

Thanks for any help gang!

Regards,

Jim W. Krych

2853. Upgrading a TT's ST RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <FnJAu2.1H0.0.queen@torfree.net>
Source record: 8106

How easy is it to upgrade the ST RAM portion of a TT? Could 2 MB be easily upped to 4 MB by just popping in 1MB DRAMs, or SIMMs?

Thanks...

Jeff Thomas

2854. Re: FPU co-pro on Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9912300057460.100-100000@TT030>
Source record: 8107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Thu, 30 Dec 1999, Steve Stupple wrote:

> Hi
>
> Do I need to set a dip switch for the Mega STE to see a FPU co-pro?????

This may not be much help but on the Falcon you just pop it in.
Simple as that. Do you have some prg/cpx to look in the cookie
jar? Soon as I put the FPU in the Falcon a new '_FPU' cookie appeared.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2855. Re: Upgrading a TT's ST RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.9912300110420.100-100000@TT030>
Source record: 8108

On Thu, 30 Dec 1999, Jeffery Thomas wrote:

> How easy is it to upgrade the ST RAM portion of a TT? Could 2 MB be
> easily upped to 4 MB by just popping in 1MB DRAMs, or SIMMs?

The TT uses a custom daughter board to add the ram. That's probably
not what you wanted to hear.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2856. Re: Upgrading a TT's ST RAM

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912301141100.84-100000@rakas>
Source record: 8109

On 30.12.1999, Jeffery Thomas <cv436@torfree.net> wrote:

> How easy is it to upgrade the ST RAM portion of a TT? Could 2 MB be
> easily upped to 4 MB by just popping in 1MB DRAMs, or SIMMs?

Hi Jeff!

Basically, you can only modify the ST-RAM card one way: to 8 MB.
Details are at the page below...

--

Martin-ï¿œric Racine The Atari Stacy and TT030 Homepage
Lappeenranta, Finland http://members.tripod.com/~TT030/

"When the time comes, I will know and I shall be." Q-Funk

2857. emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: Mustafa Soysal <test@umich.edu>
Message-ID: <1iLa4.4104$b5.680316@news.itd.umich.edu>
Source record: 8110
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Greetings,

I am looking for emulation packages that run on W98/NT4. In particular, I am looking into running it on a W98 laptop.

GEM2000 by Emulators, Inc. seems to require either a hardware extension with the TOS ROM's plugged in, or the TOS images on disk. For laptops, they recommend the disk image.

Are there any TOS utilities to extract the TOS image from the ROM? I don't know which version it will be, we have several different ones we may have to try.

What are the image requirements (Lo, Hi, headers etc?) I may be able to write such program (I forgot if the ST let you access the ROM contents without giving you an access exception - and I also don't know what address the ROM started and where it ended). Information would be very appreciated.

If you were looking for an archive, which ftp site would you look at these days?

Help is greatly appreciated.

Best Regards,

Mustafa Soysal

2858. Pacifist

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: Mark Chamberlin <Mark@Chamberlin10.freeserve.co.uk>
Message-ID: <84ggje$rk5$1@newsg2.svr.pol.co.uk>
Source record: 8111

I'm having trouble making Msa/.St files on my hard drive using make disk1.3.
Can anyone help.

2859. Mitsubishi MF355F diskette drive on Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: Paul Cull <pcull@pcebrasil.org>
Message-ID: <84gpio$m94q$1@titan.xtra.co.nz>
Source record: 8112

G'day,

I recently bought an old Atari 520STFM for NZ $20 (around US $10). It's diskette drives appears to be deceased, and I have connected up a Mitsubishi MF355F drive, having changed the driver ID to unit 0 (through jumper settings).

The drive appears to be functioning, however I'd like to know if there is anything else that I should be doing to make this work? Can my ST be made to recognise 1.44M diskettes?

Also, can anyone tell me whether the 520STFM with PAL Television output will work on the Brazilian PAL-M system?

Thanks

Paul Cull

2860. Re: emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: Paul Cull <pcull@pcebrasil.org>
Message-ID: <84h80b$mlil$1@titan.xtra.co.nz>
Source record: 8113
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

I've just been reading my way through an Emulator FAQ at
http://members.aol.com/rg1004/atstemu.faq.html which gives some ideas, and
URLs (which I haven't had time to try yet).

I'm looking for the same thing..an ST emulator I can use on an old 486DX to
develop software for an ST520 that I've just bought.

Does anyone know of a good free programming environment (Basic or Pascal
prefered) for the ST?

Thanks

Paul Cull

2861. Re: emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: Paul Cull <pcull@pcebrasil.org>
Message-ID: <84h8ol$mdle$1@titan.xtra.co.nz>
Source record: 8114
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Paul Cull wrote in message <84h80b$mlil$1@titan.xtra.co.nz>...
>I've just been reading my way through an Emulator FAQ at
>http://members.aol.com/rg1004/atstemu.faq.html which gives some ideas, and
>URLs (which I haven't had time to try yet).

Actually, some of the links in that FAQ are old. The Little Green Desktop at
http://www.pacifist.fatal-design.com/ is probably the best place to start an
emulator pilgramage, IMHO.

Paul

2862. HELP! Looking for Brian Hauer of FreeZe Dried SoftWare.

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <84hivspai1@user2.teleport.com>
Source record: 8115
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech
Body handling: HTML body converted to readable text

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

e-mail: atari@benjamin.net

I'm looking for the author of some Atari SoftWare and I could use your
help. He's one of the Authors of FreeZe Dried Terminal, He's the Author
of UBBS and ForeSight BBS Software and his Software Company is called
FreeZe Dried Software. His name is Brian G Hauer. I'm a registered user
of some of His Software. On top of that, I recently sent Him a bunch of
Atari Jaguar Hardware & Games & a 7 CD Changer CD ROM. I was expecting
to receive extra & special support. Instead, soon afterwards He dropped
support of my Software. Now, I'm not asking for a refund or a return of
the extra stuff I sent Him. Still, I would like to receive the support
and special attention I'm entitled to. Brian G Hauer lived/lives in
California. His Parents/Family still do. His parents Phone is in the
(310) area code. Nobody there returns my Phone calls & the only answer
I get is their Answering Machine. Last I heard, Brian was getting His
College/or better Education in California. I'm guessing USC/UCLA. I
would appreciate information such as an E-Mail Address, Phone Number or
even an Address. Please, if someone out their knows Brian or knows His
whereabouts. Please E-Mail me or call me at: (503)256-9974. And Brian,
if your reading this, E-Mail me at: atari@benjamin.net or please call
me!

e-mail: atari@benjamin.net

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Classic Atari 8 Bit & ST! Hardware, Software, Books & Accessory (503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2863. Atari ST 1040 FM $ 120.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-30 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <386A9AD5.555D@alphalink.com.au>
Source record: 8116
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

> I have an Atari ST 1040 FM With Mono Monitor and some Music programs
> Price $ 120.00 Pickup Only
>
> Ps I also service the Atari St Range of computers

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2864. MausNet access??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <386bf870$1$162@news.zetnet.co.uk>
Source record: 8117

Is it possible for one in this NG to send email to someone whose
only address is in MausNet (sp?), please?

Thanks,
Charles.

2865. Re: emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: Mustafa Soysal MS57 <msoysal@express.net>
Message-ID: <rBVa4.4513$9e3.226627@newsread1.prod.itd.earthlink.net>
Source record: 8118
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Greetings Paul,

"Paul Cull" <pcull@pcebrasil.org> wrote in message
news:84h80b$mlil$1@titan.xtra.co.nz...
> I've just been reading my way through an Emulator FAQ at
> http://members.aol.com/rg1004/atstemu.faq.html which gives some ideas, and
> URLs (which I haven't had time to try yet).

Thank you.

>
> I'm looking for the same thing..an ST emulator I can use on an old 486DX
to
> develop software for an ST520 that I've just bought.
>
> Does anyone know of a good free programming environment (Basic or Pascal
> prefered) for the ST?

I don't know if GNU has Pascal, but their gcc was pretty good for command
line programs.

>
> Thanks
>
> Paul Cull
>

Best Regards,

Mustafa Soysal

2866. Re: Pacifist

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <uTVa4.22$AP5.35@198.235.216.4>
Source record: 8119

On 30 Dec 1999 20:44:14 , "Mark Chamberlin" wrote:
>I'm having trouble making Msa/.St files on my hard drive using make disk1.3.
>Can anyone help.

Is Make disk for the PC or the ST? Is there one for both? How do you make a
ST with an Atari ST?

And is this a TECH Question?

I am not certain but I would like answers out of curiousity.

Later Brian.
>.

2867. Re: Atari STBook for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <bBYa4.38$AP5.93@198.235.216.4>
Source record: 8120

On 28 Dec 1999 23:27:23 , Jos Vlietstra wrote:
>On 22 Dec 1999 18:37:18 , John Hutton wrote:
>Hi John !

>I live in the Netherlands but we can trade also by some guy in the USA
>I offer $ 100,-
>Enough ??

Boy, you sure a draining your bank account with an offer like that:-).
I figure it is sold. I emailed the poster when the message appeared, long
before you post showed up. And I never got a response. I would have picked
it up. These are hard to come by. Don't know what I would do with it
however.

>Jos

Later Brian.

>.

2868. Re: 8bit emulation on ST

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: Nurmix@socal.SPAM
Message-ID: <84hn2f0278r@enews2.newsguy.com>
Source record: 8121

On 25 Dec 1999 12:02:15 , "Frank Gregory" wrote:

>Are there 8bit emulators for the older ST's (I have a 1040 ST and a 520 ST
>with no harddrives). I have a bunch of 8bit stuff, but limited room, so if
>I can get my ST to do the work of the 8bit as well, it'd be really nice.

Well, yes there are. One is called ST Xformer, and is available on:
http://www.emulators.com/

The other is (I think) Falcon-specific, and it's available on:
http://cas3.zlin.vutbr.cz/~stehlik/a800.htm

Both will be _very_ slow on an ST though.

-Paul

--

Paul "Nurmix" Nurminen | ICQ # 50313052 | Atari Falcon030/14+Nemesis
. El Segundo, California USA - Home of Red Light 6 Studio and NURVIS
..
... Visit Nurmix Web Central @ http://www.tsotech.com/nurmix/home.htm
.... Electronic Music | Atari Computing | Classic Video Games | Humor
.....
...... SPAM ALERT: Change "SPAM" to "com" if replying by e-mail ! ! !

2869. Re: Atari STBook for sale

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.9912311124260.77-100000@rakas>
Source record: 8122

On 31.12.1999, Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> I would have picked it up. These are hard to come by. Don't
> know what I would do with it however.

Probably the same as me with my Stacy: nothing.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Le moment venu, je saurai et j'en serai.

2870. Need help Identifying enhancement mods on my STf

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19991231093605.22004.00000003@ng-xa1.aol.com>
Source record: 8123

I purchased a 1040STf in non-working condition, and I am rebuilding it with parts i have from others. Why rebuild a non-working, used STf, you may ask? Well someone spent time on this one, and I have no idea what all they have done to it to enhance it, but it has some add on boards and wires soldered, so I will describe the mods and hopefully someone can tell me what they are, and exactly what i have here if it is worth resurrecting. Here goes:

A ribbon cable and header has been soldered ontop of IC U19 and the board at the other end of this cable reads: Practical Solutions Tweety Board Ver 1.4 1988

IC U9 is missing (don't know if this was required for an upgrade or what, should i add another?)

The small rf sheilded box in the middle of the st motherboard has the top removed and a small pc board with the writing ST4096C (c)1989 John Russell Innovations, has replaced an IC and the IC appears to now be plugged into the new board next to an empty socket also on the new board, and from this new board runs a ribbon cable to yet another new board that is labeled simply RAM+ TYPE C again John Russell Inovations (c)1990, I assume it is somesort of memory upgrade, it has the provisions for what looks like 4 30 pin memory modules. U46-U61 of the memory onboard the st motherboard has been removed and various wires are soldered to the st motherboard at various points from the upgrade board. There is no memory on the add on board.

I have not tested this yet because it is missing the system power supply, a floppydrive, and a keyboard. I have all of these components laying around if someone would please explain in detail what these enhancements do and how they work. I am really anxious to get started on this project.

Thanks in advance

BG

2871. Re: LOAD_IMG.SLB

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <946666480-351724AEicMi@sweet3.freeserve.co.uk>
Source record: 8124

>Hi Steve!
>
>Only a guess, but could it be linked into MagiC 6's ability to have a picture
>displayed at bootup?

I'm not gonna say no, but with it comented out i still get a boot pic, although its on the mono monitor not the colour?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2872. atari 7800

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: nick rongione <trekg@usa.net>
Message-ID: <386D1C60.4887392C@usa.net>
Source record: 8125
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech

Hi All,

I am trying to get an atari 7800 i just bought to operate well.

Presently it works but with alot of noise overlayed on the picture.

the 2200 uF 16v capacitor on the board had ruptured so i replaced that with no positive effect. Next i hooked the system up to a battery power source still thinking that the noise could be comming from the power system. But running on batteries made no difference.

So my questions are:

1. Does anyone have any pointers for me on how to proceed trouble-shooting?

2. Does anyone have an atari 7800 that they want to sell so i can use these cool games i have for the unit?

thanks alot,
nick

2873. Re: Need help Identifying enhancement mods on my STf

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <84j879$2vg$1@barcode.tesco.net>
Source record: 8126

I believe the Tweety board is to get stereo sound out of an STF.
I may be wrong but my friend had a Tweety board that did this.

Mark

2874. Re: FPU co-pro on Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <946675640-183832AEicMi@sweet3.freeserve.co.uk>
Source record: 8127

Hi Steve

>Do I need to set a dip switch for the Mega STE to see a FPU co-pro?????

You may need to set some links and may need either to fit a GAL chip or
fit a modified GAL in place of an existing chip.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2875. Re: Memory Upgrading / RAMDISK

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <946675644-184612AEicMi@sweet3.freeserve.co.uk>
Source record: 8128

Hi! Greg

>Thanks for the responses Brian, I will take a look at the archives, and I

>am thinking of just upgrading the SIMM machine (520STE I think), as I
>can find nowhere that supplies atari daughterboards in the UK.

If youre refering to SIMMS then you didnt look very hard.
If you mean the Marpet Xtra RA boards the speak to System Solutions on
0208 693 3355, Karl has the boards made now i believe.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2876. Re: MausNet access??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <946678326-720828AEicMi@sweet3.freeserve.co.uk>
Source record: 8129

Hello Charles

>Is it possible for one in this NG to send email to someone whose only
>address is in MausNet (sp?), please?

Not directly, you'd have to have it gated through a Fido Technology
gateway. Peter Carr of the Druid BBS had a gateway but he's been very
quiet of late.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2877. Re: MausNet access??

Newsgroup: comp.sys.atari.st.tech
Date: 1999-12-31 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <386cffca522ef11@online.be>
Source record: 8130

on Fri 31-12-1999 00:27 Charles Stanley wrote:

>Is it possible for one in this NG to send email to someone whose
>only address is in MausNet (sp?), please?

What's the problem? Everyone with an Internet account can send mails to
someone on the Maus.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

2878. Re: Need help Identifying enhancement mods on my STf

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-01 00:00:00 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@free.fr>
Message-ID: <6%bb4.1508$QR3.6876212@nnrp3.proxad.net>
Source record: 8131

> The small rf sheilded box in the middle of the st motherboard has the top
> removed and a small pc board with the writing ST4096C (c)1989 John Russell
> Innovations, has replaced an IC and the IC appears to now be plugged into
the

This board is intended to extend the 512 coulour palette of the STF to
4096,
like the STE.

Happy new year !

J&#65533;rome

2879. Re: atari 7800

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-01 00:00:00 UTC
From: cadimus@tds.net
Message-ID: <1e3p0g5.if6lrz7p115qN@mimi2pool0-a109.mill.tds.net>
Source record: 8132
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech

nick rongione <trekg@usa.net> wrote:

> 1. Does anyone have any pointers for me on how to proceed
> trouble-shooting?

Did you try a few other things like:

Manually adjusting the fine tuning on your TV?
Making sure you got the right channel? (3 or 4)
Try a different RF cable?
use a different switch box? I found some older switch box to be rather
bad. Auto RF is not a good idea for systems like 7800.

If that all fails, you *could* have a bad video circuitry on your 7800.

2880. Re: atari 7800

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-01 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <Bvlb4.6985$sH.36127@news1.online.no>
Source record: 8133
Cross-posted to: rec.games.video.classic,alt.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech

Are you sure it's NTSC ? I assume you are in US, as I have the same problem
with NTSC consoles on my PAL TV. I vaguely hear the sound beneath a lot of
noise

nick rongione <trekg@usa.net> wrote in message
news:386D1C60.4887392C@usa.net...
> Hi All,
>
> I am trying to get an atari 7800 i just bought to operate well.
>
> Presently it works but with alot of noise overlayed on the picture.
>
> the 2200 uF 16v capacitor on the board had ruptured so i replaced that
> with no positive effect. Next i hooked the system up to a battery power
> source still thinking that the noise could be comming from the power
> system. But running on batteries made no difference.
>
> So my questions are:
>
> 1. Does anyone have any pointers for me on how to proceed
> trouble-shooting?
>
> 2. Does anyone have an atari 7800 that they want to sell so i can use
> these cool games i have for the unit?
>
> thanks alot,
> nick
>

2881. Re: Upgrading a TT's ST RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-01 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <FnnyKG.AL1.0.queen@torfree.net>
Source record: 8134

=?ISO-8859-15?Q?Martin-=C9ric_Racine?= (q-funk@funkyware.atari.org) wrote:
: On 30.12.1999, Jeffery Thomas <cv436@torfree.net> wrote:

: > How easy is it to upgrade the ST RAM portion of a TT? Could 2 MB be
: > easily upped to 4 MB by just popping in 1MB DRAMs, or SIMMs?

: Hi Jeff!

: Basically, you can only modify the ST-RAM card one way: to 8 MB.
: Details are at the page below...

: --
: ---
: Martin-€ric Racine The Atari Stacy and TT030 Homepage
: Lappeenranta, Finland http://members.tripod.com/~TT030/
: ---
: "When the time comes, I will know and I shall be." Q-Funk

Thanks I'll go and have a look-see.

Later...

2882. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-01 00:00:00 UTC
From: Iggy Drougge <optimus@uno.canit.se>
Message-ID: <84lg1dgqs1@dos.canit.se>
Source record: 8135
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st kerstin.hoef-emden@uni-koeln.de wrote:
: In comp.sys.atari.st res <res@sympatico.ca> wrote:

:>> Is the TT networkable to a Macintosh G3? How is this accomplished? What
:>> protocal is used?
:> dont go there

: The TT is the best Atari to do network stuff with. The major problem will be
: to find an ethernet card. Since the G3 doesnï¿½t come with a serial interface
: you canï¿½t use the slow null modem connection. There are at least two
: possiblities, both cards use the VME interface (located behind serial 1 and
: 2): PAMs Net - drivers for this card are only available when using Mint as
: OS. The other card is the Riebl. Here you can use STinG under MagiC or
: PlainTOS with an appropriate driver. Protocol would be TCP/IP. FTP, telnet,
: e-mail and newsgroup clients as well as a browser(s) are available.

: Since the Riebl has BNC and AUI only, you will need a transceiver AUI to
: twisted pair (and a cross patch TP cable) to connect the two computers.

: Your major problem will be to find such a card. They are no longer
: manufactured and highly wanted (and comparably expensive).

Drool... Riebl card...

If a Riebl card is difficult to find, and transfer speeds aren't that
important, how about building the parallel Ethernet kit developed by
Vassili Papathanassiou? Description and STiNG drivers at
http://users.otenet.gr/~papval/ .

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

2883. Re: Atari STBook for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-01 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <386E4BF9.5EBEFC69@qnet.com>
Source record: 8136

I received a message back from the seller and it was only up to $300. It most likely went for even more since the last one I seen someone selling went for $800.

Don

Brian Van TIlborg wrote:

> On 28 Dec 1999 23:27:23 , Jos Vlietstra wrote:
> >On 22 Dec 1999 18:37:18 , John Hutton wrote:
> >Hi John !
>
> >I live in the Netherlands but we can trade also by some guy in the USA
> >I offer $ 100,-
> >Enough ??
>
> Boy, you sure a draining your bank account with an offer like that:-).
> I figure it is sold. I emailed the poster when the message appeared, long
> before you post showed up. And I never got a response. I would have picked
> it up. These are hard to come by. Don't know what I would do with it
> however.
>
> >Jos
>
> Later Brian.
>
> >.

2884. Re: Need help Identifying enhancement m

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-01 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Hssb4.902$AP5.559@198.235.216.4>
Source record: 8137

On 1 Jan 2000 00:37:22 G, "J�r�me Ginestet" wrote:
>
>> The small rf sheilded box in the middle of the st motherboard has the top
>> removed and a small pc board with the writing ST4096C (c)1989 John Russell
>> Innovations, has replaced an IC and the IC appears to now be plugged into
>the
>
>This board is intended to extend the 512 coulour palette of the STF to
>4096,
>like the STE.

This board is also supported by Photochrome. A picture converter program
that gives you 15bit colour on an STe, or and ST with this board.

>Happy new year !
>
>J�rome
>
>
>.

2885. FA: Complete Atari Jaguar CD System w/12 games

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-01 00:00:00 UTC
From: encog93069@aol.com
Message-ID: <20000101150248.18489.00000745@ng-bg1.aol.com>
Source record: 8138

Hello,

This system has just about everything you could ever want in a 64-bit Atari Jaguar system, it even has a built in lightshow that performs with your cds. It comes with Console w/cords and in box, CD upgrade w/cords and in box, and 12 games most in boxes including Aliens vs. Predator, Rayman, Mutant Penguins, and others. Take a look at it:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=225127738

Thanks,
Nathan

2886. Re: MausNet access??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-01 00:00:00 UTC
From: Martin_Elsaesser@LL.maus.de
Message-ID: <200001011105.a780@ll.maus.de>
Source record: 8139

Hello Charles

CS>Is it possible for one in this NG to send email to someone whose only
CS>address is in MausNet

That doesn't matter... Everybody can send E-Mails into the MausNet. If the MausNet address is i.e. Franz Mi¿½ller @ XY, then the internet address is franz_mueller@xy.maus.de... ;-)

Grui¿½

Martin [PGP-Key available]

2887. Re: Need help Identifying enhancement mods on my STf

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-02 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <386E78EC.66543CDD@free.fr>
Source record: 8140

BGarvey355 a ï¿½crit :
>
> I purchased a 1040STf in non-working condition, and I am rebuilding it with
> parts i have from others. Why rebuild a non-working, used STf, you may ask?

Yes, especially when you can get a working STE for 40 or 50 Euros.

> Well someone spent time on this one, and I have no idea what all they have done
> to it to enhance it, but it has some add on boards and wires soldered, so I
> will describe the mods and hopefully someone can tell me what they are, and
> exactly what i have here if it is worth resurrecting. Here goes:
>
> A ribbon cable and header has been soldered ontop of IC U19 and the board at
> the other end of this cable reads: Practical Solutions Tweety Board Ver 1.4
> 1988

The tweety board is a rather useless a poor quality sound enhancement.
It adds pseudo-stereo to the YM soundchip output. The STE's DMA sound is
far better. I don't know of any software that took advantage of the
tweety's other features.

>
> IC U9 is missing (don't know if this was required for an upgrade or what,
> should i add another?)
>
> The small rf sheilded box in the middle of the st motherboard has the top
> removed and a small pc board with the writing ST4096C (c)1989 John Russell
> Innovations, has replaced an IC and the IC appears to now be plugged into the
> new board next to an empty socket also on the new board, and from this new
> board runs a ribbon cable to yet another new board that is labeled simply RAM+
> TYPE C again John Russell Inovations (c)1990, I assume it is somesort of memory
> upgrade, it has the provisions for what looks like 4 30 pin memory modules.
> U46-U61 of the memory onboard the st motherboard has been removed and various
> wires are soldered to the st motherboard at various points from the upgrade
> board. There is no memory on the add on board.

Sounds like a SIMM upgrade. Might be 1 meg or 4 meg. Again, the STE uses
SIMM RAM as standard. The other board on the video shifter might be an
overscan mod. This requires additional software and is usefull only for
some cleanly coded GEM programs.

>
> I have not tested this yet because it is missing the system power supply, a
> floppydrive, and a keyboard. I have all of these components laying around if
> someone would please explain in detail what these enhancements do and how they
> work. I am really anxious to get started on this project.

Get a cheap STE. That way, you can try swapping the missing components
from it. If you are satisfied, you can keep the modded STF, otherwise,
you can still use the STE.

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2888. Wanted SCSI Interface Adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-02 00:00:00 UTC
From: Antonio Pessina <a.pessina@libero.it>
Message-ID: <iaNb4.11000$Oo1.135753@news.infostrada.it>
Source record: 8141

Hi,
Is there anybody who have a DMA to SCSI adapter with software for sale ? I need it for my "old but gold" Atari Mega ST4.
Thank you
Best wishes for a Merry Xmas and a Happy new Millennium.
a.pessina@libero.it

2889. Re: MausNet access??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-02 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <386fd1cd$0$159@news.zetnet.co.uk>
Source record: 8142

On 31 Dec 1999 23:07:30 , Steve Sweet wrote:
>>>>
>Not directly, you'd have to have it gated through a Fido Technology
>gateway. Peter Carr of the Druid BBS had a gateway but he's been very
>quiet of late.

Thanks for replying, Steve. An email I received gave a detailed address
for a gateway about which I knew nothing.

Happy New Year to all in this ng,
Charles.

2890. Re: MausNet access??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-02 00:00:00 UTC
From: Juergen Lock <nox.foo@jelal.kn-bremen.de>
Message-ID: <84oe6m$1fa0$1@saturn.kn-bremen.de>
Source record: 8143

In article <386bf870$1$162@news.zetnet.co.uk>,
Charles Stanley <cstanley@zetnet.co.uk> wrote:
>Is it possible for one in this NG

Well this doesn't have much to do with which newsgroup you're
reading, but...

> to send email to someone whose
>only address is in MausNet (sp?), please?

Long ago, :) you'd do: user_name@hostname.maus.de

I.e. replace spaces in the username with underscores and add
a .maus.de after the (two oder three letters/digits) hostname
(and first remove any spaces maus users sometimes(?) place around
the @ when they post their internal addresses). I don't remember
having mailed to such an address for quite a while but chances are
this is still how it works.

Btw back then their internal mail protocol was quite primitive
compared to what we're used to with rfc822 and friends (yeah thats
NIH for you :/), so don't expect things like mime, Cc, Reply-To
or even bounces to work right, and best not to send more than a
few K of plain text at a time. should the mail fail for some reason
after it has entered the maus network you may never notice! also
don't count on formatting or things like tabs not getting munged
in the transformation...

Oh and while we're at it, does someone know a publice nntp server
that still carries the maus.* newsgroupus after their big group
renaming a while ago? a readonly one is enough, postings in those
groups often didn't make it into their internal net anyway.
(they only had a single gateway for that direction at least, because
their protocol also couldn't handle `normal' message-ids!)

HTH,
--
Juergen Lock <nox.foo@jelal.kn-bremen.de>
(remove dot foo from address to reply)

2891. Re: Questions about ACSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-03 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <947018748-757144AEicMi@sweet3.freeserve.co.uk>
Source record: 8001

Hi Mario

>
>I have the ACSI documentation which I will refer to later, but before I
>work on the ACSI-specific issues I wonder if someone who is familiar with
>the subject could give me an overview of the differences between ACSI and
>SCSI.

If Uwe Siemet doesnt jump in and help youre knackered IMO. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2892. Questions about ACSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-03 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <Fnr1Du.71@gem.win.co.nz>
Source record: 8144

As some of you may know I am working on a SCSI ethernet adapter for use on the Atari. It should also be usable on ST's with a SCSI adapter attached to the ACSI port.

I have the ACSI documentation which I will refer to later, but before I work on the ACSI-specific issues I wonder if someone who is familiar with the subject could give me an overview of the differences between ACSI and SCSI. I gather that in the case of ACSI the target does not control the bus phases and that the initiator, not the target, must determine the amount of bytes to be transferred. Are there any other prominent differences that I should think about?

In view of the above, how do the common ACSI-SCSI adapters handle these differences? (E.g. what happens if the target tries to transfer a different amount of data to what the initiator is expecting?)

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |

2893. Re: Memory Upgrading / RAMDISK

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-03 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <n2_b4.4219$x4.91249@nnrp4.clara.net>
Source record: 8145

> If youre refering to SIMMS then you didnt look very hard.
No. I wasn't, the simms are not a problem.

> If you mean the Marpet Xtra RA boards the speak to System Solutions on
> 0208 693 3355, Karl has the boards made now i believe.

I might be, i'm not sure, as I have just stepped back from a PC background into the atari scene so I am treading water a little.

I have an old 1040STFM which I would of liked to have upgraded the memory and TOS. I think the TOS is pre 1.04, and the memory it seems requires a daughterboard. But I will give System Solutions a call anyway and see what they say.

Thanks,
Greg

2894. Re: Questions about ACSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38708269.23CA@ooc.de>
Source record: 8146

Mario Becroft wrote:

> work on the ACSI-specific issues I wonder if someone who is familiar with
> the subject could give me an overview of the differences between ACSI and
> SCSI. I gather that in the case of ACSI the target does not control the
> bus phases and that the initiator, not the target, must determine the
> amount of bytes to be transferred. Are there any other prominent
> differences that I should think about?

Yes, this is correct. With ACSI the initiator has to make a guess on
what will be the next bus phase. (Note that as far as I know except for
CBHD and HDDRIVER all other hard disk drivers for the Atari do the same
for SCSI, i. e. they don't work target-controlled.)
There is no initiator identification or bus arbitration except for the
LINK96/97 host adapters that support initiator identification by
hardware on ID 7. ACSI doesn't allow certain SCSI command class since
only the lower 5 bits of the command byte may be used for the actual
command data. The upper 3 bits are reserved for the SCSI ID of the
target device. ICD compatible host adapter offer a workaround for this
so that all command classes can be used despite this difference between
ACSI and SCSI. You can't use SCSI messages with ACSI, which means that a
SCSI-3 compatible LUN selection is not possible and several advanced
SCSI features based on messages are not possible.

> In view of the above, how do the common ACSI-SCSI adapters handle these
> differences? (E.g. what happens if the target tries to transfer a
> different amount of data to what the initiator is expecting?)

In this case everything might be screwed up. The initiator can't react
since it doesn't know what exactly happens on the bus. The DMA hardware
might accept some bytes more than actually were expected but this
depends. In other words: The target must transfer exactly the amount of
data the initiator expects, otherwise the state is undefined and most
likely the bus will be blocked.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2895. Re: MausNet access??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-03 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e3tl3m.ske434ddx9ecN%doitarchive@atari-computer.de>
Source record: 8147

Charles Stanley <cstanley@zetnet.co.uk> wrote:

> On 31 Dec 1999 23:07:30 , Steve Sweet wrote:
> >>>>
> >Not directly, you'd have to have it gated through a Fido Technology
> >gateway. Peter Carr of the Druid BBS had a gateway but he's been very
> >quiet of late.
>
> Thanks for replying, Steve. An email I received gave a detailed address
> for a gateway about which I knew nothing.

We all have access to groups named ".maus.de" at end.
These are Mausnet groups, but not all, only a handful groups avaiable by
an gate. Mausnet requires real names.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2896. Re: Need help Identifying enhancement mods on my STf

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-03 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000103094400.02566.00000009@ng-fr1.aol.com>
Source record: 8148

>Sounds like a SIMM upgrade. Might be 1 meg or 4 meg. Again, the STE uses
>SIMM RAM as standard. The other board on the video shifter might be an
>overscan mod. This requires additional software and is usefull only for
>some cleanly coded GEM programs.
>
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org online.fr

Nicholas,
Is there any way to find out if this is a 1 meg or 4 meg upgrade, i want to
get some SIMMs for it but am unsure which to buy (4 256k or 4 1meg SIMMs)

Thanks,
Brent

2897. Re: Upgrading a TT's ST RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-03 00:00:00 UTC
From: Dan Wilga <gribnif@pair.com>
Message-ID: <gribnif-C9712E.15391203012000@news.mtholyoke.edu>
Source record: 8149

In article <Pine.MNT.4.10.9912300110420.100-100000@TT030>, Lonny Pursell <atari@bright.net> wrote:

> On Thu, 30 Dec 1999, Jeffery Thomas wrote:
>
> > How easy is it to upgrade the ST RAM portion of a TT? Could 2 MB be
> > easily upped to 4 MB by just popping in 1MB DRAMs, or SIMMs?
>
> The TT uses a custom daughter board to add the ram. That's probably
> not what you wanted to hear.

It's far easier to upgrade the TT-RAM, at least if you happen to have one of the TT RAM boards with sockets.

--
Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

2898. Re: Memory Upgrading / RAMDISK

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-03 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <947018746-756612AEicMi@sweet3.freeserve.co.uk>
Source record: 8150

Hi G. T.

>I have an old 1040STFM which I would of liked to have upgraded the memory
>and TOS. I think the TOS is pre 1.04, and the memory it seems requires a
>daughterboard. But I will give System Solutions a call anyway and see
>what they say.

What you need is a Marpet XtraRAM, you'l need to do some soldering, and
you'l need 30pin simms up to 4*1meg max.

e-Mail sales@system-solutions.co.uk

Tell them i sent you..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2899. ST on NT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-04 00:00:00 UTC
From: milton <milton@video-tec.co.uk>
Message-ID: <947007369.15336.0.nnrp-08.d4e5d736@news.demon.co.uk>
Source record: 8002

I'm new to this newsgroup. I'm running WinNT at work but I'd like to get some old First Word+ files from an ST formatted (dbl sided) disk to load up in Word or another application. How can I get the NT machine to read and translate these files?

TIA :)

2900. Re: ST on NT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-04 00:00:00 UTC
From: Mustafa Soysal MS57 <msoysal@express.net>
Message-ID: <84tfbd$837$1@fir.prod.itd.earthlink.net>
Source record: 8003

Greetings Milton,

"milton" <milton@video-tec.co.uk> wrote in message
news:947007369.15336.0.nnrp-08.d4e5d736@news.demon.co.uk...
> I'm new to this newsgroup. I'm running WinNT at work but I'd like to get
> some old First Word+ files from an ST formatted (dbl sided) disk to load
up
> in Word or another application. How can I get the NT machine to read and
> translate these files?

I was looking into the same and tried the gemxplor.zip file. The program contained in it can read some of my disks. I was also told that Windows can read some of the ST disks without any helper programs. Those are probably TOS 2.06 made disks. I don't have that TOS version here, so I cannot confirm. I have only Mega ST4 and 1040ST US TOS versions here.

You can probably find the file in any search engine, my favorite is www.google.com. It looks a lot like the file browsing program "NT Explorer". You can also drag and drop the files. It does write to Atari formatted disks if you drag and drop files on this program.

I didn't keep track of where I found that program, but it is freeware.

>
> TIA :)

Best Regards,

Mustafa Soysal

2901. Re: ST on NT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-04 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000104152233.25417.00000320@ng-ba1.aol.com>
Source record: 8004

I don't know what format your files are for your word processor or how to convert them for use in a pc program, but to transfer files as is from my pc to ST and vise versa i just use my LS120 drive on my pc to format DD disks to 720k and they are readable by my 1040STF, but my drive can't read a disk formatted by the ST. When i download st programs off the net this is how i use them right away. Most modern 3.5 floppy drives can only format in HD (1.44) but if your drive is capable of DD formats you should see the option when you try to format a floppy (720k or 1.44mb). If not it will only let you select 1.44 mb formating. Just remember format on PC, use on both.

BG

2902. Re: Spectre floppy disks

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-04 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38723C89.3A20@geocities.com>
Source record: 8005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey, if you have received no responses or help by now, let me know,
and maybe I can dupe off some disks and get them to you.

Doctor Clu
Though mostly 8-bit these days, still fascinated by Spectre.

2903. Re: ST on NT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-04 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <20000104154557.25390.00000437@ng-ba1.aol.com>
Source record: 8006

I'm sorry, my fingers are getting too lazy to go from the 'D' key over to the 'S' key I meant DS (double sided) disks, not DD just replace it acordingly ;-)

BG

2904. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-04 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <0ec4c663.f19d37a8@usw-ex0107-041.remarq.com>
Source record: 8007
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <83l5jahsp2@news.rrz.Uni-Koeln.DE>,
kerstin.hoef-emden@uni-koeln.de wrote:
> Hi again,
> In comp.sys.atari.st kerstin.hoef-emden@uni-koeln.de wrote:
> > The SCSI controller can address 7 IDs (0-9)>
^ :-/ That's nonsense,
Allow me to translate. The controller can address 8 IDs (0-7). One is probably your boot drive, and another is often the computer itself (or the computer's clock). This allows for up to 6 additional items. Cabling becomes a problem, however. Although the SCSI interface is good for 5 meters in theory, high quality short cables are a must. I have a 1Gb HD that gave many errors when it was the 4th item in the chain yet runs reliably as the 1st item. This is not supposed to happen! Yet it does.

Galen

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2905. Re: TT030 questions...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-04 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <28bc935d.f241ddfd@usw-ex0107-041.remarq.com>
Source record: 8008
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > What solutions are there for accessing multiple SCSI devices on
> the TT?
> There's a fiddly bit. I beleive it's tricky to mix external SCSI
> with internal SCSI.
Not really. In fact, you can have an ACSI->SCSI adapter (like the
Link) and have two completely independent SCSI buses! I'm not sure why
you'd want to do that, but you could.

Galen

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2906. Re: ST on NT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <947037625.4050.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 8009

milton <milton@video-tec.co.uk> wrote in message
news:947007369.15336.0.nnrp-08.d4e5d736@news.demon.co.uk...
> I'm new to this newsgroup. I'm running WinNT at work but I'd like to
get
> some old First Word+ files from an ST formatted (dbl sided) disk to
load up
> in Word or another application. How can I get the NT machine to read
and
> translate these files?

Check out http://www.whalley.demon.co.uk/atari/texts/wp_help.html - this includes information on disk access etc, including links to the site where you can get Gemulator Explorer (reads ST disks under Windows), and links to utilities for file conversion including a WordPlus to RTF converter which has TOS, DOS and Mac executables in the same archive.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project:
http://www.whalley.demon.co.uk/atari/mdp/

2907. Re: Spectre floppy disks

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: lung1979 <lung1979.hknet.com>
Message-ID: <387321e7@newsgate.hknet.com>
Source record: 8010
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[illegible] http://www.hkinotice.com/upskirt1.htm
[illegible]
s
[illegible]
n
[illegible]

2908. SCSI Drives - What Size??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <5DFc4.1027$IN.26021@nnrp3.clara.net>
Source record: 8011

I have a small and neat Slimline hard drive, which has a 31/2 SCSI drive inside, but it is only 50megs, what size drive could I use up to with my

2909. Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <tGFc4.1029$lN.26383@nnrp3.clara.net>
Source record: 8012

I have a small and neat Slimline ASCSI hard drive, which plugs into the DMA port at the back of my ST, which has a NEC 31/2 SCSI drive inside, but no through port, the problem is its only 50mb, what size drive could I use up to with my 520STE, it has TOS 1.6, and I am using the Harddriver version 7.55.

Any help appreciated,
Greg

2910. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3873586B.1214@ooc.de>
Source record: 8013

G T Martin wrote:

> I have a small and neat Slimline ASCSI hard drive, which plugs into the DMA
> port at the back of my ST, which has a NEC 31/2 SCSI drive inside, but no
> through port, the problem is its only 50mb, what size drive could I use up
> to with my 520STE, it has TOS 1.6, and I am using the Harddriver version
> 7.55.

There is no size limitation regarding the drive as long as you have an
ICD compatible host adapter, e. g. a host adapter by ICD or a LINK96/97.
Note, however, that TOS 1.06 doesn't support partitions larger than 512
MByte. This limit can be lifted by using MiNT or MagiC with other
filesystems like FAT32 or ext2fs.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2911. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <NxKc4.456$UL1.8091@nnrp4.clara.net>
Source record: 8014

Thanks for the info, its a great help.

Regards,
Greg

2912. Re: atari st to IBM midi transfer

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <kDKc4.457$UL1.8076@nnrp4.clara.net>
Source record: 8015

Hi,

What sort of problem?

1) The MIDI files are incorrect if you play them after transfer?
2) Or you just can't copy them?

Actually I use an Atari for all my initial MIDI work, because the Synch is better on the Atari, than with Cubase VST on the PC, then I transfer them over for mixing down. But I always format my floppy disks on my PC before use, and that seems ok. If you still have problems, try and get 720 floppy disks, you can format HD floppy disks as 720, but they can be very unreliable.

If is the playing part, then let me know which two packages you are using Atari Side and PC Side.

Regards,
Greg

2913. Re: Spectre floppy disks

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: Greg Goodwin <lady-aramis@geocities.com>
Message-ID: <38738041.4091@geocities.com>
Source record: 8016
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Sorry there Lung, apparently this was posted in a Asian font.
Didn't quite understand your last message.

Doctor Clu

lung1979 wrote:
>
> ï¿½ï¿½ï¿½ï¿½Sï¿½3ï¿½ï¿½*ï¿½3ï¿½ http://www.hkinotice.com/upskirt1.htm
> ï¿½jï¿½qï¿½ï¿½ï¿½ï¿½ï¿½Sï¿½3|â±¡ï¿½Û¤ï¿½A|3*Ç¥Í©fï¿½BOLï¿½Bï¿½kï¿½Ð®vï¿½Bï¿½@ï¿½hï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½Û¤ï¿½ï¿½3|3ï¿½ï¿½|3ï¿½Ñ·|ï¿½ï¿½ï¿½s
> ï¿½ï¿½Aï¿½uï¿½n|ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½Sï¿½3ï¿½ï¿½*ï¿½3ï¿½ï¿½ï¿½ï¿½ï¿½|ï¿½ï¿½Kï¿½iï¿½ï¿½|33oï¿½Ç°Ö§Qï¿½Aï¿½ï¿½ï¿½A1ï¿½ï¿½ï¿½È¤Uï¿½Kï¿½ï¿½I*Ð°É§Öµn
> ï¿½Oï¿½ï¿½ï¿½|ï¿½I

2914. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3873C8B7.AD7545AB@jps.net>
Source record: 8017

I think it also has to do with the SCSI host adaptor you are using. I tried a 1GB in an ICD FAST (circa 1987), and when I wrote ICD for help, they said that adaptor didn't support modern drives, and to update to a Link 2 host. If you stay in the 200-400 MB range, you should be safe if you have an outdated host.

John

G T Martin wrote:
>
> I have a small and neat Slimline ASCSI hard drive, which plugs into the DMA
> port at the back of my ST, which has a NEC 31/2 SCSI drive inside, but no
> through port, the problem is its only 50mb, what size drive could I use up
> to with my 520STE, it has TOS 1.6, and I am using the Harddriver version
> 7.55.
>
> Any help appreciated,
> Greg

2915. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: lockwood@nucleus.com
Message-ID: <387395d636f411@nucleus.com>
Source record: 8018

On Wed 05-01-2000 14:41,
John Kolak wrote about Re: Opps - SCSI Drives - What Size?? (Second attempt)
in comp.sys.atari.st.tech:

JK> I think it also has to do with the SCSI host adaptor you are using. I
JK> tried a 1GB in an ICD FAST (circa 1987), and when I wrote ICD for help,
JK> they said that adaptor didn't support modern drives, and to update to a
JK> Link 2 host. If you stay in the 200-400 MB range, you should be safe if
JK> you have an outdated host.

I have been running a 1 gig drive in my FA*ST box for about six months
now - no problems. (TT030 with 4+16, Magic 5 later 6, and TOS 3.06)

Regards,

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

2916. my atari 1040 ste does not see the HD

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-05 00:00:00 UTC
From: pirac <pirac2NOpiSPAM@hotmail.com.invalid>
Message-ID: <11822ca0.2682c9fd@usw-ex0103-019.remarq.com>
Source record: 8019

THE "NOTATOR" PROGRAM ON THE H.D. SEEMED TO NOT WORK
PROPERLY.
AFTER SOME INCAUTIOUS OPERATIONS, ATTEMPTING TO RE-COPY
THE "NOTATOR" ORIGINAL FLOPPY ON THE H.D., MY ATARI DOES
NOT SEE ANY MORE THE H.D.
I DON'T HAVE ANY MANUAL, NOR THE H.D.'S NEITHER THE ATARI'S.
I DON'T HAVE ANY TUTORIAL DISK OR DRIVER FOR THE H.D.
I JUST HAVE THE ORIGINAL "NOTATOR" PROGRAM (WITH HIS KEY).
OBVIOUSLY, I DON'T WANT TO START THE "NOTATOR" ALWAYS FROM
THE FLOPPY, BECAUSE IT TAKES MORE TIME AND I WOULD RISK TO
DAMAGE MY ONLY ORIGINAL COPY.
WHAT SHOULD I DO?
THANK YOU. PIRAC2

* Sent from AltaVista http://www.altavista.com Where you can also find related Web Pages, Images, Audios, Videos, News, and Shopping. Smart is Beautiful

2917. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <LeRc4.1908$IN.45342@nnrp3.clara.net>
Source record: 8020

John,

Thanks for that. I will probably nick one out of a machine from work and see which is compatible. Though I have actually seen some real bargains for SCSI drives, 500mb £40 etc. So I will probably snap one up soon.

My current drive is a NEC in a Power Drive Slimline box by Power Computing. And it just plugs straight in to the Atari, unfortunately it doesn't have any option to chain other drives.

Regards,
Greg

John Kolak <jkolak@jps.net> wrote in message news:3873C8B7.AD7545AB@jps.net...
> I think it also has to do with the SCSI host adaptor you are using. I
> tried a 1GB in an ICD FAST (circa 1987), and when I wrote ICD for help,
> they said that adaptor didn't support modern drives, and to update to a
> Link 2 host. If you stay in the 200-400 MB range, you should be safe if
> you have an outdated host.
>
> John
>
> G T Martin wrote:
> >
> > I have a small and neat Slimline ASCSI hard drive, which plugs into the DMA
> > port at the back of my ST, which has a NEC 31/2 SCSI drive inside, but no
> > through port, the problem is its only 50mb, what size drive could I use up
> > to with my 520STE, it has TOS 1.6, and I am using the Harddriver version
> > 7.55.
> >
> > Any help appreciated,
> > Greg

2918. Re: Mitsubishi MF355F diskette drive on Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <JiRc4.1913$IN.45296@nnrp3.clara.net>
Source record: 8021

> The drive appears to be functioning, however I'd like to know if there is
> anything else that I should be doing to make this work? Can my ST be made
to
> recognise 1.44M diskettes?

I think that 1.44M diskettes are only recognised by TOS 2.06, and were
fitted on the later Mega machines, but maybe I am wrong. But as it stands no
it won't.

> Also, can anyone tell me whether the 520STFM with PAL Television output
will
> work on the Brazilian PAL-M system?

Plug it in and see <s>, though if its PAL I can't see why not.

Regards,
Greg

2919. Re: Memory Upgrading / RAMDISK

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <rlRc4.1918$lN.45416@nnrp3.clara.net>
Source record: 8022

Thanks for the info steve, I will tell then you sent me on condition I can have your sickeningly good MegaSTe setup.....<lol>

Regards,
Greg

2920. Recommend 68000 Assembler book to buy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <yc_c4.735$UL1.14013@nnrp4.clara.net>
Source record: 8023

Hi,

I want to buy a book for reference/teaching Assembler for my Atari, I am using DevPac. Anyone with some advice here and an ISBN if possible , also anywhere that maybe selling them specifically for the Atari ST and its hardware, new or second hand.

Thanks for any advice,
Greg

2921. Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: Thierry Schembri <schembri@imaginet.fr>
Message-ID: <852bfb$q2h$1@news.imaginet.fr>
Source record: 8024

Hello,

I have problems with pure C and my Falcon. I can't debug programs (when I leave the debugger, the Falcon crashes) and it makes illegal errors when I leave the compiled program, do you know where I can find a patch for the falcon or where I can find an other C compiler.

Thanks

2922. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <852m2v$tu4$1@draco.stochastik.rwth-aachen.de>
Source record: 8025

In article <387395d636f411@nucleus.com>,
Frank Lockwood <lockwood@nucleus.com> wrote:
>
>I have been running a 1 gig drive in my FA*ST box for about six months
>now - no problems. (TT030 with 4+16, Magic 5 later 6, and TOS 3.06)

The internal SCSI adapter in the TT works fine with even the latest SCSI
drives - you may have to patch TOS to boot from some drives which require an
Initiator ID, but that is all.

External ACSI adapters are a lot more tricky, but on a TT, why would you
want to use one? The internal SCSI controller is more stable and faster.

cu
Michael
--
In the beginning there was nothing, which exploded.

2923. Re: Pure C

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <852m4qtur1@draco.stochastik.rwth-aachen.de>
Source record: 8026

In article <852bfb$q2h$1@news.imaginet.fr>,
Thierry Schembri <schembri@imaginet.fr> wrote:
>I have problems with pure C and my Falcon. I can't debug programs (when I
>leave the debugger, the Falcon crashes) and it makes illegal errors when I
>leave the compiled program, do you know where I can find a patch for the
>falcon or where I can find an other C compiler.

Try starting the debugger with Shift-Alt-D instead of Alt-D.

cu
Michael
--
In the beginning there was nothing, which exploded.

2924. Re: ST on NT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: Nicholas Bales <bales@free.fr>
Message-ID: <3874427C.C4B54E37@free.fr>
Source record: 8027

milton a ï¿½crit :
>
> I'm new to this newsgroup. I'm running WinNT at work but I'd like to get
> some old First Word+ files from an ST formatted (dbl sided) disk to load up
> in Word or another application. How can I get the NT machine to read and
> translate these files?

You need to load the files into 1st Word and save them as ASCII.
Alternatively you can load them into Marcel and save them as RTF.

In both cases you need either an ST or a ST emulator for WinNT. I would
suggest Gemulator.

--
||| Nicholas Bales, Toulouse, France
===|||===
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org online.fr

2925. Re: Recommend 68000 Assembler book to buy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <xHrauEAn4Od4EwXY@steverosie.demon.co.uk>
Source record: 8028

In article <yc_c4.735$UL1.14013@nnrp4.clara.net>, G T Martin
<gtmartin@aladdin.clara.co.uk> writes
>Hi,
>
>I want to buy a book for reference/teaching Assembler for my Atari, I am
>using DevPac. Anyone with some advice here and an ISBN if possible , also
>anywhere that maybe selling them specifically for the Atari ST and its
>hardware, new or second hand.
>

Hi

Well for a beginner there are more than one book, depending on how deep
you want to go:)

The major problem is that when you deal in machine code you need to know
and have reference to BIOS, XBIOS & GEM calls (the TRAP #, commands).
Abacus does a series of books, one of which covers machine code; I can't
remember it's title off-hand.

Abacus does do a book called Atari ST internals, and this contains some
useful info. It covers briefly a little of each area of the ST including
a memory map and a partial listing of TOS 1.0! This still doesn't give
you the FULL 'TRAP' command list!

Computes! Technical Reference manuals vol's 1, 2 & 3, are ideal for a
good ref manual for programing VDI, AES & TOS. Volume 3 (TOS) does cover
some basic principles for assembler AND C, with examples on each of the
commands/calls. Although there quite a few mistakes, which adds to your
learning:) I bought the set when I first saw them and it was the best
ï¿½75 GBP I'd ever spent on books!

I'm also on the lookout for Atari books I don't have in my collection;
yep! I'm in a hoarding mood for books:) and am after collecting the
entire Abacus collection. I have book numbers: 2, 3, 7, 8, 10, 11, 12 &
13.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2926. Re: Recommend 68000 Assembler book to buy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <3874C991.1EF6484@plano.net>
Source record: 8029

G T Martin wrote:
>
> I want to buy a book for reference/teaching Assembler for my Atari, I am
> using DevPac. Anyone with some advice here and an ISBN if possible , also
> anywhere that maybe selling them specifically for the Atari ST and its
> hardware, new or second hand.
>
It is *not* Atari specific, but a good book on 68000 assembly language is:

68000 Assembly Language Programming, by Gerry Kane, Doug Hawkins, and
Lance Leventhal, Osborne/McGraw-Hill, Berkeley, California, 1981,
ISBN: 0-07-931062-1

You should try and get the first edition. The second edition is watered down
somewhat.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

2927. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <947269298-069940AEicMi@sweet3.freeserve.co.uk>
Source record: 8030

Hi C T.

>Thanks for that. I will probably nick one out of a machine from work and
>see which is compatible. Though I have actually seen some real bargains
>for SCSI drives, 500mb ï¿½40 etc. So I will probably snap one up soon.

You call that a bargain, i got 4.5 gigs for ï¿½120..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2928. Re: Memory Upgrading / RAMDISK

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-06 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <947269302-070544AEicMi@sweet3.freeserve.co.uk>
Source record: 8031

Hi C T.

>Thanks for the info steve, I will tell then you sent me on condition I
>can have your sickeningly good MegaSTe setup.....<lol>

Ooh!, decicions decicions!!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2929. Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <1zdd4.1739$97.584@198.235.216.4>
Source record: 8032

I have an external scsi 270meg syquest removable hd attached to my Falcon.
My Falcon has an IDE drive only.
The Syquest is identified as SCSI unit 0

I moved the drive over to the TT. The TT has an Internal SCSI drive.

I changed the unit # of the Syquest to #1 with a little dial indicator near
the power connector.

I boot the TT with HD Driver 5.1, and only the Internal SCSI is identified.

The device testors also only show the SCSI internal as unit 0.

Of course the Syquest is fine on the Falcon when set to 0.

So I think I have done things properly by changing the id, what else might
I need to do to get the Syquest to work with the TT and its internal drive?

Final note, the desktop doesn't acknowledge the drive either with the
install devices pull down menu.

Thanks in advance.

Brian.

2930. Re: Recommend 68000 Assembler book to buy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <sGid4.1212$UL1.20826@nnrp4.clara.net>
Source record: 8033

> depending on how deep you want to go:)

As far as I can go really, I have quite a wealth of experiance with
Assembler on 80x86/Z80, mostly for comms applications, and would like to
link the two physically and mentally, also it would be fun to do.

> The major problem is that when you deal in machine code you need to know
> and have reference to BIOS, XBIOS & GEM calls (the TRAP #, commands)...

Point noted. I will look out for this.

> Computes! Technical Reference manuals vol's 1, 2 & 3, are ideal for a
> good ref manual for programing VDI, AES & TOS. Volume 3 (TOS) does cover

Is Computes! the publisher?, because this series sounds ideal.

>I'm in a hoarding mood for books:) and am after collecting the

You do know its better to give(or sell), than receive ;-)

Best Regards,
Greg
Software Engineer

ABM Limited
Lea House
5 Old Middlewich Road
Sandbach
Chesire
CW11 1XL

mailto: gtmartin@abmlimited.clara.co.uk
Web http://www.abm-ltd.co.uk

2931. Re: Recommend 68000 Assembler book to buy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <RKid4.1213$UL1.20816@nnrp4.clara.net>
Source record: 8034

> It is *not* Atari specific, but a good book on 68000 assembly language is:
>
> _68000 Assembly Language Programming_, by Gerry Kane, Doug Hawkins, and
> Lance Leventhal, Osborne/McGraw-Hill, Berkeley, California, 1981,
> ISBN: 0-07-931062-1
>
> You should try and get the first edition. The second edition is watered
down
> somewhat.

Thanks Charles, I will have certainly have a look at this.

Thanks for the help,

Best Regards,
Greg
Software Engineer

ABM Limited
Lea House
5 Old Middlewich Road
Sandbach
Chesire
CW11 1XL

mailto: gtmartin@abmlimited.clara.co.uk
Web http://www.abm-ltd.co.uk

2932. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <3875c573.43049898@news.jax.bellsouth.net>
Source record: 8035

On Fri, 07 Jan 2000 04:02:05 GMT, madmax@bfree.on.ca (Brian Van
TIlborg) wrote:

I believe there's a resisterer pack on the very back wall of the TT
you must remove so it will read the external port on a TT.

>I have an external scsi 270meg syquest removable hd attached to my Falcon.
>My Falcon has an IDE drive only.
>The Syquest is identified as SCSI unit 0
>
>I moved the drive over to the TT. The TT has an Internal SCSI drive.
>
>I changed the unit # of the Syquest to #1 with a little dial indicator near
>the power connector.
>
>I boot the TT with HD Driver 5.1, and only the Internal SCSI is identified.
>
>The device testors also only show the SCSI internal as unit 0.
>
>Of course the Syquest is fine on the Falcon when set to 0.
>
>So I think I have done things properly by changing the id, what else might
>I need to do to get the Syquest to work with the TT and its internal drive?
>
>Final note, the desktop doesn't acknowledge the drive either with the
>install devices pull down menu.
>
>
>Thanks in advance.
>
>Brian.

2933. Re: Recommend 68000 Assembler book to buy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <LUNkKFA$Cdd4Ewgd@steverosie.demon.co.uk>
Source record: 8036

In article <sGid4.1212$UL1.20826@nnrp4.clara.net>, G T Martin
<gtmartin@aladdin.clara.co.uk> writes
>> Computes! Technical Reference manuals vol's 1, 2 & 3, are ideal for a
>> good ref manual for programing VDI, AES & TOS. Volume 3 (TOS) does cover
>
>Is Computes! the publisher?, because this series sounds ideal.

Hiya

"Compute!'s" is/was the publisher.

The ISBN numbers are as follows:

Vol. 1 VDI, 0-87455-093-9
Vol. 2 AES, 0-87455-114-5
Vol. 3 TOS, 0-87455-149-8

>
>>I'm in a hoarding mood for books:) and am after collecting the
>
>You do know its better to give(or sell), than receive ;-)
>

I do know. Books are info, and I give info freely and use them to help
other Atari users out. The more resources I have the more I can help,
that's why I decided to collect Atari related books that I don't have.

The bigger my book library the more knowledge/help I can give away. I
have 4 books covering virtually the same generic subjects, ALL but ONE
book has the wrong value for a specific area! including Atari's own
ST/TT development kit programming guide!

Oh yes! before I forget. If anyone has problems with my email address:
steve@atari.org please try one of the following:)

atari@euphony.net
atari@lineone.net
steve@the-asx.co.uk
steve@last-pd.co.uk

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2934. Re: Recommend 68000 Assembler book to buy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <klld4.3108$IN.72347@nnrp3.clara.net>
Source record: 8037

> I do know. Books are info, and I give info freely and use them to help

Mmm, I think I was only jesting with you by the way, it was a poor joke.
Anyway thats a nice outlook you have.

I am myself, at the moment have been busily typing out tonnes of stuff from
my Spectrum/ZX81/Commodore/80x86 assembler development books to put on a web
page as a free programmers resource for 8/16bit micros.

I don't want to start a revival of 8/16bit micros as such. But I feel that
looking at the development techniques that were employed to make the best of
these machines is very informative and educational to developers, especially
those whom wish to make the best of computer development in the future.

Maybe you could spare some time once the page is up to contribute a little
of your knowledge?

Best Regards,
Greg
Software Engineer

ABM Limited
Lea House
5 Old Middlewich Road
Sandbach
Chesire
CW11 1XL

mailto: gtmartin@abmlimited.clara.co.uk
Web http://www.abm-ltd.co.uk

2935. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <RKpd4.426$kI3.406@198.235.216.4>
Source record: 8038

On 7 Jan 2000 10:53:18 G, Mike Harvey wrote:
>On Fri, 07 Jan 2000 04:02:05 GMT, madmax@bfree.on.ca (Brian Van
>TIlborg) wrote:
>
>I believe there's a resisterer pack on the very back wall of the TT
>you must remove so it will read the external port on a TT.

Possibly, I wouldn't know. But the TT came with an External CD Reader,
and it works. So I would think the external port functions.

Now getting that to work on my Falcon will be my new thread:-).

>.

2936. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: lockwood@nucleus.com
Message-ID: <38753f8c19ddd80@nucleus.com>
Source record: 8039

MS> External ACSI adapters are a lot more tricky, but on a TT, why would you
MS> want to use one? The internal SCSI controller is more stable and faster.

No argument, but I had the box, and I use the 1 gig (partitioned into
5) for backups - I figure it's a safer vault if it's a box I don't
have to turn on with the machine every time. So I only turn it on for
making backups, and any time I need to access the archive. The rest
of the time, it sits quietly under its dust cover.

Regards,

2937. Re: Recommend 68000 Assembler book to buy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <8b9ZJBA80id4EwXS@steverosie.demon.co.uk>
Source record: 8040

In article <klld4.3108$lN.72347@nnrp3.clara.net>, G T Martin
<gtmartin@aladdin.clara.co.uk> writes
>Mmm, I think I was only jesting with you by the way

I know:)))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2938. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <2etd4.1480$UL1.24936@nnrp4.clara.net>
Source record: 8041

> You call that a bargain, i got 4.5 gigs for ?120..

That is sickenly good for a SCSI drive!, it would go very nicely in my PC,
just what VST needs. Though I assume its tucked up warm in your Mega <s>.

Regards,
Greg

2939. Re: .,.IF AOL WAS A CAR..,,

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-07 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <947329214-130676AEicMi@sweet3.freeserve.co.uk>
Source record: 8042

Hello Walter

>1. The AOL car would have a TOP speed of 40 MPH yet have a 200 MPH
>Speedometer.

How many more bases are you going to post this boring shitte in..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2940. update on the atari 7800/2600 monitor cart

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <15713-3877A62B-68@storefull-172.iap.bryant.webtv.net>
Source record: 8043

the first of the 7800/2600 monitors carts have come in,and we are notifying every one who is on the want list,as they come in,if you receive a e-mail from us,please respond a.s.a.p.,we will not hang on to your product for very long,only a limited number are availible,to refresh any ones memory,this is a low end developement kit for the 7800/2600 game machines,and comes with very extensive documentation,the manual is over 200 pages long,this is a actual atari liceinced product,and was the last official liceinced product for the 7800/2600,we at video 61 have aquired the rights to this very rare product,and have worked very hard to get this on to the market,if there are any addictional people who may have missed this announcement,please call or e-mail us to see if you can be put on a reserve list,if we turn out to have a few leftovers,our phone number is, 651-462-2500 our web site is, www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

2941. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-08 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001081734550.97-100000@TT030>
Source record: 8044

If you have HD Driver set to only check for specific ID's it will not
see it. Run the HD Driver setup and make sure it can see it there.
I use a SyQuest 105R on my TT for years no problems, even worked
with the old Atari driver. I have switched to HD Driver though and it's
still working great.

On Fri, 7 Jan 2000, Brian Van TIlborg wrote:

> I have an external scsi 270meg syquest removable hd attached to my Falcon.
> My Falcon has an IDE drive only.
> The Syquest is identified as SCSI unit 0
>
> I moved the drive over to the TT. The TT has an Internal SCSI drive.
>
> I changed the unit # of the Syquest to #1 with a little dial indicator near
> the power connector.
>
> I boot the TT with HD Driver 5.1, and only the Internal SCSI is identified.
>
> The device testors also only show the SCSI internal as unit 0.
>
> Of course the Syquest is fine on the Falcon when set to 0.
>
> So I think I have done things properly by changing the id, what else might
> I need to do to get the Syquest to work with the TT and its internal drive?
>
> Final note, the desktop doesn't acknowledge the drive either with the
> install devices pull down menu.
>
>
> Thanks in advance.
>
> Brian.
>
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2942. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-08 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <947413292-153162AEicMi@sweet3.freeserve.co.uk>
Source record: 8045

Yo! Greg.

>> You call that a bargain, i got 4.5 gigs for ï¿½120..

>That is sickenly good for a SCSI drive!, it would go very nicely in my
>PC, just what VST needs. Though I assume its tucked up warm in your Mega
><s>.

Its tucked up very warm in my megaSTE, although its sister, another 4.5Gig
is in an external tower with my other SCSI equipment. Nice and cosy.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2943. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <947407754-232249AEicMi@cwcom.net>
Source record: 8046

Brian Van TIlborg said:

>So I think I have done things properly by changing the id, what else might
>I need to do to get the Syquest to work with the TT and its internal
>drive?

I guess that you've set HDDriver to scan that SCSI drive's ID with its
config program?

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

2944. Re: Mitsubishi MF355F diskette drive on Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-09 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <85aob3$3qs$1@plutonium.compulink.co.uk>
Source record: 8047

In message <JiRc4.1913$lN.45296@nnrp3.clara.net>, gtmartin@aladdin.clara.co.uk said:

>> The drive appears to be functioning, however I'd like to know if there is
>> anything else that I should be doing to make this work? Can my ST be made
>to
>> recognise 1.44M diskettes?
>
>I think that 1.44M diskettes are only recognised by TOS 2.06, and were
>fitted on the later Mega machines, but maybe I am wrong. But as it stands no
>it won't.

Apart from ROS 2.06 or later you also need a small hardware mod to use
HD diskettes, which doubles the clock speed to the controller. Not all
controller chips are usable, but mopst are.

>> Also, can anyone tell me whether the 520STFM with PAL Television output
>>will work on the Brazilian PAL-M system?
>
>Plug it in and see <s>, though if its PAL I can't see why not.

From memory, the Brazilian PAL-M uses the same colour subcarrier
frequency as NTSC (3.8... MHz instead of the European 4.3... MHz) so it
may well not work. But it is quite possible that the Brazilian TV sets
are dual standard, to receive foreign and satellite transmissions - the
same as most modern European PAL sets can also display NTSC quite well.

Regards, /Peter/

2945. Re: my atari 1040 ste does not see the HD

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-09 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <2R7e4.6672$IN.161035@nnrp3.clara.net>
Source record: 8048

Pirac,

It sounds like (and very loudly <s>, try not typing in all caps, makes it a bit hard to read), that you may have inadvertently deleted the hard disk driver from the root directory. Do you remember if you were using hddriver, or similar to mount the drive? It would have something like hddriver.sys in the root directory of the drive if that rings any bells. If you have done this, then you will need the installation disk to reconfigure the drive.

I would also consider gettting something like Diamond Backup to save you any heart ache in the future.

Regards,
Greg

pirac <pirac2NOpiSPAM@hotmail.com.invalid> wrote in message news:11822ca0.2682c9fd@usw-ex0103-019.remarq.com...
> THE "NOTATOR" PROGRAM ON THE H.D. SEEMED TO NOT WORK
> PROPERLY.
> AFTER SOME INCAUTIOUS OPERATIONS, ATTEMPTING TO RE-COPY
> THE "NOTATOR" ORIGINAL FLOPPY ON THE H.D., MY ATARI DOES
> NOT SEE ANY MORE THE H.D.
> I DON'T HAVE ANY MANUAL, NOR THE H.D.'S NEITHER THE ATARI'S.
> I DON'T HAVE ANY TUTORIAL DISK OR DRIVER FOR THE H.D.
> I JUST HAVE THE ORIGINAL "NOTATOR" PROGRAM (WITH HIS KEY).
> OBVIOUSLY, I DON'T WANT TO START THE "NOTATOR" ALWAYS FROM
> THE FLOPPY, BECAUSE IT TAKES MORE TIME AND I WOULD RISK TO
> DAMAGE MY ONLY ORIGINAL COPY.
> WHAT SHOULD I DO?
> THANK YOU. PIRAC2
>
>
>
> * Sent from AltaVista http://www.altavista.com Where you can also find related Web Pages, Images, Audios, Videos, News, and Shopping. Smart is Beautiful

2946. Re: Mitsubishi MF355F diskette drive on

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-09 00:00:00 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <85b2es$re2$1@newsg2.svr.pol.co.uk>
Source record: 8049

>>> Also, can anyone tell me whether the 520STFM with PAL Television output
>>>will work on the Brazilian PAL-M system?
>>
>>Plug it in and see <s>, though if its PAL I can't see why not.

Further to this message, I tried to use the television output from a
UK STFM on an Australian TV.

The picture came up OK, but the sound channel was displaced from the
picture signal by a different distance or direction than in the UK,
and all that came through the loudspeaker was NOISE. It would be
possible to take a further connection from the monitor socket to
an additional speaker to overcome this drawback, of course.

George Moulder

2947. SyQuest

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-10 00:00:00 UTC
From: dwolfe4@genie.idt.net
Message-ID: <85bfmo$64m@nnrp1.farm.idt.net>
Source record: 8050

Brain,

I use A Syquest 135Mg & a JAZ 2.5 Gig removable platers on a TT30 with no problems. Under HDriver Utility set the removable sector size and save the Driver, watch your boot screen to see if HDriver is booting the SyQuest, also make sure you have a termination bar on the out Port of The Syquest. Hope this helps. BTW its a good idea to set the sector size to the MAX for a Plater with no partitions, then any plater you change will work....

Later, Donner.....

2948. Wanted to Swap: Falcon in exchange for a Sega Saturn with Games

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-10 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ncJvIAAjvVe4Ewdh@steverosie.demon.co.uk>
Source record: 8051
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

Well I've after someone that wants to part with their Falcon, and swap
it for a Sega Saturn.

The Saturn comes with 2 control pads plus the following games:

Virtua Fighter 2
Clockwork Knight
Wipeout
Daytona USA
Virtua Cop 2
Highway 2000
Daytona USA
Loaded
Panza Dragoon
Sega Rally
Alien Trilogy
Manx TT Superbike
Sega Ages Compilation: Afterburner II, Space harrier & Outrun

There we have it. This is UK machine and am looking for a deal in the UK
only.

Please use the following email address: atari@euphony.net or
atari@lineone.net

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2949. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38799B59.12D0@ooc.de>
Source record: 8052

Derryck Croker wrote:

> I guess that you've set HDDriver to scan that SCSI drive's ID with its
> config program?

It's done with HDDRUTIL. Please refer to the manual for details.
--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2950. atari1040st

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-10 00:00:00 UTC
From: vask100 <stewardkNOstSPAM@ctt.com.invalid>
Message-ID: <06f57f7b.686ea023@usw-ex0107-050.remarq.com>
Source record: 8053

HELP! I WANT TO GET MY 1040ST REPAIRED! DOES ANY ONE KNOW OF A SERVICE
WHO CAN FIX IT. I'M PUTTING IT ON ICE BUT I WILL STILL NEED TO ACCESS
CERTAIN SONG FILES DONE BY SMPTETRK AND EDITRK.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

2951. Re: Mitsubishi MF355F diskette drive on

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-10 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <85dia8kgj1@SOLAIR2.EUnet.yu>
Source record: 8054

On 9 Jan 2000 22:35:08 G, George Moulder wrote:

>Further to this message, I tried to use the television output from a
>UK STFM on an Australian TV.
>
>The picture came up OK, but the sound channel was displaced from the
>picture signal by a different distance or direction than in the UK,
>and all that came through the loudspeaker was NOISE. It would be
>possible to take a further connection from the monitor socket to
>an additional speaker to overcome this drawback, of course.

I have had an UK 520STFM once, which behaved the same when connected to a "standard" European TV- gave noise instead of sound. In fact, some of the sound could barely be discerned in the noise.

I cured it by soldering a very small (several pF) capacitor between ground and a trace on the PCB inside the RF-modulator can. It was long ago, I did not have the schematics and I did it by trial and error- carefully touching the RF-modulator board at various points to see which would have some effect on sound- a very scientific approach, isn't it :) Then some more trial-and-error attempts to determine the best value for the capacitor. The sound was perfect after that.

This worked for adjustment to European TV, I don't know about Australia, though.

Cu.

2952. Re: atari1040st

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-11 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <387A7967.208D@alphalink.com.au>
Source record: 8055

vask100 wrote:
>
> HELP! I WANT TO GET MY 1040ST REPAIRED! DOES ANY ONE KNOW OF A SERVICE
> WHO CAN FIX IT. I'M PUTTING IT ON ICE BUT I WILL STILL NEED TO ACCESS
> CERTAIN SONG FILES DONE BY SMPTETRK AND EDITRK.
>
Hi Vask100

Where in the world are you
I service the ST Range of computers in Melbourne Australia

I hope that this is of some help.
--
Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2953. Tech:MIDI (Music) software for 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-11 00:00:00 UTC
From: Hyrulelore@webtv.net
Message-ID: <21691-387AE926-6@storefull-136.iap.bryant.webtv.net>
Source record: 8056

I've found various music and MIDI software for my ST on the net, but I have no idea what to get. Any reccomendations? Also, if anybody has some extra software that is original and include the manual, or at least verbal help, lmk. Thanks

2954. Re: Tech:MIDI (Music) software for 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-11 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <XBCe4.3164$UL1.62982@nnrp4.clara.net>
Source record: 8057

I have a love of Cubase, as I also use it on the PC. It does use a lot of memory though so you will need to upgrade to 4mb to use it usefully. I also tried Trackman which is ok. But the only 'in-production' software for the ST is Sweet Sixteen, the lite version is free, and you can download a copy and try it yourself, at this url http://w

Regards,
Greg

Shaun Isaac <Hyrulelore@webtv.net> wrote in message
news:21691-387AE926-6@storefull-136.iap.bryant.webtv.net...
> I've found various music and MIDI software for my ST on the net, but I
> have no idea what to get. Any reccomendations? Also, if anybody has some
> extra software that is original and include the manual, or at least
> verbal help, lmk. Thanks
>

2955. Syquest & TT help

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-12 00:00:00 UTC
From: dwolfe4@genie.idt.net
Message-ID: <85h0l6$l8j@nnrp4.farm.idt.net>
Source record: 8058

Brain,

I use a JAZ 2.5Gig and a Syquest 135Meg off the SCSI Port on a TT30
with no problems. Are you sure the termination bar is on the out
Port of the SCSI.?? Also set the Sector Size to the largest possible
in HDriver, that way no mater what disk you use HDriver will be able
to read it.. Hope you get it working....

Later, Donner.....

2956. Re: Opps - SCSI Drives - What Size?? (Second attempt)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-12 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <85hpvudse1@draco.stochastik.rwth-aachen.de>
Source record: 8059

In article <38753f8c19ddd80@nucleus.com>,
Frank Lockwood <lockwood@nucleus.com> wrote:

>No argument, but I had the box, and I use the 1 gig (partitioned into
>5) for backups - I figure it's a safer vault if it's a box I don't
>have to turn on with the machine every time. So I only turn it on for
>making backups, and any time I need to access the archive. The rest
>of the time, it sits quietly under its dust cover.

Right. However, especially for backups you should make sure that your TT's
ACSI is really working flawless when transferring big amounts of data.

And if it is not: you can do the same with an external SCSI drive without
- the ACSI adapter just mount a different connector on the box and use a
- dirrefent cable.

cu
Michael
--
In the beginning there was nothing, which exploded.

2957. WTD TO BUY: GFA Basic - but *not* a pirate copy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-13 00:00:00 UTC
From: G T Martin <gtmartin@aladdin.clara.co.uk>
Message-ID: <bQgf4.9358$lN.223008@nnrp3.clara.net>
Source record: 8060

Hi,

I want to buy a full copy of GFA basic, latest if possible, if anyone has
one they want to part with then please give me a e-mail with a price.

Regards,
Greg

2958. Mode HD - seeking more info

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-13 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <85l6mi$c5o$1@nnrp1.deja.com>
Source record: 8061

Can anybody tell me about Centek's Mode HD adapter? I'm wondering what the installation procedure entails and how to upgrade to 1.44mb floppy afterwords. Centek's web site doesn't say much about it... "Adapter to use 720/1.44 FDD on ST/E and Mega ST".

I'm also open to other methods of upgrading the floppy. As long as it doesn't require me to create the circuit myself (I've tried that already and failed!). Can anyone help me?

Thanks in advance,
Andy Blakely
STe, STf

Sent via Deja.com http://www.deja.com/
Before you buy.

2959. Mode HD - seeking more info

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-13 00:00:00 UTC
From: Andy Blakely <Andy@atarist.com>
Message-ID: <387E12E3.E9C224FE@atarist.com>
Source record: 8062

Hi,
Can somebody tell me more about Centek's Mode HD adapter? What does installation entail? After it's installed, how do you upgrade the floppy drive to 1.44mb from 720k? Just a plain swap or what?

Centek's web site doesn't explain anything except "Adapter to use 720/1.44 FDD on ST/E and Mega ST
". I'm also open to other suggestions/methods to upgrade to a 1.44mb floppy (as long as I don't have to create the board myself - I already failed at that!).

Many thanks,
Andy Blakely
STe, STf

2960. oops, sorry

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-13 00:00:00 UTC
From: Andy Blakely <Andy@atarist.com>
Message-ID: <387E22C7.E35B1A5C@atarist.com>
Source record: 8063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I didn't mean to post twice - I thought my original posts didn't work!

My apologies to those who pay for each download!
AB

2961. ROM dumper utility?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-14 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <387EF462.C3C126EC@forestmeister.com>
Source record: 8064
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

Where can I find a ROM dumper utility for an Atari 1040ST?

I have downloaded Gemulator and I also downloaded 2 versions of
the Atari ROM- 1.4 and 2.6 from
http://www.lgd.fatal-design.com/. All of which work fine with
some Atari programs but I'm having no luck with Megamax Laser C
which crashes my Pentium.

So, the author of Gemulator suggested getting a dumper utility
to download the ROM from my own 1040ST which still works.

--
Joe Zorzin

2962. STE & Y2K

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-14 00:00:00 UTC
From: CSL Sevice <workshop@cslservice.swinternet.co.uk>
Message-ID: <85mtf3$s20$2@news8.svr.pol.co.uk>
Source record: 8065

Sorry if this one's come up before.

Can anybody tell me why, when I set my STE with superboot 8.1 to year 00 the system sees it as 1990 when you go to Xcontrol. Is there any way round it. My Stacy rolled over to year 2000 no problem.

Any help or suggestions would be appreciated.

Richard B.

2963. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-14 00:00:00 UTC
From: news <news@letsf.clara.co.uk>
Message-ID: <agc3JLA3fvf4Ewxn@letsf.clara.co.uk>
Source record: 8066

k> Organization: only me

k> **********
k> e-mail - karlws@zetnet.co.uk
k> kwsmith0573@talk21.com (short text only)
k> **********
What are you selling ?????

paulr@letsf.clara.co.uk (Paul Roughley)

2964. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-14 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <387f7740$0$157@news.zetnet.co.uk>
Source record: 8067

On 6 Jan 2000 21:40:54 -, Steve Sweet wrote:

>>Thanks for that. I will probably nick one out of a machine from work and
>>see which is compatible. Though I have actually seen some real bargains
>>for SCSI drives, 500mb £40 etc. So I will probably snap one up soon.

>You call that a bargain, i got 4.5 gigs for £120..

And I got a bare 10.2gig drive for £85 at the November Atari Show in
Stafford!

Cheers!

James


```
_____________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/_____________________________________/_________________\
```

2965. old games

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-14 00:00:00 UTC
From: Mike Wild <Mike.Wild.no_spam_please@no_spam_please.btinternet.com>
Message-ID: <85o24m$4ck$1@plutonium.btinternet.com>
Source record: 8068
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have some old Atari STE software - Monkey Island 1, Kick Off 2, Seconds Out and Home Accounts. Would I get a fiver or a tenner if I tried to sell all at once? Or should I just chuck them?
Mike
(Remove no_spam_please from e-mail address if you want to e-mail me direct. Thanks)

2966. Re: Problem with Maxtor 7213S on a Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-14 00:00:00 UTC
From: Bob Tapp <rtapp@uvic.ca>
Message-ID: <85oks5$4rlu$1@uvaix7e1.comp.UVic.CA>
Source record: 8069

Thanks to everyone who offered advice on my problem of getting a Maxtor 7213S SCSI hard drive to work in a Mega STe.

A tip from rudy51@newsfeeds.com got me looking at the Mega STe power supply.

I played around with applying the +5 volt supply to the drive before the +12 volt supply and vice versa, and found that the problem was solved by delaying the application of the +12 volts by a few seconds.

To do this automatically, I connected a type-C106 SCR in series with the +12 volt supply lead (+12 volt supply to the anode, cathode to the +12 volt input of the drive) with a 500-ohm 1/2-watt resistor from cathode to ground, a 62K-ohm resistor from anode to gate and a 220-ufd capacitor from gate to ground. With the drop across the SCR, the voltage at the drive is about 11.2 volts, which is within the specified 8-percent tolerance for the drive.

Bob Tapp, University of Victoria

2967. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-14 00:00:00 UTC
From: Bruce <brew@fast.net>
Message-ID: <s7vr0l6roj885@corp.supernews.com>
Source record: 8070

Joe,
I can't remember where I got my TOS Dump program from, but
www.atarist.com has versions from 1.00 through 2.06 for download. That
should fix you up.

Bruce
"Joseph Zorzin" <redoak@forestmeister.com> wrote in message
news:387EF462.C3C126EC@forestmeister.com...
> Where can I find a ROM dumper utility for an Atari 1040ST?
>
> I have downloaded Gemulator and I also downloaded 2 versions of
> the Atari ROM- 1.4 and 2.6 from
> http://www.lgd.fatal-design.com/. All of which work fine with
> some Atari programs but I'm having no luck with Megamax Laser C
> which crashes my Pentium.
>
> So, the author of Gemulator suggested getting a dumper utility
> to download the ROM from my own 1040ST which still works.
>
>
> --
> Joe Zorzin
>

2968. CT2B Pass-Thru

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-14 00:00:00 UTC
From: Mikey <mgrove@iwvisp.com>
Message-ID: <mgrove-A117D8.19444914012000@news.iwvisp.com>
Source record: 8071

I found some connectors that allow the CT2B to have an expansion pass through without soldering. Some scans are posted at the below URL.

www1.iwvisp.com/mgrove/atari/

Mikey
.

2969. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-14 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <947930324-113604AEicMi@sweet3.freeserve.co.uk>
Source record: 8072

Yo!, Jimz

>>You call that a bargain, i got 4.5 gigs for ï¿½120..

>And I got a bare 10.2gig drive for ï¿½85 at the November Atari Show in
>Stafford!

Yeah!, but mine was a SCSI II not a crummy IDE, so nergh!!. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2970. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-15 00:00:00 UTC
From: David Jackson <araborn@bellsouth.net>
Message-ID: <38807628.5CF13067@bellsouth.net>
Source record: 8073
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

I can understand why Laser C crashes your emulator. Compilers are
usually very designed very specifically for the architecture. Is there
some reason why you would want to run your Laser C programs under the
emulator?

Joseph Zorzin wrote:

> Where can I find a ROM dumper utility for an Atari 1040ST?
>
> I have downloaded Gemulator and I also downloaded 2 versions of
> the Atari ROM- 1.4 and 2.6 from
> http://www.lgd.fatal-design.com/. All of which work fine with
> some Atari programs but I'm having no luck with Megamax Laser C
> which crashes my Pentium.
>
> So, the author of Gemulator suggested getting a dumper utility
> to download the ROM from my own 1040ST which still works.
>
> --
> Joe Zorzin

--

==
/ JR of the NCC - "Hated and proud, united and strong." /
/ araborn@bellsouth.net anderon@rocketmail.com /
==

2971. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-15 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Yn1g4.269$7Z1.250@198.235.216.4>
Source record: 8074

On 14 Jan 2000 22:00:24 , Steve Sweet wrote:

>Yo!, Jimz

>
>Yeah!, but mine was a SCSI II not a crummy IDE, so nergh!!. 8~)

Hi Steve.

Is SCSI better than IDE? I have always thought so, but I don't keep
up with Technology. Many people with PCs, don't even know what Scsi is
when I say I have a SCSI Syquest, and I want to connect it to their PC so I
can transfer files, only to find out they don't have SCSI card, and don't
know why they would want one.

I was going to put IDEs into my STs with ide adapter board, as SCSI
hosts for the ST, and SCSI II adapters are getting difficult to come by.
I also want to put a much larger IDE into my Falcon.

Later Brian.

> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

2972. Re: 12 MHz ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-15 00:00:00 UTC
From: peter.slegg@====ANTI-SPAM====scubadivers.co.uk
Message-ID: <3880a40a@news.jakinternet.co.uk>
Source record: 8075

I found this link which might be of interest:

http://www.ralf.zimmermann.com/wrs/index.html

It has details of a 12MHz accelerator plus lots of other ST
add-ons.

Peter

2973. Hard Drive drive disk problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-15 00:00:00 UTC
From: Graeme Hinchliffe <graeme@the-crow.co.uk>
Message-ID: <3880B76F.970F3107@the-crow.co.uk>
Source record: 8076

Hiya
Just dug out and resetup my trusty old ST for a bit of Vintage computing... got tones of games I never got round to playing.. and low and behold I have lost the driver disk I got with my HD, so now I cannot

format/partion or generally setup the HD :(((

So if anyone out there has a copy of the Gasteiner HD utils disk could they ZIP it up and email it to me PLEASE!!!! or a util that will do what I reqire.. I have tried teh Atari HDX utils but to no avail.. claims the drive is formatted with an old version of HDX and then won't let me format it anyway :((

The machine I am using is a 1040 STe... anyone know what revision has the duff DMA chip (original HD machine is my STfm which is still buried in a box somewhere and missing a PSU).

Any and all help much appreciated.. spesh if someone can supply me with that disk :).. the controller card is a G-Soft (GE-Soft?) card as supplied by gasteiner with their Drive Kits.

Hope to hear from someone soon.

Graeme
(email driver files to me at graeme@the-crow.co.uk) PLEASE!!!

2974. Re: atari1040st

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-15 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <Yy3g4.4204$S64.112736@nnrp1.uunet.ca>
Source record: 8077

Hi;

Where do you live? I might be able to sell you mine cheaper than you can get
yours fixed.

--
Chris Rupert
crupert@netrover.com
www.netrover.com/~crupert
"vask100" <stewardkNOstSPAM@ctt.com.invalid> wrote in message
news:06f57f7b.686ea023@usw-ex0107-050.remarq.com...
> HELP! I WANT TO GET MY 1040ST REPAIRED! DOES ANY ONE KNOW OF A SERVICE
> WHO CAN FIX IT. I'M PUTTING IT ON ICE BUT I WILL STILL NEED TO ACCESS
> CERTAIN SONG FILES DONE BY SMPTETRK AND EDITRK.
>
>
> * Sent from RemarQ http://www.remarq.com The Internet's Discussion Network
*
> The fastest and easiest way to search and participate in Usenet - Free!
>

2975. Re: Hard Drive drive disk problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-15 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3881109442433a4@tripnet.se>
Source record: 8078

On Sat 15-01-2000 18:07 (GMT) Graeme Hinchliffe wrote:

>Hiya
>Just dug out and resetup my trusty old ST for a bit of Vintage
>computing... got tones of games I never got round to playing.. and low
>and behold I have lost the driver disk I got with my HD, so now I cannot
>
>format/partion or generally setup the HD :(((

This is not a pc so you if it's already formatted there is no need to
do it again.

>
>So if anyone out there has a copy of the Gasteiner HD utils disk could
>they ZIP it up and email it to me PLEASE!!!! or a util that will do
>what I reqire.. I have tried teh Atari HDX utils but to no avail..
>claims the drive is formatted with an old version of HDX and then won't
>let me format it anyway :((

Have you tried to manually run AHDI.PRG from floppy by double click in
the desktop. Then you will have to manually install the C:\ drive icon.
Note that SHDRIVER.SYS and AHDI.PRG are identical files. Maybe you have
a copy of the diskutilities on the harddisk!?

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2976. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-15 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3881109442433a5@tripnet.se>
Source record: 8079

On Sat 15-01-2000 16:38 (GMT) Brian Van TIlborg wrote:

>Is SCSI better than IDE? I have always thought so, but I don't keep
>up with Technology. Many people with PCs, don't even know what Scsi is
>when I say I have a SCSI Syquest, and I want to connect it to their PC so I
>can transfer files, only to find out they don't have SCSI card, and don't
>know why they would want one.

Try a "computer music" store. They will know why SCSI drives are better
for HD recording etc. They will probably be able to sell you a card as
well.

Generally pc shops know very little about pc's. That's why the want to
sell them:-)

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2977. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-16 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3881144a452a160@tripnet.se>
Source record: 8080
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

On Sat 15-01-2000 07:29 (-0600) David Jackson wrote:

>I can understand why Laser C crashes your emulator. Compilers are
>usually very designed very specifically for the architecture. Is there
>some reason why you would want to run your Laser C programs under the
>emulator?

If you know about C compilers I suppose you also know how to setup a
newsreader properly: Turn off the html rubbish!!! And while you are
busy with this, try learn how to quote properly.

>Joseph Zorzin wrote:
>
>> I have downloaded Gemulator and I also downloaded 2 versions of
>> the Atari ROM- 1.4 and 2.6 from
>> http://www.lgd.fatal-design.com/. All of which work fine with
>> some Atari programs but I'm having no luck with Megamax Laser C
>> which crashes my Pentium.
>>
>> So, the author of Gemulator suggested getting a dumper utility
>> to download the ROM from my own 1040ST which still works.

Check your ST's TOS version. If it says 1985 it's 1.0, 1987 is 1.2 and
1989 is 1.4 and download the same version. Really no need for a dumper
utility as most TOS versions are available.

Start the emulator in "Atari disk mode" and set it up to boot from
floppy and in monochrome. Now put in your normal boot floppy from the
real ST. Keep any original floppies writeprotected as Win-95/98 also
writes to the floppy when reading (SIC!).

If this does not work then you are probably out of luck. Gemulator 2000
is generally very good but you may also try a more "games oriented"
emulator. Sorry, I don't remember any names.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2978. falcon PS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-16 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <85rkh7$n0p$1@athena.netset.com>
Source record: 8081

Hi!

Disaster has struck me and that the PS on my Falcon has died and it just eats the fuese from now on. I am in the USA so,

1.) Can I use a C-Lab MK II PS on it

or

2.) Can I use a 1040STe PS on it.

Regards,

Jim W. Krych

2979. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-16 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948024698-268244AEicMi@sweet3.freeserve.co.uk>
Source record: 8082

Hi again Brian

> Is SCSI better than IDE?

It certainly is, mucho faster..

>I have always thought so, but I don't keep up with Technology.

>Many people with PCs, don't even know what Scsi is

A PC owner with a brain is a lemming.

> I was going to put IDEs into my STs with ide adapter board, as
>SCSI hosts for the ST, and SCSI II adapters are getting difficult to
>come by.

I think with the speed of the basic ST you'd not notice any difference,
but when you hop up the processor a touch you'd notice.

>I also want to put a much larger IDE into my Falcon.

I put a 10Gig into a falcon a few weeks ago for a fellow club member, he's
happy. 8~) Actually i did another as well, that one was 6 or so GIG as i
recall. He's smiling as well..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2980. WAG Meetings Announcement

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-16 00:00:00 UTC
From: Roy Goring <news@incontrolinternet.co.uk>
Message-ID: <85sntj$i9u$1@nnrp1.deja.com>
Source record: 8083
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,

There are no plans at the moment to hold any more WAG Meetings :-(

If you are registered for updates on the website you will be informed
of any changes.

www.incontrolinternet.co.uk/wag/

Yours Roy

Incontrol Internet Productions
Web Design and Internet Consultants

Sent via Deja.com http://www.deja.com/
Before you buy.

2981. WAG Meetings Announcement

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-16 00:00:00 UTC
From: Roy Goring <news@incontrolinternet.co.uk>
Message-ID: <85so15$ia9$1@nnrp1.deja.com>
Source record: 8084

Hi All,

There are no plans at the moment to hold any more WAG Meetings :-(

If you are registered for updates on the website you will be informed
of any changes.

www.incontrolinternet.co.uk/wag/

Yours Roy

Incontrol Internet Productions
Web Design and Internet Consultants

Sent via Deja.com http://www.deja.com/
Before you buy.

2982. Re: falcon PS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-16 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948037500-972399AEicMi@sweet3.freeserve.co.uk>
Source record: 8085

Hi J. W.

>Disaster has struck me and that the PS on my Falcon has died and it just
>eats the fuese from now on. I am in the USA so,

Eeek!!

>1.) Can I use a C-Lab MK II PS on it

Yes..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2983. Re: CT2B Pass-Thru

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-16 00:00:00 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <NNmg4.100$NQ.769202@nnrp1.proxad.net>
Source record: 8086

Mikey <mgrove@iwvisp.com> a �crit dans le message :
mgrove-A117D8.19444914012000@news.iwvisp.com...
> I found some connectors that allow the CT2B to have an expansion pass
> through without soldering. Some scans are posted at the below URL.
>
> www1.iwvisp.com/mgrove/atari/
>
> Mikey

```
It could have been done with basic HE10 connector
(with one more connector on each cable), couldn't it ?

What are the expansion boards shown on the photos ?
```

J�r�me

2984. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-16 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <3rpg4.213$28.323@198.235.216.4>
Source record: 8087

On 10 Jan 2000 09:42:01 , Uwe Seimet wrote:
>Derryck Croker wrote:
>
>> I guess that you've set HDDriver to scan that SCSI drive's ID with its
>> config program?
>
>It's done with HDDRUTIL. Please refer to the manual for details.

Actually I haven't gotten that far just yet.

I am using the program ID check. I just want know if the TT is seeing the drive. I figured there was no point in continuing further if it doesn't.

The setup is now as such.

Internal SCSI drive ID 0
External ACSI drive ID 0
External SCSI drive ID 2
External CDROM ID 5

So I figured that the utility IDCHECK would identify working devices in the configuration above?

The internal SCSI is detected.
The External ACSI is detected.
The External SCSI is NOT detected
The External CDROM is NOT detected, (But it works, and is identified as (device #5 by Extendos)

So, I need to understand why the 270Meg Syquest is not being identified by the ID check program? I would assume, and I have, that HDUTILITIES will bypass the Syquest in auto configuration just the same.

Currently the TT is set up with ADHI and my intention was to have the Syquest detected, then install the HD Driver BootStrap for all devices.

Now, connected to my Falcon as either device 0 or device 2 the syquest is detected by the IDCHECK program. Just the same, the CDROM is not Detected with the IDCHECK program. I thought that the IDCHECK could determine what devices are in use or at least what ID #s are being used for all devices.

As this seems the easiest way to sort out conflicts and problems. Perhaps I am going about things wrong.

But I don't load HDUTILITIES until I really am going to use them, as I know I will do something I may regret. Well, at least not until I back everything up anyways:-).

Brian.

> Dr. Uwe Seimet | I really hate this damned machine,
> | I wish that they would sell it.
>Internet: us@ooc.de | It never does that what I mean
> MausNet: Uwe Seimet @ KA2 | but only what I tell it.
> WWW: http://home.nikocity.de/nogfradelt
>.

2985. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-16 00:00:00 UTC
From: Greg Martin <gtmartin@abmlimited.clara.co.uk>
Message-ID: <4Wqg4.12465$IN.303782@nnrp3.clara.net>
Source record: 8088

Your delving into something here which has changed considerably on the PC hardware, especially with the move on from UDMA etc.

SCSI speed was de-facto for hard disk recording on PC's, though it was always dependent on a decent SCSI card, and most serious musicians using a PC know this, though depending on which SCSI you go for on a PC, SCSI-1 / 2 Wide etc, and what the card is put in PCI / PCI Master or Slave positioning, ISA etc, you can actually loose out instead of gain.

Also hard drive speed is a matter of a few collective things, so just seeing the rotation speed of a drive can be *very* misleading, as some drives read on every other rotation for example, but people sometimes will buy just on that.

You could and still can buy purpose built "audio" or multimedia hard drives for the PC, but its really not needed as long as your PC is setup correctly, and the difference between a SCSI and a modern IDE drive / motherboard on a PC is minimal, its actually things like MMX that cripple most audio recording and access speeds, because of the constant flipping in and out of the FPU. I dumped a 400 because the speed for recording was far better on a normal Intel 200, why......NO MMX or other multimedia extensions......

I get 12 to 14 tracks, perfect synch audio with a PC and VST and a terractec EWS64XLS, peachy.......though..........I still have to use my trusty Atari to get perfect MIDI synch......go figure....

Best regards,
Greg

Brian Van TIlborg wrote in message ...
>On 14 Jan 2000 22:00:24 , Steve Sweet wrote:
>
>>Yo!, Jimz
>
>>
>>Yeah!, but mine was a SCSI II not a crummy IDE, so nergh!!. 8~)
>
>Hi Steve.
>
> Is SCSI better than IDE? I have always thought so, but I don't keep
>up with Technology. Many people with PCs, don't even know what Scsi is
>when I say I have a SCSI Syquest, and I want to connect it to their PC so I
>can transfer files, only to find out they don't have SCSI card, and don't
>know why they would want one.
>
> I was going to put IDEs into my STs with ide adapter board, as SCSI

>hosts for the ST, and SCSI II adapters are getting difficult to come by.
>I also want to put a much larger IDE into my Falcon.
>
>Later Brian.
>
>> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>>
>> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>>
>>.

2986. Re: CT2B Pass-Thru

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-17 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s84nqqgeeh629@corp.supernews.com>
Source record: 8089

On 16 Jan 2000 16:59:25 , "J r me Ginestet" wrote:
>
>Mikey <mgrove@iwvisp.com> a �crit dans le message :
>mgrove-A117D8.19444914012000@news.iwvisp.com...
>> I found some connectors that allow the CT2B to have an expansion pass
>> through without soldering. Some scans are posted at the below URL.
>>
>> www1.iwvisp.com/mgrove/atari/
>>
>> Mikey
>
>It could have been done with basic HE10 connector
>(with one more connector on each cable), couldn't it ?
>
>What are the expansion boards shown on the photos ?
>
>J�r�me
>
Have to look at the HE10. I just found these laying around and found
them useful.
Expose
Falcon Speed
Nova Adapter

2987. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-17 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <85u0s8$s7u$1@SOLAIR2.EUnet.yu>
Source record: 8090

Joseph Zorzin <redoak@forestmeister.com> wrote in message
news:387EF462.C3C126EC@forestmeister.com...
> Where can I find a ROM dumper utility for an Atari 1040ST?
>
> I have downloaded Gemulator and I also downloaded 2 versions of
> the Atari ROM- 1.4 and 2.6 from
> http://www.lgd.fatal-design.com/. All of which work fine with
> some Atari programs but I'm having no luck with Megamax Laser C
> which crashes my Pentium.
>
> So, the author of Gemulator suggested getting a dumper utility
> to download the ROM from my own 1040ST which still works.
>

Emulator Pacifist has this utility. URL you may find at fatal-design. But
I'm not sure that Laser C will work with Gemulator....

PP

2988. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-17 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3882D3B3.13C6@ooc.de>
Source record: 8091

Greg Martin wrote:

> and the difference between a SCSI and a modern IDE drive / motherboard on a
> PC is minimal, its actually things like MMX that cripple most audio

The main differences between SCSI and IDE don't have anything to do with
hard disk recording etc. There are so many thing where SCSI is superior
to IDE that it's impossible to explain them in a few words. Just by
looking at the specifications without even reading them you will find
that the SCSI specification is several times larger than the IDE
specification.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2989. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-17 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3882D493.297E@ooc.de>
Source record: 8092

Brian Van TIlborg wrote:

> Now, connected to my Falcon as either device 0 or device 2 the syquest is
> detected by the IDCHECK program. Just the same, the CDROM is not Detected
> with the IDCHECK program. I thought that the IDCHECK could determine what
> devices are in use or at least what ID #s are being used for all devices.

Any device should be detected if properly connected. If I remember
correctly your version of HDDRIVER/HDDRUTIL is quite old. What does the
ID check of the current demo version say:

http://home.nikocity.de/nogfradelt/atari_english.html

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

2990. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-17 00:00:00 UTC
From: Greg Martin <gtmartin@abmlimited.clara.co.uk>
Message-ID: <VRCg4.7358$UL1.152654@nnrp4.clara.net>
Source record: 8093

>The main differences between SCSI and IDE don't have anything to do with
>hard disk recording etc.

Quite correct, but I *was* giving an example of the performance of SCSI and IDE in relation to hard disk recording just as part of the discussion.

And as I said in my statement most serious musicians using a PC and a piece of harddisk recording software choose SCSI, and as you state it is not possible to explain all in a few words, so only examples can do, if we decide that topics shouldn't be explained or looked at unless it takes a few words, then maybe we should not post opinions and experiences?

Anyway, I will re-quote myself

"SCSI speed was de-facto for hard disk recording on PC's, though it was always dependent on a decent SCSI card"

though I still say the difference in performance is minimal with todays drives, on a decent PC.

>>There are so many thing where SCSI is superior to IDE that it's impossible to explain them in a few words.

Quite correct again, but I was talking in relation to my experience of harddisk recording, and not the specification of the two devices. ObviousIy if I was giving an example in relation to running oracle on an NT server with 20-30 users, I may change my opinion.

As for specifications, they are always better on paper, thats what they tell you with MIDI synch and the Terratec sound card on a PC for example, but the fact is synch on the Atari is better, so specification plays no part.

Actually I feel here as if I am defending PC's and IDE etc, which is not the case, I would much prefer to afford a Milan or similar, but at the moment for harddisk recording I am stuck with a PC.....of course there is always the lottery......I must buy a ticket this weekend<s>.

Regards,
Greg

2991. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-17 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <85vo13atq1@plutonium.compulink.co.uk>
Source record: 8094

In message <948024698-268244AEicMi@sweet3.freeserve.co.uk>, steve@sweet3.freeserve.co.uk said:

>> Is SCSI better than IDE?
>
>It certainly is, mucho faster..

Are you sure about this? There was an article in /ST Computer/ some months ago where the author said he couldn't get direct to disk recording to work on his Falcon with an external SCSI, but all was well with an internal IDE (which is what the software maker recommends anyway). Of course, one does npt know whether his SCSI was one of the older, slower ones...

>I put a 10Gig into a falcon a few weeks ago for a fellow club member, he's
>happy. 8~) Actually i did another as well, that one was 6 or so GIG as i
>recall. He's smiling as well..

Yes thanks, Steve, my 6.4 GB is working very nicely. But I had to strip down to the Falcon to the PCB yesterday and resolder the monitor socket pins to the board, as I was getting intermittent sync on the video which could be cured by waggling the connector - obviously a dry joint. Seems to have cured things (FX: fingers and toes crossed!).

Regards, /Peter/

2992. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-17 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <85vo15atr1@plutonium.compulink.co.uk>
Source record: 8095

In message <3rpg4.213$28.323@198.235.216.4>, madmax@bfree.on.ca said:

> The setup is now such:
>
>Internal SCSI drive ID 0
>External ACSI drive ID 0
>External SCSI drive ID 2
>External CDROM ID 5
>
>
>So I figured that the utility IDCHECK would identify working devices in the
>configuration above?
>
>The internal SCSI is detected.
>The External ACSI is detected.
>The External SCSI is NOT detected
>The External CDROM is NOT detected, (But it works, and is identified as
> (device #5 by Extendos)
>
>So, I need to understand why the 270Meg Syquest is not being identified by
>the ID check program? I would assume, and I have, that HDUTILITIES will
>bypass the Syquest in auto configuration just the same.
>
>Currently the TT is set up with ADHI and my intention was to have the
>Syquest detected, then install the HD Driver BootStrap for all devices.

If you are using AHDI, this will stop looking for devices when there is
a break in the numbering. Try setting the external SCSI ID to 1 and the
CDROM to 2 and try again. Or use HDDRIVER, which doesn't have this
restriction.

BTW, there is no need to keep the previous poster's sig at the end of
your mails, as you seem to do regularly. :-)

Regards, /Peter/

2993. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <948177886-93221AEicMi@cwcom.net>
Source record: 8096

From: madmax@bfree.on.ca (Brian Van TIlborg)
Date: Sun, 16 Jan 2000 19:59:59 GMT

>The setup is now as such.
>
>Internal SCSI drive ID 0
>External ACSI drive ID 0
>External SCSI drive ID 2
>External CDROM ID 5

Using mixed ACSI and SCSI is theoretically possible, but I'm afraid that I've no experience of it at all.

Is there a reason why you want to use that ACSI bus, I'd be inclined to simplify it by keeping to the TT's SCSI bus alone.

>But I don't load HDUTILITIES until I really am going to use them, as I know
>I will do something I may regret. Well, at least not until I back
>everything up anyways:-).

I think that you're doing HDDriver a disservice - load up its utility prog and tick the boxes for the drives you have connected. Drag them around to get the boot order right (you'll need to do this to keep your partitioning scheme in the right order, or the C: drive might end up assigned to the wrong drive). Reboot, and that's that sorted.

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

2994. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-17 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948215300-170130AEicMi@sweet3.freeserve.co.uk>
Source record: 8097

Hi Peter.

>>>Is SCSI better than IDE?

>>It certainly is, mucho faster..

>Are you sure about this?

Very sure.

>There was an article in /ST Computer/ some months ago where the author
>said he couldn't get direct to disk recording to work on his Falcon with
>an external SCSI, but all was well with an internal IDE (which is what
>the software maker recommends anyway).

On the Falcon, IDE will probably be quicker because Falcon SCSI is so
shitte youre lucky it works at all.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2995. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-17 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948215304-170666AEicMi@sweet3.freeserve.co.uk>
Source record: 8098

Hi again pete.

> I had to strip down to the Falcon to the PCB yesterday

Eeek!!!

>and resolder the monitor socket pins to the board, as I was getting
>intermittent sync on the video which could be cured by waggling the
>connector - obviously a dry joint.

yep, Agreed, and proved by yourself.

>Seems to have cured things (FX: fingers and toes crossed!).

Where's the wood, black, cat, pinch of salt... 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2996. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-18 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <38845A8B.A4586ABA@forestmeister.com>
Source record: 7951
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

David Jackson wrote:

> I can understand why Laser C crashes your emulator. Compilers
> are usually very designed very specifically for the
> architecture. Is there some reason why you would want to run
> your Laser C programs under the emulator?

My Atari is getting long in the tooth. I suspect it may die any day. Also, I did a lot with Laser C before my Atari hard drive crashed and rather than buy another Atari hard drive- it seems sensible to do it all on a PC in emulator mode- until I can learn MS Visual C++, then convert the programs written on the Atari for my consulting business. The author of Gemulator swears it works. Whenever I write him a message telling him it doesn't, he bitches that I dare complain while telling me- insisting that it works. What an asshole. I hope he's reading this. <G>

>
>
>
> Joseph Zorzin wrote:
>
>> Where can I find a ROM dumper utility for an Atari 1040ST?
>>
>> I have downloaded Gemulator and I also downloaded 2 versions
>> of
>> the Atari ROM- 1.4 and 2.6 from
>> http://www.lgd.fatal-design.com/. All of which work fine
>> with
>> some Atari programs but I'm having no luck with Megamax
>> Laser C
>> which crashes my Pentium.
>>
>> So, the author of Gemulator suggested getting a dumper
>> utility
>> to download the ROM from my own 1040ST which still works.
>>
>> --
>> Joe Zorzin
>

2997. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-18 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <38845B37.64017589@forestmeister.com>
Source record: 7952
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

Kenneth Medin wrote:

>
>
> >Joseph Zorzin wrote:
> >
> >> I have downloaded Gemulator and I also downloaded 2 versions of
> >> the Atari ROM- 1.4 and 2.6 from
> >> http://www.lgd.fatal-design.com/. All of which work fine with
> >> some Atari programs but I'm having no luck with Megamax Laser C
> >> which crashes my Pentium.
> >>
> >> So, the author of Gemulator suggested getting a dumper utility
> >> to download the ROM from my own 1040ST which still works.
>
> Check your ST's TOS version. If it says 1985 it's 1.0, 1987 is 1.2 and
> 1989 is 1.4 and download the same version. Really no need for a dumper
> utility as most TOS versions are available.
>
> Start the emulator in "Atari disk mode" and set it up to boot from
> floppy and in monochrome. Now put in your normal boot floppy from the
> real ST. Keep any original floppies writeprotected as Win-95/98 also
> writes to the floppy when reading (SIC!).
>
> If this does not work then you are probably out of luck. Gemulator 2000
> is generally very good but you may also try a more "games oriented"
> emulator. Sorry, I don't remember any names.

Thanks, I'll give that a try. At least your message was an effort to help
unlike any of the dumb ass messages I got from the author of Gemulator-
sarcastic messsages about how great his program is, with no help.

>
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> http://www5.tripnet.se/~kennethm/
> <<Produced with 100% pure Atari equipment>>

2998. Re: emulators - GEM2000? - ST utility for TOS on disk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-18 00:00:00 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <38845BD4.FFC18BD5@forestmeister.com>
Source record: 7953
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.programmer

Mustafa Soysal wrote:

> Greetings,
>
> I am looking for emulation packages that run on W98/NT4. In particular, I
> am looking into running it on a W98 laptop.
>
> GEM2000 by Emulators, Inc. seems to require either a hardware extension with
> the TOS ROM's plugged in, or the TOS images on disk. For laptops, they
> recommend the disk image.

The Atari ROM files are available at
http://www.lgd.fatal-design.com/code/core.php3

>
>
> Are there any TOS utilities to extract the TOS image from the ROM? I don't
> know which version it will be, we have several different ones we may have to
> try.
>
> What are the image requirements (Lo, Hi, headers etc?) I may be able to
> write such program (I forgot if the ST let you access the ROM contents
> without giving you an access exception - and I also don't know what address
> the ROM started and where it ended). Information would be very appreciated.
>
> If you were looking for an archive, which ftp site would you look at these
> days?
>
> Help is greatly appreciated.
>
> Best Regards,
>
> Mustafa Soysal

--
Joe Zorzin

2999. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-18 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38849362.4538@ooc.de>
Source record: 7954

Derryck Croker wrote:

> Using mixed ACSI and SCSI is theoretically possible, but I'm afraid that I've
> no experience of it at all.

It's also practically possible though with a lot of TTs you get transfer
errors when fast devices are connected to the ACSI bus. (You also get
this regardless of whether or not you also use the SCSI bus.) Generally
it's a disadvantage to use the ACSI port when SCSI is svailable.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3000. ROM dumper utility?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-18 00:00:00 UTC
From: news <news@letsf.clara.co.uk>
Message-ID: <V0i0sgA0aLh4Ewgc@letsf.clara.co.uk>
Source record: 7955

r> Where can I find a ROM dumper utility for an Atari 1040ST?

r> I have downloaded Gemulator and I also downloaded 2 versions
r> of the Atari ROM- 1.4 and 2.6 from
r> http://www.lgd.fatal-design.com/. All of which work fine with
r> some Atari programs but I'm having no luck with Megamax Laser
r> C which crashes my Pentium.

r> So, the author of Gemulator suggested getting a dumper utility
r> to download the ROM from my own 1040ST which still works.

r> --
r> Joe Zorzin

If its for a PC Atari emulator there is one with it in the ZIP file, if you don't have one go to LETS FORUM BBS or THE DRUID BBS and download one off either of them. I'm not sure of name, but one of them doe's have a prog for doing what you want.

paulr@letsf.clara.co.uk (Paul Roughley)

3001. falcon PS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-18 00:00:00 UTC
From: news <news@letsf.clara.co.uk>
Message-ID: <XUC0ksA2bLh4EwDu@letsf.clara.co.uk>
Source record: 7956

j> Organization: Your Company

j> Hi!

j> Disaster has struck me and that the PS on my Falcon has died
j> and it just eats the fuese from now on. I am in the USA so,

j> 1.) Can I use a C-Lab MK II PS on it

j> or

j> 2.) Can I use a 1040STe PS on it.

Try talking to Rob Follett at the LETS FORUM BBS I seem to remember him
saying he had this problem and he used the PS off an old PC 286 for his.

paulr@letsf.clara.co.uk (Paul Roughley)

3002. Re: ROM dumper utility?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-18 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3884dd0e23c4761@tripnet.se>
Source record: 7957
Cross-posted to: comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc

On Tue 18-01-2000 07:23 (-0500) Joseph Zorzin wrote:

>Thanks, I'll give that a try. At least your message was an effort to help
>unlike any of the dumb ass messages I got from the author of Gemulator-
>sarcastic messsages about how great his program is, with no help.

I guess you are using the free Gemulator 2000? If so I would not expect
any real support at all! And it is well known that Derek is not really
very polite :-) But his program is actually very good and free, so I
suppose he has the right to behave as he likes. And it's very likely
that your compiler is doing something illegal not (yet?) "covered" by
the emulator.

Actually I too had problems with Gemulator-98 freezing my pc so I had
to press the reset button. I did upgrade to the latest Directx drivers
7.0a (?) and the new Gemulator-2000 and since then it works OK.

Also the latest STinG (Atari tcp/ip kernel) no longer runs with
Gemulator. I think it's about the handling of serial in/out-put buffers
not behaving like on genuine Atari hardware.

The same goes for other [hardware] emulators like the Milan (aimed at
those who dislike discussions about emulators in the group!). Most old
programs works but some don't.

[Followup-To: set to comp.sys.atari.st]
--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3003. Re: falcon PS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-18 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3884f018$0$159@news.zetnet.co.uk>
Source record: 7958

On 18 Jan 2000 18:57:18 , news wrote:

ASP (UK) make a lead that will plug between a Falcon motherboard and a
PC-AT PSU....can't do ATX yet sorry.....email me for more info, I also do
one for the ST, and if I can get the info together on it, I'll do one for
the TT/MegaSTE as well
\They cost 6.5 UKP, about ten bucks.....
chrisc
>
> j> Organization: Your Company
>
> j> Hi!
>
> j> Disaster has struck me and that the PS on my Falcon has died
> j> and it just eats the fuese from now on. I am in the USA so,
>
>
> j> 1.) Can I use a C-Lab MK II PS on it
>
> j> or
>
> j> 2.) Can I use a 1040STe PS on it.
>
>Try talking to Rob Follett at the LETS FORUM BBS I seem to remember him
>saying he had this problem and he used the PS off an old PC 286 for his.
>
>paulr@letsf.clara.co.uk (Paul Roughley)
>
>.

3004. Atari ST 1040 FM $ 120.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-18 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <3883983E.6A44@alphalink.com.au>
Source record: 8099
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

I have an Atari ST 1040 FM With Mono Monitor and some Music programs
Price $ 120.00 Pickup Only

Ps I also service the Atari St Range of computers

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

3005. Re: Opps - SCSI Drives - What Size?? (

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-18 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38842926.2AD@ooc.de>
Source record: 8100

xlator@cix.compulink.co.uk wrote:

> Are you sure about this? There was an article in /ST Computer/ some
> months ago where the author said he couldn't get direct to disk
> recording to work on his Falcon with an external SCSI, but all was well
> with an internal IDE (which is what the software maker recommends
> anyway). Of course, one does npt know whether his SCSI was one of the
> older, slower ones...

The Falcon is a special case regarding SCSI/IDE speed. Modern IDE drives
are usually faster than SCSI drives *when connected to the Falcon*. This
is caused by the Falcon's SCSI/DMA hardware limiting the transfer rate
to appr. 1.8 MByte/s. With the Falcon IDE transfers are not done by
using DMA (the Falcon's hardware doesn't support IDE DMA) but by
programmed I/O, using the processor to read/write data from/to the IDE
port. The faster the processor the faster the data transfer. Even a
Falcon not accelerated somehow can provide IDE transfer rates > 2
MByte/s this way.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3006. Re: falcon PS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-19 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <863crnrcu1@athena.netset.com>
Source record: 7959

Chris Crosskey <chrisc@zetnet.co.uk> wrote in
<3884f018$0$159@news.zetnet.co.uk>:

>On 18 Jan 2000 18:57:18 , news wrote:
>
>ASP (UK) make a lead that will plug between a Falcon motherboard and a
>PC-AT PSU....can't do ATX yet sorry.....email me for more info, I also do
>one for the ST, and if I can get the info together on it, I'll do one for
>the TT/MegaSTE as well
> \They cost 6.5 UKP, about ten bucks.....
>chrisc
>>
>> j> Organization: Your Company
>>
>> j> Hi!
>>
>> j> Disaster has struck me and that the PS on my Falcon has died
>> j> and it just eats the fuese from now on. I am in the USA so,
>>
>>
>> j> 1.) Can I use a C-Lab MK II PS on it
>>
>> j> or
>>
>> j> 2.) Can I use a 1040STe PS on it.
>>
>>Try talking to Rob Follett at the LETS FORUM BBS I seem to remember him
>>saying he had this problem and he used the PS off an old PC 286 for his.
>>
>>paulr@letsf.clara.co.uk (Paul Roughley)
>>
>>.
>
Hi Guys!

Thanks for the advice-the C-Lab PS works fine! WHEW!!!!!!!!!!!!

Regards,

Jim W. Krych

3007. Graphic card for TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-20 00:00:00 UTC
From: emond@ciril.fr
Message-ID: <866n3p$p7a$3@arcturus.ciril.fr>
Source record: 7960

Email: XXXemond@inrs.fr
(without XXX)

I bought, two years ago, a NOVA VME card for Atari TT. It works fine, but I have
no technical documentation whith it and I think it can do a lot.
Where may I found technical informations (I think it is a MACH model).
Who made it?

Thank's for reply.

A. Emond

3008. Re: Graphic card for TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-20 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10001201736330.77-100000@rakas>
Source record: 7961

On 20.1.2000, EMOND Albert <emond@ciril.fr> wrote:

> I bought a NOVA VME card for Atari TT. It works fine, but I
> have no technical documentation with it. Who made it?

I suggest looking up Homa Systems' web site.

--
Martin-ï¿œric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3009. FS: CD of Atari warez - Automation, Pompey, FOF, DBUG and emulators - 5ukp!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-20 00:00:00 UTC
From: Hellraiser <justin@hellraiser.demon.co.uk>
Message-ID: <948408021.9389.0.nnrp-14.c2de4101@news.demon.co.uk>
Source record: 7962
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,uk.adverts.computer,midlands.adverts,demon.adverts

Want some disk images for your ST emulator? Perhaps there's a specific game you want to play, but the ravages of time have knackered the disk you've got. Well, worry no more! One CD containing the entire Automation, Pompey Pirates, Flame of Finland and DBug archives, approx 6000 games!!!!!

Also includes PaCifiST v0.49 beta, WinSTon 0.2r2 emulators, along with the relevant tools to dump these images onto floppy disks for use on a real ST!

How much?

5 UKP inc p&p (within the UK) - will send internationally, please email me to discuss postage.

Email justin@hellraiser.demon.co.uk if interested!

3010. Re: Graphic card for TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <AAUVCAAGUP@cabal.shnet.org>
Source record: 7963

In <866n3p$p7a$3@arcturus.ciril.fr> EMOND Albert wrote:
>I bought, two years ago, a NOVA VME card for Atari TT. It works fine, but I have
>no technical documentation whith it and I think it can do a lot.
>Where may I found technical informations (I think it is a MACH model).
>Who made it?

ComputerInsel produced that card, they were located in South Germany.
And right, there's a Mach32/64 ATI board inside the black box.

Sorry that I can't help you more, but I got a TKR Crazy Dots HC (ET4000
based, completely fitting into the TT case).

Thorsten

3011. Atari ST 1040 FM $ 100.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-21 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <38878F73.3E82@alphalink.com.au>
Source record: 7964
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

I have an Atari ST 1040 FM With Mono Monitor and some Music Programs
Price $ 100.oo Pickup Only.

I also Service the Atari St rang of computers.

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

3012. Re: Graphic card for TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-21 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <869vt7$rp5$1@nyheter.chalmers.se>
Source record: 7965

In article <AAUVCAAGUP@cabal.shnet.org>,
Thorsten Guenther <guenther@cabal.shnet.org> wrote:
>In <866n3p$p7a$3@arcturus.ciril.fr> EMOND Albert wrote:
>>I bought, two years ago, a NOVA VME card for Atari TT. It works fine, but
>> I have no technical documentation whith it and I think it can do a lot.
>>Where may I found technical informations (I think it is a MACH model).
...
>And right, there's a Mach32/64 ATI board inside the black box.

I written a hardware accelerated fVDI device driver for the Eclipse/RageII,
so I'd say I know a thing or two about the mach64 engine. ;-)

The developer docs aren't public information, AFAIK, but I could
certainly answer some questions. Since the Linux mach-drivers are
available, I believe I'll be able to release the Eclipse/RageII device
driver code under the GNU GPL too, but I'm not 100% sure about that.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3013. Hard disk required for Atari 1040STE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-21 00:00:00 UTC
From: Mark <Mark@j303.freeserve.co.uk>
Message-ID: <86ak1n$bu0$1@news7.svr.pol.co.uk>
Source record: 7966

If anyone out there has an Atari ST hard drive for sale please could you mail me and let me know.

Thanks,

Mark.

london/essex/herts.UK.

3014. Re: Graphic card for TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-21 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <38890B2F.65D3DFFC@jps.net>
Source record: 7967

I think those are still supported by Homa Systems House. You can
probably find the email or URL by checking some of the FAQ sites like
Halvaard's Atari Hyperlink Launchpad, or running a net search.

EMOND Albert wrote:
>
> Email: XXXemond@inrs.fr
> (without XXX)
>
> I bought, two years ago, a NOVA VME card for Atari TT. It works fine, but I have
> no technical documentation whith it and I think it can do a lot.
> Where may I found technical informations (I think it is a MACH model).
> Who made it?
>
> Thank's for reply.
>
> ---
> A. Emond
> ---

3015. Falcon 030 for sale in england

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-22 00:00:00 UTC
From: LWheeler <LWheeler@Clara.Net>
Message-ID: <b5di4.10053$UL1.211355@nnrp4.clara.net>
Source record: 7968

```
Falcon 030
4Mb Ram
85 MB Harddisk
Shed loads of software

Offers taken, NO TIMe WASTERS PLEASE

LWheeler@Clara.Net
```

3016. Mega STe Keyboard troubles (Minor)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-22 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ouei4.680$0K6.606@198.235.216.4>
Source record: 7969

Hello

Not Mega troubles with the MegaSTe keyboard, just some trouble with
Space Bar. It is sticking down on the left hand side near the Alternate key.
I have taken apart ST, STe, and MegaST keyboards, but these look alittle
different. Does the Spacebar pry open like the previous boards? It doesn't
seem so, and it also seems more fragile. So I don't want to break the
keyboard, just to look to see if a spring has come off. Any information on
taking off the spacebar key would be appreciated. On the STs, this was
actually a tricky key to take off and then put back on.

Thanks In advance
Brian.

3017. Where is everybody

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-22 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948571808-721287AEicMi@sweet3.freeserve.co.uk>
Source record: 7970

Yo!, Dudes.

Where has everyone gone??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3018. Re: STE & Y2K

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-22 00:00:00 UTC
From: Stephen Ollett <stephen.ollett@virgin.net>
Message-ID: <86d7i3$g2d$1@nclient13-gui.server.virgin.net>
Source record: 7971

Richard,

I have had the same problem with my own STE. It is a problem with superboot as the setup program only allows a year with a '19' prefix (you can only change the last 2 digits). But apart from that, if I set the date using Xcontrol after booting there is no problem.

Is there a newer version of Superboot available or a patch that can correct this?

Steve O.

CSL Sevice wrote in message <85mtf3$s20$2@news8.svr.pol.co.uk>...
>
>Sorry if this one's come up before.
>
>Can anybody tell me why, when I set my STE with superboot 8.1 to year 00
the
>system sees it as 1990 when you go to Xcontrol. Is there any way round it.
>My Stacy rolled over to year 2000 no problem.
>
>Any help or suggestions would be appreciated.
>
>Richard B.
>
>
>
>
>

3019. Re: Graphic card for TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-22 00:00:00 UTC
From: roughley@HORMEL.vanc.igs.net
Message-ID: <1e4tawl.o8kgfr16iwf72N%roughley@HORMEL.vanc.igs.net>
Source record: 7972

John Kolak <jkolak@jps.net> wrote:

> I think those are still supported by Homa Systems House. You can
> probably find the email or URL by checking some of the FAQ sites like
> Halvaard's Atari Hyperlink Launchpad, or running a net search.

You can't buy Computerinsel's Mach64 graphics card for the TT anymore.
The last batch was manufactured about three years ago. Homa no longer
has any stock (except for the Falcon model).

The specs are available here:

http://www.magma.ca/%7Enima/html/nova/nova.htm

<< Neil >>

--
Neil Roughley | roughley@HORMEL.vanc.igs.net | remove uppercase
http://www.vanc.igs.net/%7Eroughley/tos.htm | spamblocker to reply

3020. Re: Where is everybody

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-22 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <86dfc6orr1@zingo.tninet.se>
Source record: 7973

```
On 22 Jan 2000 14:02:50 , Steve Sweet wrote:
>Yo!, Dudes.
>
>Where has everyone gone??.
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
Hi Steve

What do you mean, were all here. Having trouble with your newsfeed?
```

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3021. Re: Where is everybody

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-22 00:00:00 UTC
From: Graeme Hinchliffe <graeme@the-crow.co.uk>
Message-ID: <388A40B7.C56C63FE@the-crow.co.uk>
Source record: 7974

Steve Sweet wrote:
>
> Yo!, Dudes.
>
> Where has everyone gone??.

Well I'm still here :)

Graeme

3022. Re: falcon PS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-22 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948625314-507749AEicMi@sweet3.freeserve.co.uk>
Source record: 7975

Hi, J.W.

>Disaster has struck me and that the PS on my Falcon has died and it just
>eats the fuese from now on. I am in the USA so,
>
>
>1.) Can I use a C-Lab MK II PS on it

So have you fixed it dude!
I bet my MegaSTE would look nice in a MK X case, does anyone know if it
will fit, or alternativley what cases would take my MegaSTE.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3023. Re: Where is everybody

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <bNti4.41$O4.56@198.235.216.4>
Source record: 7976

On 22 Jan 2000 14:02:50 , Steve Sweet wrote:
>Yo!, Dudes.
>
>Where has everyone gone??.

All the Ataris are working fine this week. Wait for the next release of Graphic and Ethernet Upgrades in the near future. Then TECH will be very busy.

Brian.

>.

3024. Re: STE & Y2K

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <jNti4.42$O4.56@198.235.216.4>
Source record: 7977

On 22 Jan 2000 21:28:19 , "Stephen Ollett" wrote:

>Is there a newer version of Superboot available or a patch that can correct
>this?
>Steve O.

If I am correct both Turtle and Superboot where shareware from the same
author. Superboot hasn't seen an update in years. I still use it in my ST.
Xboot for everything else, which has a similar problem.

I suggest you go to John Whalleys Y2K page on the ST.
Also the Belgian FTP site has the Y2K patches. But these are not specific
to Superboot but merely fix the Y2K problem.

Brian.

>.

3025. Re: falcon PS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <sNti4.43$O4.56@198.235.216.4>
Source record: 7978

On 19 Jan 2000 03:59:51 , J.W. Krych wrote:

>Hi Guys!
>
>Thanks for the advice-the C-Lab PS works fine! WHEW!!!!!!!!!!!!!
>
>
>
>Regards,
>
>Jim W. Krych

Seems the powersupplies of the 1040STs and the Falcons are weak. I guess it is just a matter of time before my Falcon PS goes.

Later Brian.

>.

3026. Quantum Fireball question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <2rvi4.71574$tT2.545222@quark.idirect.com>
Source record: 7979

hi
I have just got a Quantum Fireball TM.
Now I know of problems wuth these drives, such as one cannot boot
from it if you don't have Link97, but I boot from my Falcons IDE
drive so that is not a problem.
However,
even after setting HDDriver to use SCSI initiator for id 7, and
setting up the drive according to quantum specs (from www.quantum.com)
HDDriver does not see it!

ICD does see it though! I have the ICD Pro Utils, and if I boot with
ICD it sees the Fireball. I booted ICD, then went into HDdriver and
partitioned the drive, etc
BUT HDDriver still doen't see the Fireball when i reboot.

At present I boot with HDDriver, and have ICDboot in the auto folder.
For some reason I cannot install ICD as the booter, so this is the
way I have to do it.

It works except with Magic. but even so it is not a good solution.
Can anyone suggest a solution?
thanks.merci

ken
the TAF guy

HDDriver 7.71
Quantum Fireball TM, SCSI id 1, no termination.
Falcon030 stock

3027. Re: Where is everybody

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s8lerfp5eh642@corp.supernews.com>
Source record: 7980

On 23 Jan 2000 02:34:47 , Brian Van TIlborg wrote:
>On 22 Jan 2000 14:02:50 , Steve Sweet wrote:
>>Yo!, Dudes.
>>
>>Where has everyone gone??.
>
>All the Ataris are working fine this week. Wait for the next release of
>Graphic and Ethernet Upgrades in the near future. Then TECH will be very
>busy.
>
>Brian.
>

Speak for yourself....grumble grumble.....

Mikey

3028. Re: Graphic card for TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <s8levqv0eh659@corp.supernews.com>
Source record: 7981

I picked up a ISA video conference card set with the ET4000 chip set.
Anyone know if I would blow up my machine if I tried to run it from
the ATI adapter on my Falcon with the new version of NVDI?

Mike

On 21 Jan 2000 17:43:11 , John Kolak wrote:
>I think those are still supported by Homa Systems House. You can
>probably find the email or URL by checking some of the FAQ sites like
>Halvaard's Atari Hyperlink Launchpad, or running a net search.
>
>EMOND Albert wrote:
>>
>> Email: XXXemond@inrs.fr
>> (without XXX)

3029. Testing feed.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: Paul skin <lawrence@sweet35.freeserve.co.uk>
Message-ID: <86f4pn$ou5$1@news5.svr.pol.co.uk>
Source record: 7982

Hi Steve.

Scuse me dudes, just testing feed. Ive not had any traffic through here for days!!.

3030. Testing Feed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: Paul skin <lawrence@sweet35.freeserve.co.uk>
Message-ID: <86f53b$p43$1@news5.svr.pol.co.uk>
Source record: 7983

```
Yo!, daddy dude, cop this.
```

3031. i dont know

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: Paul skin <lawrence@sweet35.freeserve.co.uk>
Message-ID: <86f8iffch1@newsg2.svr.pol.co.uk>
Source record: 7984

```
Test is there a see more butt well is there
```

3032. test

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: Lawrence Sweet <lawrence@sweet35.freeserve.co.uk>
Message-ID: <86f9e9$fu0$3@newsg2.svr.pol.co.uk>
Source record: 7985

```
test

bALLS DADDY
```

3033. TCP/IP via Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: Graeme Hinchliffe <graeme@the-crow.co.uk>
Message-ID: <388B151B.96967581@the-crow.co.uk>
Source record: 7986

Hiya
I have a collection of PC's and ST's... I would like to be able to get my ST's to connect to my Network of PC's thus enabling them to access the net via the network.

What hardware would I require for this? I can vaugly rember a cartridge that provided a BNC network connection.. is there anything similar still around or perhaps instructions on how to build such a device?

Idealy I'd like a UTP solution but a BNC solution would also be acceptible. Thanx in advance.

Graeme

3034. More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <388b1398$0$154@news.zetnet.co.uk>
Source record: 7987

Hi All,

I have suddenly been finding 'strange' files appearing on my hd !
These are always named AA, BB, CC etc so look like they are
temporary files being created by something and then not being
deleted afterwards.

These files do not appear on the normal TOS desktop but show up
under the UIS fileselector as ticked and greyed out - I assume
that this means they are hidden - but show no size.
Trying to load one with, for example, Everest gets an empty
window (as Everest thinks there is nothing in the file).
Trying to load with some other programmes results in a message
that the application could not find what I tried to load....

On the other hand, using CAB (online) to 'Load Local' shows the
file to have a negative filesize !!

I had been wondering if the problem was being caused by the DSP
port clock cart (Clarity) that I have just added to my system,
but further testing has led me to a different conclusion.

If I try running CAB without STiNG loaded, then the file appears
as under UIS.

Having just installed the latest version of Olivier's OVL, I must
suggest that this is what is causing the problem.

Anyone else come uop against this yet ?

Cheers,

Jim

3035. Re: Where is everybody

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948755026-974303AEicMi@sweet3.freeserve.co.uk>
Source record: 7988

Hi Jorgen

>What do you mean, were all here. Having trouble with your newsfeed?

I suspected i was, so ive deleted my database and started afresh, all seems
to work now. Coincidence or not i wonder?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3036. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-23 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948755030-974975AEicMi@sweet3.freeserve.co.uk>
Source record: 7989

Yo!, dezza.

>Using mixed ACSI and SCSI is theoretically possible, but I'm afraid that
>I've no experience of it at all.

Works for me dude.!

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3037. faq

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-24 00:00:00 UTC
From: ***whiiizzz@deathsdoor.com
Message-ID: <388bbc46.47289574@news.ox.ac.uk>
Source record: 7990

is there a faq for this ng?
cheers
alex

3038. Re: More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-24 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <WwTi4.7511$RY1.243125@news20.bellglobal.com>
Source record: 7991

reformat

--

02:49 Monday January 24, 2000

remove NOSPAM to reply

James Smith <jimsmith@zetnet.co.uk> wrote in message
news:388b1398$0$154@news.zetnet.co.uk...
>
> Hi All,
>
> I have suddenly been finding 'strange' files appearing on my hd !
> These are always named AA, BB, CC etc so look like they are
> temporary files being created by something and then not being
> deleted afterwards.
>
> These files do not appear on the normal TOS desktop but show up
> under the UIS fileselector as ticked and greyed out - I assume
> that this means they are hidden - but show no size.
> Trying to load one with, for example, Everest gets an empty
> window (as Everest thinks there is nothing in the file).
> Trying to load with some other programmes results in a message
> that the application could not find what I tried to load....
>
> On the other hand, using CAB (online) to 'Load Local' shows the
> file to have a negative filesize !!
>
> I had been wondering if the problem was being caused by the DSP
> port clock cart (Clarity) that I have just added to my system,
> but further testing has led me to a different conclusion.
>
> If I try running CAB without STiNG loaded, then the file appears
> as under UIS.
>
> Having just installed the latest version of Olivier's OVL, I must
> suggest that this is what is causing the problem.
>
> Anyone else come uop against this yet ?
>
> Cheers,
>
> Jim

3039. Re: Where is everybody

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-24 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <86hl13$9o8$1@SOLAIR2.EUnet.yu>
Source record: 7992

Steve Sweet <steve@sweet3.freeserve.co.uk> wrote in message
news:948571808-721287AEicMi@sweet3.freeserve.co.uk...
> Yo!, Dudes.
>
> Where has everyone gone??.

Sorry, I made coffee break...

> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

And again sorry, my Atari is worse... :-) .

PP

3040. Re: More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-24 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <86hoti$mi3$2@sun27.hrz.tu-darmstadt.de>
Source record: 7993

Hi!

In article <388b1398$0$154@news.zetnet.co.uk>,
jimsmith@zetnet.co.uk (James Smith) writes:
> I have suddenly been finding 'strange' files appearing on my hd !
> These are always named AA, BB, CC etc so look like they are
> temporary files being created by something and then not being
> deleted afterwards.

These are pseudo entries created by VFAT. They contain the long filename information and aren't visible under plain DOS. Unfortunately, TOS - depending on the GEMDOS version and the search attributes passed to the Fsfirst() system call - does "see" them.

These pseudo entries aren't harmful, they just mess up display of directories, cause wrong byte totals to be computed or some other weird effects. If you reformat - like "res" (one of those "I quote everything and write one line above it"-posters :( ) suggested - you'll of course lose all your data on your harddisk - not a very clever idea, IMO.

Instead, just get and install HideVFAT (http://homepages.tu-darmstadt.de/~gryf/software/hvfat_r1.lzh), it will solve your problems without losing data. Be sure to read the documentation!

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3041. TOS Upgrading

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-24 00:00:00 UTC
From: Greg Martin <gtmartin@abmlimited.clara.co.uk>
Message-ID: <W5_i4.11507$UL1.254769@nnrp4.clara.net>
Source record: 7994

Hi,

I am asking this for a friend, (bloody hell, sounds like I'm at the doctors about a supicious rash ;-)), anyway is it possible to take the TOS 1.6 chips from a Ste and put them in an STFM 1040 to upgrade the TOS?

Regards,
Greg

3042. Re: More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <388e0628$0$154@news.zetnet.co.uk>
Source record: 7851

On 25 Jan 2000 19:57:31 , James Smith wrote:

Oops ! I forgot to add something else !

The running order of programmes in my Auto folder changed out of
all recognition when these files appeared in there...

ABT

Jim

3043. Re: Diskette repair programs?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <BImm9HApIhj4EwR2@steverosie.demon.co.uk>
Source record: 7852

In article <86kkd9$8m4$1@informer1.cis.McMaster.CA>, Dave Walker
<walkerd@mcmaster.ca> writes
>I have an old 1040ST that I just took out again the other day. I was copying
>files from Atari-formatted ones to PC format, so that I could back them up
>on my PC. I was using Hypercopy to do this; it had problems with the last
>file on one disk, told me that I had errors on the disk, and did I want it
>to fix them. In a moment of pure stupidity I replied "Yes". Goodbye all data
>on the disk. I don't know exactly WHAT it did, except that the diskette now
>shows up as 360K and 0 files. Does anyone know of ANY program (hopefully
>freeware or shareware) that might get the data back?
>

Oooops! bad move.

What type of file was/is it you lost? I may be able to help you but
chances aren't very good as important data may have been overwritten!

-- Cheers! For Now
Steve <>< * * *
Email: steve@steverosie.demon.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3044. Re: TCP/IP via Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: obooklage@free.fr
Message-ID: <MMpj4.41$Zy4.43051@nnrp3.proxad.net>
Source record: 7853

On 23 Jan 2000 14:50:03 , Graeme Hinchliffe wrote:

> I have a collection of PC's and ST's... I would like to be able to get
>my ST's to connect to my Network of PC's thus enabling them to access
>the net via the network.
>
> What hardware would I require for this? I can vaugly rember a
>cartridge that provided a BNC network connection.. is there anything
>similar still around or perhaps instructions on how to build such a
>device?

Humm, see my homepage for some networking informations, or also see
http://users.otenet.gr/~papval/ about ethernet.

Regards,
Olivier Booklage.

From Boulogne Billancourt FRANCE
Email : obooklage@free.fr spare: res1@vcf-com.fr
HomePage: http://obooklage.free.fr/ spare: services.worldnet.net/vcf-com/

Par soucis de compatibilite, les accents sont volontairement retires*
**********No accent for all browser compatibility.**********

3045. Re: Where is everybody

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <ljqj4.324$sQ1.611@198.235.216.4>
Source record: 7854

On 23 Jan 2000 17:07:42 , Steve Sweet wrote:
>Hi Jorgen
>
>>What do you mean, were all here. Having trouble with your newsfeed?
>
>I suspected i was, so ive deleted my database and started afresh, all seems
>to work now. Coincidence or not i wonder?.

I don't think it was. I think something happened with one of the UK
Newsfeeders. I saw alot of lonely UK posts and tests posts in the last few
days, on various NG.

But things have kept on happening here at this end.

Brian.
>.

3046. Re: Syquest Drive and TT Help needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Tjqj4.325$sQ1.611@198.235.216.4>
Source record: 7855

On 17 Jan 2000 10:05:16 , Derryck Croker wrote:

>Using mixed ACSI and SCSI is theoretically possible, but I'm afraid that I've
>no experience of it at all.
>Is there a reason why you want to use that ACSI bus, I'd be inclined to
>simplify it by keeping to the TT's SCSI bus alone.

Numerous SH204s, Megafiles etc, kicking around and attached to STs. I
download stuff on the TT, straight to the Megafiles, or SH204s, then
connect them to the STs. Therefore they become Portable HDs.
I also have GDOS fonts and other archived files on the MegaFiles, that I
may need to look at on the TT, along with Clipart and such, so I just
connect them and go.

Anyways, for testing, I both connect and disconnect the megafiles.
I just report what I see and go from there.

<snip> other info deleted until I do more testing.

Thanks for your help.

Brian.

>.

3047. Re: TOS Upgrading

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <86impr$4g8$1@SOLAIR2.EUnet.yu>
Source record: 7995

Greg Martin <gtmartin@abmlimited.clara.co.uk> wrote in message
news:W5_i4.11507$UL1.254769@nnrp4.clara.net...
> Hi,
>
> I am asking this for a friend, (bloody hell, sounds like I'm at the
doctors
> about a supicious rash ;-)), anyway is it possible to take the TOS 1.6
> chips from a Ste and put them in an STFM 1040 to upgrade the TOS?
>

Shortly: No.

PP

3048. Re: More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Ku6j4.72$sQ1.351@198.235.216.4>
Source record: 7996

On 23 Jan 2000 14:43:36 , James Smith wrote:
>
>Hi All,
>
>I have suddenly been finding 'strange' files appearing on my hd !
>These are always named AA, BB, CC etc so look like they are
>temporary files being created by something and then not being
>deleted afterwards.

These are long filenames that normally aren't seen by TOS.
UIS shows these files. I also found that UIS can delete these files.

>On the other hand, using CAB (online) to 'Load Local' shows the
>file to have a negative filesize !!

Just ignore trying to load these files. They aren't really files.

>I had been wondering if the problem was being caused by the DSP
>port clock cart (Clarity) that I have just added to my system,
>but further testing has led me to a different conclusion.

I don't know, but I think you have always had these files and only now just
discovered them.

>If I try running CAB without STiNG loaded, then the file appears
>as under UIS.

Of course.

>Having just installed the latest version of Olivier's OVL, I must
>suggest that this is what is causing the problem.

Again I don't think so.

>Anyone else come uop against this yet ?

Yes, often.

>Cheers,
>
>Jim

Brian.

>.

3049. Re: More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <Su6j4.73$sQ1.351@198.235.216.4>
Source record: 7997

On 24 Jan 2000 07:52:22 , "res" wrote:
>reformat

I don't know why you would recommend this? Before telling someone to reformat, you might state why to do so. If you stated why he should reformat, I might learn something. As of right now I believe he doesn't have a serious problem but only now is seeing the extended files. I don't think reformatting would help?

But I could be wrong.

Later Brian.

>.

3050. Re: More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <948790338-143394AEicMi@cwcom.net>
Source record: 7998

From: gryf@hrzpub.tu-darmstadt.de (Thomas Binder)
Date: 24 Jan 2000 14:51:30 GMT

>These pseudo entries aren't harmful, they just mess up display of
>directories, cause wrong byte totals to be computed or some other weird
>effects. If you reformat - like "res" (one of those "I quote everything
>and write one line above it"-posters :( ) suggested - you'll of course
>lose all your data on your harddisk - not a very clever idea, IMO.

Even worse, the person who quotes the entire message with one line of his own
at the bottom - I've got bored scrolling through the text by then and delete
the message long before reading the one-liner.

>Instead, just get and install HideVFAT
>(http://homepages.tu-darmstadt.de/~gryf/software/hvfat_r1.lzh), it will
>solve your problems without losing data. Be sure to read the
>documentation!

Or use HPOptimiser, available via the translated apps link on my web page.

Again, read the docs! :-)

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

3051. Diskette repair programs?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: Dave Walker <walkerd@mcmaster.ca>
Message-ID: <86kkd9$8m4$1@informer1.cis.McMaster.CA>
Source record: 7999

I have an old 1040ST that I just took out again the other day. I was copying files from Atari-formatted ones to PC format, so that I could back them up on my PC. I was using Hypercopy to do this; it had problems with the last file on one disk, told me that I had errors on the disk, and did I want it to fix them. In a moment of pure stupidity I replied "Yes". Goodbye all data on the disk. I don't know exactly WHAT it did, except that the diskette now shows up as 360K and 0 files. Does anyone know of ANY program (hopefully freeware or shareware) that might get the data back?

Thanks,

Dave

3052. Re: More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-25 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <388e002b$0$161@news.zetnet.co.uk>
Source record: 8000

On 23 Jan 2000 14:43:36 , James Smith wrote:

>
>I have suddenly been finding 'strange' files appearing on my hd !
>

Thanks to those with the sensible answers !

To Brian;
UIS does not actually delete the files. It appears to, but they are still there !
I can actually tell you when these things started appearing due to the way I work with my drives
i.e. Newsie folders are installed on a separate partition (due to some problems with Neswie in the past) and this partition is tidied up on a daily basis.
Although I use Edge, I always copy the folders to a different partition, delete the originals, optimise to delete removed directory entries, and then put the Newsie stuff back.
As folders containing these strange files are not able to be deleted by the desktop, this is how I found out they were there.
On my Newsie partition, I have a folder called XFILES which I use as a work folder for downloads from CAB sessions - this was where these files appeared.
And this is why I suspected Olivier's OVL......but, read on ;-)

I have been doing some testing with stuff in my Auto folder on drive C recently and have been backing it up with Diamond Back prior to making any changes.
Today I have found a couple of these files in the Auto folder !
As I have backups for several days of work, I can tell you that they are not in the backups prior to Jan 23rd, but have appeared again today.
I am now suspicious about a couple of other things that might be behind it and am going through a process of elimination to try and find out for sure !
For that reason, I will go and get the HideFat as suggested by Thomas, but will avoid using it until I satisfy my curiousity about what is happening ;-)

All this does lead on to another question:- I have been going through some PC CDs over the last few days to check out the animations, sounds and gfx files. If there is a virus on one of these, could it be responsible ? I was under the impression that virus programmes were not cross-platform, so it is just a thought that I want to check out.....

Many Thanks for the replies.

ATB

Jim

3053. Re: DARREN MULLIGAN SMUT! 24656

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-26 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001261427440.145-100000@TT030>
Source record: 7856

On Sun, 23 Jan 2000 usenet@adsl-63-197-143-124.dsl.scrm01.pacbell.net wrote:

> My name is Darren Mulligan and I am an aspiring photographer from California.
> I will get right to the meat and gravy of this post, so as not to waste your time!
>
> +++++WHAT AM I SEEKING?+++++
>
> I am looking for young models (prefer early teen 14-16 year old female) for nude and semi-nude photography. This is a great way for me to update my portfolio, and also a great way for you to get a free portfolio, too! This could lead to employment in the Adult XXX entertainment business. What a great way to make money!
> Please respond to one of the following e-mail addresses. I run my very own mail server on an ADSL connection so you can be assured to complete discretion and privacy. If one e-mail address does not work, simply try the next!
> Sorry for the long list! My ADSL connection goes down from time to time, so I posted all the e-mail addresses I can be reached at. If one does not work, just move on to the next!

I would guess the next offer you get will be from undercover police.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3054. can i take memory chip from st to ste

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-26 00:00:00 UTC
From: dave <david.young1NOdaSPAM@nationwideisp.net.invalid>
Message-ID: <32bd4fa0.cc5000ce@usw-ex0109-069.remarq.com>
Source record: 7857

hello i am wondering if i can take the memory chip from my
1040st and put it in my 1040ste for memory increase if not
can someone give me advice on how i can upgrade my 1040 ste
i use it for music sequencing running cubase also i have
lots of mixermaps i have made up if your interested there
yours i am after cubase v.3.10 anyone got it ? questions
questions please help regards dave young

* Sent from AltaVista http://www.altavista.com Where you can also find related Web Pages,
Images, Audios, Videos, News, and Shopping. Smart is Beautiful

3055. Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Mark van Meurs <markvm@dds.nl>
Message-ID: <38902755.129BA868@dds.nl>
Source record: 7858
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi,

Not so long I got an Atari TT030 from a friend of mine. Another friend of me told me there are linux dists for the 68030 processor. So I repartioned the HD with a linux tool (atari-fdisk) and installed linux (Debian). But when it was almost completely installed I came to the conclusion that linux couldn't be placed in the boot sector of my Atari HD so it was neccesary to keep a little space on the harddrive for TOS/GEM. From this space I should be able to start a little program which boots linux.

I wasn't very happy, 'cause by now I knew I had to do the installation all over again. But okay, I like a challenge. So I took a little TOS/GEM utility I saved just before I repartioned my harddisk, called HDX. HDX formatted my harddisk and after that I used it to repartion my harddisk again. When I quit the program my Atari automaticly rebooted. When finished booting I came to the conclussion there still wasn't an harddisk present. Then I remembered I had another little utility which I somehow thougt would be capabele of making my HD usabele. This utility was called HINSTALL, but when I ran this program it told me there was no logical drive present. Can somebody please help me? I by now don't have clue anymore of how to make my harddisk work.

Thnx in advance, Mark

BTW please don't mind my bad English.

3056. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: "b.p." <dontreply@thisaddress.org>
Message-ID: <pBZj4.1113$%87.33745@newsread1.prod.itd.earthlink.net>
Source record: 7859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Run HINSTALL and select drive A as your boot disk, make sure you put a new floppy in the drive. This will add the harddrive booter to the floppy drive, one of the linux kernals (bootstrap) should also fit on that floppy.

This will boot you into gem and allow you to access any GEM partitions available. If their is no gem partition, run the linux bootstrap from the floppy and then check to see it all the partitions were linux.

B.P.

--
Dyn-o-mall, the most fun shopping on the 'net
http://www.dynomall.com

Need investment advice!
http://www.virtualbrokers.net
Mark van Meurs <markvm@dds.nl> wrote in message
news:38902755.129BA868@dds.nl...
> Hi,
>
> Not so long I got an Atari TT030 from a friend of mine. Another friend
> of me told me there are linux dists for the 68030 processor. So I
> repartioned the HD with a linux tool (atari-fdisk) and installed linux
> (Debian). But when it was almost completely installed I came to the
> conclusion that linux couldn't be placed in the boot sector of my Atari
> HD so it was neccesary to keep a little space on the harddrive for
> TOS/GEM. From this space I should be able to start a little program
> which boots linux.
>
> I wasn't very happy, 'cause by now I knew I had to do the installation
> all over again. But okay, I like a challenge. So I took a little TOS/GEM
> utility I saved just before I repartioned my harddisk, called HDX. HDX
> formatted my harddisk and after that I used it to repartion my harddisk
> again. When I quit the program my Atari automaticly rebooted. When
> finished booting I came to the conclussion there still wasn't an
> harddisk present. Then I remembered I had another little utility which I
> somehow thougt would be capabele of making my HD usabele. This utility
> was called HINSTALL, but when I ran this program it told me there was no
> logical drive present. Can somebody please help me? I by now don't have
> clue anymore of how to make my harddisk work.
>
> Thnx in advance, Mark
>
> BTW please don't mind my bad English.

3057. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Mark van Meurs <markvm@dds.nl>
Message-ID: <389075DC.6FF2A92D@dds.nl>
Source record: 7860
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

When I run HINSTALL it says: 'No available logical drive for
installation of driver' after this message it automaticly quits. I'm not
given a change to install anything anywhere.

All my partitons are GEM partitions made by HDX.PRG

"b.p." wrote:
>
> Run HINSTALL and select drive A as your boot disk, make sure you put a new
> floppy in the drive. This will add the harddrive booter to the floppy
> drive, one of the linux kernals (bootstrap) should also fit on that floppy.
>
> This will boot you into gem and allow you to access any GEM partitions
> available. If their is no gem partition, run the linux bootstrap from the
> floppy and then check to see it all the partitions were linux.
>
> B.P.
>
> --
> Dyn-o-mall, the most fun shopping on the 'net
> http://www.dynomall.com
>
> Need investment advice!
> http://www.virtualbrokers.net
> Mark van Meurs <markvm@dds.nl> wrote in message
> news:38902755.129BA868@dds.nl...
> > Hi,
> >
> > Not so long I got an Atari TT030 from a friend of mine. Another friend
> > of me told me there are linux dists for the 68030 processor. So I
> > repartioned the HD with a linux tool (atari-fdisk) and installed linux
> > (Debian). But when it was almost completely installed I came to the
> > conclusion that linux couldn't be placed in the boot sector of my Atari
> > HD so it was neccesary to keep a little space on the harddrive for
> > TOS/GEM. From this space I should be able to start a little program
> > which boots linux.
> >
> > I wasn't very happy, 'cause by now I knew I had to do the installation
> > all over again. But okay, I like a challenge. So I took a little TOS/GEM
> > utility I saved just before I repartioned my harddisk, called HDX. HDX
> > formatted my harddisk and after that I used it to repartion my harddisk
> > again. When I quit the program my Atari automaticly rebooted. When
> > finished booting I came to the conclussion there still wasn't an
> > harddisk present. Then I remembered I had another little utility which I

> > somehow thougt would be capabele of making my HD usabele. This utility
> > was called HINSTALL, but when I ran this program it told me there was no
> > logical drive present. Can somebody please help me? I by now don't have
> > clue anymore of how to make my harddisk work.
> >
> > Thnx in advance, Mark
> >
> > BTW please don't mind my bad English.

3058. Re: More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948994240-757931AEicMi@sweet3.freeserve.co.uk>
Source record: 7861

Yo!, Dezza

>I've got bored scrolling through the text by then and delete
>the message long before reading the one-liner.

And the punchline was full of crap.. 8~\

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3059. Re: More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948994244-758579AEicMi@sweet3.freeserve.co.uk>
Source record: 7862

Hi james.

>I have suddenly been finding 'strange' files appearing on my hd !
>These are always named AA, BB, CC etc so look like they are
>temporary files being created by something and then not being
>deleted afterwards.

Are you running a operating system that supports V-FAT (long filenames, if so these strange entrys are actually directory information representing long filenames, they are quite safe and should not be deleted or tampered with in any way or you may lose data. Ive got hundreds of these entrys, they are nothing to worry about and will be invisible under a Vfat syste,

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3060. Re: More Strange Files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948994246-759151AEicMi@sweet3.freeserve.co.uk>
Source record: 7863

Hi Brain

>On 24 Jan 2000 07:52:22 , "res" wrote:

>>reformat

>I don't know why you would recommend this? Before telling someone to
>reformat, you might state why to do so.

Souonds like a typical responce from a PC user, Reformat, upgrade Windows
and re-install and wait for the next crash. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3061. Re: Where is everybody

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <948994250-759743AEicMi@sweet3.freeserve.co.uk>
Source record: 7864

Hi Pera

>> Yo!, Dudes.

>> Where has everyone gone??.

> Sorry, I made coffee break...

Ah!, its Pera's fault everybody, he stopped for coffee.. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3062. Re: Diskette repair programs?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <86q5c7$99p$1@news1.xs4all.nl>
Source record: 7865

On 25 Jan 2000 21:14:17, Steve Stupple wrote:
>In article <86kkd9$8m4$1@informer1.cis.McMaster.CA>, Dave Walker
><walkerd@mcmaster.ca> writes
[...]
>>on the disk. I don't know exactly WHAT it did, except that the
diskette now
>>shows up as 360K and 0 files. Does anyone know of ANY program (hopefully
>>freeware or shareware) that might get the data back?
>>
>
There is an un-copy function in Atari Checkdisk.
Sometimes it works.
Total solution for text-files that are lost:
something calles 'Salvage'. Reads all sectors and makes a
textfile from a bunch of them.
Then you go sorting it out in an editor like QED...{:-(
I know because of a floppy-disk-change-not-detected condition this
week.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3063. Re: can i take memory chip from st to ste

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Greg Martin <gtmartin@abmlimited.clara.co.uk>
Message-ID: <KT1k4.24695$IN.510332@nnrp3.clara.net>
Source record: 7866

Dave,

>hello i am wondering if i can take the memory chip from my
>1040st and put it in my 1040ste for memory increase if not

No. STF(M) use DRAM memory soldered to the board.

>can someone give me advice on how i can upgrade my 1040 ste

You need 30pin SIMMS, standard "PC" ram, 120ns or better, though getting better will not improve your performance, I'm informed it will perform ok with 150 as well, but maybe someone could confirm this with you. Some also recommend 8 or 9 chip SIMMS, I use 4 chip RAM with no problems atall.

Regards,
Greg

3064. CT2B Fast Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <3890b2a8@athene.hdm-stuttgart.de>
Source record: 7867

Has anyone tried to put more than 128 Megs of Fast Ram into a CT2B?

Will more than 128 Megs work correctly in the CT2B?

Also anyone know the best type of Fast Ram Memory to use in the
CT2B other than from Centek?

phantomm@kih.net

3065. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001271617430.102-100000@TT030>
Source record: 7868
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Just copy AHDI.PRG to /auto on a floppy. Boot this floppy making sure
that ahdi.prg runs. Then run Hinstall.prg. Hinstall.prg will not see
any partitions until the driver ahdi.prg is loaded first.

On Thu, 27 Jan 2000, Mark van Meurs wrote:

> When I run HINSTALL it says: 'No available logical drive for
> installation of driver' after this message it automaticly quits. I'm not
> given a change to install anything anywhere.
>
> All my partitons are GEM partitions made by HDX.PRG
>

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3066. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Mark van Meurs <markvm@dds.nl>
Message-ID: <3890BBCA.1A5500EC@dds.nl>
Source record: 7869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I'm afraid I don't have AHDI.PRG . Could you please post it?

Thnx in advance, Mark

Lonny Pursell wrote:
>
> Just copy AHDI.PRG to /auto on a floppy. Boot this floppy making sure
> that ahdi.prg runs. Then run Hinstall.prg. Hinstall.prg will not see
> any partitions until the driver ahdi.prg is loaded first.
>
> On Thu, 27 Jan 2000, Mark van Meurs wrote:
>
> > When I run HINSTALL it says: 'No available logical drive for
> > installation of driver' after this message it automaticly quits. I'm not
> > given a change to install anything anywhere.
> >
> > All my partitons are GEM partitions made by HDX.PRG
> >
>
> ____
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3067. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Mark van Meurs <markvm@dds.nl>
Message-ID: <3890C1EB.A8D5DCBF@dds.nl>
Source record: 7870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Or could somebody else post it plz?

Mark van Meurs wrote:
>
> I'm afraid I don't have AHDI.PRG . Could you please post it?
>
> Thnx in advance, Mark
>
> Lonny Pursell wrote:
> >
> > Just copy AHDI.PRG to /auto on a floppy. Boot this floppy making sure
> > that ahdi.prg runs. Then run Hinstall.prg. Hinstall.prg will not see
> > any partitions until the driver ahdi.prg is loaded first.
> >
> > On Thu, 27 Jan 2000, Mark van Meurs wrote:
> >
> > > When I run HINSTALL it says: 'No available logical drive for
> > > installation of driver' after this message it automaticly quits. I'm not
> > > given a change to install anything anywhere.
> > >
> > > All my partitons are GEM partitions made by HDX.PRG
> > >
> >
> > ____
> > Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> > WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

3068. Re: CT2B Fast Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: jhouplon@free.fr
Message-ID: <pj4k4.585$3x4.4224154@nnrp3.proxad.net>
Source record: 7871

Hi,

On 27 Jan 2000 22:03:36 , Phantomm wrote:
>Has anyone tried to put more than 128 Megs of Fast Ram into a CT2B?

Never tested

>Will more than 128 Megs work correctly in the CT2B?

I don't know

>Also anyone know the best type of Fast Ram Memory to use in the
>CT2B other than from Centek?

I have 64 Mo from System Solution in my CT2B

--

A+,

Joel

###
Falcon 30/FPU/CT2/14+64Mo/MagiC 6.10/3.2Go/JAZ jhouplon@club-internet.fr
###

3069. Re: ImageCopy 4

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3890d413$0$153@news.zetnet.co.uk>
Source record: 7872

On 25 Jan 2000 03:13:09 , Joe M. Villarreal wrote:
>I'm using Magic6/jinnee on a TT 4/16megs along with a Nova VME Plus graphics
>card in an 800x600 32k color window. I also have NVDI 5.03. Most programs
>seems to work very well. I really like CAB's ability to print in the
>background using NVDI 5.

Im using a TT with 4/10M, Magic6, Thing 1.27, NVDI 5.03, no cards.

>I'm having a major problem in trying to use Image Copy 4.0 CD though.
>Whenever I run the program I get a "Memory block destroyed by user program:;
>Try to repair (y/n)?" and then "Fatal Gemdos error:; System halted". I have

My ImageCopy is v 4.01b2 CD: I have it running right now, while I'm using
NEWsie with EdHak as its editor, and Thing still present. So no problems
here. You may have something set up incorrectly: I can't think what.

But I do have exactly the same result as you did with the game 'Tryahoo'
by Stuart Denman which worked ok some weeks ago but now is playing up:
no settings have been changed since then, so why?

BTW has anyone Stuart Denman's address? My email for help has bounced.

>to reset the computer to get it going again.

I know... it's the only thing to do. Let's see if real tech help surfaces
here: it usually does :)

Charles.

3070. Falcon Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <3890da33$0$7551@znews.zetnet.co.uk>
Source record: 7873

Can anyone help, my Falcon has got belly up.
When it`s booted up I get my IDE drive, no SCSI but Falcon Processor on SCSI ID 4. Have tried to boot up from floppy without IDE but still the same. Have had to set up my Veloce to get back online. I can get to some of the software on the F. hard drives with the veloce but have some problems with others.
Does anyone know why the Falcon doesn`t want to know any SCSI drive?
There`s some software that is only on the above hard drive, which I`ve not got around to backing up yet. Ya a bit silly.
Thanks for any help. If...

Karl

3071. Re: DARREN MULLIGAN SMUT! 24656

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Graeme Hinchliffe <graeme@the-crow.co.uk>
Message-ID: <3890C376.12C2C0DE@the-crow.co.uk>
Source record: 7874
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

> I am looking for young models (prefer early teen 14-16 year old female) for nude and semi-nude photography. This is a great way for me to update my portfolio, and also a great way for you to get a free portfolio, too! This could lead to employment in the Adult XXX entertainment business. What a great way to make money!

> THIS IS NOT A SCAM! IT IS NOT CHILD PORN!!
> There is nothing wrong or illegal about the artistic representation of a young body. If you have a problem with this post, please e-mail me and I will not post to your newsgroup again!

Hmmm, looks like you just contradicted yourself you sick pervert!.. why don't you just go and cut your own throat before you do harm to anyone else. If you arn't into child porn why stipulate 14-16 and female? whats wrong with LEGAL 18 year old models of both sexes?

Admit it, you just want to make the industry look glamourous to young girls so you can get what you want. You people make me sick.

Just FUCK OFF AND DIE you SCUM!

> Sincerely,
> Darren Mulligan

go fuck yourself

(sorry to all Atari people who find this responce off topic and offensive, but I just don't agree with this at all)

3072. FS: 19-pin ACSI switchbox

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Yves Pelletier <ypell@spamerbegone.cam.org>
Message-ID: <949018778.1945791563@news.cam.org>
Source record: 7875

It's at the following URL:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=247523087

Thanks.

Yves

3073. supra harddrive help

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-27 00:00:00 UTC
From: Andy honecker <andywh30@hotmail.com>
Message-ID: <38910741_1@news3.buffnet.net>
Source record: 7876

hi. i just obtained a supra drive hard drive. i was wondering how i'd go about installing it and getting it to work on my mega st. (assuming the drive works) please help! any help will be greatly appreciated. please reply to andywh30@hotmail.com btw, the drive is a 30meg drive. thanx! andy

3074. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-28 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <hybk4.1285$8M6.5092462@nnrp1.proxad.net>
Source record: 7877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Mark van Meurs <markvm@dds.nl> a crit dans le message :
3890C1EB.A8D5DCBF@dds.nl...
> Or could somebody else post it plz?
>
> Mark van Meurs wrote:
> >
> > I'm afraid I don't have AHDI.PRG . Could you please post it?
> >

```
Get it from the Quick FAQ.

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3075. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38919EA1.6CF3@ooc.de>
Source record: 7878
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

b.p. wrote:

> Run HINSTALL and select drive A as your boot disk, make sure you put a new
> floppy in the drive. This will add the harddrive booter to the floppy
> drive, one of the linux kernals (bootstrap) should also fit on that floppy.

You can't install a bootable driver on a floppy disk with HINSTALL.
What you can do is put AHDI.PRG in the AUTO folder of a floppy disk.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3076. Re: CT2B Fast Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-28 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3891A846.911AAB18@cfc.dnd.ca>
Source record: 7879

Phantomm wrote:
> Has anyone tried to put more than 128 Megs of Fast Ram into a CT2B?
> Will more than 128 Megs work correctly in the CT2B?
> Also anyone know the best type of Fast Ram Memory to use in the
> CT2B other than from Centek?

according to CENTEK, it should be:
128MB EDO 72pin(32bit) 4x16MBit 60ns 5v SIMM

> phantomm@kih.net

3077. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-28 00:00:00 UTC
From: Mark van Meurs <markvm@dds.nl>
Message-ID: <3891B6AA.A0F0B8A9@dds.nl>
Source record: 7880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Thnx, somebody else (Lonny Pursell) said that too, but I don't have that
file (AHDI.PRG) I guess I forgot to save it when I repartioned my
harddisk.

Greetz, Mark

Uwe Seimet wrote:
>
> b.p. wrote:
>
> > Run HINSTALL and select drive A as your boot disk, make sure you put a new
> > floppy in the drive. This will add the harddrive booter to the floppy
> > drive, one of the linux kernals (bootstrap) should also fit on that floppy.
>
> You can't install a bootable driver on a floppy disk with HINSTALL.
> What you can do is put AHDI.PRG in the AUTO folder of a floppy disk.
>
> --
> ---
> Dr. Uwe Seimet | I really hate this damned machine,
> | I wish that they would sell it.
> Internet: us@ooc.de | It never does that what I mean
> MausNet: Uwe Seimet @ KA2 | but only what I tell it.
> WWW: http://home.nikocity.de/nogfradelt

3078. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-28 00:00:00 UTC
From: Lonny Pursell <atari@bright.net>
Message-ID: <Pine.MNT.4.10.10001282255400.104-100000@TT030>
Source record: 7881
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
You can get the entire Atari HDX utility pacakge on an Atari
ftp site I'm sure. Uploading it to usenet would be a bad
idea. Please check ftp sites...

--------------------------------------------------------------------
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
```

3079. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-28 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <949165248-518423AEicMi@sweet3.freeserve.co.uk>
Source record: 7882

Hi Mark.

>Thnx, somebody else (Lonny Pursell) said that too, but I don't have that
>file (AHDI.PRG) I guess I forgot to save it when I repartioned my
>harddisk.

Do you have the SHDRIVER.SYS file, you could rename that to SHDRIVER.PRG
and put that in the auto folder of a floppy!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3080. Re: supra harddrive help

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-28 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <949165250-519048AEicMi@sweet3.freeserve.co.uk>
Source record: 7883

Hi Andy

>hi. i just obtained a supra drive hard drive. i was wondering how i'd go
>about installing it and getting it to work on my mega st.

There's a good chance that as its an Atari type drive that plugging it in, switching it on and then powering up the ST after a wait of 30 seconds that it would boot straight away, that is unless the previous owner wiped it before parting with it or that it is faulty.

If it does not boot and assuming its functional then you'd need some driver software which initialy you'd run from floppy and then use its utility program to 'install' it onto the hard drive. You'd then have to partition the drive in some kind of scheme to suit your 'M.O.'.
Now install some software and get bsuy man!.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3081. Re: supra harddrive help

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-29 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <%0sk4.357$38.203@198.235.216.4>
Source record: 7884

On 27 Jan 2000 22:04:59 , "Andy honecker" wrote:
>hi. i just obtained a supra drive hard drive. i was wondering how i'd go
>about installing it and getting it to work on my mega st. (assuming the
>drive works) please help! any help will be greatly appreciated. please reply
>to andywh30@hotmail.com btw, the drive is a 30meg drive. thanx! andy

Perhaps I am incorrect, so I will let others comment on this first. But I thought there was some trouble with early 20meg Supra drives and the Megas. Perhaps this was true with the 30?

Anyways, 1st I will assume you have the Asci cable.

You will probably need supras hard disk utilities, But I am not 100% certain on this either. Perhaps Atari ADHI program can boot the drive as well.

So, lets backtrack to some basics that are appropriate.

When you turn on your computer, you 1st turn on the HardDrive and give it time to boot. The drive may have a bootstrap installed on it already. If this is the case, you simply turn on your MegaST and wait. Hit the spacebar as this sometimes speeds up the megas response time. You may get a number of drive icons on the screen. If only A and B appear, the drive probably doesn't have a bootstrap installed. So, just to make certain. Highlight the Floppy DRive Icon and INSTALL a NEW Drive Icon Called "C".

Double click on "C" and check if anything appears. Like a Window. An error message is not optimum:-).

Look for a SUPRA Hard Disk utility on floppy. Their should be software on this disk that allows you to boot the HD. Again, install a drive letter C to be certain.

To boot from a floppy, turn on the HD, place floppy in Drive A and wait.

If you don't have supras hd utilities, you can try others. Although I would wait to see what others say with regard to HD DRIVER and Supras.

You can find Ataris Hard Disk Utilities at
http://www.umich.edu/~archive/atari

But if I recall correctly Supras where a different beast. Finally, I think that some of the utilities can still be found at Supras FTP site? I also recall someone finding stuff there about a year ago.

Hope this helps.

Later Brian.

>.

3082. Re: MSA files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-29 00:00:00 UTC
From: Tomas Berndtsson <tomas@nocrew.org>
Message-ID: <80bt65a7vt.fsf@junk.nocrew.org>
Source record: 7885

J.W. Krych <jwkrych@n2net.net> writes:

> Hi!
>
> I got these files from the DHS site, just how do I run them?
> They have the .MSA extension.

You need the MSA packer program. MSA is a program that will read a whole floppy disk to a file, and vice versa. You can find it at ftp://ftp.lip6.fr/pub/atari/Archivers/msa_2_3+.prg.

Tomas

3083. MSA files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-29 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <86tl8v$3rs$1@athena.netset.com>
Source record: 7886

Hi!

I got these files from the DHS site, just how do I run them?
They have the .MSA extension.

Regards,

Jim W. Krych

3084. Re: Invissible harddisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-29 00:00:00 UTC
From: Mark van Meurs <markvm@dds.nl>
Message-ID: <3892DB95.EA9F1F9B@dds.nl>
Source record: 7887
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Lonny Pursell wrote:
>
> You can get the entire Atari HDX utility pacakge on an Atari
> ftp site I'm sure. Uploading it to usenet would be a bad
> idea. Please check ftp sites...
>
> ____
> Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
> WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

Yep, you're right. I found AHDI on an Atari ftp site and when I ran it
it worked right away. Thnx to all who responded!

greetz, Mark

3085. Re: supra harddrive help

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-29 00:00:00 UTC
From: mgrove@xprs.net
Message-ID: <38931d48_2@news2.starnetinc.com>
Source record: 7888

On 29 Jan 2000 02:13:15 , Brian Van TIlborg wrote:
>On 27 Jan 2000 22:04:59 , "Andy honecker" wrote:

>But if I recall correctly Supras where a different beast. Finally, I think
>that some of the utilities can still be found at Supras FTP site? I also
>recall someone finding stuff there about a year ago.
>
>Hope this helps.
>
>Later Brian.

I checked the supra ftp site the other night and it finally seems to
be down:). The HD drivers were in the modem files:). I emailed the Supra
package to "Andy" but didn't hear anything back from him.

Mike

3086. ROM image from RAM ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-29 00:00:00 UTC
From: mgrove@xprs.net
Message-ID: <38931eb2_2@news2.starnetinc.com>
Source record: 7889

(This is a repost request, Programmers didn't have time to answer I guess:)

How does one copy a patched ROM that resides in TT ram (Ala Afterburner Tool Kit) and save it to a file? I'm pretty ignorant when it comes to addresses and such, so please walk me through saving the ROM image, and what to tell the Electronics guy who is going to burn a new ROM for me what to do with it.

TIA,
Mike

3087. Re: MSA files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-29 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <86vdhforf1@news1.xs4all.nl>
Source record: 7890

On 29 Jan 2000 03:02:55, J.W. Krych wrote:
>Hi!
>
>I got these files from the DHS site, just how do I run them?
>They have the .MSA extension.
>
That is a complete diskimage mostly used for auto-starting
floppydisks (games).
The de-packer needs a floppydisk to reconstruct the original disk
to the bit.

name to look for: NEWMSA.PRG 12.672b

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3088. Atari 8-bit stuff for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-29 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <389361ab$0$7554@znews.zetnet.co.uk>
Source record: 7891

Atari 8-bit stuff..
800XL`s - 256k, 2x PIA chips (extra 16 bit I/O lines)
2x Pokey`s (stero sound)
+ 2 standard
1050 disk drives x2, 1010 cass, 1029 printer, 1020 printer/plotter.
Software:-
DGS pd disks, Page 6 disks, loads of others
Mags:-
Antic, Analog, Atari User, Page 6, Monitor
Games on cass./ disks.
User/ Field service manuals
Can`t remember everything...
Take offers......
Barnsley, South Yorkshire

****
e-mail - karlws@zetnet.co.uk
kwsmith0573@talk21.com (short text only)
Fidonet.org 2:2503/105.5
****

3089. Re: CT2B Fast Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-29 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <949251634-181560AEicMi@cwcom.net>
Source record: 7892

From: Ken Macdonald <macdonald@cfc.dnd.ca>
Date: Fri, 28 Jan 2000 09:31:34 -0500

>Phantomm wrote:
>
>> Also anyone know the best type of Fast Ram Memory to use in the
>> CT2B other than from Centek?
>
>according to CENTEK, it should be:
>128MB EDO 72pin(32bit) 4x16MBit 60ns 5v SIMM

... and I'd add Low Profile to that spec list, or you'll have to use
spacers to the keyboard and top case mounting posts to clear the top of the
SIMM!

Rgds, Derryck

____ ____
/ __ \ / __ \
/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

3090. 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-30 00:00:00 UTC
From: Chris <nibbit@wanadoo.nl>
Message-ID: <87172rvtu1@buty.wanadoo.nl>
Source record: 7893

hello,

i'm looking for a motorola 68060rc CPU 50mhz, anyone knows where this cpu
still can be bought, new or used ?
(for a reasonable price ofcourse :-)

Thanks in advance, Chris

email: nibbit@wanadoo.nl

3091. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-30 00:00:00 UTC
From: mgrove@xprs.net
Message-ID: <38947eb8_3@news2.starnetinc.com>
Source record: 7894

On 30 Jan 2000 12:24:02 , "Chris" wrote:
>hello,
>
>i'm looking for a motorola 68060rc CPU 50mhz, anyone knows where this cpu
>still can be bought, new or used ?
> (for a reasonable price ofcourse :-)
>
>Thanks in advance, Chris
>
>email: nibbit@wanadoo.nl
>

I have three 50Mhz 060's, one for my Falcon, one for my Milan (when available, and one is sort of extra. I paid $180.00 each. I have never tested them, and have no way to do so right now. They were purchased from an Amiga dealer.

Mike

3092. CUBASE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-31 00:00:00 UTC
From: patrick <pbaroux@free.fr>
Message-ID: <8739sllju1@wanadoo.fr>
Source record: 7895

looking for a crack of Cubase, up to version 3. Is thre a FTP site ?

mailto:pbaroux@free.fr

3093. Re: can i take memory chip from st to ste

Newsgroup: comp.sys.atari.st.tech
Date: 2000-01-31 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <38961a21$0$155@news.zetnet.co.uk>
Source record: 7896

4Mb kits for STE available from ASP (that's nme) for 5 UKP plus P+P
(unfortunately another 5 UKP if you're in the states) Cubase available from
Keycyhange Music in the UK for 150 UJKP..

chrisc

On 26 Jan 2000 15:33:08 , dave wrote:
>hello i am wondering if i can take the memory chip from my
>1040st and put it in my 1040ste for memory increase if not
>can someone give me advice on how i can upgrade my 1040 ste
>i use it for music sequencing running cubase also i have
>lots of mixermaps i have made up if your interested there
>yours i am after cubase v.3.10 anyone got it ? questions
> questions please help regards dave young
>
>
>* Sent from AltaVista http://www.altavista.com Where you can also find related Web Pages,
Images, A>udios, Videos, News, and Shopping. Smart is Beautiful
>.

3094. 68040?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-01 00:00:00 UTC
From: "Craig Hart"
Message-ID: <xpgl4.265$sc5.10037@nsw.nnrp.telstra.net>
Source record: 7897

Hi..

I have a spare 68LC040 CPU (16 or 20 MHz, I think...?).. any value in this to Atari owers? If interested, please make an offer...

Craig

3095. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-02 00:00:00 UTC
From: Paul Flieshman <P.L.Flieshman@student.salford.ac.uk>
Message-ID: <389826E4.870F10D8@student.salford.ac.uk>
Source record: 7751

Mikey wrote:

> On 30 Jan 2000 12:24:02 , "Chris" wrote:
> >hello,
> >
> >i'm looking for a motorola 68060rc CPU 50mhz, anyone knows where this cpu
> >still can be bought, new or used ?
> > (for a reasonable price ofcourse :-)
> >
> >Thanks in advance, Chris
> >
> >email: nibbit@wanadoo.nl
> >
>
> I have three 50Mhz 060's, one for my Falcon, one for my Milan (when
> available, and one is sort of extra. I paid $180.00 each. I have never
> tested them, and have no way to do so right now. They were purchased from
> an Amiga dealer.
>
> Mike

Sorry to sound really dumb, but are these processors drop in replacements for the original (which is 68030,16MhZ I think?). Could I find one of these as an easy upgrade for my Falcon 030 or does it require some serious motherboard mods?

Cheers,
Paul

P.S. Please send any replies to me direct as well as the group....my university's network is somewhat temperamental (wimpdoh!s)

3096. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-02 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8799sv$5i2$1@draco.stochastik.rwth-aachen.de>
Source record: 7752
Body handling: HTML body converted to readable text

In article <389826E4.870F10D8@student.salford.ac.uk>,
Paul Flieshman wrote:
>
>Sorry to sound really dumb, but are these processors drop in replacements for
>the original (which is 68030,16MhZ I think?). Could I find one of these as an
>easy upgrade for my Falcon 030 or does it require some serious motherboard
>mods?

No, definitely not. Motorola switched from async to sync bus interfaces
starting with the MC68040, and they dropped the dynamic bus sizing feature.

This means you need a lot of glue logic - the afterburner card is basically
a 68040 upgrade with fastram for the falcon.

MC68040 and MC68060 are quite similar - *if* the developer of the 68040
board did some small things right, then dropping in a 68060 is easy (in
terms of not requiring additional logic): you need a 3.3V regulator and a
small delay for a clock line (as detailed in the MC68060 manual from
Motorola).

cu
Michael
--
In the beginning there was nothing, which exploded.

3097. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-02 00:00:00 UTC
From: mgrove@xprs.net
Message-ID: <38985442_1@news2.starnetinc.com>
Source record: 7753
Body handling: HTML body converted to readable text

On 2 Feb 2000 14:02:23 +, Michael Schwingen wrote:
>In article <389826E4.870F10D8@student.salford.ac.uk>,
>Paul Flieshman wrote:
>>
>>Sorry to sound really dumb, but are these processors drop in replacements for
>>the original (which is 68030,16MhZ I think?). Could I find one of these as an
>>easy upgrade for my Falcon 030 or does it require some serious motherboard
>>mods?
>
>No, definitely not. Motorola switched from async to sync bus interfaces
>starting with the MC68040, and they dropped the dynamic bus sizing feature.
>
>This means you need a lot of glue logic - the afterburner card is basically
>a 68040 upgrade with fastram for the falcon.
>
>MC68040 and MC68060 are quite similar - *if* the developer of the 68040
>board did some small things right, then dropping in a 68060 is easy (in
>terms of not requiring additional logic): you need a 3.3V regulator and a
>small delay for a clock line (as detailed in the MC68060 manual from
>Motorola).
>
>cu
>Michael
>--
>In the beginning there was nothing, which exploded.

I wish:). As you say, A/B lacks several small circuits necessary for
the 060 to drop in.
I have a InterConnect Socket that provides the clock delay,
3.3V and a few other small nigets. The A/B uses the MI pin of the 040
for some sort of timing, but the 060 does not support the MI signal.
I have been able to emulate the MI signal with a truth gate. The IPL pins
function differently upon reset, and a bit of logic needs to be placed
there on the A/B as well. Still, it hasn't just "dropped" in and began
to work. While the machine will function under the Falcon
Diagnostic cartridge, there is a program counter error encountered
under one of the video test, but even the 040 does not perform all the
test properly. Without the diagnostic cart, the machine comes out of
reset, IDE spins up, and hangs there. There is no bus error, but I
haven't been able to locate where the problem is.
My messages in a bottle for help for the most part have gone un-noticed.
This is way over my head (not that it matters). The next bug in line
is code that may be incompatible with the 060, within the startup

sequence of TOS. I have a new ROM to burn, just need a little (LOT) help with the assembly. TT-Digger is pretty cool! Last night I managed to dump the files from the Diagnostic cartridge and have a look see by inserting the cart after boot up (yea, big scare there). A bus analizer would be a dream, along with some specifics about the logic contained on the A/B itself. All of this work has made me apreciate the work that went into my (non-working) CT2B.
Any help would be warmly received:)

Mike

3098. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-02 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <879qgh$bv2$1@draco.stochastik.rwth-aachen.de>
Source record: 7754

In article <38985442_1@news2.starnetinc.com>, Mikey <mgrove@xprs.net> wrote:
>
>I wish:). As you say, A/B lacks several small circuits necessary for
>the 060 to drop in.
>I have a InterConnect Socket that provides the clock delay,
>3.3V and a few other small nigets. The A/B uses the MI pin of the 040
>for some sort of timing, but the 060 does not support the MI signal.
>I have been able to emulate the MI signal with a truth gate. The IPL pins
>function differently upon reset, and a bit of logic needs to be placed
>there on the A/B as well. Still, it hasn't just "dropped" in and began
>to work. While the machine will function under the Falcon
>Diagnostic cartridge, there is a program counter error encountered
>under one of the video test, but even the 040 does not perform all the
>test properly. Without the diagnostic cart, the machine comes out of

That might be due to timing differences. The diagnostic cartridges from
Atari tend to be *very* machine specific, which can make them fail on
modified machines.

>This is way over my head (not that it matters). The next bug in line
>is code that may be incompatible with the 060, within the startup
>sequence of TOS. I have a new ROM to burn, just need a little (LOT) help

Quite possibly. I had some such problems in the Milan TOS when I first
booted with an '060, and that *although* I had already replaced all movep
and some other stuff a long time ago. I remember that the MFP code used
movep a lot.

Are you sure you are getting a bus error, and not some kind of unimplemented
instruction trap (there are special 060 unimplemented instruction traps
beside vector #4)?

I am afraid my current TOS won't be of much help, since I use a different
compiler than Atari did, so I can't tell which parts in the original 4.04
binary may cause trouble on the 060 (most of these are easily removed by
compiling TOS with -m68060 ;-)).

cu
Michael
--
In the beginning there was nothing, which exploded.

3099. Help w/JRI Genlock install in MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-02 00:00:00 UTC
From: John Perez <jperez@uhunix3.its.hawaii.edu>
Message-ID: <877u7p$4ks$1@news.hawaii.edu>
Source record: 7898
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

Can anyone help me with the installation of a JRI Genlock in a
Mega ST? I gather that I need to pull the video shifter ship, and seat it
in the underside of the Genlock board, then fit the Genlock in the Mega
video shifter socket. Then there is a black wire that is loose from the
Genlock and I'm not sure where it should go. I tried running it to
ground, but nothing happens.

Your assistance would be greatly appreciated.

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

3100. Re: Help w/JRI Genlock install in MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-02 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <878166$l6l$1@nnrp02.primenet.com>
Source record: 7899
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John Perez <jperez@uhunix3.its.hawaii.edu> wrote:
: Greetings,

: Can anyone help me with the installation of a JRI Genlock in a
: Mega ST? I gather that I need to pull the video shifter ship, and seat it
: in the underside of the Genlock board, then fit the Genlock in the Mega
: video shifter socket. Then there is a black wire that is loose from the
: Genlock and I'm not sure where it should go. I tried running it to
: ground, but nothing happens.

The very last time I talked to John Russel (JRI) was a couple of years ago,
but I dialed 510-548-9577 to do that.

3101. Looking for CD-Rom driver software I wrote!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-02 00:00:00 UTC
From: Brian Grier <bjgrier@americasm01.nortelnetworks.com>
Message-ID: <3897ABEB.32FF39DE@worldnet.att.net>
Source record: 7900
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This is about as much of a long shot as I can think of...

Several years ago I left the Atari World, when I sold my
TT to a person in Canada. I recently have found a need
for the source for the CD-Rom driver I wrote for it. I have
the Mint executable, but I want to get a hold of the actual
source, which was on the hard drive.

Since I no longer have the name of the person I sold the
system to I am posting this in the faint hope that that
person still has the computer, and more importantly still
has the source code.

I had also shared the source with a person in Europe, but
I do not have that name either.

So if anyone in Canada bought a TT from a person in Raleigh
NC could you help me out?

Brian
bjgrier@worldnet.att.net

3102. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-03 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <3898c437.73192159@news.jax.bellsouth.net>
Source record: 7755
Body handling: HTML body converted to readable text

On Wed, 02 Feb 2000 12:45:25 +0000, Paul Flieshman
wrote:
>> >
>> >i'm looking for a motorola 68060rc CPU 50mhz, anyone knows where this cpu
>> >still can be bought, new or used ?
>> > (for a reasonable price ofcourse :-)
>> >
>
>Sorry to sound really dumb, but are these processors drop in replacements for
>the original (which is 68030,16MhZ I think?). Could I find one of these as an
>easy upgrade for my Falcon 030 or does it require some serious motherboard
>mods?

The Falcon had a special version of the 68030 chip that was not pin
compatible with a stock 68030 out of say a Mac or Amiga.
They were a special lot made for Atari and Moterilia won't discuss
them since they signed a non-disclosure agreement with ATari many
years ago. I know a guy who had tried replacing the chip on the
motherboard with a faster speed one since he had a accelerator board
on his falcon. It didn't work.

3103. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <87c0oq$vr8$1@draco.stochastik.rwth-aachen.de>
Source record: 7756

In article <3898fb9d_3@news2.starnetinc.com>, Mikey <mgrove@xprs.net> wrote:
>
>I took a look at the code from the ROMS, and no MOVEP's anywhere, then
>I looked at the Atari MulitTOS AES (KEMD kit) and didn't see any
>MOVEP's there either, but the ROM dump from the Falcon has a MOVEP
>within the first 5 or 6 lines.

What 'code from the ROMS'?

I am quite sure that there are movep at least in the MFP code in the
(X)BIOS. Depending on the compiler used, there may also be other
unimplemented instructions (I had a problsm with a long division somewhere
in Gemdos).

>No, there is no bus error, and I can't find an indicator of why it hangs
>other than the unimplemented instruction suspect in TOS as startup.

Sounds reasonable. AFAIR, an original TOS does not hook into these vectors
during startup, and even if it did, you would not get much besides bombs
(provided the VDI is already initialized at that point).

>Urgg, another thing to tackel.... Since the MulitTOS AES can be boot
>off floppy, would it be possible to burn that into ROM just to get the
>machine up enough to load MiNT and NAES? I also have the -m060 assembler,
>so who knows, maybe I will get lucky:).

The first thing you can boot is the boot sector off a floppy - however, at
that point (X)BIOS, VDI and Gemdos are already initialized, so any crash
during the initialization will not get you there.

If the bootsector works, you have good chances that auto folder works, too -
you can then put either a command.prg there, or start MiNT plus some AES.

The MultiTOS-AES can not be put in ROM easily, as it requires MiNT.
Furthermore, you would gain nothing, since the crash happens much earlier
than AES startup.

cu
Michael
--
In the beginning there was nothing, which exploded.

3104. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <87c102vup1@draco.stochastik.rwth-aachen.de>
Source record: 7757

In article <3898c437.73192159@news.jax.bellsouth.net>,
Mike Harvey <mharvey5@bellsouth.net> wrote:

>The Falcon had a special version of the 68030 chip that was not pin
>compatible with a stock 68030 out of say a Mac or Amiga.
>They were a special lot made for Atari and Moterilia won't discuss
>them since they signed a non-disclosure agreement with ATari many
>years ago. I know a guy who had tried replacing the chip on the
>motherboard with a faster speed one since he had a accelerator board
>on his falcon. It didn't work.

That is only partly true. It is a special 030 (with a OEM code instead of
the 'MC68030' label, and probably the unused data lines not connected inside
the case), *but* it definitely is pin-compatible with a normal MC68030 in
QFP case - I did replace the CPU in my falcon with a normal MC68030, and the
machine works just fine. Are you sure the guy mentioned above did not cause
some problem during the (de)soldering which made the machine fail?

cu
Michael
--
In the beginning there was nothing, which exploded.

3105. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-03 00:00:00 UTC
From: mgrove@xprs.net
Message-ID: <389a6acd_3@news2.starnetinc.com>
Source record: 7758

On 3 Feb 2000 14:48:50 +, Michael Schwingen wrote:
>In article <3898c437.73192159@news.jax.bellsouth.net>,
>Mike Harvey <mharvey5@bellsouth.net> wrote:
>
>>The Falcon had a special version of the 68030 chip that was not pin
>>compatible with a stock 68030 out of say a Mac or Amiga.
>>They were a special lot made for Atari and Moterilia won't discuss
>>them since they signed a non-disclosure agreement with ATari many
>>years ago. I know a guy who had tried replacing the chip on the
>>motherboard with a faster speed one since he had a accelerator board
>>on his falcon. It didn't work.
>
>That is only partly true. It is a special 030 (with a OEM code instead of
>the 'MC68030' label, and probably the unused data lines not connected inside
>the case), *but* it definitely is pin-compatible with a normal MC68030 in
>QFP case - I did replace the CPU in my falcon with a normal MC68030, and the
>machine works just fine. Are you sure the guy mentioned above did not cause
>some problem during the (de)soldering which made the machine fail?
>
>cu
>Michael

I ran a surface mount PLCC 68EC030 on my Mighty Sonic and it worked fine
as well. It was off a Mac card. The Sparrow has an RC68030.

Mike

3106. Atari 1040st help !!!!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-04 00:00:00 UTC
From: MrAlanDePalo@netscape.net
Message-ID: <87dg1h$937@cocoa.brown.edu>
Source record: 7759

I have an Atari 1040st and a Atari SC1224 MONITER and a Atari S212 Modem

My question is can I get online with this ? If so how ? What do I need ?

Thanks in advance...

Alan

3107. Taped 1.44MB Floppies

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-04 00:00:00 UTC
From: Andrew Nielson <andrewn@mailbox.gu.edu.au>
Message-ID: <Pine.GSO.4.10.10002041355200.5205-100000@kraken.itc.gu.edu.au>
Source record: 7760

Is there really a difference between High Density PC type 1.44mb floppies which have the left read-write tab hole taped up and normal 720k Double-Sided Double-Density Disks?

I'm interested to know what your thoughts are. I have heard that the actual disks are different between High-density and Low-Density (hense the names I guess!?)

-andrew

3108. Falcon PS questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-04 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <949670170-615048AEicMi@xs4all.nl>
Source record: 7761

I have made a linear power supply for my Atari Falcon and it works fine and it
is rock stable. Specs: 5V/7.5A, 2* 12V/ 330 mA each.
I was hoping this would reduce hum in my FA-8, and it did, but not as much as
I expected.
Now I'm a bit puzzled how Atari actually designed the ground paths. There
seems to be a AGND but as far as I can see it doesn't make much sense since
the 5V and 12 V on the original PSU have common ground also, thus creating
a ground loop (?).
I also noticed that the DSP port provides 12V and not 5 V as one would expect.
I have not checked this yet, but I'm pretty sure the FDI/FA8 have built in 5V
regulators as well, so this makes not much sense either.

Now, my questions are: can I use the 5V of the linear PSU to feed the digital part
of the FDI/FA8 and the 12 V for the analog part of them, then tying the two
grounds together there (as it should) ?? Would this reduce hum ?
Also, can I disconnect the 12V to the audio subsystem, as I am not using it ??

Guido
--

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
---------->Total Harmonic Distortion<-----------

3109. Re: Taped 1.44MB Floppies

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-04 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <87f8so$p1m$1@news1.xs4all.nl>
Source record: 7762

About HD and DD:

On 4 Feb 2000 13:57:31 , Andrew Nielson wrote:
>Is there really a difference between High Density PC type 1.44mb floppies
>which have the left read-write tab hole taped up and normal 720k
>Double-Sided Double-Density Disks?
>
>I'm interested to know what your thoughts are. I have heard that the
>actual disks are different between High-density and Low-Density (hense the
>names I guess!?)
>

It is not a question of putting more bits in a track (18 sectors
instead of 9) only.
With HD the bits have to leave the head in dubble frequency compared
to DD floppy. So the magnetic material has to have a better
resolution. (maller grains and that)
That means that writing bits needs more magnetic power to imprint
hem. Also technical thing as pre- and post- pre-magnetisation are
different.

A floppy drive that changes from DD to HD not only doubbles the
frequentie for the bit I/O but also the timing and currents for
generating magnetic fields and reading them.

The result is: if you fool the computer into thinking that a dd-
disk is used and not a hd- disk then be not surprised to find your
databits disappear after say 2 years because they were not 'punched
in' forcefully enough.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3110. Atari formatted disk to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-04 00:00:00 UTC
From: mascha will <mascha@mascha.fsnet.co.uk>
Message-ID: <87f97s$i69$1@news6.svr.pol.co.uk>
Source record: 7763

Hi, I wrote quite a lot of text (about 280.000 words) on the Atari with
"Word Plus"
My PC (Windows 98) won't read my Atari floppys, on the Atari I can't write
on the PC formatted disk.
Both pretend disk formatted by the other system aren't formatted.
How can I save my work and transfer it to the PC?
Can anyone help?
Oliver.

3111. Re: Atari formatted disk to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-04 00:00:00 UTC
From: john@llama.nslug.ns.ca
Message-ID: <slrn89mgvb.dl2.john@llama.nslug.ns.ca>
Source record: 7764

Hello Oliver,

Given that you can't write to a PC disk, it sounds as though you may
have a wonky disk drive in your Atari (perhaps drifted out of
alignment or something?). It would be well worth trying some other
pc formatted disks - you're sure you're using 720K disks, are you?
i.e. regular density, NOT high density, is what you want. Can you
connect your Atari to a modem, and perhaps transfer your file that
way?

Good luck,
John

On Fri, 4 Feb 2000 19:24:45 -0000, mascha will <mascha@mascha.fsnet.co.uk> wrote
>Hi, I wrote quite a lot of text (about 280.000 words) on the Atari with
>"Word Plus"
>My PC (Windows 98) won't read my Atari floppys, on the Atari I can't write
>on the PC formatted disk.
>Both pretend disk formatted by the other system aren't formatted.
>How can I save my work and transfer it to the PC?
>Can anyone help?
>Oliver.
>
>
>
>

3112. SCSI disks/adapters for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-05 00:00:00 UTC
From: Dead Code <jne@iinet.net.au>
Message-ID: <389D05B9.3E3DC7FC@iinet.net.au>
Source record: 7765

Hi.

I am just wondering what is the best brand/model SCSI HDD to install on my STe. Also, is it worthwhile building my own adapter (from schematics on the net..) or should i just buy one..?

thanx.

-Michael.

3113. 9600bd packet modem/driver!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-06 00:00:00 UTC
From: Chris <nibbit@wanadoo.nl>
Message-ID: <87jjmj$6i8$1@buty.wanadoo.nl>
Source record: 7766
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

if you are a HAM (Radio Amateur), still using/having a Atari ST computer
and you are interested in using highspeed (9k6) packet, but not want to
spend to much,
maybe this modem & driver is interesting solution for you.

Hardware & software where develloped by Chris - OE5DXL for Atari ST, it
uses/tricks the MFP chip.
(btw. there also is a version for PC)

Remark: The L2STX driver only supports hostmode packet-prgs.
(i just updated the page with a new version of SP - a update from Odo,
dl1xao)

I have build the Atari version a few years ago, and after it worked i have
sold my expensive 9k6
TNC ;-)
(this modem costed me only 10$)

My website about OE5DXL modem/driver: http://www.qsl.net/pe1nib/

73's Chris de pe1nib

Email: pe1nib@qsl.net

3114. Re: Atari formatted disk to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-06 00:00:00 UTC
From: mascha will <mascha@mascha.fsnet.co.uk>
Message-ID: <87kc6l$v52$1@news8.svr.pol.co.uk>
Source record: 7767

Hi John, thank you very much for your reply!
By regular density you mean DD instead of HD, right?
I read somewhere else that a PC floppy won't accept HD disks anymore.
I'll try anyway.
Thanx again for your help!!
Oliver.

John Cordes <john@llama.nslug.ns.ca> wrote in message
news:slrn89mgvb.dl2.john@llama.nslug.ns.ca...
> Hello Oliver,
>
> Given that you can't write to a PC disk, it sounds as though you may
> have a wonky disk drive in your Atari (perhaps drifted out of
> alignment or something?). It would be well worth trying some other
> pc formatted disks - you're sure you're using 720K disks, are you?
> i.e. regular density, NOT high density, is what you want. Can you
> connect your Atari to a modem, and perhaps transfer your file that
> way?
>
> Good luck,
> John
>
> On Fri, 4 Feb 2000 19:24:45 -0000, mascha will <mascha@mascha.fsnet.co.uk>
wrote
> >Hi, I wrote quite a lot of text (about 280.000 words) on the Atari with
> >"Word Plus"
> >My PC (Windows 98) won't read my Atari floppys, on the Atari I can't
write
> >on the PC formatted disk.
> >Both pretend disk formatted by the other system aren't formatted.
> >How can I save my work and transfer it to the PC?
> >Can anyone help?
> >Oliver.
> >
> >
> >
> >

3115. Link 97

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-06 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <rnkn4.36$YX4.14@198.235.216.4>
Source record: 7768

I intend to purchase a link 97 for my ST. I want to know if I can
still use a Megafile 60, and place the Link 97 in the outport of the
Megafile and connect a CD ROM or Syquest 270removable Drive in the chain.

Such as
Computer
Megafile ID 0
Link 97
Syquest ID 1
Cd Rom. ID 5

Thanks Brian.

3116. DISKS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-06 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <949939794-961599AEicMi@frisurf.no>
Source record: 7769

Hello!

>Is there really a difference between High Density PC
>type 1.44mb floppies
>which have the left read-write tab hole taped up and
>normal 720k
>Double-Sided Double-Density Disks?
>
>I'm interested to know what your thoughts are. I have
>heard that the
>actual disks are different between High-density and
>Low-Density (hense the
>names I guess!?)

I do not think so!
I have used my drill to make holes on appr. 50 DD-
disks and used them for 1.44 on my Falcon and have had
no trouble with them.
Even my Basf-disks that crashed a lot earlier when
formatted for 720k, works fine formatted for 1.44!
So I think that those with a little mark (to show
whree to make the hole!) on the left side is just the
same inside as HD-disks.

--
Norvald

Atari Falcon 030

3117. PORTFOLIO-ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-06 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <949939800-962715AEicMi@frisurf.no>
Source record: 7770

>Hello!
>
>Can anyone help me.
>I have used an old STe for transfering data from my
>Portfolio, and
>everything has worked exellent.
>Now I want to give my STe away to a person who can
>use it to something
>better than just transfering data.
>I then tried an old STFM for the same purpose. But it
>will not work!
>
>I use:
>Portlink.prg
>Parallel interface for the Portfolio
>A home made cable with a LED etc.
>
>The trouble is that Portlink.prg stops with a
>glimpsing file selector
>box!
>
>Anyone who can help me solve the problem?

--
Norvald

Atari Falcon 030

3118. Atari formatted disk to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-07 00:00:00 UTC
From: news <news@letsf.clara.co.uk>
Message-ID: <feLW2WAIdhn4EwSh@letsf.clara.co.uk>
Source record: 7771

m> Organization: Customer of Planet Online

m> Hi, I wrote quite a lot of text (about 280.000 words) on the
m> Atari with "Word Plus"
m> My PC (Windows 98) won't read my Atari floppys, on the Atari I
m> can't write on the PC formatted disk.
m> Both pretend disk formatted by the other system aren't
m> formatted. How can I save my work and transfer it to the PC?
m> Can anyone help?
m> Oliver.

Its only an idea I'm not sure if it will work, but try formatting the disk to
a 720 on the PC. Type the following at the dos prompt it may just work.....

FORMAT A: /U /F:720
This should do an unconditional format to 720KB

Then save the work on the ST as TXT, to this disk

Hope this works, let me know how you get on

Cheers
Paul R

paulr@letsf.clara.co.uk

3119. Re: SCSI disks/adapters for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-07 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <389E8547.6BC8@ooc.de>
Source record: 7772

Dead Code wrote:

> I am just wondering what is the best brand/model SCSI HDD to install

I recommend IBM SCSI drives.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3120. Re: SCSI disks/adapters for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-07 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <87nauu$1hb$1@SOLAIR2.EUnet.yu>
Source record: 7773

On 7 Feb 2000 09:41:43 +, Uwe Seimet wrote:
>Dead Code wrote:
>
>> I am just wondering what is the best brand/model SCSI HDD to install
>
>I recommend IBM SCSI drives.

I use an IBM DSAS-3540 (540MB) and I am quite pleased with it. I should mention however, that I had some initial set-up problems (would not boot without an additional reset because of an incorrect jumper position), and I found that it is rather picky regarding disk-driver settings (I use ICD driver). For example, with some values of "verify buffer" the driver would occasionaly report "write fail".

I use it with Ge-soft SCSI-2 host adaptor.

One of the things I like best on this drive is its extraordinary quietness- the fan on my Mega's power supply is louder than the disk.

Cu.

3121. Re: Graphic card for TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-07 00:00:00 UTC
From: aa728@freenet.carleton.ca
Message-ID: <389F49A0.23563D3F@freenet.carleton.ca>
Source record: 7774

Johan Klockars wrote:

>
> The developer docs aren't public information, AFAIK, but I could
> certainly answer some questions. Since the Linux mach-drivers are
> available, I believe I'll be able to release the Eclipse/RageII device
> driver code under the GNU GPL too, but I'm not 100% sure about that.
>

Now, if we could get these cards into a TT for a reasonable price, say under
$500. That would be something.

STill running in TT medium. (sigh)
--
Blair Dean Harley-Davidson XL1200C 2CEWL
Nepean, Ont. aa728@freenet.carleton.ca
Get paid to surf the net; check my paybar review page at
http://www.freenet.carleton.ca/~aa728/pay2surf.html

3122. Re: DISKS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <N$vVgZAfD2n4EwjA@steverosie.demon.co.uk>
Source record: 7775

In article <949939794-961599AEicMi@frisurf.no>, e-n-bor@frisurf.no
writes
>I do not think so!
>I have used my drill to make holes on appr. 50 DD-
>disks and used them for 1.44 on my Falcon and have had
>no trouble with them.
>Even my Basf-disks that crashed a lot earlier when
>formatted for 720k, works fine formatted for 1.44!
>So I think that those with a little mark (to show
>whree to make the hole!) on the left side is just the
>same inside as HD-disks.

No they are certainly not the same inside.

Think about it!!! punching a hole to make the drive think it's a 1.44
disk! The 1.44 drives can WRITE and READ 720k (double density disks) AND
1.44 (high density disks). So it makes sense that if you punch a hole to
use 720k (DD) disks as 1.44 (HD) disks they will work!!!

Now try and use a 1.44 disk as a double density in a double density
drive and sooner or later, that's if your drive will read and format it,
it will go bad!!

I still get people complaining of valuable data loss for using high
density disks in their Atari's double density drives. What makes it
worse is that most computer shops, including Curry, Dixon, Comet... (in
the UK) still tell people that these, HD, are the only disks produced
and will work with ANY computer!!!

By rights double density disk should be BETTER than high density, though
I haven't really tested them in that sense. I suppose it's like 5.25"
disks being more data secure than 3.5" ones!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@steverosie.demon.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3123. Re: Link 97

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-08 00:00:00 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <389FAACE.B28C0024@student.canterbury.ac.nz>
Source record: 7776

Greetings Brian,

Brian Van TIlborg wrote:
>
> I intend to purchase a link 97 for my ST. I want to know if I can
> still use a Megafile 60, and place the Link 97 in the outport of the
> Megafile and connect a CD ROM or Syquest 270removable Drive in the chain.

Yep, should work, a friend of mine had a Megafile 30 with a Link '97 +
Jaz drive hooked up to his STe and had no connection problems.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI STE 4meg . SM124 . LINK '97 . QUANTUM LP240S . LYNX .
*/

3124. DISKS AGAIN!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-08 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <950033872-623257AEicMi@frisurf.no>
Source record: 7777

Hello again!

An answere to:

>Steve Stupple <Steve@atari.org>

>just the
>>same inside as HD-disks.
>
>No they are certainly not the same inside.

Are you quite sure that there was not produced disk with the same
magnetic plate inside HD and DD for a periode?
(When it still was quite common to use DD disks, but all new computers
used HD disks?)
If it were as I assume, it can explain why approx. 100 BASF DD-disk
crashed on the STs used at work some years ago and some of them now
works perfect when they are formatted for 1.44.
No proof, but.....

>So it makes sense that if you punch a hole to
>use 720k (DD) disks as 1.44 (HD) disks they will work!!!
Yes! And I can store up to 1.44K without any problem! Time will show
what happens in two years. Until now it works perfect. (No more
trouble than with original 1.44K capasity.)
I just now checked out 4 disks where I have stored ZIP-ed mail (not my
most valuable data!), and they are all still readable.

>sooner or later, that's if your drive will read and format it,
>it will go bad!!
It will do with all disks. (sooner or later!)

>I still get people complaining of valuable data loss for using high
>density disks in their Atari's double density drives.
Yes, that is my experience too! (As with the DD BASF-disks!)
So I, of course, agree that there are differces in the magnetic plates
inside the first DD-disks and the latest HD-disks.
I repeat my question:
Are you really sure there was not produced (for a periode) some disks
with different cover and the same inside?

--
Norvald

Atari Falcon 030

3125. Re: Link 97

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <87ppcdshk1@news1.xs4all.nl>
Source record: 7778

On 6 Feb 2000 19:58:15 , Brian Van TIlborg wrote:
>
> I intend to purchase a link 97 for my ST. I want to know if I can
> still use a Megafile 60, and place the Link 97 in the outport of the
> Megafile and connect a CD ROM or Syquest 270removable Drive in the chain.
>
Yes you can. But take care: not too long cables totally on DMA-port.>.
And make sure one of the SCSI-drives has a term-power to the outside
world for feeding the Link!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3126. Re: SCSI disks/adapters for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-08 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <950036238-651701AEicMi@sweet3.freeserve.co.uk>
Source record: 7779

Hi Uwe

>> I am just wondering what is the best brand/model SCSI HDD to install

>I recommend IBM SCSI drives.

Eek!, ive just bought 2 Seagate ST34520N, should i be worrying now. 8~\.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3127. Re: DISKS AGAIN!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <azaZ$SAmVHo4EwIL@steverosie.demon.co.uk>
Source record: 7780

In article <950033872-623257AEicMi@frisurf.no>, e-n-bor@frisurf.no
writes
>Are you quite sure that there was not produced disk with the same
>magnetic plate inside HD and DD for a periode?

I suppose it's possible in the early HD days, just like single and
double sided disks having the same media but label, and priced
differently.

>(When it still was quite common to use DD disks, but all new computers
>used HD disks?)
>If it were as I assume, it can explain why approx. 100 BASF DD-disk
>crashed on the STs used at work some years ago and some of them now
>works perfect when they are formatted for 1.44.
>No proof, but.....

Thinking back, I bought a few 3M DD disk a while back, and they weren't
very data secure at all, 75% went bad!! It makes you wonder!

-- Cheers! For Now
Steve <>< * * *
Email: steve@steverosie.demon.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3128. Re: atari cable

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-08 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38A0DE1E.4AFE46C2@qnet.com>
Source record: 7781

Try Ebay they usually sell for about 5-10 . The ones sold are usually the original Atari adaptors.

Don

HORTON wrote:

> where can i purchase an adapter cable to go from a falcon 030 to a regular
> pc
> monitor. chorton@aristotle.net. thanks curtis

3129. Re: Digital Still Cameras & Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-08 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38A0DF2F.5C66561C@qnet.com>
Source record: 7782

There is a program to download the picture out of a Olympus digital camera. I beleive it works on a few other digital cameras. I have a Fuji MX1200 that has a cable to plug into a com port but havent tried out the software to see if it works with my camera. Your best bet would probably be the Sony camera since it saves the image to floppy disk. It uses a jpg format. I will post my findings with the Atari digital camera software as soon as I try it out. I think the software is in German.

Don

Charles Stanley wrote:

> Gentlefolk!
>
> I'm staring bemusedly at a Dixon's catalogue of digital cameras listing
> 28 different models. Not flush enough yet to 'invest', I am yet
> interested the details, but (as usual) ignorant of the matter.
>
> Would readers of this tech ng care to contribute their experiences
> and thoughts about use of such cameras in relation to the Atari line
> of comuters?
>
> - Which work with ST, TT, Falcon, Hades....
> - what software is needed ...
> - what about the different storage media: which can be used with Atari...
> - how many pics do the different media allow...
> - how transfer pics to the computer...
> - how to use on web pages ...
> - etc etc....?
>
> The late-lamented AC mag began articles about this, but... tragedy...
>
> In hope,
> Charles.

3130. Rename hddriver.sys to -.prg

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-08 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <950118572-717593AEicMi@frisurf.no>
Source record: 7783

Hello!

>From: Steve Sweet <steve@sweet3.freeserve.co.uk>
>Date: Fri, 28 Jan 2000 22:40:18 -0000

>Do you have the SHDRIVER.SYS file, you could rename that to
>SHDRIVER.PRG
>and put that in the auto folder of a floppy!.

Thank you for the information! My Falcon refuses to boot from the SCSI-
disk sometimes.
(The id for the disk is changing from 4 to 6 when the computer have
been "bombing out", and then it always becomes impossible to boot from
the hd until the power of the Falcon have been off for several
minutes!).
Then I sometimes need a startup disk. Earlier it was a bit troublesome
to get started from a disk as I had a hddriver.prg that expected an IDE-
disk!
After I copied my hddriver.sys from the hd to the AUTO-folder on the disk
and renamed it, the disk is starting my hd quite quickly with magic
and all...

I would never get the idea to rename it if I did not find the
information here. (I am a bad reader of "users manual"!)

Thank you Steve!

--
Norvald

Atari Falcon 030

3131. FS:Atari ST 1040 FM $ 100.oo (Australia)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <38A08B24.3E2E@alphalink.com.au>
Source record: 7784
Cross-posted to: alphalink.forsale,aus.computers,aus.ads.forsale.computers,aus.ads.forsale.computers.used,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I have an Atari ST 1040 FM With Mono Monitor and some Music Programs

Price $ 100.oo Pickup Only.

I also Service the Atari St range of computers.

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

3132. Digital Still Cameras & Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <38a0d2c1$0$16852@news.zetnet.co.uk>
Source record: 7785

Gentlefolk!

I'm staring bemusedly at a Dixon's catalogue of digital cameras listing 28 different models. Not flush enough yet to 'invest', I am yet interested the details, but (as usual) ignorant of the matter.

Would readers of this tech ng care to contribute their experiences and thoughts about use of such cameras in relation to the Atari line of comuters?

- Which work with ST, TT, Falcon, Hades....
- what software is needed ...
- what about the different storage media: which can be used with Atari...
- how many pics do the different media allow...
- how transfer pics to the computer...
- how to use on web pages ...
- etc etc....?

The late-lamented AC mag began articles about this, but... tragedy...

In hope,
Charles.

3133. atari cable

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: HORTON <chorton@aristotle.net>
Message-ID: <jl4o4.14525$oU2.2505124@tw12.nn.bcandid.com>
Source record: 7786

where can i purchase an adapter cable to go from a falcon 030 to a regular
pc
monitor. chorton@aristotle.net. thanks curtis

3134. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <sa22ih73hse157@corp.supernews.com>
Source record: 7787

On 3 Feb 2000 14:44:58 +, Michael Schwingen wrote:
>In article <3898fb9d_3@news2.starnetinc.com>, Mikey <mgrove@xprs.net> wrote:
>>
>>I took a look at the code from the ROMS, and no MOVEP's anywhere, then
>>I looked at the Atari MulitTOS AES (KEMD kit) and didn't see any
>>MOVEP's there either, but the ROM dump from the Falcon has a MOVEP
>>within the first 5 or 6 lines.
>
>What 'code from the ROMS'?
>
>I am quite sure that there are movep at least in the MFP code in the
>(X)BIOS. Depending on the compiler used, there may also be other
>unimplemented instructions (I had a problsm with a long division somewhere
>in Gemdos).

I didn't look far enough. I used TT Digger to look at TOS 4.04 and
found many movep's. It is used in Sparrow (2.07) TOS and on down the
line looking at the files using Hex_Edit. Interesting that the
diagnostic cart ROM does not contain one instance of movep.

>
>>No, there is no bus error, and I can't find an indicator of why it hangs
>>other than the unimplemented instruction suspect in TOS as startup.
>
>Sounds reasonable. AFAIR, an original TOS does not hook into these vectors
>during startup, and even if it did, you would not get much besides bombs
>(provided the VDI is already initialized at that point).
>
>>Urgg, another thing to tackel.... Since the MulitTOS AES can be boot
>>off floppy, would it be possible to burn that into ROM just to get the
>>machine up enough to load MiNT and NAES? I also have the -m060 assembler,
>>so who knows, maybe I will get lucky:).
>
>The first thing you can boot is the boot sector off a floppy - however, at
>that point (X)BIOS, VDI and Gemdos are already initialized, so any crash
>during the initialization will not get you there.

I don't think were getting that far. The first movep in TOS 4.04 is on line
10. I think at that point it is setting up an address for the MFP, way
before the necessary things I need are initialized. Looking at the
Amiga Phase 5 site, they had the same problems with the 060 and some
of the cards used on the bus that have ROMs with the movep
code. They wrote a "movep emulator" in their code, but said it
degraded performance quite a bit and recommended that the ROMs be
upgraded. As the Falcon boots off the ROM, an emulator would do no

good here.

What I would like to have is just enough code to get the machine to the auto folder. I don't really care about the AES or GEM on ROM, just get it to the auto folder for MiNT and NAES. I know this means always having to use a hard disk to get the machine up, but I have a couple of Falcons, so that is not a problem.
Wizztronics supposedly has the source code for TOS 4.04, but either Steve is full of it, or is hording it for some unknown (and likely never seen) idea. More likely the latter as the guy is pretty swift with it comes to the Falcon. Just wish he would let it go and get it over with.

Maybe I can get Katherine to take a shot at it. I don't think I was one of the users that ticked her off :)

Thanks Michael,

Mike

3135. Re: Digital Still Cameras & Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <sa22r7v5hse175@corp.supernews.com>
Source record: 7788

Right, Olympia is about $70.00 US and works with several different cameras. I almost went for the Sony floppy, but the hi-end one is very pricey, and the quality of the lo-end models images leave a lot to be desired (slightly better than Computer Eyes:). The package is in German only, AFAIK, but is sold through many of the larger German Atari dealers.

Mikey

On 8 Feb 2000 19:29:51 -, Schoengarth wrote:
>There is a program to download the picture out of a Olympus digital camera.
>I beleive it works on a few other digital cameras. I have a Fuji MX1200 that
>has a cable to plug into a com port but havent tried out the software to see
>if it works with my camera. Your best bet would probably be the Sony camera
>since it saves the image to floppy disk. It uses a jpg format. I will post
>my findings with the Atari digital camera software as soon as I try it out.
>I think the software is in German.
>
>Don
>
>Charles Stanley wrote:
>
>> Gentlefolk!
>>
>> I'm staring bemusedly at a Dixon's catalogue of digital cameras listing
>> 28 different models. Not flush enough yet to 'invest', I am yet
>> interested the details, but (as usual) ignorant of the matter.
>>
>> Would readers of this tech ng care to contribute their experiences
>> and thoughts about use of such cameras in relation to the Atari line
>> of comuters?
>>
>> - Which work with ST, TT, Falcon, Hades....
>> - what software is needed ...
>> - what about the different storage media: which can be used with Atari...
>> - how many pics do the different media allow...
>> - how transfer pics to the computer...
>> - how to use on web pages ...
>> - etc etc....?
>>
>> The late-lamented AC mag began articles about this, but... tragedy...
>>
>> In hope,
>> Charles.
>

>.

3136. Re: SCSI disks/adapters for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38A130E0.63F1@ooc.de>
Source record: 7789

Steve Sweet wrote:

> >I recommend IBM SCSI drives.
>
> Eek!, ive just bought 2 Seagate ST34520N, should i be worrying now. 8~\.

I wouldn't say so. My recommendation is based on the fact that IBM SCSI drives usually are reliable and they are not too expensive. This doesn't mean, of course, that other drives are a bad choice.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3137. SCSI disks/adapters for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <38a18c02.0@news.pacifier.com>
Source record: 7790

SS> >> I am just wondering what is the best brand/model SCSI HDD to install
SS>
SS> >I recommend IBM SCSI drives.
SS>
SS> Eek!, ive just bought 2 Seagate ST34520N, should i be worrying now. 8~\.

I wouldn't be concerned. I've got a Seagate hard drive on my BBS and its been
running for six years, 24 hours a day.

... Life is so uncertain. Eat the desert first!
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

3138. test

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <950119036-543494AEicMi@sweet3.freeserve.co.uk>
Source record: 7791

```
Hello

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

3139. Re: Digital Still Cameras & Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <87snkufrt1@news1.xs4all.nl>
Source record: 7792

On 8 Feb 2000 19:29:51 , Schoengarth wrote:
>There is a program to download the picture out of a Olympus digital camera.
>I beleive it works on a few other digital cameras. I have a Fuji MX1200 that
>has a cable to plug into a com port but havent tried out the software to see
>if it works with my camera. Your best bet would probably be the Sony camera
>since it saves the image to floppy disk. It uses a jpg format. I will post
>my findings with the Atari digital camera software as soon as I try it out.
>I think the software is in German.
>
Yes there is indeed and a demo is somewhere on the belgium ftp-site.
The name to look for is 'Olympia'

But: the program can do much more then downloading pictures from a
Olympus and alike camera.
It needs HSMOD, NVDI, CAB, MagiC, Olga, AV-server etc to be fully
functional. And only fully functional is possible.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
>.

3140. Re: Digital Still Cameras & Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38A201C3.88EAE607@qnet.com>
Source record: 7793

I just check the web site and they do have a englsih RSC file.

Don

Mikey wrote:

> Right, Olympia is about $70.00 US and works with several different
> cameras. I almost went for the Sony floppy, but the hi-end one is very
> pricey, and the quality of the lo-end models images leave a lot to be
> desired (slightly better than Computer Eyes:). The package is in
> German only, AFAIK, but is sold through many of the larger German
> Atari dealers.
>
> Mikey
>
> On 8 Feb 2000 19:29:51 -, Schoengarth wrote:
> >There is a program to download the picture out of a Olympus digital camera.
> >I beleive it works on a few other digital cameras. I have a Fuji MX1200 that
> >has a cable to plug into a com port but havent tried out the software to see
> >if it works with my camera. Your best bet would probably be the Sony camera
> >since it saves the image to floppy disk. It uses a jpg format. I will post
> >my findings with the Atari digital camera software as soon as I try it out.
> >I think the software is in German.
> >
> >Don
> >
> >Charles Stanley wrote:
> >
> >> Gentlefolk!
> >>
> >> I'm staring bemusedly at a Dixon's catalogue of digital cameras listing
> >> 28 different models. Not flush enough yet to 'invest', I am yet
> >> interested the details, but (as usual) ignorant of the matter.
> >>
> >> Would readers of this tech ng care to contribute their experiences
> >> and thoughts about use of such cameras in relation to the Atari line
> >> of comuters?
> >>
> >> - Which work with ST, TT, Falcon, Hades....
> >> - what software is needed ...
> >> - what about the different storage media: which can be used with Atari...
> >> - how many pics do the different media allow...
> >> - how transfer pics to the computer...
> >> - how to use on web pages ...
> >> - etc etc....?

> >>
> >> The late-lamented AC mag began articles about this, but... tragedy...
> >>
> >> In hope,
> >> Charles.
> >
> >.

3141. Re: Digital Still Cameras & Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38A23DB1.B4139F19@qnet.com>
Source record: 7794

Stichting ST wrote:

SNIP SNIP

> But: the program can do much more then downloading pictures from a
> Olympus and alike camera.
> It needs HSMOD, NVDI, CAB, MagiC, Olga, AV-server etc to be fully
> functional. And only fully functional is possible.

Does this mean it wont work under plain TOS. I have the HSMOD and NVDI but the others I do not have. And since the docs are the only language I dont speak Greek. HEHEHEHE.(attempt at funny). I really was just going to play the hit and miss game with trying to get it to work.

Don

> Met vriendelijke groet,
> Ronald van der Kamp
> secretaris Stichting ST
> atarist@xs4all.nl
> >.

3142. Re: Digital Still Cameras & Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: mgrove@xprs.net
Message-ID: <38a24ad3@news2.starnetinc.com>
Source record: 7795

Should work under MultiTOS.

Mike

On 9 Feb 2000 20:25:21 -, Schoengarth wrote:
>
>
>Stichting ST wrote:
>
>SNIP SNIP
>
>>
>> But: the program can do much more then downloading pictures from a
>> Olympus and alike camera.
>> It needs HSMOD, NVDI, CAB, MagiC, Olga, AV-server etc to be fully
>> functional. And only fully functional is possible.
>>
>
>Does this mean it wont work under plain TOS. I have the HSMOD and NVDI but the
>others I do not have. And since the docs are the only language I dont speak
>Greek. HEHEHEHE.(attempt at funny). I really was just going to play the hit and
>miss game with trying to get it to work.
>
>Don
>
>
>>
>> Met vriendelijke groet,
>> Ronald van der Kamp
>> secretaris Stichting ST
>> atarist@xs4all.nl
>> >.
>
>.

3143. Re: Digital Still Cameras & Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-09 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38A25D12.193A4C1D@qnet.com>
Source record: 7796

Ill have to give it a try anyway. Hopefully I can get it to work.

Don

Mikey wrote:

> Should work under MultiTOS.
>
> Mike
>
> On 9 Feb 2000 20:25:21 -, Schoengarth wrote:
> >
> >
> >Stichting ST wrote:
> >
> >SNIP SNIP
> >
> >>
> >> But: the program can do much more then downloading pictures from a
> >> Olympus and alike camera.
> >> It needs HSMOD, NVDI, CAB, MagiC, Olga, AV-server etc to be fully
> >> functional. And only fully functional is possible.
> >>
> >
> >Does this mean it wont work under plain TOS. I have the HSMOD and NVDI but the
> >others I do not have. And since the docs are the only language I dont speak
> >Greek. HEHEHEHE.(attempt at funny). I really was just going to play the hit and
> >miss game with trying to get it to work.
> >
> >Don
> >
> >
> >>
> >> Met vriendelijke groet,
> >> Ronald van der Kamp
> >> secretaris Stichting ST
> >> atarist@xs4all.nl
> >> >.
> >
> >.

3144. Re: atari cable

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-10 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <38a222cd.757667@news.tmisnet.com>
Source record: 7797

Check chro_magic, BEST Electronics, and others listed at
http://www.tmisnet.com/~strads/hq/atari.html -- click on
"Dealers".

I know ... the web site is looking a tad old ... it will be spruced
up soon.

Kindest regards,
George Crissman

On Wed, 09 Feb 2000 02:57:19 GMT, "HORTON" <chorton@aristotle.net>
wrote:

>where can i purchase an adapter cable to go from a falcon 030 to a regular
>pc
>monitor. chorton@aristotle.net. thanks curtis
>
>

3145. Re: Rename hddriver.sys to -.prg

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38A2726C.19C5@ooc.de>
Source record: 7798

e-n-bor@frisurf.no wrote:

> Then I sometimes need a startup disk. Earlier it was a bit troublesome
> to get started from a disk as I had a hddriver.prg that expected an IDE-
> disk!

You can configure HDDRIVER.PRG exactly as you can do this with
HDDRIVER.SYS. Please refer to the manual.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3146. Invitation on Silly Venture 2000

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-10 00:00:00 UTC
From: Ireneusz Pelech <irekp@cu2000.com.pl>
Message-ID: <38A27850.6680B565@cu2000.com.pl>
Source record: 7799
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Invitation on Silly Venture 2000, Polish Atari party.

Invitro for Atari Falcon (english only):
http://www.cu2000.com.pl/guma/arch/sv2k_inv.zip
Invitro for Atari xl/xe (Polish only):
http://www.cu2000.com.pl/guma/arch/sv2000.zip

--
Grtx
Monsoft

irekp@cu2000.com.pl | ->Atari Internet Magazyn <-
irekp@atari.org.pl | http://www.cu2000.com.pl/guma
tel. 0603 439 935 |
```

3147. FS/UK FALCON bits and stfm

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-10 00:00:00 UTC
From: Martin Lansley <mrl665@bham.ac.uk>
Message-ID: <87uce5hid1@usenet.bham.ac.uk>
Source record: 7800
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,maus.computer.atari.falcon

```
For Sale (UK):
Hardware:
14 MB memory board (with memory) for Atari Falcon030, originally bought
from Titan/Core designs

730 MB (formatted) 2.5" Toshiba hard disk drive 128k cache

2.5" - 3.5" IDE adaptor cable

STFM 2.5 MB
2nd floppy drive
+ bits & pieces

Software:
Apex Media Lite
Hisoft Devpac DSP
HIsoft Devpac 3
Books:
The Atari Compendium - Part 1
DSP56000/56001 Digital Signal Processor User's Manual
Real-Time 3D Graphics for the Atari ST
Introducing Atari ST machine code

reasonable offers to

mrl665@bham.ac.uk
```

3148. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-10 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <87uekk$n71$1@draco.stochastik.rwth-aachen.de>
Source record: 7901

In article <sa22ih73hse157@corp.supernews.com>,
Mikey <mgrove@iwvisp.com> wrote:
>
>I don't think were getting that far. The first movep in TOS 4.04 is on line
>10. I think at that point it is setting up an address for the MFP, way
>before the necessary things I need are initialized. Looking at the
>Amiga Phase 5 site, they had the same problems with the 060 and some
>of the cards used on the bus that have ROMs with the movep
>code. They wrote a "movep emulator" in their code, but said it
>degraded performance quite a bit and recommended that the ROMs be

Correct. You can get the emulator for free from Motorola (look for fpsp060
package).

I made a modified version of the ISP060 part (only the integer emulation)
which is now in the Milan TOS for the 060 (the TOS comes up fine without the
emulator on a 060, but I had a hddriver at that time that used movep).

Performance is not too bad: with the old HDDRIVER version which uses movep
in the IDE disk transfer loop, I was able to get about 600K/s disk
throughput with my version of the emulator (the normal HDDriver does *not*
use movep anymore, so I could now remove the emulator again - however,
leaving it in saves one auto folder program).

>What I would like to have is just enough code to get the machine to
>the auto folder. I don't really care about the AES or GEM on ROM, just
>get it to the auto folder for MiNT and NAES. I know this means always

All movep in the TOS are in assembler code in (X)bios. Gemdos, VDOI and AES
should have no movep in them - so you have a bit of work to do and patch all
those parts of TOS that use movep.

cu
Michael

--
In the beginning there was nothing, which exploded.

3149. C-Lab Falcon MK-X and AfterBurner 040

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-10 00:00:00 UTC
From: msh@quality.qadas.com
Message-ID: <cqBo4.2655$4q3.230225@den-news1.rmi.net>
Source record: 7902
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Help! I'm trying to get an AB040 installed in my Falcon MK-X, and it's
not working. The installer say he has done dozens of Nemesis and AB040
installations into regular (stock Atari) Falcons, but not into an MK-X.
If there's anybody out there who has done so successfully, *please*
write me at msh (at) qadas (dot) com ASAP! Thanks very much in advance.

--
--Michael

Michael Hill <>< Isaiah 9:6 | "Oh Daddy please, come find the time,
Michael_Hill@csgsystems.com | Come watch us growing [...]
Aerospace/Software Engineer | Our Father, far Father, well let's talk about
CSG Systems, Inc. | Our Father, far, farther away"
http://www.qadas.com/~msh/ | -- Extreme, "Our Father"
---In a marketplace (like the one of ideas), not everything has equal value!---
Did you ever notice that everybody in favor of abortion has already been born?!

3150. Re: Digital Still Cameras & Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-10 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <38a30a50408a111@online.be>
Source record: 7903

on Wed 09-02-2000 20:25 Schoengarth wrote:

>
>
>Stichting ST wrote:
>
>SNIP SNIP
>
>>
>> But: the program can do much more then downloading pictures from a
>> Olympus and alike camera.
>> It needs HSMOD, NVDI, CAB, MagiC, Olga, AV-server etc to be fully
>> functional. And only fully functional is possible.
>>
>
>Does this mean it wont work under plain TOS. I have the HSMOD and NVDI but the
>others I do not have. And since the docs are the only language I dont speak
>Greek. HEHEHEHE.(attempt at funny). I really was just going to play the hit and
>miss game with trying to get it to work.
>

Yep, it won't work without these things.
You really need NVDI 5, HSMOD, Olga, AV server (Thing or Jinnee desktop)
and a multitasking system. Cab is handy but not necessary.

Because Olympia make use of a special MagiC (only) file call protocol
you'll get 'ILLEGAL AES calls' warnings whenever you start Olympia under
N_AES. However you can overcome this by using a file selector which
supports that protocol. The only FS I know which can handle this is
'Boxkite 2.13'

Both Olympia (demo version) and Boxkite are on the Belgian ftp-site

ftp://chapelie.rma.ac.be/atari/graph-tools/olymp121.zip (273.360 bytes)

-rw-r--r-- 1 ftp 19550 Oct 23 21:18 olymp121e.zip (English rsc)
-rw-r--r-- 1 ftp 19879 Oct 23 21:18 olymp121f.zip (French rsc)

ftp://chapelie.rma.ac.be/atari//utilities/file_selectors/bkit213e.zip (111.784 bytes)

HTH
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********

** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3151. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-10 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38A342E7.EE4F08B2@cable.A2000.nl>
Source record: 7904

Hi

Michael Schwingen wrote:

> I made a modified version of the ISP060 part (only the integer emulation)
> which is now in the Milan TOS for the 060 (the TOS comes up fine without the
> emulator on a 060, but I had a hddriver at that time that used movep).
>
> Performance is not too bad: with the old HDDRIVER version which uses movep
> in the IDE disk transfer loop, I was able to get about 600K/s disk
> throughput with my version of the emulator (the normal HDDriver does *not*
> use movep anymore, so I could now remove the emulator again - however,
> leaving it in saves one auto folder program).

I have seen movep being used in a old AES/VDI lib, cant remember which one
MEGAMAX or GEMFAST or SOZOBON? But there are sure old GEM programs around that
use movep.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3152. Re: SCSI disks/adapters for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-10 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <950289062-75359AEicMi@sweet3.freeserve.co.uk>
Source record: 7905

Hi Don

>SS> Eek!, ive just bought 2 Seagate ST34520N, should i be worrying now.
>8~\.

>I wouldn't be concerned. I've got a Seagate hard drive on my BBS and its
>been running for six years, 24 hours a day.

BBS, now there's a phrase ive not heard for a long time. 8~)

All major BBS's in G.B. have died either due to user or sysop neglect. Damn
shame in my opinion, i had hours of fun trawling.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3153. Re: Rename hddriver.sys to -.prg

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-10 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <950289076-78067AEicMi@sweet3.freeserve.co.uk>
Source record: 7906

Hi Norvald

>I would never get the idea to rename it if I did not find the information
>here. (I am a bad reader of "users manual"!)
>
>Thank you Steve!
>
>--
>Novald

I'm only too glad i could help out a brother atarian. I know what its like
to have problems that cause the sweating of blood. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3154. ST-RAM tip for CT2 + IDE hardware question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-11 00:00:00 UTC
From: "nntpserver.swip.net" <pep@REMOVEmbox306.swipnet.se>
Message-ID: <oDSo4.9988$jg4.20525@nntpserver.swip.net>
Source record: 7907

Hi!

I installed a CT2 in my F030 and the old 4mb memoryboard was too slow. So I replaced the old 80ns memorychips with some 60ns chips i found on a 8 meg simm. Its a bit tricky to doo, but it is very cheap, and works great as long as you don't need more ST-ram.

And for the question: I noticed that the IDE bus on the F030 is _VERY_ sensitive, you cannot use a cable longer than 20cm. Is it possible to add some kind of driver circuitry to the bus? like 74LS245? Would it be possible to use a longer cable with this mod?

/Peter Persson

3155. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-11 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8819bqlic1@draco.stochastik.rwth-aachen.de>
Source record: 7908

In article <38A342E7.EE4F08B2@cable.A2000.nl>,
Henk Robbers <H.Robbers@cable.A2000.nl> wrote:

>I have seen movep being used in a old AES/VDI lib, cant remember which one
>MEGAMAX or GEMFAST or SOZOBON? But there are sure old GEM programs around that
>use movep.

That does not matter, since you can put the FPSP060 emulator in the auto
folder.

The matter is if the TOS uses movep internally, which leads to a crash
before you can execute anything to load the emulator, and I am quite sure
that the compiler which atari used for the TOS did not generate movep -
those are only found in assembler code.

cu
Michael
--
In the beginning there was nothing, which exploded.

3156. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-11 00:00:00 UTC
From: mgrove@xprs.net
Message-ID: <38a4c13d@news2.starnetinc.com>
Source record: 7909

On 11 Feb 2000 16:20:26 , Michael Schwingen wrote:
>In article <38A342E7.EE4F08B2@cable.A2000.nl>,
>Henk Robbers <H.Robbers@cable.A2000.nl> wrote:
>
>>I have seen movep being used in a old AES/VDI lib, cant remember which one
>>MEGAMAX or GEMFAST or SOZOBON? But there are sure old GEM programs around that
>>use movep.
>
>That does not matter, since you can put the FPSP060 emulator in the auto
>folder.
>
>The matter is if the TOS uses movep internally, which leads to a crash
>before you can execute anything to load the emulator, and I am quite sure
>that the compiler which atari used for the TOS did not generate movep -
>those are only found in assembler code.
>
>cu
>Michael
>--
>In the beginning there was nothing, which exploded.
>.

I spent the afternoon looking through the Atari Compendium, and didn't
see one instance of "movep" being referenced. It looks like it does
only come from assembly. I took a peak at the latest release of the
040/060 MiNT kernel, and it is present there as well.
I began writing (more like copying) my own boot strap and have been
test loading it from floppy on the 040. So far so good, and maybe will
have a ROM for the cartridge port next week. I removed the movep from
the beginning of TOS, and the 040 doesn't know the difference:).

Mike

3157. Re: SCSI disks/adapters for STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-12 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <38a52765$0$16851@news.zetnet.co.uk>
Source record: 7910

On 10 Feb 2000 22:20:10 , Steve Sweet wrote:

Hello Steve - you said

>BBS, now there's a phrase ive not heard for a long time. 8~)

>All major BBS's in G.B. have died either due to user or sysop neglect. Damn
>shame in my opinion, i had hours of fun trawling.

Here`s 2 for you to have a look at. Both have ample and up to date
stuff on them. Both sysops are very helpful and chase up something
you might be searching for,including newsgroups.

The Andromeda Galaxy - John Cheyne - 0148 9690786

This one includes another BBS that closed a couple of years ago and
the sysop will change CDs for you to widen the scope of the BBS.

The DRUID - Peter Carr - 01745 571740

Another well endowed BBS and right up to date.

Hope this helps.

Regards Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

3158. Re: atari cable

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-12 00:00:00 UTC
From: Mark Davies <pov@tesco.net>
Message-ID: <883hpu$39u$1@barcode.tesco.net>
Source record: 7911

You could always make a cable.

Atari Falcon to VGA monitor

Falcon 030 VGA

```
1 +-------------------------+ 1
2 +-------------------------+ 2
3 +-------------------------+ 3
4 +-------------------------+ 4
5 +-------------------------+ 5
6 +-------------------------+ 6
7 +-------------------------+ 7
8 +-------------------------+ 8
9 + N/C N/C + 9
10 +-------------------------+ 10
+-11 + N/C + 11
| 12 + N/C N/C + 12
| 13 +-------------------------+ 13
| 14 +-------------------------+ 14
| 15 + N/C N/C + 15
| 16 + N/C
| 17 + N/C
| 18 + N/C
+-19 +
```

"HORTON" <chorton@aristotle.net> wrote in message
news:jI4o4.14525$oU2.2505124@tw12.nn.bcandid.com...
> where can i purchase an adapter cable to go from a falcon 030 to a regular
> pc
> monitor. chorton@aristotle.net. thanks curtis
>
>

3159. A TRIBUTE TO ATARI USER GROUPS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-12 00:00:00 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.10002121241470.7811-100000@moose.erie.net>
Source record: 7912
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

The Spectrum Atari Group of Erie is celebrating FIFTEEN YEARS of dedication to Atari enthusiasts with a unique multi-media CD, entitled "A Fresh Perspective". THIS IS NOT JUST ANOTHER SOFTWARE COLLECTION!

Everyone who appreciates the days of fun and friendship in their own user group will want to get this disc. Whether your interests were 8-bit, ST/TT, Jaguar or Lynx this CD has you covered. It has something for everyone!

It's filled (over 640 megs!) with Atari-related text files, pictures, videos, songs, sample web-pages and an HTML tour that helps you get familiar with the disc's contents. Order it today!

Log onto the SAGE website at http://www.erie.net/~sagedm or at sage.atari.org (if it's working!).

3160. Midi keyboard and atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-12 00:00:00 UTC
From: "a.v.d.moosdijk" <a.v.d.moosdijk@hccnet.nl>
Message-ID: <88466f$2cn$1@news.hccnet.nl>
Source record: 7913
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.computer.atari.hardware

I like to go starting with an atari and a midi keyboard. I have to start
from scratch. I'm the owner of a 1040 stfm. My question is: what for
keyboard do i have to buy. I'm looking for an good price/quality.
Second question, what is important to look for when buying a midi keyboard.

Greetings
a.v.d.moosdijk@hccnet.nl

3161. prob with floppy !!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-12 00:00:00 UTC
From: BISHOP <bishop@miskatonic.de>
Message-ID: <38A5DD54.40BC951A@miskatonic.de>
Source record: 7914

Hi folks,
I think I have a virus on my ST which attacks my floppy !! Does anybody know something about that and which v-killer i need ?? After the attack two of mine ST's can't format disks anymore and sometimes bomb out, when

i try to boot from disks, which yesterday worked fine. In the directory are strange folders and files which couldn't be there!! I'm totally frustrated and near to commit suicide. I need HELP .
Does anybody know how to reconfigure a floppy head (SF314 and in my 1040STF
??
Cheers,
Tobias

3162. floppy reconfiguration ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-12 00:00:00 UTC
From: BISHOP <bishop@miskatonic.de>
Message-ID: <38A5E000.C19BE3F3@miskatonic.de>
Source record: 7915

Hi folks,
I think I have a virus on my ST which attacks my floppy !! Does anybody know something about that and which v-killer i need ?? After the attack two of mine ST's can't format disks anymore and sometimes bomb out, when

i try to boot from disks, which yesterday worked fine. In the directory are strange folders and files which couldn't be there!! I'm totally frustrated and near to commit suicide. I need HELP .
Does anybody know how to reconfigure a floppy head (SF314 and in my 1040STF
??
Cheers,
Tobias

3163. Floppy disk on ST (Hacked by a virus ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-12 00:00:00 UTC
From: BISHOP <bishop@miskatonic.de>
Message-ID: <38A5A08F.759E5E5@miskatonic.de>
Source record: 7916

Hi folks,
I think I have a virus on my ST which attacks my floppy !! Does anybody know something about that and which v-killer i need ?? After the attack two of mine ST's can't format disks anymore and sometimes bomb out, when i try to boot from disks, which yesterday worked fine. In the directory are strange folders and files which couldn't be there!! I'm totally frustrated and near to commit suicide. I need HELP .
Does anybody know how to reconfigure a floppy head (SF314 and in my 1040STF
??
Cheers,
Tobias

3164. strange things are done with my floppy !!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-12 00:00:00 UTC
From: BISHOP <bishop@miskatonic.de>
Message-ID: <38A5A195.F763DF11@miskatonic.de>
Source record: 7917

Hi folks,
I think I have a virus on my ST which attacks my floppy !! Does anybody know something about that and which v-killer i need ?? After the attack two of mine ST's can't format disks anymore and sometimes bomb out, when i try to boot from disks, which yesterday worked fine. In the directory are strange folders and files which couldn't be there!! I'm totally frustrated and near to commit suicide. I need HELP .
Does anybody know how to reconfigure a floppy head (SF314 and in my 1040STF
??
Cheers,
Tobias

3165. Re: test

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-13 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <38a6eebf$0$16849@news.zetnet.co.uk>
Source record: 7918

On 9 Feb 2000 18:56:12 -, Steve Sweet wrote:
>Hello

Goodbye!

3166. PC to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-13 00:00:00 UTC
From: Andy <andy@anomaliesinc.freeserve.co.uk>
Message-ID: <88794t$i9n$1@newsg3.svr.pol.co.uk>
Source record: 7919

Hi,

I'm trying to load some sys.ex files that I have stored on my PC into my
Atari - any ideas on how to do this? Floopys don't seem to work.

Cheers

Andy

3167. centurbo II instillation?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-13 00:00:00 UTC
From: bytor <marvinjrNOmaSPAM@mindspring.com.invalid>
Message-ID: <083127ed.15099c85@usw-ex0101-007.remarq.com>
Source record: 7920

I am installing my Centurbo Ii on my Falcon :)

I have a question:
1. The printed manual states to cut pin 17 of the CPU, bend it,
then solder a wire to the pin and solder the other end of the
wire to the pin 10 of u59.
Now, Rodolphe added a hand written "update" to the manual
stating that the "...68030 must be removed of the Falcon
motherboard." If I remove it what do I do with pin 10 of u59?
Anything?
I have Emailed Rodolphe about this. I just thought some of you
may be able to help as I am sure Rodolphe is very busy.

Thanks,
Bytor- USA

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3168. Re: PC to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-13 00:00:00 UTC
From: bytor <marvinjrNOmaSPAM@mindspring.com.invalid>
Message-ID: <245e46d2.1760a33a@usw-ex0101-007.remarq.com>
Source record: 7921

You should be able to use a floppy.
I am assuming you have a double sided (DS) disk drive on your
ST. If you have a single sided (SS) it is still possible, but a
little more tricky. The 1040ST and Mega ST came with a DS as did
the SF314. The SF354 and some early 520STFM had only a SS drives.

1. Buy some Double Sided/Double Density disks (DS/DD) not HD!!
You can still get them from Radio Shack and even Walmart here in
the USA.
2. Format the a floppy on your PC at 720kb (not 1.44mb).
3. Save your sysex info from your PC on the floppy.
4. Your ST should now be able to read the disk info.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3169. Re: Midi keyboard and atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-13 00:00:00 UTC
From: atarigalen
Message-ID: <00e5bbd6.bd6d68f5@usw-ex0108-063.remarq.com>
Source record: 7922
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,maus.computer.atari.hardware

In article <88466f$2cn$1@news.hccnet.nl>, "a.v.d.moosdijk"
<a.v.d.moosdijk@hccnet.nl> wrote:
>I like to go starting with an atari and a midi keyboard. I have
>to start from scratch. I'm the owner of a 1040 stfm. My
>question is: what for keyboard do i have to buy. I'm looking
>for an good price/quality. Second question, what is important
>to look for when buying a midi keyboard.
>
Hmm, this is a bit like asking "What car should I buy?". My
Yamaha PSR300 (nearly 10 years old) has touch sensitive, full
size keys. These were my only two requirements then as well as
now (besides MIDI, of course). However, I'm a lousy pianist,
and I only use my keyboard for assistance with my vocal
rehearsals. Perhaps you should tell us what you intend to do
with the keyboard once you have it.

Galen

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3170. Re: PC to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-13 00:00:00 UTC
From: Andy <andy@anomaliesinc.freeserve.co.uk>
Message-ID: <887fufsb1@newsg2.svr.pol.co.uk>
Source record: 7923

bytor <marvinjrNOmaSPAM@mindspring.com.invalid> wrote in message
news:245e46d2.1760a33a@usw-ex0101-007.remarq.com...
> You should be able to use a floppy.
> I am assuming you have a double sided (DS) disk drive on your
> ST. If you have a single sided (SS) it is still possible, but a
> little more tricky. The 1040ST and Mega ST came with a DS as did
> the SF314. The SF354 and some early 520STFM had only a SS drives.
>
> 1. Buy some Double Sided/Double Density disks (DS/DD) not HD!!
> You can still get them from Radio Shack and even Walmart here in
> the USA.
> 2. Format the a floppy on your PC at 720kb (not 1.44mb).
> 3. Save your sysex info from your PC on the floppy.
> 4. Your ST should now be able to read the disk info.
>

Many thanks for the info. I'll give it a go as soon as possible! Thanks
again!

Andy

3171. 520 ST ROMs

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-13 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38A773D4.EB02437@qnet.com>
Source record: 7924

I have a 520 ST with out ROMS. This is a early version of the ST when TOS had to be loaded from disk. Problem is I dont think the ROMS are in the correct sockets. I dont get the fance screen that comes up when tos needs to be loaded. Does anyone know where the 2 roms go? Any information would be appreciated.

Thanks Don

3172. Re: centurbo II instillation?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <950522746-417428AEicMi@cwcom.net>
Source record: 7925

From: bytor <marvinjrNOmaSPAM@mindspring.com.invalid>
Date: Sun, 13 Feb 2000 15:09:15 -0800

> am installing my Centurbo Ii on my Falcon :)
Lovely bit o' kit! :-)

>Now, Rodolphe added a hand written "update" to the manual
>stating that the "...68030 must be removed of the Falcon
>motherboard." If I remove it what do I do with pin 10 of u59?
I'd try lifting that pin and connecting it to the wire as originally
specified in the manual and trying the Falcon out before going down the road
of removing the CPU altogether! That's how I installed mine.

Otherwise, I believe that you can leave that wire unconnected.

Rgds, Derryck

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/ / / / / / / /
/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

3173. Re: centurbo II instillation?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-14 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e600td.11jh9571j9yd34N%doitarchive@atari-computer.de>
Source record: 7926

bytor <marvinjrNOmaSPAM@mindspring.com.invalid> wrote:

> I am installing my Centurbo Ii on my Falcon :)
>
> I have a question:
> 1. The printed manual states to cut pin 17 of the CPU, bend it,
> then solder a wire to the pin and solder the other end of the
> wire to the pin 10 of u59.

Yes, that modification connects pin 17 of the CPU to GND.
(Let the CPU sleep)

> Now, Rodolphe added a hand written "update" to the manual
> stating that the "...68030 must be removed of the Falcon
> motherboard." If I remove it what do I do with pin 10 of u59?
> Anything?

Yes, that means you have to remove the hole SMT CPU from mainboard.
(Most of CENTEK fitted F030 had not longer the orignal CPU)
(CPU isnï¿½t at all only with pin 17 to GND)
(Maybee not all falcons work well with only bend pin 17)

URGENT: Leave it if you are not firm with SMT!!

> I have Emailed Rodolphe about this. I just thought some of you
> may be able to help as I am sure Rodolphe is very busy.

That means: Send mainboard to CENTEK. They fit your CT2 in one day.
(Without shipping)

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3174. Monochrome PD for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-14 00:00:00 UTC
From: MACIEJ SZYMCZYNSKI <maciej.s@swipnet.se>
Message-ID: <z0Vp4.65$7f7.178@nntpserver.swip.net>
Source record: 7927

Hi there! I wonder if anybody knows where to get som monochrome PD programs
for the ST? (On the web, that is...)

3175. Re: Monochrome PD for the ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NBg8TUAFDFq4Ew4L@steverosie.demon.co.uk>
Source record: 7928

In article <z0Vp4.65$7f7.178@nntpserver.swip.net>, MACIEJ SZYMCZYNSKI
<maciej.s@swipnet.se> writes
>Hi there! I wonder if anybody knows where to get som monochrome PD programs
>for the ST? (On the web, that is...)
>
>

I've got lots of monochrome PD/shareware, but not on the web.

Drop in at www.last-pd.co.uk and download the disk lists in MSA and
Fastcopy Pro format.

If you would like the disk in another format, and enough people want it
I will add it:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@steverosie.demon.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3176. Re: centurbo II instillation?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-14 00:00:00 UTC
From: bytor <marvinjrNOmaSPAM@mindspring.com.invalid>
Message-ID: <097f4920.75ac3e66@usw-ex0102-013.remarq.com>
Source record: 7929

Rodolphe Emailed me back and stated to remove the whole CPU. Of
course, this will mean to forget about the jumper to u59.

Other questions to add:

What are some suggestions on memory configurations with the CT2?
I now have the Atari 4mb STram onboard. I believe that it will
not work (?). I have heard that it is to slow.

Now, for the fast Ram: How much is enough for most applications?
128mb seems a bite excessive to me, but I am not sure?

Also, where will I notice the biggest advantages if I add an FPU?

Thanks all,
Marvin A.K.A. "Bytor" USA

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3177. Re: centurbo II instillation?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-14 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <950618718-202417AEicMi@sweet3.freeserve.co.uk>
Source record: 7930

Yo!, Dezza

>>...68030 must be removed of the Falcon motherboard." If I remove it what
>>do I do with pin 10 of u59?

>I'd try lifting that pin and connecting it to the wire as originally
>specified in the manual and trying the Falcon out before going down the
>road of removing the CPU altogether!

I'd aggree with that strategy.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3178. Re: test

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-14 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <950618720-202936AEicMi@sweet3.freeserve.co.uk>
Source record: 7931

Yo!, Jimmz

>>Hello

>Goodbye!

Hm!, you didnt stay long! Bring any food?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3179. Re: centurbo II instillation?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-15 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <38A904A2.7D990517@siemens.at>
Source record: 7932

bytor wrote:
> What are some suggestions on memory configurations with the CT2?
> I now have the Atari 4mb STram onboard. I believe that it will
> not work (?). I have heard that it is to slow.

I changed STram to 16mb Wizztronics board but as most things will
run in Fastram the amount of STram is not that important. It needs
only be enough (and fast enough) to display the screen buffer.

> Now, for the fast Ram: How much is enough for most applications?
> 128mb seems a bite excessive to me, but I am not sure?

I have 32mb installed and feel very much on the safe side.

> Also, where will I notice the biggest advantages if I add an FPU?

If you're interested in raytracing (e.g. POV) or audio manipulation
(e.g. denoiser) the FPU is surely worth the money.

Gerhard

3180. SV: centurbo II instillation?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-15 00:00:00 UTC
From: Peter Persson <pep@REMOVEmbox306.swipnet.se>
Message-ID: <3_gq4.662$7f7.1978@nntpserver.swip.net>
Source record: 7933

Hi!

> What are some suggestions on memory configurations with the CT2?
> I now have the Atari 4mb STram onboard. I believe that it will
> not work (?). I have heard that it is to slow.

The standard 4meg memorycard from atari uses 80ns memorychips - too slow.
However if you replace them with 60ns memorychips it will be fast enough. (I
replaced mine with some chips from an 8 meg simm. It has to be one with 16
chips on it - 8+8)

/Peter

3181. <Fortress> BBS Lives again

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-15 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <950636300-49798AEicMi@sweet3.freeserve.co.uk>
Source record: 7934

All Fortress BBS users.

Now theres something ive been wanting to say for some while!. 8~)
To business

Following some TLC this evening the <Fortress> BBS is now up and running
again.

Problems were down to the ICD clock not rolling over correctly at new Year
resulting in Jetmail being a tad confused.

The Clock has been reset and re-boot tested, Jetmail has been upgraded.

Note, this system is Mailer only at the moment.
The sysop is not in residence so dont expect quick answers to any mail.

If there's a problem you can NetMail myself and i'l pass on anything i deem
relevant. 8~)

Would all international NeST nodes please attempt a poll to catch up.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3182. Emulators for the Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-15 00:00:00 UTC
From: Carl Turner <cturner@zetnet.co.uk>
Message-ID: <38a9e3c4$0$16857@news.zetnet.co.uk>
Source record: 7935

Hello,
Does anyone on here use an Emulator for the STe. ATM, I am trying
'Gemulator' but for some reason it doesn't seem to get past the set-up
procedure. When I have told the APP where the files are located for MagiC
v5 RAM file and installed the GEMDESK/GEMSYS folder et al, the HD busy light
stays on intermitently (as if it's trying to write something to the drive
but can't). Any idea what I need to do to be able to set it up correctly.
I am using a P75 trying to run MagiC v.5.

3183. Re: centurbo II instillation?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-15 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <950684226-101200AEicMi@cwcom.net>
Source record: 7936

From: bytor <marvinjrNOmaSPAM@mindspring.com.invalid>
Date: Mon, 14 Feb 2000 12:02:01 -0800

>Rodolphe Emailed me back and stated to remove the whole CPU. Of
>course, this will mean to forget about the jumper to u59.

Follow the advice that you've already been given. Don't remove the CPU unless
you really have to!

>What are some suggestions on memory configurations with the CT2?
>I now have the Atari 4mb STram onboard. I believe that it will
>not work (?). I have heard that it is to slow.

Again, try it first. If you get (in colour modes) some flashing pixels, then
the memory is too slow.

>Now, for the fast Ram: How much is enough for most applications?
>128mb seems a bite excessive to me, but I am not sure?

Up to you, 32Mb is plenty but more never hurts, if your wallet is deep enough.
You need a low profile SIMM, otherwise you won't be able to close the case up
without using spacers under the screw pillars and under the keyboard.

Rgds, Derryck

--

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/ /_/ / / /_/ /
/_____/ /_____/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
http://www.cix.co.uk/~derryck/index.htm

3184. Re: 68060rc / 50mhz ??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-16 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <88e1hblll1@draco.stochastik.rwth-aachen.de>
Source record: 7937

In article <38a4c13d@news2.starnetinc.com>, Mikey <mgrove@xprs.net> wrote:
>I spent the afternoon looking through the Atari Compendium, and didn't
>see one instance of "movep" being referenced. It looks like it does
>only come from assembly. I took a peak at the latest release of the

What did you expect?

movep is an assembly instruction, so you will only find it referenced in
assembly programming documentation.

After all, you won't find documentation on 'lea' or 'move' in a book like
the compendium either, although you can expect a C compiler to generate
these.

cu
Michael
--
In the beginning there was nothing, which exploded.

3185. Re: Emulators for the Atari STe

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-16 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <38aa8da0.37723823@news.jax.bellsouth.net>
Source record: 7938

On Tue, 15 Feb 2000 23:40:20 -0000, "Carl Turner"
<cturner@zetnet.co.uk> wrote:

>Hello,
>Does anyone on here use an Emulator for the STe. ATM, I am trying
>'Gemulator' but for some reason it doesn't seem to get past the set-up
>procedure. When I have told the APP where the files are located for MagiC
>v5 RAM file and installed the GEMDESK/GEMSYS folder et al, the HD busy light
>stays on intermitently (as if it's trying to write something to the drive
>but can't). Any idea what I need to do to be able to set it up correctly.
>I am using a P75 trying to run MagiC v.5.
>
It could be the card is trying to use the same IRQ settings in your PC
as another card (Sound, video, etc).

3186. FS: Various Atarai stuff - GCR, Drives

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-16 00:00:00 UTC
From: "Shane A. Bushman" <sbushman@gate.net>
Message-ID: <38AAD742.A8D0C749@gate.net>
Source record: 7939

I have 2 SF314 drives (only 1 power supply)

Spectre GCR with 128k roms

2 14.4 modems and a 2400 modem

Vidi ST full motion capture cartridge (digitizer)

Take all of the above for $100 plus shipping COD.

1 SC1224 color monitor
1 SM124 mono monitor

Take the lot for $160 plus shipping - COD.

Shane Bushman

3187. Sting v1.22 DNS problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-16 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <38ab38b7$0$16857@news.zetnet.co.uk>
Source record: 7940

Hi all!

I'm having a problem with v1.22 of Sting, in that the DNS cache load keeps
failing (the message keeps coming up on loading in the Auto folder).

With previous versions all I had to do to get rid of this message was to
delete the CACHE.DNS file, but with this version the message still
happens.

I'm using a standard Falcon, 14Mb of ST Ram, MagiC v6.01, NVDI v5.02.

Anyone?

Cheers!

James


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___________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/___________________________________/_________________\
```


List owner of the Cheshunt Computer Club mailing list

3188. Converting CD audio to MPG

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-17 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <38ac529d$0$16849@news.zetnet.co.uk>
Source record: 7941

Hi all!

Does anyone know if this can be done on an Atari? It's not for copying of copyright material, as I'm doing a website for a friend who is a musician, and it would be very useful for him to have a track or tracks converted from his CD to an MPEG, which could be downloaded from his website.

If thats's not possible can it be converted instead to a WAV file (without resampling)?

Cheers!

James


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_____________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/___________________________________/_________________\
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List owner of the Cheshunt Computer Club mailing list

3189. Re: Sting v1.22 DNS problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-17 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <950823896-65997AEicMi@sweet3.freeserve.co.uk>
Source record: 7942

Hi JimZ

>I'm having a problem with v1.22 of Sting, in that the DNS cache load keeps
> failing (the message keeps coming up on loading in the Auto folder).

I seem to recall many moons ago having this prob, if ignored it will
recover. Is it a fatal eror or are you able to continue.?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3190. Re: Sting v1.22 DNS problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-19 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <38ae87ac$0$16853@news.zetnet.co.uk>
Source record: 7943

Hi Steve!

>>I'm having a problem with v1.22 of Sting, in that the DNS cache load keeps
>> failing (the message keeps coming up on loading in the Auto folder).

>I seem to recall many moons ago having this prob, if ignored it will
>recover. Is it a fatal eror or are you able to continue.?.

Yeah, with previous versions of Sting you could delete the cache and it
would create another file, but not with this version for some strange
reason.

It's not fatal, and I can still connect and surf etc, but it's a little
worrying seeing it come up every time I boot!

Cheers!

James


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_____________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/_____________________________________/_________________\
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List owner of the Cheshunt Computer Club mailing list

3191. Re: <Fortress> BBS Lives again

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-19 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <38ae87b0$0$16853@news.zetnet.co.uk>
Source record: 7944

On 15 Feb 2000 17:31:04 , Steve Sweet wrote:

>Note, this system is Mailer only at the moment.
>The sysop is not in residence so dont expect quick answers to any mail.

Any idea if it will be going back to full BBS mode soon? It's not worth me sorting out my point system again, as I only go on it once in a while now, and only to see if there are any files I want or to see if there is any life in NeST etc! :)

Cheers!

James


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_____________________________________
/ /\
/ James Haslam / \
/ / || \
/ Email address: / || \
/ jfhaslam@zetnet.co.uk / /||\ \
/ / //||\\ \
/ Website: / \
/ www.users.zetnet.co.uk/jfhaslam/ / Atari Falcon \
/_____________________________________/_________________\
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List owner of the Cheshunt Computer Club mailing list

3192. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-20 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002201826020.277-100000@rakas>
Source record: 7801

On 2000-2-20, Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> > I'm in the process of disassembling my Stacy to install a bigger
> > hard-disk, but ran into one stumbling block: the display's wire
> > harness. It is too short to easily move the top assemby appart,
> > or even to access the connectors. What's the trick?
>
> You'll have to dismantle the screen and unplug the wires in
> that end before you attempt to open the rest of the box.

Where are the screws to open the screen? Behind which label?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3193. Re: Please help me open old ATARI file!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-20 00:00:00 UTC
From: Aleksandar Sarovic <aleksandar@sympatico.ca>
Message-ID: <fIRr4.43554$ri.1176073@news20.bellglobal.com>
Source record: 7945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Kenneth Medin <kennethm@tripnet.se> wrote in message
news:38afb276c65460@tripnet.se...
> On Sun 20-02-2000 05:17 (GMT) Aleksandar Sarovic wrote:
>
>
> >> > PC recognized file or send the text to my address by e-mail. Is there
> >> > anybody in Toronto area willing to help me? Any suggestion will be
> >> welcome.
> >> >
> >>
> >> If you use e-mail, there is not important from where is person who
will
> >do
> >> conversion.
> >>
> >> Pera
> >>
> >
> >It is extremelly important, because the person who may do conversion does
> >not have my diskettes and I cannot send him files wia e-mail because my
> >machine could not pick the files up. My machine allows me only to watch
them
> >as a closed picture.
>
> This statement indicates that you need some basic pc-training :-)
>
> You should copy the files from floppy to harddisk, not open them by
> doubleclicking!
>
> First keep the floppy writeprotected (open the tab).
>
> Insert floppy in pc
>
> Double click on "My computer" icon. This opens a window with your
> available diskdrives.
>
> Double click on the floppy and harddisk icons.
>
> Select the files on the floppy you want to copy. Drag (with mouse
> button down) the files from floppy window to harddisk window.
>
> Even more simple would be to simply start your email program and attach
> the files right from floppy.

>
> --
> Kenneth Medin <kennethm@tripnet.se>
> http://www5.tripnet.se/~kennethm/
> <<Produced with 100% pure Atari equipment>>

I am supposed to know the basic things because I am IT professional. If I try to copy the file from a:, got the massage" A: is not accessable" and there is the end of story.

Aleksandar

3194. Re: Please help me open old ATARI file!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-20 00:00:00 UTC
From: Aleksandar Sarovic <aleksandar@sympatico.ca>
Message-ID: <FRRr4.53394$vl6.1341950@news20.bellglobal.com>
Source record: 7946
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pera Putnik <ppera@soyaprotein.com> wrote in message
news:88ohtaspq1@SOLAIR2.EUnet.yu...
>
> Aleksandar Sarovic <aleksandar@sympatico.ca:-)> wrote in message
> news:INKr4.43173$ri.1163263@news20.bellglobal.com...
> >
> > Pera Putnik <ppera@soyaprotein.com> wrote in message
> > news:88nnfjeui1@SOLAIR2.EUnet.yu...
> > >
> > >
> > > If you use e-mail, there is not important from where is person who
> will
> > do
> > > conversion.
> > >
> > > Pera
> > >
> >
> > It is extremelly important, because the person who may do conversion
does
> > not have my diskettes and I cannot send him files wia e-mail because my
> > machine could not pick the files up. My machine allows me only to watch
> them
> > as a closed picture.
> >
>
>
> If you use Gemulator you should activate Atari disk mode. Then you must
be
> able to copy files from ST floppies to PC hard disk. Btw. Gemulator is now
> completely free.
>
> Pera

You are partially right here. When I use Gemulator, I can see the files and file names. When I click property I can see how big file is. When I click copy (edit/copy as a text) it really copies but could not paste text anywhere. It seems I need SIGNUM (a very old text processor for Atari) for my PC to run the text or I need Atari computer where I can use SIGNUM from diskette.

Aleksandar

3195. Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-20 00:00:00 UTC
From: Martin-Éric Racine <q-funk@pp.fishpool.fi>
Message-ID: <Pine.MNT.4.10.10002201548300.306-100000@rakas>
Source record: 7947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello!

I'm in the process of disassembling my Stacy to install a bigger
hard-disk, but ran into one stumbling block: the display's wire
harness. It is too short to easily move the top assemby appart,
or even to access the connectors. What's the trick?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3196. Re: Please help me open old ATARI file!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-20 00:00:00 UTC
From: Aleksandar Sarovic <aleksandar@sympatico.ca>
Message-ID: <VhSr4.53442$vl6.1343428@news20.bellglobal.com>
Source record: 7948
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Aleksandar Sarovic <aleksandar@sympatico.ca:-)> wrote in message
news:FRRr4.53394$vl6.1341950@news20.bellglobal.com...
>
> Pera Putnik <ppera@soyaprotein.com> wrote in message
> news:88ohta$spq$1@SOLAIR2.EUnet.yu...
> >
> > Aleksandar Sarovic <aleksandar@sympatico.ca:-)> wrote in message
> > news:INKr4.43173$ri.1163263@news20.bellglobal.com...
> > >
> > > Pera Putnik <ppera@soyaprotein.com> wrote in message
> > > news:88nnfj$eui$1@SOLAIR2.EUnet.yu...
> > > >
> > > >
> > > > If you use e-mail, there is not important from where is person who
> > will
> > > > do
> > > > conversion.
> > > >
> > > > Pera
> > > >
> > >
> > > It is extremelly important, because the person who may do conversion
> does
> > > not have my diskettes and I cannot send him files wia e-mail because
my
> > > machine could not pick the files up. My machine allows me only to
watch
> > them
> > > as a closed picture.
> > >
> >
> >
> > If you use Gemulator you should activate Atari disk mode. Then you
must
> be
> > able to copy files from ST floppies to PC hard disk. Btw. Gemulator is
now
> > completely free.
> >
> > Pera
>
> You are partially right here. When I use Gemulator, I can see the files
and
```

> file names. When I click property I can see how big file is. When I click
> copy (edit/copy as a text) it really copies but could not paste text
> anywhere. It seems I need SIGNUM (a very old text processor for Atari) for
> my PC to run the text or I need Atari computer where I can use SIGNUM from
> diskette.
>
> Aleksandar
>

Maybe I need to give you better explanation. When I click copy (edit/copy as a text) it start to produce noises like it copies, but when I try to paste it in Word processor the result always looks like this:"sdoc0001" with no matter what file I use to copy and how big it is. It is not even the file name. I do not know what is this.

Aleksandar

3197. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <88p3jnpuv1@snipp.uninett.no>
Source record: 7949

Martin-ï¿½ric Racine <q-funk@pp.fishpool.fi> wrote:

> I'm in the process of disassembling my Stacy to install a bigger
> hard-disk, but ran into one stumbling block: the display's wire
> harness. It is too short to easily move the top assemby appart,
> or even to access the connectors. What's the trick?

You'll have to dismantle the screen and unplug the wires in that end
before you attempt to open the rest of the box.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3198. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-20 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <38b05e5d$0$16853@news.zetnet.co.uk>
Source record: 7950

Martin-€ric Racine <q-funk@pp.fishpool.fi> wrote in message
news:Pine.MNT.4.10.10002201548300.306-100000@rakas...
> Hello!
>
> I'm in the process of disassembling my Stacy to install a bigger
> hard-disk, but ran into one stumbling block: the display's wire
> harness. It is too short to easily move the top assemby appart,
> or even to access the connectors. What's the trick?

open the screen back and loosen the cable strain clip there, this will gain
you another inch, many people have killed STacys trying to upgrade them, I
managed to put a large hard drive and HD floppy controller in mine, one tip
the internal SCSI host only supports up to Gig and is fussy as to what drive
it has, good luck

--
All the best Kevin
with emulators for free everyone can own a superfast Atari
k@kevindermott.co.uk Lancashire England
mug shot and more at www.kevindermott.co.uk

3199. Re: Please help me open old ATARI file!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-21 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <38b072d4.4471451@news.tmisnet.com>
Source record: 7802
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

It should be possible for WordPad to open a file with the SDO
extension ... here's what I would do.

1. Start WordPad (Start, Programs, Accessories, WordPad).

2. Select "File", "Open" from the menu bar.

3. In the dialog, change "Files of Type" to "All Documents".
Then change "File Name" to "*.SDO" -- remember to press ENTER.

4. Click on the SDO file of your choice, then click on "Open".

If this does not work, please let us know which step (above) fails!

George Crissman
strads@tmisnet.com

On Sun, 20 Feb 2000 03:09:47 GMT, "Aleksandar Sarovic"
<aleksandar@sympatico.ca:-)> wrote:

>I wrote a long text 8 years ago on Atari 1024ST and saved text on diskettes
>together with a text program called SIGNUM. Now I would like to open the
>text on PC but cannot. Tried to use emulator and got folders but cannot open
>it because PC does not recognize SIGNUM with SDO extension. Maybe the best
>choice would be to find Atari computer, open the file and convert it to any
>PC recognized file or send the text to my address by e-mail. Is there
>anybody in Toronto area willing to help me? Any suggestion will be welcome.
>
>Aleksandar
>
>

3200. Re: Please help me open old ATARI file!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-21 00:00:00 UTC
From: Aleksandar Sarovic <aleksandar@sympatico.ca>
Message-ID: <fX2s4.55797$vl6.1412353@news20.bellglobal.com>
Source record: 7803
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

George Crissman <strads@tmisnet.com> wrote in message
news:38b072d4.4471451@news.tmisnet.com...
> It should be possible for WordPad to open a file with the SDO
> extension ... here's what I would do.
>
> 1. Start WordPad (Start, Programs, Accessories, WordPad).
>
> 2. Select "File", "Open" from the menu bar.
>
> 3. In the dialog, change "Files of Type" to "All Documents".
> Then change "File Name" to "*.SDO" -- remember to press ENTER.
>
> 4. Click on the SDO file of your choice, then click on "Open".
>
> If this does not work, please let us know which step (above) fails!
>
> George Crissman
> strads@tmisnet.com

It works but the text is under cover or not readable. The text starts with:
"sdoc0001" and continue with non recognizable symbols. When I try to copy
and paste it only "sdoc0001" appears. The reason might be in fact I did not
use standard fonts.

Aleksandar

3201. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nuts.edu>
Message-ID: <88rc4u$6r$1@nnrp1.deja.com>
Source record: 7804

In article <Pine.MNT.4.10.10002201826020.277-100000@rakas>,
Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:
> On 2000-2-20, Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> > You'll have to dismantle the screen and unplug the wires in
> > that end before you attempt to open the rest of the box.
>
> Where are the screws to open the screen? Behind which label?

IIRC there are only two screws, behind the Atari-logo at the bottom
left of the screen. The rest of the cover is snapped together.

--
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

3202. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-21 00:00:00 UTC
From: rives@gte.net
Message-ID: <rives-2202001303240001@1cust171.tnt6.nyc3.da.uu.net>
Source record: 7805

In article <Pine.MNT.4.10.10002201548300.306-100000@rakas>,
=?iso-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@pp.fishpool.fi> wrote:

>Hello!
>
>I'm in the process of disassembling my Stacy to install a bigger
>hard-disk, but ran into one stumbling block: the display's wire
>harness. It is too short to easily move the top assemby appart,
>or even to access the connectors. What's the trick?

You have to snake the white wires around the clamp to give you say another inch or so. Now you can prop up the display vertically directly behind the case.

Years ago I changed the regulator, hard drive and had to screw around with the adspeed ICD installed for me (the chip pins had to be extended)

Rich

3203. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-21 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002212045160.218-100000@rakas>
Source record: 7806

On 2000-2-21, Richard Rives <rives@gte.net> wrote:

> Years ago I changed the regulator, hard drive and had to
> screw around with the adspeed ICD installed for me (the chip
> pins had to be extended)

Btw, where did you find your replacement regulator board?

Mine's 12v part just gave up, which prevents the hard-disk from rolling (it worked for a few minutes, then something smelled like it was burning - the regulator presumably isn't strong enough for the new drive); the output goes down to 6v within one minute from booting. The floppy still works, though, fortunately.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3204. For sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-21 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <951170524.25995.0.nnrp-11.c1ed70d1@news.demon.co.uk>
Source record: 7807

I am clearing out. I have lots of games for Atari,Amstrad cpc464,atari ST, Commodore 64

Atari 800xl for sale, this computer comes with some games and sotware, inc assembler editor cartridge. there several Atari manuals including operating system source listing,Atari hardware manual, operating system manual, operating system users manual, sio users guide and more. There two 1050 disk drives and a 1010 cassette drive and the power supplies.
2ST's for sale and a Mega2, 270meg hard drive magic cad fastweb connection 4meg memory vidi st etc

CPC 464 computer comes with color monitor, two Amstrad disc drives and a DMP1 printer. A box full of games and cpm. Mini Office. The four main Amstrad manuals, operating sys firmware specification, Devpac manual, Concise basic specification and DDI-1 firmware, complete cpc464 disc operating system rom specification. A few books on the 8 bit Amstrad. Protext and Wordstar. several Amstrad action magazines

email me from http://www1.50megs.com/llewis/

3205. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-21 00:00:00 UTC
From: rives@gte.net
Message-ID: <rives-2202001901230001@1cust96.tnt6.nyc3.da.uu.net>
Source record: 7808

In article <Pine.MNT.4.10.10002212045160.218-100000@rakas>, Martin-Eric Racine <q-funk@funkyware.atari.org> wrote:

>On 2000-2-21, Richard Rives <rives@gte.net> wrote:
>
>> Years ago I changed the regulator, hard drive and had to
>> screw around with the adspeed ICD installed for me (the chip
>> pins had to be extended)
>
>Btw, where did you find your replacement regulator board?
>
>Mine's 12v part just gave up, which prevents the hard-disk from
>rolling (it worked for a few minutes, then something smelled like
>it was burning - the regulator presumably isn't strong enough for
>the new drive); the output goes down to 6v within one minute from
>booting. The floppy still works, though, fortunately.

A few years ago from Best Electronics. The regulator board is the weak link,mine started to die slowly with the adspeed and larger hard drive and if I had my Midex+ pluged in (midi and cart port expander) the Stacy wouldn't boot. Now if I can find an old text file there was a mod to get more power out. Give me some time, I'll have to fire up the Falcon to see if I have the file there.

Rich

3206. Re: Please help me open old ATARI file!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-21 00:00:00 UTC
From: "R. Tim Coslet" <coslett@kaisere.com>
Message-ID: <38B229B4.F00A1FE@kaisere.com>
Source record: 7809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Don't try to open them at all on the PC in any editor.

Do this:

1) See if you can find someone with SIGNUM still running on their ST (anywhere in the world) that agrees to do the conversion for you.

2) Write an E-mail to that person, and enclose the files in that E-mail as Attachments (you can attach any file of any type, even if the PC can't understand its contents).

3) The other person can save the attachments, use SIGNUM, and E-mail the resulting text files back to you. Again as Attachments.

4) You will then be able to open the Attachments on your PC.

Aleksandar Sarovic wrote:

> George Crissman <strads@tmisnet.com> wrote in message
> news:38b072d4.4471451@news.tmisnet.com...
> > It should be possible for WordPad to open a file with the SDO
> > extension ... here's what I would do.
> >
> > 1. Start WordPad (Start, Programs, Accessories, WordPad).
> >
> > 2. Select "File", "Open" from the menu bar.
> >
> > 3. In the dialog, change "Files of Type" to "All Documents".
> > Then change "File Name" to "*.SDO" -- remember to press ENTER.
> >
> > 4. Click on the SDO file of your choice, then click on "Open".
> >
> > If this does not work, please let us know which step (above) fails!
> >
> > George Crissman
> > strads@tmisnet.com
>
> It works but the text is under cover or not readable. The text starts with:
> "sdoc0001" and continue with non recognizable symbols. When I try to copy
> and paste it only "sdoc0001" appears. The reason might be in fact I did not
> use standard fonts.
>
> Aleksandar

3207. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-22 00:00:00 UTC
From: Martin-Eric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10002220814060.218-100000@rakas>
Source record: 7810

On 2000-2-21, Richard Rives <rives@gte.net> wrote:

> >Btw, where did you find your replacement regulator board?
>
> A few years ago from Best Electronics.

Damn...

> The regulator board is the weak link, mine started to die
> slowly with the adspeed and larger hard drive

Same here.

> Now if I can find an old text file there was a mod to get
> more power out. Give me some time, I'll have to fire up the
> Falcon to see if I have the file there.

Oh, that would be nice! ;-)

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3208. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-22 00:00:00 UTC
From: Richard Rives <rives@gte.net>
Message-ID: <Qjws4.105$WI.3689@dfiatx1-snr1.gtei.net>
Source record: 7811

Martin-Eric Racine <q-funk@funkyware.atari.org> wrote in message
news:Pine.MNT.4.10.10002220814060.218-100000@rakas...
> > Now if I can find an old text file there was a mod to get
> > more power out. Give me some time, I'll have to fire up the
> > Falcon to see if I have the file there.
>
> Oh, that would be nice! ;-)
>
> --
> Martin-Ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
> Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>

I'll get a chance either tonight or tomorrow and I'll do some digging. It
was a fairly simple mod.

Shit I wish I could remember exactly, give me a day or two...I'll find it.

The text file was in the Genie Atari forum archives but I don't know if the
files were saved when Genie sort of died.

Rich

3209. SVGA Monitor Works! - Atari 1040STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-22 00:00:00 UTC
From: Noel Murphy <ngm-usa@usa.net>
Message-ID: <mcxs4.58371$vl6.1525005@news20.bellglobal.com>
Source record: 7812

Hey there people.

I just want to say a sincere THANKS! to all you folks for
keeping the Fuji alive!

You have all been an excellent resource since I got my STs
a couple weeks ago.
Project one was to connect it all up to a Daewoo 1428 SVGA monitor.

he resources out there were good except for one thing, the pinouts
were actually in reverse for themonitor jack on mine!
As you look at the jack, pin one seems to start on the right.

Anyways after MUCH experimenting, I got it to work, GREAT picture!

Just wondering one more thing... Can I connect this as a medium res,
color monitor too?
I intend on making a switchable ST -> Svga box with color/B&W option.

Anyone looking for monitors and the like? I found a source for a LOT
of Atari gear here locally, in a warehouse.
Probably 30 or 40 whole machines scattered throughout the place!
Getting my hands on a Mega ST(e?) or was it Mega ST(m?) Not sure.
Just wondering if it's possible to use another keyboard with this
unit... Seems as though the keyboard might be missing.
Thanks,
Noel

Thanks a million!
Noel

3210. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-22 00:00:00 UTC
From: atarigalen
Message-ID: <03b25606.f60cf93c@usw-ex0106-045.remarq.com>
Source record: 7813
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.MNT.4.10.10002201548300.306-100000@rakas>, =?
iso-8859-1?Q?Martin-=C9ric_Racine?= <q-funk@pp.fishpool.fi>
wrote:
>Hello!
>
>I'm in the process of disassembling my Stacy to install a bigger
>hard-disk, but ran into one stumbling block: the display's wire
>harness. It is too short to easily move the top assemby appart,
>or even to access the connectors. What's the trick?
>
Pull the "Stacy 4" label from just below the screen. You will
find screws. Disassemble the top (screen part) of the computer
first and the wire harness will be quite a non-issue. (Learned
that trick from Alex Yu at ATY.)

Galen

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3211. Question re MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-24 00:00:00 UTC
From: Jay Paine <jaypaine@lyndalls.globalnet.co.uk>
Message-ID: <8939hr$8er$1@gxsn.com>
Source record: 7814

Could anyone help with my question. It is this: I am a music producer with extreme sensitivity to timing fluctuations when using software-sequenced music via a computer. To my mind, and ears, the best and tightest system still to this day is the Atari with the built-in MID ports. Am I nuts, or is this true? I have arguements all the time with various artists and producers re: timing errors using Macs and PC systems, but only a few know what I'm talking about with the Atari. Occasionaly,
there is an article in a music- tech mag talking about the rock-solid tightness of the
Atari. But other than that, I'm on my own defending the Atari. Can someone please confirm or deny this, and if it is true, can someone say precicely why. Other than the obvious, i.e. built-in MIDI, I know of no other reason. Any help? Thanks, jay

3212. Re: Question re MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-24 00:00:00 UTC
From: Richard Rives <rives@gte.net>
Message-ID: <twat4.108$9z3.5492@dfiatx1-snr1.gtei.net>
Source record: 7815

Yes it is true,

Reasons: (I'm not an expert but here goes)

1 The OS is not multitasking
2 Midi is part of the OS (Atari was part of the original group which started midi)

I got my Mac's timing close to the Atari's (Mac is running OMS) but it still doesn't feel right all the time.

On PC's there are alot more system calls going on (BeOS gives priority to multimedia calls, midi, audio) and midi is not a priority.

Cakewalk running under DOS I heard was very tight. (a good thing)

Jay Paine <jaypaine@lyndalls.globalnet.co.uk> wrote in message news:8939hr$8er$1@gxsn.com...
> Could anyone help with my question. It is this: I am a music producer with
> extreme sensitivity to timing fluctuations when using software-sequenced
> music via a computer. To my mind, and ears, the best and tightest system
> still to this day is the Atari with the built-in MID ports. Am I nuts, or is
> this true? I have arguements all the time with various artists and producers
> re: timing errors using Macs and PC systems, but only a few know what I'm
> talking about with the Atari. Occasionaly,
> there is an article in a music- tech mag talking about the rock-solid
> tightness of the
> Atari. But other than that, I'm on my own defending the Atari. Can someone
> please confirm or deny this, and if it is true, can someone say precicely
> why. Other than the obvious, i.e. built-in MIDI, I know of no other reason.
> Any help? Thanks, jay
>

3213. Falcon fading???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-24 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <951427294-391645AEicMi@frisurf.no>
Source record: 7816

Hello!

I am seriously worried about my Falcon. After uprading from 4 to 14Mb
memory, my Falcon at first worked like before.
But now it had happened a several times that it seems dead when I am
starting it. No lights and just some ticking from it. When I am moving
it (shaking softly) it is starting and then works fine.
(I have checked out the contacts of the memory board!)
It seems like there is not enough power to get it started??
Can anyone help me before I am loosing all contact with the IN?

--
Norvald

Atari Falcon 030

3214. Falcon fading???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-24 00:00:00 UTC
From: bytor <marvinjrNOmaSPAM@mindspring.com.invalid>
Message-ID: <03aa31e4.f53379e1@usw-ex0101-007.remarq.com>
Source record: 7817

Can you tell us a little more info about your upgrade? e.g. What upgrade board did you use?, 72 pin SIMMS or 30 pin SIMMS?, etc.

Bytor

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3215. Falcon fading???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-24 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <951431372-244057AEicMi@frisurf.no>
Source record: 7818

Hello!

>Can you tell us a little more info about your
>upgrade? e.g. What
>upgrade board did you use?, 72 pin SIMMS or 30 pin
>SIMMS?, etc.

Eh.. I can find this on the "Bedienungsanleitung":

WB Systemtechnik GmbH
Bahnhofstrasse 289, 44579 Castrop-Rauxel
The card is called a "PS/2-Module"

On the packet I find:

SM1632c6540OT-6G
64MB FPM 72pin SIMM Low
(My comment: 64MB?????, I just have got 14mB!!)

And the problem was:

>I am seriously worried about my Falcon. After
>uprading from 4 to 14Mb
>memory, my Falcon at first worked like before.
>But now it had happened a several times that it seems
>dead when I am
>starting it. No lights and just some ticking from it.
>When I am moving
>it (shaking softly) it is starting and then works
>fine.
>(I have checked out the contacts of the memory
>board!)
>It seems like there is not enough power to get it
>started??
>Can anyone help me before I am loosing all contact
>with the IN?

--
Norvald

Atari Falcon 030

3216. Re: Falcon fading???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-24 00:00:00 UTC
From: Schoengarth <dons@qnet.com>
Message-ID: <38B5ED47.F3F217FF@qnet.com>
Source record: 7819

I had a Falcon that did the same thing.Would make a ticking sound when trying to start. I would shut it off and turn it on again and it would be fine. My would also boot up fine then start ticking and I wouldnt be able to do anything except shut down. I spent about $3.00 and replaced the capacitors on the power supply and it never did it again. If you do remove your capacitors just remember which way they came out. I replaced them all but you will notice after you get the bad one off it will have leakage. The leakage will leave a water like mark with brown edges.

Don

e-n-bor@frisurf.no wrote:

> Hello!
>
> I am seriously worried about my Falcon. After uprading from 4 to 14Mb
> memory, my Falcon at first worked like before.
> But now it had happened a several times that it seems dead when I am
> starting it. No lights and just some ticking from it. When I am moving
> it (shaking softly) it is starting and then works fine.
> (I have checked out the contacts of the memory board!)
> It seems like there is not enough power to get it started??
> Can anyone help me before I am loosing all contact with the IN?
>
> --
> Norvald
>
> Atari Falcon 030

3217. falcon MKX : I want my falcy connected to a TV.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-25 00:00:00 UTC
From: Raed Elia <raedelia@dsv.su.se>
Message-ID: <895lkr$1c7$1@news.su.se>
Source record: 7820

HI all atarians !

I have a vga <=> scart cable but it dosen't work when i connect it to my
TV.
The picture is flimmering up and down.

Please can anyone tell me how to make this cable working for this,
or do i have to build my own, or bye another one.

I have the same problem with my Falcon MKII,
but with the RF cable it works but the sound don't.

Thank you for your help.

Write a description to this =>
E-mail = raedelia@dsv.su.se

All yours, ATARI 4-EVER,

JIL JIL JIL Mr Elia JIL JIL JIL

3218. Re: Falcon fading???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-25 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <951480128-759046AEicMi@cwcom.net>
Source record: 7821

From: <e-n-bor@frisurf.no>
Date: Thu, 24 Feb 2000 22:15:50 GMT

>I am seriously worried about my Falcon. After uprading from 4 to 14Mb
>memory, my Falcon at first worked like before.
>But now it had happened a several times that it seems dead when I am
>starting it. No lights and just some ticking from it. When I am moving
>it (shaking softly) it is starting and then works fine.

The ticking from the Falcon is most likely due to the PSU starting up,
finding a short circuit and powering down again. It will repeat this until
you switch it off or remove the short.

Make absolutely sure that you have pushed the memory card firmly down onto
the connectors on the motherboard - I've had exactly the same problem as
you.

--
Rgds, Derryck

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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3219. Falcon fading??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-25 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <951495496-949249AEicMi@frisurf.no>
Source record: 7822

Hello!

Thank you for answering my questions!
I am glad it is possible to get advices here.
I will be back reporting what eventually have helped
me in a week or so. Just skiing here in Norway the
next week!

--
Norvald

Atari Falcon 030

3220. Falcon again!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-25 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <951496382-126178AEicMi@frisurf.no>
Source record: 7823

Hello!

>Make absolutely sure that you have pushed the memory
card firmly down onto
>the connectors on the motherboard - I've had exactly
the same problem as
>you.

Thank you for answering me!

I have taken it out and pushed it as firmly down as I
dared. But you might be right as it starts when I am
twisting the whole computer gently! So I will try once
more taking it out and put it back again!

--
Norvald

Atari Falcon 030

3221. Re: Question re MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-25 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <38b6d7741586960@tripnet.se>
Source record: 7824

On Thu 24-02-2000 12:46 (GMT) Jay Paine wrote:

>music via a computer. To my mind, and ears, the best and tightest system
>still to this day is the Atari with the built-in MID ports. Am I nuts, or is
>this true? I have arguements all the time with various artists and producers
>re: timing errors using Macs and PC systems, but only a few know what I'm
>talking about with the Atari. Occasionaly,
>there is an article in a music- tech mag talking about the rock-solid
>tightness of the Atari.

Quoting an article on "MIDI Timing Realities" by James Chung from Club
Cubase Magazine Vol. 8.4 1999:

"Let's face it Microsoft and Apple are not designing operating systems
for the sequencing community. It's the job of Steinberg programmers to
make the best of what they've got to work with.
The best computer timing is still on the Atari ST because the
programmers had direct access to the computer hardware and could bypass
the innocuous Atari TOS."

Imho really rather strange as modern pc's and Mac's have about 20-30
times the capacity in speed, RAM, HD space etc. The ST Chung is
thinking of may very well be an old 4MB 8MHz Atari with no harddisk and
just a single 720 floppy drive. Cubase Score keeps the timing perfect
on this setup, but to get faster screen response you might want a
faster TT at 32MHz with 1280*960 mono monitor.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3222. Re: Falcon fading???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-25 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e6kqye.sztox016ofh7gN%doitarchive@atari-computer.de>
Source record: 7825

<e-n-bor@frisurf.no> wrote:

> I am seriously worried about my Falcon. After uprading from 4 to 14Mb
> memory, my Falcon at first worked like before.
> But now it had happened a several times that it seems dead when I am
> starting it. No lights and just some ticking from it. When I am moving
> it (shaking softly) it is starting and then works fine.
> (I have checked out the contacts of the memory board!)
> It seems like there is not enough power to get it started??
> Can anyone help me before I am loosing all contact with the IN?

Aaaarg..

Sure you insert new memory card well to ALL pins of the internal memory
port??

"Ticking" from the internal PSU says: short circuit between +5V and GND!
(The point if the machine doasnï¿½t come up)

Othersides, that also sounds like bad solder poins on memory port
connector(s) .

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3223. y2k nodelist ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-25 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <13185_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 7826

It seems I am still out from nodelist, Peter can you check my connected areas ?

BTW the question is this: Applylst does not work as it seems to be affected by the y2k bug, so it deletes my nodediffs as it recognizes them as "obsolete difference file".

It it possible to get the Applylst sources or is there another software that can do this ? Breakneck ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

3224. Re: Question re MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-26 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <89787frki3@SOLAIR2.EUnet.yu>
Source record: 7827

On 24 Feb 2000 12:46:42 , "Jay Paine" wrote:
>To my mind, and ears, the best and tightest system
>still to this day is the Atari with the built-in MID ports. Am I nuts, or is
>this true? I have arguements all the time with various artists and producers
>re: timing errors using Macs and PC systems,
>[...]
>there is an article in a music- tech mag talking about the rock-solid
>tightness of the Atari. But other than that, I'm on my own defending the
>Atari. Can someone please confirm or deny this, and if it is true, can
>omeone say precicely why

It seems to me that this is the matter of, basically, a "REALTIME APPLICATION";
that is (more-less), the software must perform certain tasks and/or respond
to external signals at exactly determined times and moments.
As far s I could see, including some experience from the place where I work,
multitasking OS-es (i.e. MacOs, Windows, Linux) dont go very well with
real-time applications, unless they are specifically designed for that
purpose. Simply, with such OS-es you can never exactly know when will
some piece of code be executed. On the other hand, with a simple single-task
TOS, the programer can know and control what is happening in his machine at
all times, down to a single CPU clock cycle. If an application makes some
sort of internal multitasking, then it is still under its own control.

At the place where I work we had to make a PC-based real-time application to
control a 100KHz/16-bit/64channel data acquisition system. Windows was briefly
considered as the OS, as Windows NT boasts real-time capabilities; then, some
inquiries showed that for it "in real time" is anywhere within about
0.5 seconds- not exactly right for a 100KHz application. It also turned out
that Linux needed some kind of patch to the kernel to make it really real-time.
Further inquiries and some tests showed that QNX would be the real thing-
miniature, very fast, unix-like but not unix... and created specially for
real-time purposes. Unfortunately, it is quite expensive- a development
environment might cost several thousand dollars, and we did not have it in
the house. As the application was needed quickly, the guys programmed it in
plain MS-DOS, which is about as single-tasking and simple-minded as TOS,
though lacking the GUI. So the data acquisition system now works happily,
functional but without makeup, bells and whistles- and we decided to switch
it to QNX with its "Photon" GUI, when we acquire the proper environment.

3225. SV: Question re MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-26 00:00:00 UTC
From: Peter Persson <pep@REMOVEmbox306.swipnet.se>
Message-ID: <piMt4.552$yw1.1179@nntpserver.swip.net>
Source record: 7828

I started making music with my ST, worked great but for some resason I changed to PC, everything f*cked up, never worked, the music did not play "tight" especially when I used audiotracks with midi. So I changed back to my F030. The timing is a lot better, even when you use midi + 8-16 tracks audio. I think the timingproblems on the PC is not due to the PC itself, rather the OS.. Also - cubase on the PC has a lot more bugs, and crashes randomly. Quite a turn-off. But at least it is pretty to look at :-) (nice colors)

cheers

/Peter
Jay Paine <jaypaine@lyndalls.globalnet.co.uk> skrev i diskussionsgruppsmeddelandet:8939hr$8er$1@gxsn.com...
> Could anyone help with my question. It is this: I am a music producer with
> extreme sensitivity to timing fluctuations when using software-sequenced
> music via a computer. To my mind, and ears, the best and tightest system
> still to this day is the Atari with the built-in MID ports. Am I nuts, or
is
> this true? I have arguements all the time with various artists and
producers
> re: timing errors using Macs and PC systems, but only a few know what I'm
> talking about with the Atari. Occasionaly,
> there is an article in a music- tech mag talking about the rock-solid
> tightness of the
> Atari. But other than that, I'm on my own defending the Atari. Can someone
> please confirm or deny this, and if it is true, can someone say precicely
> why. Other than the obvious, i.e. built-in MIDI, I know of no other
reason.
> Any help? Thanks, jay
>
>
>
>
>
>

3226. just a test - please ignore

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-26 00:00:00 UTC
From: buggy5263@my-deja.com
Message-ID: <8999ua$t7a$1@nnrp1.deja.com>
Source record: 7829

This is just a test

Sent via Deja.com http://www.deja.com/
Before you buy.

3227. sm1202 monitor with PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-26 00:00:00 UTC
From: TR <scave@newmail.net>
Message-ID: <38b8556e@news.cyberzone.net>
Source record: 7830

Is there any way to get this monitor to work with a PC, or even a video composite output? I was hoping I could use as a second monitor for my PC

3228. == new NG about Atari OS evolution ? ==

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-28 00:00:00 UTC
From: Gaetan Lehmann <glehmann@netcourrier.com>
Message-ID: <89e9f2$3n5$1@news.x-echo.com>
Source record: 7831

Hi :)

I would like to create an international newsgroup (english language) bas
ed
only around discussions and thoughts about our Operating System evolutio
n.
The purpose is to establish some specifications about new calls,
AES object structures or other. Any thoughts about functions, interface

possibility, function implementation will be welcome in this future
newsgroup. To participate in this newsgroup, no need to be a programer.
.
Just by telling what you would like to see on your Atari, or what you li
ke
about other OS will be considered helpful. I want to create this newsgro
up
about Atari OS because I think that no specific goal, no near future
vision is what stops our OS to move forward. If you wish to see such a
newsgroup, email me, I will take care of everything to implement it.

Lehmann Gaetan

=-
Article poste via Voila News - http://www.news.voila.fr
Le : Mon Feb 28 17:58:09 2000 depuis l'IP : 193.49.30.34 [VIP 1782023]

3229. Power Glove

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-28 00:00:00 UTC
From: Eso <eso@nospam.com>
Message-ID: <sxBu4.270$Aa4.18948@news.uswest.net>
Source record: 7832

I know there's a PC adaptor and software that'll allow you to use a NES/Famicon Power Glove to control some kind of MIDI signals, does anyone know of anything that's been ported to Atari? Thanks ahead.

3230. Re: Question re MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-28 00:00:00 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <eNIu4.28498$Pa1.710230@news6.giganews.com>
Source record: 7833

You're not alone out there, although it may seem so when talking about Atari's. I'm a music producer and live performer using a mega ste for my solo-act. I've been sequencing on Atari's since 1988 using the old Hybrid Arts Edit II Track software and have come to trust the program/timing without any hesitation-I don't have the time or patience for crashes in my line of work. Why is Atari the standard(IMHO) by which all others are measured? Being technolgy-challenged in that area, I couldn't tell you..but I wouldn't step on stage with anything else!
happy motoring,
fcr

Nighttrain Entertainment
http://expage.com/page/nighttrain

Jay Paine <jaypaine@lyndalls.globalnet.co.uk> wrote in message news:8939hr$8er$1@gxsn.com...
> Could anyone help with my question. It is this: I am a music producer with
> extreme sensitivity to timing fluctuations when using software-sequenced
> music via a computer. To my mind, and ears, the best and tightest system
> still to this day is the Atari with the built-in MID ports. Am I nuts, or
is
> this true? I have arguements all the time with various artists and
producers
> re: timing errors using Macs and PC systems, but only a few know what I'm
> talking about with the Atari. Occasionaly,
> there is an article in a music- tech mag talking about the rock-solid
> tightness of the
> Atari. But other than that, I'm on my own defending the Atari. Can someone
> please confirm or deny this, and if it is true, can someone say precicely
> why. Other than the obvious, i.e. built-in MIDI, I know of no other
reason.
> Any help? Thanks, jay
>
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>

3231. Timeworks Data Manager ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-28 00:00:00 UTC
From: skoroj <skorojNOskSPAM@ci.richmond.va.us.invalid>
Message-ID: <0460de24.e0037563@usw-ex0109-069.remarq.com>
Source record: 7834

Please, if someone has old copy of Timeworks Data Manager
ST for sale, send to me e-mail. I have problem to convert
data and need that software.

Thanks
John

* Sent from AltaVista http://www.altavista.com Where you can also find related Web Pages, Images, Audios, Videos, News, and Shopping. Smart is Beautiful

3232. Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-29 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <38BB7505.E379262B@siemens.at>
Source record: 7835

Hi,

Since my old Falcon doesn't work anymore and there's nobody
around who could repair it, I want to buy a replacement.
Can anyone tell me whether a MKX is worth its higher price ?
I don't need better AD/DA converters because I use JAMin and
MO4. What I would like to have is a more reliable SCSI
interface, and the rack sounds interesting too (if there are
all interfaces like in the original Falcon).

Gerhard

3233. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-29 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <89gs1t$vn2$1@nnrp1.deja.com>
Source record: 7836

In article <38BB7505.E379262B@siemens.at>,
Janka Gerhard <gerhard.janka@siemens.at> wrote:
> Hi,
>
> Since my old Falcon doesn't work anymore and there's nobody
> around who could repair it, I want to buy a replacement.
> Can anyone tell me whether a MKX is worth its higher price ?
> I don't need better AD/DA converters because I use JAMin and
> MO4. What I would like to have is a more reliable SCSI
> interface, and the rack sounds interesting too (if there are
> all interfaces like in the original Falcon).
>
> Gerhard
>

The MKX is a nice case, and adds a little more expansion room over a stock Falcon. Two full size IDE drives can be fit, or one IDE and a Graphics card (with a device on the expansion connector). The The CT2 and Afterburner fit well, but the low profile may not lend itself to the CT2's tempermental temperature tantrums. It makes for a very compact and trick looking setup, and the ability to utilize a TT or MSTE keyboard. One time I had a 3.5" HD, and an EZ 135 IDE drive fitted inside. If you don't tote your Falcon around a lot, a rack is really nice for fitting a much larger array of upgrades over the MK-X case. A Wizztronics rack, (on sale now) extends all of the standard Falcon connectors to easily accessable areas, less the reset button which still much be operated from the rear. (www.wizztronics.com)
I don't think you will find the SCSI on the C-Lab units any more reliable than any Falcon with the proper DMA buffer installed. Sans the Revision number (who knows what you will get) they are the same motherboard. The SCSI modification C-Lab does is (please excuse me) kind of a hack (but it works). It's only purpose is to allow an internal SCSI connector. Best to just loop a SCSI II cable from the Falcons connector back into one you can install yourself (the MK-X has some knock-outs)with no modifications necessary to the motherboard (C-Labs come modified anyway if you go that route, elimating the necessity for this method). That is how the Falcon Rack (Wizztronics) takes care of this problem. C-Lab also perform their own audio in/out mods and supply a .250" std interface on a small custom card mounted inside the MK-X. Picts are available in the Do it F030 archives.
Wizztronics gets around ~$150.00 U.S to repair a Falcon, shipping included. They are reliable and can perform any modifications you wish (except installing an 040:). There are a couple of other vendors that can trouble shoot and repair the machine (in the U.S.), but Wizztronics

is best setup for R&R of SMPLCC stuff, which is usually the problem on a burned out Falcon (ie, COMBEL, VIDEL, DMA). For the repair price, and a decked out Falcon Rack, you will be way under the cost of a C-Lab machine. I guess it depends on who you want to do business with.
My 2cts

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

3234. Re: Power Glove

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-29 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <89gs5a$vo5$1@nnrp1.deja.com>
Source record: 7837

In article <sxBu4.270$Aa4.18948@news.uswest.net>,
"Eso" <eso@nospam.com> wrote:
> I know there's a PC adaptor and software that'll allow you to use a
> NES/Famicon Power Glove to control some kind of MIDI signals, does
anyone
> know of anything that's been ported to Atari? Thanks ahead.
>

Not much of an answer, but I saw the docs somewhere while surfing the
Atari Web Ring. Have no idea where, but it was the (excellent) site that
contains a ton of software and hardware mods for TOS machines.

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

3235. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-29 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e6rxfw.15x9cbu13ayxhsN%doitarchive@atari-computer.de>
Source record: 7838

Janka Gerhard <gerhard.janka@siemens.at> wrote:

> Since my old Falcon doesn't work anymore and there's nobody
> around who could repair it, I want to buy a replacement.

Whatï¿½s the problem?

> Can anyone tell me whether a MKX is worth its higher price ?

Hm..
Thatï¿½s what i mean..
These smal modification doasnï¿½t allowed the price.

> I don't need better AD/DA converters because I use JAMin and
> MO4. What I would like to have is a more reliable SCSI
> interface, and the rack sounds interesting too (if there are
> all interfaces like in the original Falcon).

Itï¿½s the same falcon mainboard. SCSI isnï¿½t avaiable not longer
external.. And they make modifications around analog audio also another
case.. thatï¿½s it ./
Canï¿½t remeber me for some "goodies" more..
Please correct me if iï¿½m wrong.

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3236. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-02-29 00:00:00 UTC
From: Daniel Rojo <drojo@utmb.edu>
Message-ID: <38BC2A92.1474696F@utmb.edu>
Source record: 7839

Robert Schaffner wrote:

> Itï¿½s the same falcon mainboard. SCSI isnï¿½t avaiable not longer
> external.. And they make modifications around analog audio also another
> case.. thatï¿½s it ./

On the MKX the external SCSI II connector is still there, and works as
in the standard Falcon, in addition to the internal one.

In my opinion the biggest advantage of the MKX is the case, that is very
nice and robust, allowing internal 3.5 drives and CD-ROM to be
installed, besides a graphic card or accelerator. In addition, there are
special connectors for audio in and out, with big mono plugs instead of
the small stereo ones (there is a mod in the resistors, but I don't know
much about).
I have some SCSI lockups from time to time. Nothing serious but for
intense HD work like HD recording I guess is still recommended to
install the buffer mod. The external keyboard connector is definitively
a plus, allowing the connection of either a TT/MegaST or a PC keyboard
if you order it with that option.

All the best!

Daniel

C-Lab Falcon MKX 68030/68882 16 Mhz. 14M Ram 121 Meg IDE, 1G SCSI HD, 1x
SCSI CD-ROM.
(that will be for sale when a Milan 060 make its way over the
atlantic...)

3237. Re: color Computereyes software

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <sbqvan39ee6169@corp.supernews.com>
Source record: 7701

There is a color computer eyes for the ST. I sold one a while back to someone in the newsgroup. Sorry I forgot who it was:(. My memory is failing at my age.....whichs is....??? Ummm, this is bad:).

Mikey

On 1 Mar 2000 10:37:36 +, Bob King wrote:
>Hi again,
>
>Looking at the Antic article, Computereyes seems to be for the 8-bit
>Atari range anyway.
>
>Bob.
>
>wohmoe@earthlink.net wrote:
>>
>> I got a color Computereyes with my ST a couple of years ago but it had
>> no manuals or software. I have been going to every Atari ST site trying
>> to find even a mention of this device, without success. If anyone has
>> software that will make it work please zip it and e-mail it to me. also
>> if you know where I might be able to download DigiSpec or UniSpec
>> please send me a link. Any response will be greatly apreciated. Thanx
>> in advance, William
>>
>> Sent via Deja.com http://www.deja.com/
>> Before you buy.
>.

3238. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: Daniel Rojo <drojo@utmb.edu>
Message-ID: <38BD90DC.DF4B1E4B@utmb.edu>
Source record: 7702

Robert Schaffner wrote:

> If you use the internal device and you like you add an external scsi
> device you got an SCSI bus like an "Y"
>
> Wonï¿½t work.
>
> Only with internal or with external devices it works fine.

I don't really know how it works, but I have one internal device (HD)
and two external devices (HD, CD-ROM) and all work in harmony since I
figured the proper termination scheme (only the last device terminated).

Salu2!

Daniel.

3239. Re: Power Glove

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: Ranger I <Ranger-I@MIT.Edu>
Message-ID: <38bdca9d$0$2960@senator-bedfellow.mit.edu>
Source record: 7703

The Atari Hardware Hacks page is an excellent hardware hack resource and has
a Zip file referring to the PowerGlove at

http://www.freeweb.org/computer/vezz/atari/hardware/others.htm

Cheers,
Ranger-I

Eso <eso@nospam.com> wrote in message
news:sxBu4.270$Aa4.18948@news.uswest.net...
> I know there's a PC adaptor and software that'll allow you to use a
> NES/Famicon Power Glove to control some kind of MIDI signals, does anyone
> know of anything that's been ported to Atari? Thanks ahead.

3240. Re: My 1040 STe thinks is's 1928 or 2028!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: muldur <muldur@xfiles.com>
Message-ID: <38BDD609.30603A75@xfiles.com>
Source record: 7704

"Jonathan J. Hunt" wrote:
>
> I just updated a file on my 1040 STe for the first time since new years
> day & I put in 00 for the year as that's all it allowed me & TOS says the
> file was last updated on 02-29-28! Is ther a Y2K fix for the ST's? I
> don't like the idea of the dates of my files being all goofed up from now
> on (I'm nowhere near through useing my ST).
> Later,
> JJH

Go to the site : http://www.whalley.demon.co.uk/atari/y2k.html
and look around, or get the file 'y2k_fix.zip' from that site and
install it in your auto folder. There is another patch file called
y2kpatch that you can use but, I found it to be a little more 'fussy'.
(It wouldn't install with other patches in the auto folder) You also
need to run a file called trapper before the y2kpatch to get it to work.

The y2k_fix file is run by itself.. You can then set the correct date.

3241. Re: Falcon fading???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952024156-722556AEicMi@sweet3.freeserve.co.uk>
Source record: 7705

Hi there.

>I am seriously worried about my Falcon. After uprading from 4 to 14Mb
>memory,

What happens if you put back your origonal board?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3242. Need software for hippo sound digitizer

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: wohmoe@earthlink.net
Message-ID: <89htdb$o2i$1@nnrp1.deja.com>
Source record: 7840

If anyone out there has software or knows where I can download software that will enable me to use my Hippo Sound Digitizer, please send me a link or zip it and send it to me. Thanx

Sent via Deja.com http://www.deja.com/
Before you buy.

3243. color Computereyes software

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: wohmoe@earthlink.net
Message-ID: <89i1lf$r0e$1@nnrp1.deja.com>
Source record: 7841

I got a color Computereyes with my ST a couple of years ago but it had no manuals or software. I have been going to every Atari ST site trying to find even a mention of this device, without success. If anyone has software that will make it work please zip it and e-mail it to me. also if you know where I might be able to download DigiSpec or UniSpec please send me a link. Any response will be greatly apreciated. Thanx in advance, William

Sent via Deja.com http://www.deja.com/
Before you buy.

3244. Re: color Computereyes software

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <38BCF0CC.6D9C0935@patent.gov.uk>
Source record: 7842

Hi,

I don't know if it's the same software, but have a look at:

www.atarimagazines.com/v4n8/VideoStar.html

Bob King

wohmoe@earthlink.net wrote:
>
> I got a color Computereyes with my ST a couple of years ago but it had
> no manuals or software. I have been going to every Atari ST site trying
> to find even a mention of this device, without success. If anyone has
> software that will make it work please zip it and e-mail it to me. also
> if you know where I might be able to download DigiSpec or UniSpec
> please send me a link. Any response will be greatly apreciated. Thanx
> in advance, William
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3245. Re: color Computereyes software

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <38BCF2F0.7CFB4492@patent.gov.uk>
Source record: 7843

Hi again,

Looking at the Antic article, Computereyes seems to be for the 8-bit
Atari range anyway.

Bob.

wohmoe@earthlink.net wrote:
>
> I got a color Computereyes with my ST a couple of years ago but it had
> no manuals or software. I have been going to every Atari ST site trying
> to find even a mention of this device, without success. If anyone has
> software that will make it work please zip it and e-mail it to me. also
> if you know where I might be able to download DigiSpec or UniSpec
> please send me a link. Any response will be greatly apreciated. Thanx
> in advance, William
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3246. Re: Question re MIDI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <89j1km$g7n$1@news.stortek.com>
Source record: 7844

"Jay Paine" <jaypaine@lyndalls.globalnet.co.uk> a crit dans le message
news: 8939hr$8er$1@gxsn.com...
> Could anyone help with my question. It is this: I am a music producer with
> extreme sensitivity to timing fluctuations when using software-sequenced
> music via a computer. To my mind, and ears, the best and tightest system
> still to this day is the Atari with the built-in MID ports. Am I nuts, or
is
> this true?

This is true. When doing MIDI the Atari is not doing anything. It is a small and simple system. When doing sequencing, a PC or a Mac is always multitasking, checking IRQs, leaving precious CPU cycles to screensavers, sound card drivers, virtual RAM swapping, anti-virus stuff, let alone a soft synth, hence the appalling real-time performance.

3247. Re: sm1202 monitor with PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <89j1br$g7i$1@news.stortek.com>
Source record: 7845

"TR" <scave@newmail.net> a crit dans le message news:
38b8556e@news.cyberzone.net...
> Is there any way to get this monitor to work with a PC, or even a video
> composite output? I was hoping I could use as a second monitor for my PC
>
Are you sure it's a SM1202? It should be SM124, 125 or 144, but not 4
numbers.

Anyway, there's no way you'll get it run on a PC. It definitely won't take composite. Donate it or sell it to an Atari owner who can use it. You could get a cheap old VGA for the price.

3248. Re: SVGA Monitor Works! - Atari 1040STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <89j1uc$g8u$1@news.stortek.com>
Source record: 7846

"Noel Murphy" <ngm-usa@usa.net> a crit dans le message news:
mcxs4.58371$vl6.1525005@news20.bellglobal.com...
> Hey there people.
>
> I just want to say a sincere THANKS! to all you folks for
> keeping the Fuji alive!
>
> You have all been an excellent resource since I got my STs
> a couple weeks ago.
> Project one was to connect it all up to a Daewoo 1428 SVGA monitor.
>
> he resources out there were good except for one thing, the pinouts
> were actually in reverse for themonitor jack on mine!
> As you look at the jack, pin one seems to start on the right.
>
> Anyways after MUCH experimenting, I got it to work, GREAT picture!
>
> Just wondering one more thing... Can I connect this as a medium res,
> color monitor too?
> I intend on making a switchable ST -> Svga box with color/B&W option.

```
You can't do this unless you monitor can sync down to the very low
frequencies needed for ST colour resolutions. These frequencies are in the
Quick FAQ at http://bales.online.fr/atari and I've yet to find a modern VGA
capable of doing this.
```

3249. My 1040 STe thinks is's 1928 or 2028!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: csjjh@ux1
Message-ID: <38bd2f84@news.eiu.edu>
Source record: 7847

I just updated a file on my 1040 STe for the first time since new years day & I put in 00 for the year as that's all it allowed me & TOS says the file was last updated on 02-29-28! Is ther a Y2K fix for the ST's? I don't like the idea of the dates of my files being all goofed up from now on (I'm nowhere near through useing my ST).
Later,
JJH

3250. Re: sm1202 monitor with PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: TR <scave@newmail.net>
Message-ID: <38bd4b3c@news.cyberzone.net>
Source record: 7848

Nicholas Bales <bales@online.REMOVETHIS.fr> wrote in message
news:89j1br$g7i$1@news.stortek.com...
>
> "TR" <scave@newmail.net> a crit dans le message news:
> 38b8556e@news.cyberzone.net...
> > Is there any way to get this monitor to work with a PC, or even a video
> > composite output? I was hoping I could use as a second monitor for my PC
> >
> Are you sure it's a SM1202? It should be SM124, 125 or 144, but not 4
> numbers.
>
> Anyway, there's no way you'll get it run on a PC. It definitely won't take
> composite. Donate it or sell it to an Atari owner who can use it. You
could
> get a cheap old VGA for the price.
>
>
Yeah it's a sc1224 thanks for the reply

3251. Re: sm1202 monitor with PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <89jfjilfh1@news.stortek.com>
Source record: 7849

"TR" <scave@newmail.net> a crit dans le message news:
38bd4b3c@news.cyberzone.net...
>
> Nicholas Bales <bales@online.REMOVETHIS.fr> wrote in message
> news:89j1br$g7i$1@news.stortek.com...
> >
> > "TR" <scave@newmail.net> a crit dans le message news:
> > 38b8556e@news.cyberzone.net...
> > > Is there any way to get this monitor to work with a PC, or even a
video
> > > composite output? I was hoping I could use as a second monitor for my
PC
> > >
> > Are you sure it's a SM1202? It should be SM124, 125 or 144, but not 4
> > numbers.
> >
> > Anyway, there's no way you'll get it run on a PC. It definitely won't
take
> > composite. Donate it or sell it to an Atari owner who can use it. You
> could
> > get a cheap old VGA for the price.
> >
> >
> Yeah it's a sc1224 thanks for the reply

```
In that case, yes it could be used as a video monitor, but only if you have
an RGB output. It cannot take a composite video input. It certainly won't
take a VGA input either, because it can only handle ~250 lines and 15MHz
horizontal frequency. I wouldn't like to see windows running in 640x200 ;-P

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3252. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-01 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e6trdt.1kzc84x1u7reefN%doitarchive@atari-computer.de>
Source record: 7850

Daniel Rojo <drojo@utmb.edu> wrote:

> > Itï¿½s the same falcon mainboard. SCSI isnï¿½t avaiable not longer
> > external.. And they make modifications around analog audio also another
> > case.. thatï¿½s it ./

Hm, sounds like different cases around?
I saw one with an internal SCSI drive and an internal SCSI modification.

If you use the internal device and you like you add an external scsi
device you got an SCSI bus like an "Y"

Wonï¿½t work.

Only with internal or with external devices it works fine.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3253. Re: Please help me open old ATARI file!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: "b.p." <dontreply@thisaddress.org>
Message-ID: <QGmv4.242$qL4.15583@newsread1.prod.itd.earthlink.net>
Source record: 7706
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

have you tried changing the extension to txt

B.P.

--
Search, shop and have fun!
http://www.dynomall.com
Need investment advice!
http://www.virtualbrokers.net
Aleksandar Sarovic <aleksandar@sympatico.ca:-)> wrote in message
news:%VIr4.42415$ri.1151347@news20.bellglobal.com...
> I wrote a long text 8 years ago on Atari 1024ST and saved text on
diskettes
> together with a text program called SIGNUM. Now I would like to open the
> text on PC but cannot. Tried to use emulator and got folders but cannot
open
> it because PC does not recognize SIGNUM with SDO extension. Maybe the best
> choice would be to find Atari computer, open the file and convert it to
any
> PC recognized file or send the text to my address by e-mail. Is there
> anybody in Toronto area willing to help me? Any suggestion will be
welcome.
>
> Aleksandar
>
>
>

3254. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <38BE1890.FF50D50@siemens.at>
Source record: 7707

Robert Schaffner wrote:
> If you use the internal device and you like you add an external scsi
> device you got an SCSI bus like an "Y"
>
> Wonï¿½t work.
>
> Only with internal or with external devices it works fine.

I've worked for years with a "Y" and have to say the contrary.
As long as I had NO "Y" burning an audio CD did never work.
Since I changed it to a "Y" (two internal HD one one side, CD-Writer
and Scanner on the other side) I never had any trouble again.

Gerhard

3255. Re: My 1040 STe thinks is's 1928 or 2028!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: csjjh@ux1
Message-ID: <38be7a50@news.eiu.edu>
Source record: 7708

In article <38BDD609.30603A75@xfiles.com>, muldur <muldur@xfiles.com> wrote:
>"Jonathan J. Hunt" wrote:
>>
>> I just updated a file on my 1040 STe for the first time since new years
>> day & I put in 00 for the year as that's all it allowed me & TOS says the
>> file was last updated on 02-29-28! Is ther a Y2K fix for the ST's? I
>> don't like the idea of the dates of my files being all goofed up from now
>> on (I'm nowhere near through useing my ST).
>> Later,
>> JJH
>
>Go to the site : http://www.whalley.demon.co.uk/atari/y2k.html
>and look around, or get the file 'y2k_fix.zip' from that site and
>install it in your auto folder. There is another patch file called
>y2kpatch that you can use but, I found it to be a little more 'fussy'.
>(It wouldn't install with other patches in the auto folder) You also
>need to run a file called trapper before the y2kpatch to get it to work.
>
>The y2k_fix file is run by itself.. You can then set the correct date.

Thank you so much for not only the site but suggesting which fix to use.
I'm gonna give it a try.
Thanks again,
JJH

3256. Re: Power Glove

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <89m288$lp2$1@nnrp1.deja.com>
Source record: 7709

In article <38bdca9d$0$2960@senator-bedfellow.mit.edu>,
"Ranger I" <Ranger-I@MIT.Edu> wrote:
> The Atari Hardware Hacks page is an excellent hardware hack resource
and has
> a Zip file referring to the PowerGlove at
>
> http://www.freeweb.org/computer/vezz/atari/hardware/others.htm
>
> Cheers,
> Ranger-I

Ahh, I wanted him to surf a little:)

> Eso <eso@nospam.com> wrote in message
> news:sxBu4.270$Aa4.18948@news.uswest.net...
> > I know there's a PC adaptor and software that'll allow you to use a
> > NES/Famicon Power Glove to control some kind of MIDI signals, does
anyone
> > know of anything that's been ported to Atari? Thanks ahead.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3257. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e6vtqw.5d6npa1anq914N%doitarchive@atari-computer.de>
Source record: 7710

Daniel Rojo <drojo@utmb.edu> wrote:

> I don't really know how it works, but I have one internal device (HD)
> and two external devices (HD, CD-ROM) and all work in harmony since I
> figured the proper termination scheme (only the last device terminated).

Yep, fine. I donï¿½t knew anything about SCSI chain in case of your
machine.

What i saw here some years ago was devinitly an "Y" SCSI bus. SCSI chip
on board was bad, user connect an external ZIP device simple.
A result of an "Y"

I removed SCSI chip an correct bus like this:

T Falcon Device Device external Devices
#-#######---#######--#######------>> Terminator

T= Terminated

Before, with the death SCSI chip i found this in case:

(internal)
T Device Falcon external ZIP
#-########---#######---######### -->> Terminator

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3258. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e6vu8p.15xquseciabggN%doitarchive@atari-computer.de>
Source record: 7711

Janka Gerhard <gerhard.janka@siemens.at> wrote:

> I've worked for years with a "Y" and have to say the contrary.
> As long as I had NO "Y" burning an audio CD did never work.
> Since I changed it to a "Y" (two internal HD one one side, CD-Writer
> and Scanner on the other side) I never had any trouble again.

Watch you SCSI chip :)

An "Y" bus do not exist on SCSI specification.

If that bus use short cables maybee it will work..
But put your finger on top of scsi chip if all devices are active!

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3259. Re: My 1040 STe thinks is's 1928 or 2028!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: Guri Bordal <borda@frisurf.no>
Message-ID: <38BECCDE.1E1A4D53@frisurf.no>
Source record: 7712

"Jonathan J. Hunt" wrote:

> I just updated a file on my 1040 STe for the first time since new years
> day & I put in 00 for the year as that's all it allowed me & TOS says the
> file was last updated on 02-29-28! Is ther a Y2K fix for the ST's? I
> don't like the idea of the dates of my files being all goofed up from now
> on (I'm nowhere near through useing my ST).
> Later,
> JJH

I have had the same problem. But I found a patch that helped me. At first it did not work, but when I finally understood I could not set my clock with Magic and read the instruction file I found the solution:
Use our ordinary program for setting the cartridge clock to 1980! (Yes!) And so use the patch in your AUTO-directory. Then all is OK!

Norvald from a PC

3260. Re: My 1040 STe thinks is's 1928 or 2028!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: muldur <muldur@xfiles.com>
Message-ID: <38BED931.4D12D39C@xfiles.com>
Source record: 7713

Guri Bordal wrote:
>
> "Jonathan J. Hunt" wrote:
>
> > I just updated a file on my 1040 STe for the first time since new years
> > day & I put in 00 for the year as that's all it allowed me & TOS says the
> > file was last updated on 02-29-28! Is ther a Y2K fix for the ST's? I
> > don't like the idea of the dates of my files being all goofed up from now
> > on (I'm nowhere near through useing my ST).
> > Later,
> > JJH
>
> I have had the same problem. But I found a patch that helped me. At first it
> did not work, but when I finally understood I could not set my clock with
> Magic and read the instruction file I found the solution:
> Use our ordinary program for setting the cartridge clock to 1980! (Yes!) And
> so use the patch in your AUTO-directory. Then all is OK!
>
> Norvald from a PC

That file is on the same site I listed earlier. It's called
'clockpch.prg'
You set your cart. clock for the current date, but the year is set for
1980.The
patch (when run) then sets the year 20 years later which makes the
current
clock time correct. This procedure works on a ICD clock as well as a
cartridge.

3261. Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952033624-931121AEicMi@sweet3.freeserve.co.uk>
Source record: 7714

Yo, Dudes.

Has this base died again or have i??.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3262. <no subject>

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952034458-097868AEicMi@sweet3.freeserve.co.uk>
Source record: 7715

```
Hello

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

3263. Re: Power Glove

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: Halloween Jack <halloweenjack@flashmail.com>
Message-ID: <38BF3837.D0096984@flashmail.com>
Source record: 7716

Might still be able to... Got the PC source code, but no Atari ST source code... Bummed. And the guy who was credited with the original Atari ST source code doesn't have e-mail in the same place. So that was a no go.

Mike wrote:

> In article <38bdca9d$0$2960@senator-bedfellow.mit.edu>,
> "Ranger I" <Ranger-I@MIT.Edu> wrote:
> > The Atari Hardware Hacks page is an excellent hardware hack resource
> and has
> > a Zip file referring to the PowerGlove at
> >
> > http://www.freeweb.org/computer/vezz/atari/hardware/others.htm
> >
> > Cheers,
> > Ranger-I
>
> Ahh, I wanted him to surf a little:)
>
> > Eso <eso@nospam.com> wrote in message
> > news:sxBu4.270$Aa4.18948@news.uswest.net...
> > > I know there's a PC adaptor and software that'll allow you to use a
> > > NES/Famicon Power Glove to control some kind of MIDI signals, does
> anyone
> > > know of anything that's been ported to Atari? Thanks ahead.
> >
> >
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3264. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-02 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <Fqrx4K.u@gem.win.co.nz>
Source record: 7717

Robert Schaffner (doitarchive@atari-computer.de) wrote:
: If you use the internal device and you like you add an external scsi
: device you got an SCSI bus like an "Y"

: Won't work.

: Only with internal or with external devices it works fine.

I don't know all about the Falcon, but I would not have thought that there would be a problem with such a configuration.

It seems to me that in the Falcon the SCSI chain could be depicted as one continuous line, with internal devices towards one end, external devices towards the other end and the Falcon itself in the middle. Provided that there is termination at each end of the chain and the wires leading to each device are shorter than the maximum 10 cm stub length, which as far as I can see they would be, there should be no problem.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments: |
| http://gem.win.co.nz/ * NEW: QWERTYX - PC AT Keyboard Interface |

3265. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-03 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <89n6jofsm1@cubacola.tninet.se>
Source record: 7718

```
On 2 Mar 2000 21:11:42 G, Steve Sweet wrote:
>Yo, Dudes.
>
>Has this base died again or have i??.
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
It must be you Steve, today it was 13 messages in this group.
Have you tried another newsfeed or maybe Dejanews?
```

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3266. Music CD's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-04 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <38c0a52b$0$20633@znews.zetnet.co.uk>
Source record: 7719

Does antone know how I can copy my old '33' and '45' on to CD's.
What software will I need to sample them, some might need to be cleaned up as they are a bit old, then write them to CD, them be able to be played a music CD player?
I have a STe (veloce) and a Falcon, hoping to get a CD re-writer as soon as I drop on one at the right price.
Whers the best place to get whats needed?
Thanks for any help.
Karl

****
e-mail - karlws@zetnet.co.uk
kwsmith0573@talk21.com (short text only)
Fidonet.org 2:2503/105.5
****

3267. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e6yksg.gtlwl292rjb4N%doitarchive@atari-computer.de>
Source record: 7720

Mario Becroft <mb@gem.win.co.nz> wrote:

> Robert Schaffner (doitarchive@atari-computer.de) wrote:
> : If you use the internal device and you like you add an external scsi
> : device you got an SCSI bus like an "Y"
>
> : Wonï¿½t work.
>
> : Only with internal or with external devices it works fine.
>
> I don't know all about the Falcon, but I would not have thought that there
> would be a problem with such a configuration.
>
> It seems to me that in the Falcon the SCSI chain could be depicted as one
> continuous line, with internal devices towards one end, external devices
> towards the other end and the Falcon itself in the middle. Provided that
> there is termination at each end of the chain and the wires leading to
> each device are shorter than the maximum 10 cm stub length, which as far
> as I can see they would be, there should be no problem.

Yes, that -can- work, must not. SCSI Bus in form like "Y" doasnï¿½t exist.
Noboday gaves a guarantee all devices are working well.
Falcon in "middle" position is ok if one of the ports are open. Maybee
it will work if the second port is connected with a realy short cable.
But isnï¿½t OK for the SCSI Chip.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3268. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-04 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952198444-105883AEicMi@sweet3.freeserve.co.uk>
Source record: 7721

Hi Jorgen

>>Has this base died again or have i??.

>It must be you Steve, today it was 13 messages in this group. Have you
>tried another newsfeed or maybe Dejanews?

Ive deleted my index file and now all is flowing again.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3269. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-04 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <89s2ai$c4q$1@zingo.tninet.se>
Source record: 7722

```
On 4 Mar 2000 00:06:10 G, Steve Sweet wrote:
>Hi Jorgen
>
>
>Ive deleted my index file and now all is flowing again.
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
Hi Steve

Welcome back!
```

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3270. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-04 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <89u55u$2me$2@zingo.tninet.se>
Source record: 7723

"Robert Schaffner" <doitarchive@atari-computer.de> wrote in message
news:1e6yksg.gtlwl292rjb4N%doitarchive@atari-computer.de...

: Yes, that -can- work, must not. SCSI Bus in form like "Y" doasn't
exist.

No it doesn't. The bus you're talking about has it's controller in the
middle which still makes it a straight bus.

```
outer internal
connector F030 connector
||-----------||------------||
```

The physical ends of the bus are the ones to be terminated, which in the
above example would mean:

```
outer internal
connector F030 connector
||-----------||------------||
T (no T) T
```

The outer SCSI connector on the Falcon should be plugged with a male
termination plug, the internal connector with resistors or jumpers on
the device itself. If there exists an external device, the termination
on that end should either be provided by resistors/jumpers on the device
or with a plug in the extra contact in the casing.

SCSI chains can be a real pain if you often attach/detach units. For
devices in their own casing an external plug seems to be the most
sensible arrangement.

The main principle in terminating SCSI busses is that the two *physical*
ends of the bus must be terminated, and nothing else. SCSI ID:s must be
exclusive (only one of each number), but don't have to be arranged in
any special order.

Say that you'd want to add an external harddisk to the setup above. This
is your friend's harddisk and you'll make a temporary dump of the
contents of your internal Falcon drive to his drive.

First you'd enquire about the termination on his drive. Is there an
external plug in the casing? Or is his drive terminated internally with
SIL resistors? If yes on any of the above you simply unplug the external
terminator in your Falcon and plug his harddisk in.

If there are no terminators whatever, you should try to supply some.
Maybe the plug you have fits into his casing? Maybe you were foreseeing
this possibility and in advance bought some resistors, which are cheap,

or you could attach another terminated drive (physically) after his,
which would also solve the problem.

MG

3271. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-05 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <sc45m4h8ee6128@corp.supernews.com>
Source record: 7724

On 2 Mar 2000 02:48:20 G, Mario Becroft wrote:
>Robert Schaffner (doitarchive@atari-computer.de) wrote:
>: If you use the internal device and you like you add an external scsi
>: device you got an SCSI bus like an "Y"
>
>: Won't work.
>
>: Only with internal or with external devices it works fine.
>
>I don't know all about the Falcon, but I would not have thought that there
>would be a problem with such a configuration.
>
>It seems to me that in the Falcon the SCSI chain could be depicted as one
>continuous line, with internal devices towards one end, external devices
>towards the other end and the Falcon itself in the middle. Provided that
>there is termination at each end of the chain and the wires leading to
>each device are shorter than the maximum 10 cm stub length, which as far
>as I can see they would be, there should be no problem.

What they do is to remove the termination resistors on the motherboard and solder some pins for a non-standard connector. Making the connection like that produces what Robert calls the "Y". I would guess it depends on what cable is the longest as to which device you terminate, internal or external, but surely not both. That would be like terminating each drive connected to the external SCSI connector they way the MK-X is setup.

Mike

3272. Re: Music CD's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-05 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <sc45pro6ee6170@corp.supernews.com>
Source record: 7725

On 4 Mar 2000 05:54:51 G, Karl Smith wrote:
> Does antone know how I can copy my old '33' and '45' on to CD's.
>What software will I need to sample them, some might need to be cleaned
>up as they are a bit old, then write them to CD, them be able to be
>played a music CD player?
> I have a STe (veloce) and a Falcon, hoping to get a CD re-writer as
>soon as I drop on one at the right price.
>Whers the best place to get whats needed?
>Thanks for any help.
>Karl

Check out www.soundpool.de

Mike

3273. Re: Music CD's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-05 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <sc45pm3aee633@corp.supernews.com>
Source record: 7726

On 4 Mar 2000 05:54:51 G, Karl Smith wrote:
> Does antone know how I can copy my old '33' and '45' on to CD's.
>What software will I need to sample them, some might need to be cleaned
>up as they are a bit old, then write them to CD, them be able to be
>played a music CD player?
> I have a STe (veloce) and a Falcon, hoping to get a CD re-writer as
>soon as I drop on one at the right price.
>Whers the best place to get whats needed?
>Thanks for any help.
>Karl

Check out www.soundpool.de

Mike

3274. Help: Vortex HDplus 40 info needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-05 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <XcAjYCA8flw4EwrH@steverosie.demon.co.uk>
Source record: 7727
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

Hi

I'm after info for the above hard drive: another Atarian has bought a so called working drive and can't get any life from it, hence I'm trying to sort it out for him.

What sort of hard drive mech is it: SCSI, MFM, RLL...

The drive inside it does not have the standard SCSI connector, but an 40-pin IDE type connector.

The drive spins up, when powered and goes through the usual motions when NO interface cable is connected. When the cable is attached and powered up it does bugger all except spin up, there is no motor or movement detected.

Using HD driver and ICD's ID check it pauses for 4-5 minutes when it comes to the ID it supposed to be!

Also, although unlikely, I wondered if the drive uses SPECIFIC software to access the drive!!!

The manual doesn't give very much info on it at all.

Any help will be more than appreciated and

-- Cheers! For Now
Steve <>< * * *
Email: steve@steverosie.demon.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3275. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-05 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e7152f.vnxc4h1uwi9nkN%doitarchive@atari-computer.de>
Source record: 7728

Mikey <mgrove@iwvisp.com> wrote:

> What they do is to remove the termination resistors on the motherboard
> and solder some pins for a non-standard connector. Making the
> connection like that produces what Robert calls the "Y". I would guess
> it depends on what cable is the longest as to which device you
> terminate, internal or external, but surely not both. That would be like
> terminating each drive connected to the external SCSI connector they
> way the MK-X is setup.

Exactly. Better desciption in better english :)
Thank you ;)

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3276. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-05 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952287670-008791AEicMi@sweet3.freeserve.co.uk>
Source record: 7729

Hi Jorgen.

>>Ive deleted my index file and now all is flowing again.

>Hi Steve Welcome back!

Its good to be back. Nice to see you.

Things seem to go very quiet now and again, so i delete my .IDX files and
all flows again!. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3277. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-06 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <89usqr$mb7$1@zingo.tninet.se>
Source record: 7730

On 5 Mar 2000 13:12:54 G, Steve Sweet wrote:

Hi Steve

Isn't there something wrong with your system? I've never heard of
people having trouble with IDX files. Maybe it's a bug in Emailer?

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3278. Regular STe HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-06 00:00:00 UTC
From: Mark Rodgers <markr512@earthlink.net>
Message-ID: <0jEw4.5277$kD4.233535@newsread2.prod.itd.earthlink.net>
Source record: 7731

Greetings to all,
My 4M STe works wonderfully with one exception: My hard drives' FATs regularly become corrupt and unreadable. Usually the problems start small with lost clusters that are (seemingly) repairable. The problems always increase to the point that read and write operations are impossible and repartitioning/reformatting is necessary. This has been a problem with this STe since I started using HD's with it (~10 yrs. ago.) Lately, the problems seem to begin with read and write problems immediately after starting with a "fresh" HD. Sometimes whole partitions start out being inaccessible! I remember reading some literature long ago about a chip that was used in STe's that caused a problem like this. HELP! Does anyone have any ideas as to what is happening? I'd rather not be doomed to using the STe by floppy alone. This occurs with new HD's as well as older ones, so I don't think it can be chalked up to aging HD media.

Thanks for 'listening',

mark

3279. Falcon not fading!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-06 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <952376862-292911AEicMi@frisurf.no>
Source record: 7732

Hello!

I just write to tell that a VGA-screen is working fine at my Falcon.
(I have used a SM144 until today.)
And it boots at 640*480, not at ST-high as I have read about. I am using
Magic.
Will it be anything better to use a SVGA-screen for my Falcon?

--
Norvald

Atari Falcon 030

3280. Re: Regular STe HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-06 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8a1erbnbi2@cubacola.tninet.se>
Source record: 7733

"Mark Rodgers" <markr512@earthlink.net> wrote in message
news:0jEw4.5277$kD4.233535@newsread2.prod.itd.earthlink.net...

: Greetings to all,
: My 4M STe works wonderfully with one exception: My hard drives' FATs
: regularly become corrupt and unreadable.

A lot of STE:s have this problem. It appears to be due to a faulty DMA circuit. However, even if you swap the DMA for another one the problems may persist. On the other hand, I've swapped between a faulty STE's DMA and a good 520ST's. The result was that all of a sudden BOTH computer's disk handling worked flawlessly! I swapped back to original and the STE again behaved like yours.

A reliable test is to let the computer be switched on for about four hours, then try writing to the harddisk (preferably a long textfile or a picture), reboot and check out the file. If it shows signs of corruption, you still have the problem, if all is well, try writing more files, like copying whole partitions. You should check the file out before you start copying it!

A strange phenomena is also that some STE:s work well with harddisks for years, and then suddenly show this behaviour? Wearing and tearing inside the circuit?

Maybe the best bet here is to go for an IDE interface, it doesn't use the DMA at all.

MG

3281. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <952411364-53565AEicMi@cwcom.net>
Source record: 7734

From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Date: Sun, 05 Mar 2000 13:12:54 GMT

>Things seem to go very quiet now and again, so i delete my .IDX files and
>
>all flows again!. 8~)

Trouble's afoot then, for I've not had any trouble with empty bases with
Emailer here!

--
Rgds, Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3282. TOS 2.06 upgrade board

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-07 00:00:00 UTC
From: peter.slegg@====ANTI=SPAM====scubadivers.co.uk
Message-ID: <SMdx4.3332$za2.93261@nnrp3.clara.net>
Source record: 7735

Hi,

Perhaps someone with knowledge of the TOS ROMs could help me ?

Many years ago I fitted a TOS 2.06 upgrade board to my STfm.

Today I was looking through some old paperwork when I happened upon the manual and fitting instructions.

The board is a Compo T_Board 64 that fits into a socket soldered to the top of the 68000. The TOS 2.06 is activated by a small program in the AUTO folder. When I switch on the ST it first boots into TOS 1 then boots into TOS 2. I have it set-up so that Superboot is activated before TOS 2. There is no hardware switch with this board.

Looking at the back page of the installation instructions it says:

" If for some reason your original TOS has been removed from your computer it is still possible to fit T_BOARD. Just connect the solder point next to R1 on the T_BOARD to pin 20 of the first socket which contained one of your original TOS ROMS. "

I suddenly had the idea of fitting this wire so that the ST will boot directly into TOS 2. Would this work without first removing the soldered in TOS 1 chip set ?

If this would work it would then be tempting to fit a switch into this circuit so that I could break the connection and boot into TOS 1 if I needed to (unlikely).

I have a Milan and don't use my ST much anymore but it would be better to use if it could boot straight into TOS 2.

Regards,

Peter

3283. Re: Regular STe HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8a411q$rb8$1@plutonium.compulink.co.uk>
Source record: 7736

In message <0jEw4.5277$kD4.233535@newsread2.prod.itd.earthlink.net>,
markr512@earthlink.net said:

>My 4M STe works wonderfully with one exception: My hard drives' FATs
>regularly become corrupt and unreadable. Usually the problems start small
>with lost clusters that are (seemingly) repairable. The problems always
>increase to the point that read and write operations are impossible and
>repartitioning/reformatting is necessary. This has been a problem with this
>STe since I started using HD's with it (~10 yrs. ago.) Lately, the problems
>seem to begin with read and write problems immediately after starting with a
>"fresh" HD. Sometimes whole partitions start out being inaccessible! I
>remember reading some literature long ago about a chip that was used in
>STe's that caused a problem like this. HELP! Does anyone have any ideas as
>to what is happening? I'd rather not be doomed to using the STe by floppy
>alone. This occurs with new HD's as well as older ones, so I don't think it
>can be chalked up to aging HD media.

Have you tried another SCSI or ACSI cable? Or another host adaptor? Do
that before trying to change the drive chip - it's much easier!
IIRC the STE ACSI port probem was virtually permanent with the faulty
chip, but I guess it could get worse with time.

Regards, /Peter/

3284. Re: Falcon not fading!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8a411q$rb9$1@plutonium.compulink.co.uk>
Source record: 7737

In message <952376862-292911AEicMi@frisurf.no>, e-n-bor@frisurf.no said:

>I just write to tell that a VGA-screen is working fine at my Falcon.
>(I have used a SM144 until today.)

I have gone back to an SM124 for a lot of comms and text processing - I find it gives a much clearer picture, specially when scrolling text. VGA/SVGA in high colour resolutions is not only slower, but tends to smear as it scrolls because different colour planes are handled successively.

>And it boots at 640*480, not at ST-high as I have read about. I am using
>Magic.

What it boots into depends on the '#_DEV' numbers in MAGX.INF, but the talk about 600*400 here was about *during* the boot phase, when the MagiC logo appears unless you switch it off. I've added a '#' before the 'image=' and 'tiles=' lines, as this speeds up booting in some resolutions because there is no need to dither the image to other than 256 or tiles to other than 16 colors.

>Will it be anything better to use a SVGA-screen for my Falcon?

You may be able to get higher resolutions with it.

Regards, /Peter/

3285. Re: ������Ç���□���˛��

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-07 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <8a448bkjg2@news1.xs4all.nl>
Source record: 7738

where is your 'charset' ???

Probably UTF-8...

gtx, Rein

On 28 Feb 2000 01:07:02 , "������Ƥ����" wrote:
>����h�������������□Ħ�r,����Ï�������@□˛˛����□,ô������
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>http://kqq.126.com
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>.

3286. Extension port on a ST/STF/STE/FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-08 00:00:00 UTC
From: "J. BRIGAUD" <brigaud@nortel.antispam.networks.com>
Message-ID: <38C5FF96.38592A44@nortel.antispam.networks.com>
Source record: 7739

Hello

I want to make a DISK ROM on the extension port of my falcon.
I know that i must connect 2 ROM, but i dont know how to programm it.
How the TOS do to detect the ROM?
How the TOS Do to know that it's many files wich can be access like a
disk?

If someone have some informations, i'm very interrested.
Thank you

Jacques BRIGAUD
brigaud@nortelnetworks.com

3287. Falcon/resolution

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-08 00:00:00 UTC
From: e-n-bor@frisurf.no
Message-ID: <952541280-095607AEicMi@frisurf.no>
Source record: 7740

Hello!

>xlator@cix.compulink.co.uk
>Date: 7 Mar 2000 22:49:30
Thank you for explaining things for me about my
Falcon!

>I have gone back to an SM124 for a lot of comms and
>text processing - I
>find it gives a much clearer picture, specially when
>scrolling text.
I suppose I also will use my SM144 instead of this new
big screen with characters snailing around.
Or perhaps using this VGA in ST-high will give almost
the same result as a SM144. I`ll try it out.

>use a SVGA-screen for my Falcon?
>
>You may be able to get higher resolutions with it.
So I do not need a screen-card fitted in my Falcon for
achieving higher resolution than 640*480?

--
Norvald

Atari Falcon 030

3288. Re: Falcon not fading!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <952584140-39161AEicMi@cwcom.net>
Source record: 7741

From: xlator@cix.compulink.co.uk
Date: 7 Mar 2000 22:49:30 GMT

>I have gone back to an SM124 for a lot of comms and text processing - I
>find it gives a much clearer picture, specially when scrolling text.
>VGA/SVGA in high colour resolutions is not only slower, but tends to
>smear as it scrolls because different colour planes are handled
>successively.

Try 16 colours, that gives you the best of both worlds. With that Nemesis
of yours and Videlity (or Centek's Centscreen) set up, you should be able
to get a nice display that's easy on the eyes.

--
Rgds, Derryck

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3289. Re: Regular STe HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952688980-67588AEicMi@sweet3.freeserve.co.uk>
Source record: 7651

Hi Mark

>My 4M STe works wonderfully with one exception: My hard drives' FATs
>regularly become corrupt and unreadable.
......

Cuto Snippo
......
>I remember reading some literature long ago about a chip that was used in
>STe's that caused a problem like this. HELP! Does anyone have any ideas as
>to what is happening? I'd rather not be doomed to using the STe by floppy
>alone. This occurs with new HD's as well as older ones, so I don't think
>it can be chalked up to aging HD media.

I recall a document that pointed out that some STE's have the wrong value
pull up resistor pack on the CPU that mess up the signals to the DMA chip,
so the problem is not all down to the DMA processor!!>

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3290. Re: Extension port on a ST/STF/STE/FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952688984-68430AEicMi@sweet3.freeserve.co.uk>
Source record: 7652

Hi J.,

>I want to make a DISK ROM on the extension port of my falcon. I know that
>i must connect 2 ROM, but i dont know how to programm it. How the TOS do
>to detect the ROM?

The Atari Compendium has a spec for ROM chips for the Atari

>How the TOS Do to know that it's many files wich can be access like a
>disk?

Coz depending on the 'type' of ROM, its got a directory.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3291. Re: TOS 2.06 upgrade board

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952688988-69218AEicMi@sweet3.freeserve.co.uk>
Source record: 7653

Hi Peter

>I suddenly had the idea of fitting this wire so that the ST will boot
>directly into TOS 2. Would this work without first removing the soldered
>in TOS 1 chip set ?

You could always fool the machine into thinking its chips are removed. Find
the Chip select pin on the host's ROM chips and connect to +5V.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3292. Help!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: Lord Biron <lordbiron@mindspring.com>
Message-ID: <01bf89b1$d1cc3120$f8d9aec7@lordbiro>
Source record: 7742

1>I was thinking of connecting my PC and Atari 1040ste via a serial cable is there anyway i could partition part of my pc harddrive and remotely run programs off of it. This seems to be the only real way to add a harddrive without trying to locate a old atari one.

2>I hook up my atari to a T.V. for color output but when i run "ste" only or enhanced software the screen goes haywire(like when u have your v-hold wrong). Is this suppose to happen??

Ty Sonny

3293. Re: Help!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8a8jogkds1@news.stortek.com>
Source record: 7743

"Lord Biron" <lordbiron@mindspring.com> a crit dans le message news:
01bf89b1$d1cc3120$f8d9aec7@lordbiro...
> 1>I was thinking of connecting my PC and Atari 1040ste via a serial cable
> is there anyway i could partition part of my pc harddrive and remotely run
> programs off of it.

No you can't.

Ghostlink is a program that allow the ST to access the PC's drives like it
was it's own, but:
- A 19.2Kbps serial connection is slower than a normal floppy drive
- It can read files, but can't run programs over the link.

> This seems to be the only real way to add a harddrive
> without trying to locate a old atari one.

No it isn't. You can connect modern IDE or SCSI drives as long as you have
an adapter. The adapters cost around 100 Euros or USD nowadays.

Check out the Quick FAQ.

> 2>I hook up my atari to a T.V. for color output but when i run "ste" only
> or enhanced software the screen goes haywire(like when u have your v-hold
> wrong). Is this suppose to happen??

No it isn't. Do you mean demos or programs using overscan? This might have
to do with some 50/60Hz switching that your TV can't do. Not knowing in
which part of the world does not help, because the 50/60Hz issue is related
to your country's current.

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3294. Re: Falcon vs. MKX

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8a8mg4phi1@nnrp1.deja.com>
Source record: 7744

In article <89u55u$2me$2@zingo.tninet.se>,
"Martin Graiter" <graiter@starmail.com> wrote:

This is how the C-Lab looks if fitted with internal SCSI.
Controller is not in the middle of the bus. You do not terminate both
devices.
Nuff said. Doit Archves are best source of information.

```
outer internal
connector connector
||-------------------------||--------------F030 Controller
```

or if you want to call it a "Y"

```
internal
connector------------------*
*
*
outer *
connector *
||-------------------------|--------------F030 Controller
```

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

3295. Re: Falcon/resolution

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <38c7ea9f$0$16850@news.zetnet.co.uk>
Source record: 7745

On 8 Mar 2000 17:44:42 G, <e-n-bor@frisurf.no> wrote:
>>You may be able to get higher resolutions with it.
>So I do not need a screen-card fitted in my Falcon for
>achieving higher resolution than 640*480?

You can get software which gives you higher resolutions (Blow Up,
Videl, Screenblaster I think), but you'll find that the higher you go,
the slower the system becomes. Any more than 640x480 VGA in 16
colours and the Falcon starts to slow down to the speed of an ST.

Still waiting for my Eclipse card from Coretex...

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3296. Re: Extension port on a ST/STF/STE/FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38C81F16.B4D8EC64@cable.A2000.nl>
Source record: 7746

Hi

J. BRIGAUD wrote:
>
> Hello
>
> I want to make a DISK ROM on the extension port of my falcon.
> I know that i must connect 2 ROM, but i dont know how to programm it.
> How the TOS do to detect the ROM?

It does not, you must built a autofolder program, just like a RAM disk, but without write functions.

> How the TOS Do to know that it's many files wich can be access like a
> disk?
>
You must fill the rom's with a standard filesystem.
The autofolderprogram will act as a devicedriver.

> If someone have some informations, i'm very interrested.
> Thank you

I hope I understood what you meant. :-)

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3297. Re: Help!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <38c8240b$1_1@athena.netset.com>
Source record: 7747

>Check out the Quick FAQ.
>
>> 2>I hook up my atari to a T.V. for color output but when i run "ste"
only
>> or enhanced software the screen goes haywire(like when u have your v-
hold
>> wrong). Is this suppose to happen??
>
>No it isn't. Do you mean demos or programs using overscan? This might have
>to do with some 50/60Hz switching that your TV can't do. Not knowing in
>which part of the world does not help, because the 50/60Hz issue is
related
>to your country's current.
>

Hi!

I have noticed something with my VideoTurtle RGB to S-Video convertor. This is in regards to 50/60Hz.

On some demo programs that are fixed to 50Hz, I have noticed about a 1/6 of the screen is shifted down. Now mind you, this is on a 26" S-Video TV. And the 1CM135 monitor I have, doesn't show this at all.

But, I really am not troubled by it. The programs and demo's are still very usable and fun to watch, on the bigger screen especially.

Now, I am in the USA, and not a SCART user. I noticed the 50/60 Hz shift on a particular program, Lostblub, on the TV, via the VideoTurtle. I noticed the screen was down a bit from normal. I was perplexed until I had tried the Berzerk program from David Munsie, and did the 50/60Hz shift. Vola! There is the cause!

Is there a way to have these demo's to run in a 60Hz system, Falcon030, and the other ST's in my collection?

Regards,

Jim

3298. Re: Regular STe HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: gazliz@zetnet.co.uk
Message-ID: <38c8258a$0$20634@znews.zetnet.co.uk>
Source record: 7748

I found some notes about the floppy disk controller chip, where certain ones are unsuitable for running high-density floppy drives, and are marked VL1772-02PC, WD1772 00-02, or WD1772 02PC. Ok ones are WD1772 02-02 or C302096-001A. Whether this would affect the hard drive as well, I don't know though!
Gary.

On 6 Mar 2000 02:00:28 G, "Mark Rodgers" wrote: (cut)
>I remember reading some literature long ago about a chip that was used in
>STe's that caused a problem like this. HELP! Does anyone have any ideas as
>to what is happening? I'd rather not be doomed to using the STe by floppy
>alone. This occurs with new HD's as well as older ones, so I don't think it
>can be chalked up to aging HD media.
>.

3299. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952688972-66092AEicMi@sweet3.freeserve.co.uk>
Source record: 7749

Yo!, Dezza

>>Things seem to go very quiet now and again, so i delete my .IDX files
>and all flows again!. 8~)

>Trouble's afoot then, for I've not had any trouble with empty bases with
>Emailer here!

Hm!, seems to happen after an upgrade, wonder if the file format changes.

Is c.s.a.st.announce active at your end?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3300. Re: Help: Vortex HDplus 40 info needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-09 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <952688976-66855AEicMi@sweet3.freeserve.co.uk>
Source record: 7750

Hi Steve

>Also, although unlikely, I wondered if the drive uses SPECIFIC software to
>access the drive!!!

Ive got software that came with a Vortex DataJet, that might help quell
that suspicion

>The manual doesn't give very much info on it at all.

Dont be silly now!!. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3301. Re: Extension port on a ST/STF/STE/FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-10 00:00:00 UTC
From: "J. BRIGAUD" <brigaud@nortel.antispam.networks.com>
Message-ID: <38C8A364.2B83C9D2@nortel.antispam.networks.com>
Source record: 7654

Henk Robbers wrote :

> Hi
>
> J. BRIGAUD wrote:
> >
> > Hello
> >
> > I want to make a DISK ROM on the extension port of my falcon.
> > I know that i must connect 2 ROM, but i dont know how to programm it.
> > How the TOS do to detect the ROM?
>
> It does not, you must built a autofolder program, just like a RAM disk, but without
> write functions.
>
> > How the TOS Do to know that it's many files wich can be access like a
> > disk?
> >
> You must fill the rom's with a standard filesystem.
> The autofolderprogram will act as a devicedriver.
>
> > If someone have some informations, i'm very interrested.
> > Thank you
>
> I hope I understood what you meant. :-)

Yes but i need much detail on the memory configuration :
- Is there a magic number (which one)?
- I think there's a "FAT". How to make this "FAT" (the description of the pointer in the rom where are the differents file name? where are the data of these files.....)?

Is there a web page who describes this?

Thank you very much

3302. Re: Regular STe HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-10 00:00:00 UTC
From: troed@rsn.thisshouldnotbehere.hk-r.se
Message-ID: <38c8ba12.157891404@news4.usenetserver.com>
Source record: 7655

gazliz@zetnet.co.uk (Gary Smith) wrote:

>I found some notes about the floppy disk controller chip, where certain
>ones are unsuitable for running high-density floppy drives, and are marked
>VL1772-02PC, WD1772 00-02, or WD1772 02PC. Ok ones are WD1772 02-02 or
>C302096-001A. Whether this would affect the hard drive as well, I don't
>know though!
>Gary.
>
>On 6 Mar 2000 02:00:28 G, "Mark Rodgers" wrote: (cut)
>>I remember reading some literature long ago about a chip that was used in
>>STe's that caused a problem like this. HELP! Does anyone have any ideas as
>>to what is happening? I'd rather not be doomed to using the STe by floppy
>>alone. This occurs with new HD's as well as older ones, so I don't think it
>>can be chalked up to aging HD media.

To get back to the original question regarding STe HD corruption -
there's a document regarding this on www.sync.st

___/
_/

3303. Re: Extension port on a ST/STF/STE/FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-10 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003101336350.300-100000@rakas>
Source record: 7656

On 2000-3-10, J. BRIGAUD <brigaud@nortel.antispam.networks.com> wrote:

> Yes but i need much detail on the memory configuration :
> - Is there a magic number (which one)?

The LONG appearing at 0xFA0000 describes the type of cartridge:

0xABCDEF42 = application.

More info in the Atari Compendium, page 5.7 and 5.8.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3304. Re: Falcon/resolution

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-10 00:00:00 UTC
From: François GALEA <fgalea@ens.uvsq.fr>
Message-ID: <Pine.GHP.4.10.10003101443310.1920-100000@jungle.ens.uvsq.fr>
Source record: 7657

On 9 Mar 2000, Chris Simon wrote:

> On 8 Mar 2000 17:44:42 G, <e-n-bor@frisurf.no> wrote:
> >>You may be able to get higher resolutions with it.
> >So I do not need a screen-card fitted in my Falcon for
> >achieving higher resolution than 640*480?
>
> You can get software which gives you higher resolutions (Blow Up,
> Videl, Screenblaster I think), but you'll find that the higher you go,
> the slower the system becomes. Any more than 640x480 VGA in 16
> colours and the Falcon starts to slow down to the speed of an ST.

Well, monochrome modes don't slow down the Falcon that much, even in enhanced resulutions.

Videl Inside, on versions earlier than the 2.00, was brought with preselected modes for SM124/SM144 monitors, enhancing the screen res to resolutions like 768x512 and even higher ones.

If you can't find it, I may try to get it for you. It still should be in my archives ! :)

Please e-mail me if you're interested.

- Franï¿½ois GALEA -

3305. Re: Falcon/resolution

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-10 00:00:00 UTC
From: François GALEA <fgalea@ens.uvsq.fr>
Message-ID: <Pine.GHP.4.10.10003101537001.6949-100000@jungle.ens.uvsq.fr>
Source record: 7658

On Fri, 10 Mar 2000, Franï¿½ois GALEA wrote:

> On 9 Mar 2000, Chris Simon wrote:
>
> > On 8 Mar 2000 17:44:42 G, <e-n-bor@frisurf.no> wrote:
> > >>You may be able to get higher resolutions with it.
> > >So I do not need a screen-card fitted in my Falcon for
> > >achieving higher resolution than 640*480?
> >
> > You can get software which gives you higher resolutions (Blow Up,
> > Videl, Screenblaster I think), but you'll find that the higher you go,
> > the slower the system becomes. Any more than 640x480 VGA in 16
> > colours and the Falcon starts to slow down to the speed of an ST.
>
> Well, monochrome modes don't slow down the Falcon that much, even in
> enhanced resulutions.
>
> Videl Inside, on versions earlier than the 2.00, was brought with
> preselected modes for SM124/SM144 monitors, enhancing the screen res to
> resolutions like 768x512 and even higher ones.
>
> If you can't find it, I may try to get it for you. It still should be in
> my archives ! :)
>
> Please e-mail me if you're interested.

I may have been drunk when I wrote this post :)

I don't know why I understood you were talking about monochrome monitors.

For color monitors, the best solution is Videl Inside 2.

url : ftp://ftp.lip6.fr/pub/atari/Falcon/Graphics/vi_2_04.lzh

bye

- Franï¿½ois GALEA -

3306. Re: Falcon/resolution

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-10 00:00:00 UTC
From: mike@mbedford.demon.co.uk
Message-ID: <952718369.13724.0.nnrp-10.9e983130@news.demon.co.uk>
Source record: 7659

>You can get software which gives you higher resolutions (Blow Up,
>Videl, Screenblaster I think), but you'll find that the higher you go,
>the slower the system becomes. Any more than 640x480 VGA in 16
>colours and the Falcon starts to slow down to the speed of an ST.

I've tried Screenblaster. With Afterburner it's not too bad.
I did find that when I use it with CAB or Newsie then I get a lot of
disk errors, on both IDE & SCSI HD's. Haven't sorted this out yet.

>Still waiting for my Eclipse card from Coretex...
>
Snap!

Mike Bedford

3307. Re: Falcon/resolution

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-10 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <38c98146$0$16855@news.zetnet.co.uk>
Source record: 7660

On 10 Mar 2000 15:40:07 , =?iso-8859-1?Q?Fran=E7ois_GALEA?= wrote:
>I may have been drunk when I wrote this post :)

Don't worry, it happens to the best of us!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3308. Re: Extension port on a ST/STF/STE/FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-11 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <38C97F68.ADEB90E2@cable.A2000.nl>
Source record: 7661

Hi

J. BRIGAUD wrote:

> Yes but i need much detail on the memory configuration :

I think I confused a 'Megabus' with your 'extension port'.
I dont know if a Falcon has a megabus.
I dont know how such a thing works.
So I just let my imagination flow. ;-)
Sorry.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3309. Re: Extension port on a ST/STF/STE/FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-11 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e7bhxj.1gw3ihvyj0gqN%doitarchive@atari-computer.de>
Source record: 7662

J. BRIGAUD <brigaud@nortel.antispam.networks.com> wrote:

> If someone have some informations, i'm very interrested.
> Thank you

Falcon Romport, Memoryport, internal Expansionsport -> DOITF030
URL below.

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3310. Re: Falcon/resolution

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-11 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8ae4t6skl1@plutonium.compulink.co.uk>
Source record: 7663

In message <952541280-095607AEicMi@frisurf.no>, e-n-bor@frisurf.no said:

>I suppose I also will use my SM144 instead of this new
>big screen with characters snailing around.
>Or perhaps using this VGA in ST-high will give almost
>the same result as a SM144. I`ll try it out.

I believe the SM124 is essentially a VGA mono monitor. I'm not sure whether it will work at 71 Hz to give less flicker the way my SM124 does.

>>use a SVGA-screen for my Falcon?
>>
>>You may be able to get higher resolutions with it.
>So I do not need a screen-card fitted in my Falcon for
>achieving higher resolution than 640*480?

I'm not sure, as my Falcon has a Nemesis accelerator and Videlity, though I can't use these with the mono or RGB monitors. On the mono I can only get ST High but on the RGB color monitor I can get a lot more, though interlaced and with some flicker. This is a limitation of the monitor, which is basically designed to use TV frequencies (15-dd kHz horizontal, 50 or 60 Hz vrtical). On an SVGA you can go higher in progressive scan mode, but without lugging the beast out from its hiding place I can't tell you how much. Sorry. Just try it and see - you shouldn't do any damage as long as you switch off within a few seconds if the monitor doesn't lock up to the signal.

Regards, /Peter/

3311. Re: Extension port on a ST/STF/STE/FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-11 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8af0c7$q1q$2@cubacola.tninet.se>
Source record: 7664

"J. BRIGAUD" <brigaud@nortel.antispam.networks.com> wrote in message news:38C8A364.2B83C9D2@nortel.antispam.networks.com...

: > > I want to make a DISK ROM on the extension port of my falcon.
: > > I know that i must connect 2 ROM, but i dont know how to programm it.
: > > How the TOS do to detect the ROM?

There is software that can do this for you. A special RAM-disk arranges the files you want inside the cartridge ROM:s. The software comes as a part of the Junior Prommer from Maxon in Germany. The cartridge ROM memory limit is 128Kb, which isn't enough for anything useable really.

On the STE you can have additional ROM:s for up to 512Kb of storage. This address space is right above the STE TOS and has nothing to do with the cartridge ROM:s. Physically this ROM container can be realized by piggybacking the STE's TOS ROMs with additional EPROM:s and adding an AND gate. The STBook has such a container built in.

Also ST's with added TOS 2.06 decoding hardware can accomplish this, here you're more or less free to decide for yourself how great a ROM you'd like. One Mb is possible for instance.

In most cases a harddisk is the better alternative.

FWIW, there are now new IDE interfaced Flash-ROM:s which can be plugged in to an existing IDE connector and behave like any ordinary harddrive. According to the salespeople these flash devices can be "formatted" and "partitioned" just like any other harddisks. Haven't had the opportunity to try one out myself yet. The downside is the price, but that may change in the future. Maybe Uwe Seimet can fill us in more on the feasibilities of this on the Atari side?

MG

3312. DVD and CD-RW Drive

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-12 00:00:00 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <AuQy4.6480$za2.184882@nnrp3.clara.net>
Source record: 7665

I recently found some information about a Ricoh DVD drive
that can also write CD-RW disks. I've been looking at getting
a CD-RW for my Milan but this looks like a better solution.

I expect that HD-Driver wouldn't have any problems but I
don't know about Spin and CD writer software.

The drive is a Ricoh MP 9060A and info can be found on the
ricoh web site.

Regards,

Peter

3313. IEEE 1394

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-12 00:00:00 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <CuQy4.6481$za2.184882@nnrp3.clara.net>
Source record: 7666

Hi All,

Since I got my Milan I have been playing with video editors.
The first one was TNT's Mountain which has always been very
compatible with the Milan and NAES. Sadly it has no support
for sound.

More recently I have been looking at Funmedia which until
recently didn't work very well on my Milan.

Mountian http://perso.club-internet.fr/vanel/
Funmedia http://www.dpl.net/user/dpl-00777/

These two apps look very similar and are both good.

I would like to be able to do some basic editing of camcorder
sourced video material. I have a digital camcorder so the
obvious way of getting the footage into the Milan is through
an IEEE1394 "firewire" interface rather than the more
traditional video digitiser.

I have brought this topic up before on this NG and I know
there are a few others out there like me.

The price of firewire pc cards has been falling and here in
Great Britain cards like the one from SIIG can be obtained
for about 150 quid.

I think that a fast 68060 machine would be needed (Hades and
soon the Milan II hopefully) as well as a fast hard drive but
aren't they all fast these days ?

The problem is that software drivers would be needed to talk
to the card and to drive the camcorder. I contacted a couple of
IEEE1394 card manufacturers about a year ago and once I managed
to make them understand that I wasn't using a PC (they kept
trying to sell me the PC software!) they were not very helpful.
One did offer me the developers pack for writing tools for their
driver but it was for a ridiculous sum of money. Why is it so
expensive ?!

Does anyone feel like taking up the challenge ?

Regards,

Peter

3314. Re: IEEE 1394

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-12 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <200003130000.a14518@lu.maus.de>
Source record: 7667

Hello Peter,

PS> I would like to be able to do some basic editing of camcorder
PS> sourced video material. I have a digital camcorder so the

PS> I think that a fast 68060 machine would be needed (Hades and
PS> soon the Milan II hopefully) as well as a fast hard drive but
PS> aren't they all fast these days ?
The speed of a fast drive is not your problem, the speed of editing is.

Video editing is handled with highly compressed MPEG2 today (the also
compressed, but much bigger DV format - your camcorder produce that -
takes a
huge amount of RAM and HD space) and the Milan (or Milan II) is not nearly
as
fast enough for that. Even fast PCs, which are *incredibly much* faster
than
a 68060 computer, are just fast enough to decode MPEG2 in real-time. To
encode the data, hardware MPEG2 encoders were used.

So you need a firewire card and a MPEG encoder card. And if you have them,
you need drivers for them and if you have the drivers, you need MPEG2
editing
software. The software is not existing and, I suppose, won't be written
for
that machine ...

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.nkct.de http://CyBaer.home.pages.de

3315. Re: DVD and CD-RW Drive

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-13 00:00:00 UTC
From: François GALEA <fgalea@ens.uvsq.fr>
Message-ID: <Pine.GHP.4.10.10003131138000.2301-100000@jungle.ens.uvsq.fr>
Source record: 7668

On Sun, 12 Mar 2000, Peter Slegg wrote:

> I recently found some information about a Ricoh DVD drive
> that can also write CD-RW disks. I've been looking at getting
> a CD-RW for my Milan but this looks like a better solution.
>
> I expect that HD-Driver wouldn't have any problems but I
> don't know about Spin and CD writer software.

I can answer you about CD writer software. Normally, DVD drives understand the MMC-2 (multimedia commands) command set, which, I think, are backward-compatible with the MMC-1 one, which is used on CD-RW drives. The problem is what "backward-compatible" really stands for, because as all developers know, things never work the way you would like them to :)

The CD recording tool I am developing supports MMC-1 commands, so it might be able to work with the DVD/CD-RW drive. But I can't promise anything.

bye,

- Franï¿½ois GALEA -

3316. Ieee 1394

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-13 00:00:00 UTC
From: John.Kormylo@7861.conchbbs.com
Message-ID: <f87_0003131551@conchbbs.com>
Source record: 7669

p > One did offer me the developers pack for writing tools for
p > their driver but it was for a ridiculous sum of money. Why is
p > it so expensive ?!

1) There are so few developers out there (even in the PC world).

2) Developers are supposed to be able to pass on the costs to their customers.

I remember paying Global Engineering Documents $75 for an 18 page report which turned out to be useless.

___ Mountain Reader II - #00000053
--
| Fidonet: John Kormylo 1:106/7861
| Internet: John.Kormylo@7861.conchbbs.com
| Standard disclaimer: The views of this user are strictly his own.

3317. Atari MP3 Encoder Wanted

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-15 00:00:00 UTC
From: Preben Sloth <ps@lkps.dk>
Message-ID: <_zGz4.25$5W.548@news.get2net.dk>
Source record: 7670

```
Atari MP3 Encoder Wanted
Hello World
I am looking for an MP3 Encoder for my Atari Falcon.
The Souce Files will be in AIF format (but other formats will do).
Please concact ps@lkps.dk
Thanks Preben Sloth, Denmark
```

3318. Re: Extension port on a ST/STF/STE/FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-15 00:00:00 UTC
From: "J. BRIGAUD" <brigaud@nortel.antispam.networks.com>
Message-ID: <38CF370D.C46A2E82@nortel.antispam.networks.com>
Source record: 7671

Martin-ï¿½ric Racine a ï¿½crit :

> On 2000-3-10, J. BRIGAUD <brigaud@nortel.antispam.networks.com> wrote:
>
>
> More info in the Atari Compendium, page 5.7 and 5.8.

Thank you very much.

3319. QUIERES SER MILLONARIO???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-15 00:00:00 UTC
From: "A. Aguinaga" <a.agui@teleline.es>
Message-ID: <B_Qz4.25301$ys3.162159@telenews.teleline.es>
Source record: 7672

> Hola a todos:
>
> Desde hace unos d�as estoy buscando la forma de ganar dinero en
> Internet, he recorrido grupos de noticias, tablones, avisos
> clasificados...
> En todos estos lugares encuentro mensajes como el que reproduzco m�s
> abajo.
> Me qued� pensando: Es simplemente una cadena, esto es algo que no
> anda...
> �y si funciona?. Esto no es algo nuevo, ya se hace desde d�cadas y no s�
> de nadie que haya hecho dinero... Y si funciona?. Pens�ndolo bien es un
> verdadero trabajo... �y si funciona?...Al final me decid� y aqu� estoy.
> Si tu tambi�n te decidiste o estas dudando, sigue leyendo.
> No creas que va a ser f�cil, es necesario colocar este mensaje en todos
> los lugares que se te ocurra publicarlo, news, tablones, avisos
> clasificados, etc. cuando mayor sea la cantidad de veces que lo repitas
> mejor para ti (y para mi por supuesto, ya ver�s) por eso te digo que es
> un verdadero trabajo, te va llevar varias horas, va requerir de toda tu
> experiencia, tambi�n va a depender de tu constancia para seguir
> publicando y tu habilidad para promocionarlo (pero no te preocupes). La
> diferencia con lo que se hac�a antes con el correo tradicional es que
> esta cadena no depende de cinco o diez personas a las que les llega el
> mensaje, sino que es para todo el mundo, y en Internet hay miles de
> personas que ver�n el aviso y alguna (como yo) se va a decidir.
> Y por �ltimo �Has pensado cu�nto puedes aprender en una tarea como
> esta, para aplicarla en trabajos futuros?
> Yo soy ahora el �ltimo de la lista que vas a encontrar y donde (si
> sigues adelante) vas a estar tu al repetir el mensaje, dej�ndome
> pen�ltimo, te deseo suerte, ya que tambi�n parte de esta suerte va a ser
> para m�.
> Este es el mensaje que encontr�:
> (NO ME HAGO CARGO DE LAS FALTAS DE ORTOGRAFIA DE LO QUE SIGUE):
> Esto es lo que le pas� a un amigo:
> D�as atr�s, cuando navegaba por estas p�ginas de Noticias, as� mismo
> como Ud. lo esta haciendo ahora, se me apareci� un art�culo similar a
> este que dec�a que uno puede ganar miles de d�lares en pocas semanas con
> una inversion de $6.00!. Enseguida pens�, Oh no! otra estafa mas?, pero
> como la mayoria de nosotros, la curiosidad pudo mas, y segu� leyendo.
> Segu�a diciendo que Ud. enviar� $1.00 a cada uno de los 6 nombres y
> direcciones mencionados en este art�culo. Entonces Ud. anota su nombre y
> direcci�n al final de la lista reemplazando al #6, y envie o ponga este
> art�culo a por lo menos 200 newsgroups(Hay miles de estos en todo
> elmundo).

> No hay truco, eso fue todo. La gran diferencia entre este sistema y
> otros es que Ud. tiene una lista de 6 en vez de 5... Esto significa que
> su promedio de ganancia sera aproximadamente 15 veces mayor!!! Despu�s
> de pensarlo una y otra vez, y consultar con unos amigos primero, decid�
> probarlo. Pens� que lo �nico que podria perder eran 6 estampillas
> (sellos de correos) y $6.00, verdad?.
> Como probablemente muchos de nosotros, estaba un poco preocupado por la
> legalidad de todo esto. Entonces investigu� en la ley internacional de
> Correos Internacionales de Am�rica y observe que en el articulo 4� dice
> que en este tipo de sistema de traslados de dinero en cantidades m�nimas
> era absolutamente legal.
> Entonces invert� mis $6.00.....IMAGINENSE QUE!!!...a los 7 d�as,
> empec� a recibir dinero por correo!!!. Estaba sorprendido! Todavia
> pensaba que esto terminar�a enseguida, y no pens� mas en otra cosa. Pero
> el dinero seguia llegando. En mi primera semana hice unos $20.00 a
> $30.00 d�lares. Para el final de la segunda semana tenia hecho un total
> de m�s de $1,000.00!!!!! En la tercer semana recib� m�s de $10,000.00 y
> todavia seguia llegando m�s. Esta es mi cuarta semana ya hice un total
> de m�s de $41,000.00 y esto sigue llegando m�s rapidamente (mi esposa e
> hijos se pasan abriendo los sobres y yo consiguiendo Newsgroup). Esto se
> puso serio!!!! Todo esto realmente vali� la inversi�n de $6.00 y 6
> estampillas (sellos). Me gastaba m�s que esto en sorteos y loterias!!
> Perm�tanme explicarles como funciona esto y lo mas importante el porqu�
> funciona....tambi�n, Ud. aseg�rese de imprimir una copia de este
> art�culo AHORA, para poder sacar toda la informaci�n a medida que lo
> necesite.
> El proceso es muy facil y consiste en 3 pasos sencillos:
> PASO No. 1:
> Obtenga 6 hojas de papel y escriba en cada una de ellas FAVOR DE
> INCLUIRME EN SU LISTA DE CORRESPONDENCIA O E-MAIL. Ahora consiga 6
> billetes de US$1.00 dolar e introduzca cada dolar en un sobre con la
> hoja de manera que el billete no se vea a trav�s del sobre!!
> Mejor ponerlo encerrado en un papel de color oscuro para prevenir robos
> de correspondencia. Ahora Ud. deberia tener 6 sobres sellados y en ellos
> un papel con la frase mencionada, su nombre y direcci�n, y un billete de
> $1.00 dolar. Lo que Ud. Esta haciendo con esto es crear un servicio
> y eso hace que esto sea ABSOLUTAMENTE LEGAL!!
> Enviar los 6 sobres a las siguientes direcciones:
>
> #1 Graciela Caceres
> Canelones 1365 Apto.3,
> C.P. 11200
> Montevideo, Republica Oriental del Uruguay
>
> #2 Rodrigo Cabrales
> Av. Per� #784 dpto. A - RECOLETA
> Santiago-CHILE
>
> #3 Jose L. Giron

> c/ C�firo N.9 2�-b
> 41018
> Sevilla
> Espa�a
>
>
> #4 Luis Guti�rrez
> Villaviciosa de Od�n - C.P. 28670
> Madrid - Espa�a
>
> #5 Antonio Aparicio
> C/. Feliu i Codina, 45 2� 3� Esc. B
> 08031 Barcelona (ESPA�A)
>
> #6 Alberto Aguinaga San Mart�n
> C/ I�igo Arista 14 - 6C
> C.P. 31007 Pamplona (NAVARRA)
> ESPA�A
>
> PASO No. 2:
>
> Ahora elimine el #1 de la lista de arriba y mueva los otros nombres un
> n�mero para arriba (el #6 se convierte en #5, el #5 se convierte en #4,
> Etc.) y agregue SU NOMBRE y direcci�n como el #6 en la lista.
>
> PASO No. 3:
>
> Cambie todo lo que crea conveniente de este art�culo, pero trate de
> mantenerlo lo mas posible cercano al original. Ahora ponga su art�culo
> en por lo menos 200 newsgroups(existen mas de 24,000 grupos). Solo
> necesita 200, pero cuando mas cantidad lo ponga, mas dinero le
> llegar�!!!.
> Aqu� van algunas indicaciones de como introducirse en los newsgroups:
>
>
> ---
> COMO MANEJAR LOS NEWSGROUPS
> ---
> No.1 Ud. no necesita redactar de nuevo toda esta carta para hacer
> la suya propia. Solamente ponga su cursor al comienzo de esta carta,
> haga click y lo deja presionando y b�jelo hasta el final de la carta y
> l�rguelo.
> Toda la carta deber� estar sombreado. Entonces, apunte y haga click en
> edit arriba de su pantalla, aqu� seleccione copy. Esto har� que todala
> carta quede en la memoria de su computadora.
> No.2 Abra un archivo notepad y lleve al cursor arriba de la p�gina
> en blanco. Presione edit y del menu seleccione paste. Ahora tendr�
> esta carta en el notepad y podr� agregar su nombre y direcci�n en el
> lugar #6 siguiendo las instrucciones de mas arriba.

> No.3 Grave esta carta en su nuevo archivo del notepad como
> un .txt file. Y cada vez que quiera cambiar algo ya lo puede hacer.
>
> ---
> PARA LOS QUE MANEJAN NETSCAPE
> ---
> No.4 Dentro del programa Netscape, vaya a la ventana
> titulada :Window y seleccione netscapeNews. Entonces elija del menu
> Options, seleccione Show all Newsgroups. En segundos una lista de
> todos los Newsgroups de su server aparecer�. Haga click en cualquier
> newsgroup.
> De este newsgroup haga click debajo de TO NEWS, el cual deberia estar
> arriba, en el extremo izquierdo de la p�gina de newsgroups. Esto le
> llevar� a la caja de mensajes.
> No.5 Llene este espacio. Este ser� el t�tulo que ver�n todos
> cuando recorran por la lista de un grupo en particular.
> No.6 Marque el contenido completo del .txt file y copie usando
> la misma t�cnica anterior. Regrese al Newsgroup TO NEWS y Ud. esta
> creando y empastando esta carta dentro de su programa o posting.
> No.7 Presione send que est� en la parte superior izquierda.
> Y UD. HA FINALIZADO CON SU PRIMERO!...CONGRATULACIONES!!! .
>
> ---
> LOS QUE USAN INTERNET EXPLORER
> ---
> PASO No. 4: Vaya al Newsgroups y seleccione Post an Article.
> PASO No. 5: Carge el art�culo.PASO No. 6: Repita el No.6 mas arriba.
> PASO No. 7: Presione el bot�n Post.
> ---
>
> ESTO ES TODO!. Todo lo que tiene que hacer es meterse en diferentes
> Newsgroups y empastarlos, cuando ya tenga pr�ctica, solo le tomar� unos
> 30 segundos por cada newsgroup!
> **RECUERDE, CUANTOS MAS NEWSGROUPS CONSIGA, MAS RESPUESTAS (Y DINERO)
> RECIBIRA!! PERO DEBE DE ENTRAR EN POR LO MENOS 200**
> YA ESTA!!!.... Ud. estar� recibiendo dinero de todo el mundo, de lugares
> que ni conoce y en unos pocos d�as!. Eventualmente querr� rentar un
> P.O.Box por la cantidad de sobres que ir� recibiendo. Si prefiere usar
> sobrenombres, puede crear un nombre toda vez que el cartero entrege
> donde debe.
> **ASEGURESE DE QUE TODAS LAS DIRECCIONES ESTEN CORRECTAS
> Ahora el POR QUE de todo esto:
> Tomemos un ejemplo:
> * De 200 enviados, digamos que recibo solo 5 respuestas (baj�simo
> ejemplo). Entonces hice $5.00 con mi nombre en la posici�n #6 de esta
> carta.
> * Ahora, cada uno de las 5 personas que ya me enviaron los $1.00 tambi�n
> hacen un m�nimo 200 newsgroups, cada uno con mi nombre en el #5 de la
> lista y solo responden 5 personas a cada uno de los 5 originales, esto

> hace $25.00 mas que yo recibo,
> * ahora estas 25 personas pone un m�nimo de 200 Newsgroups con mi nombre
> en el #4 y solo se recibe 5 respuesta de cada uno. Estar�a haciendo
> otros $125.00 adicionales.
> * Ahora esta 125 personas ponen sus m�nimo de 200 grupos con mi nombre
> en el #3 y solo recibe 5 respuestas cada una, yo recibo un adicional de
> 625.00!.
> * OK, aqu� esta la parte mas divertida, cada una de estas 625 personas
> ponen sus cartas en otros 200 grupos con mi nombre en el #2 y cada una
> recibe solo 5 respuestas, esto hace que yo reciba $3,125.00!!!.
> *Estas 3,125 personas enviar�n este mensaje a un m�nimo de 200
> Newsgroups con mi nombre en el #1 y si solo 5 personas responden de los
> 200 grupos, estar� recibiendo $15,625.00!!.
> De una inversion original de $6.00!! mas estampillas(sellos). FABULOSO!
> Y como dije antes, que solo 5 personas respondan muy poca, el promedio
> real seria 20 o 30 personas!. Asi que pongamos estos n�meros m�s a
> calcular.
>
> Si solo 15 personas responden, esto hace:
> en la #6 $15.00
> en la #5 $225.00
> en la #4 $3,375.00
> en la #3 $50,625.00
> en la #2 $759,375.00
> en la #1 $11,390,625.00 (imaginate)
> .....si, mas de ONCE MILLONES DE DOLARES!!!
>
> Una vez que su nombre ya no esta en la lista, saque el ultimo anuncio
> del Newsgroup y envie otros $6.00 a los nombres en esa lista, poniendo
> su nombre en el #6 y repetir todo el proceso. Y empezar a ponerlos en
> los Newsgroups otra vez.
> Lo que debe recordar es que miles de personas mas, en todo el mundo, se
> conectan al Internet cada d�a y leer�n estos art�culos todos los d�as
> como USTED Y YO LO HACEMOS!!!.
> As� que creo nadie tendr�a problemas en invertir $6.00 y ver si
> realmente esto funciona. Algunas personas llegan a pensar...y si nadie
> decide contestarme?
> Que!! Cu�l es la chance de que esto pas� cuando hay miles y miles de
> personas honestas (que como nosotros) buscan una manera de tener
> independencia financiera y pagar cuentas!!!., y estas dispuestas a
> tratar, pu�s No hay peor lucha de la que no se hace. Se estima que
> existen de 20,000 a 50.000 nuevos usuarios TODOS LOS DIAS! (en todo
> elmundo)
>
> *******OTRO SISTEMA PARA COMUNICARSE ES CONSIGUIENDO E-MAIL DE PERSONAS
> PARTICULARES, DEBE SER POR LO MENOS 200 DIRECCIONES, Y ESTO TIENE UNA
> EFECTIVIDAD DE MINIMO 5% AL 15%. SI SOLO BUSCAN PERSONAS QUE HABLAN EN
> ESPANOL, VAYAN A UN PROVEEDOR DE E-MAILS E IMPRIMAN UN APELLIDO LATINO Y
> YA.

>
> **********Recuerde de hacerlo esto en forma CORRECTA , LIMPIA Y
> HONESTAMENTE y
> funcionar&#65533; con toda seguridad. Solamente tiene que ser honesto.
> Asegurese de imprimir este art&#65533;culo AHORA, Trate de mantener la lista de
> todos los que les envian dinero y siempre f&#65533;jese en los Newsgroups y vea
> si todos est&#65533;n participando limpiamente. Recuerde, HONESTIDAD ES EL
> MEJOR METODO.
> No necesitas hacer trucos con la idea b&#65533;sica de hacer dinero en esto!
> BENDICIONES PARA TODOS, y suerte, juguemos limpio y aprovechar esta
> hermosa oportunidad de hacer toneladas de dinero con el internet.
>
> **Dicho sea de paso, si Ud. defrauda a las personas poniendo mensajes
> con su nombre y no envia ning&#65533;n dinero a los dem&#65533;s en esa lista, Ud.
> recibir&#65533; casi NADA!.
> He conversado con personas que conocieron a otras que hicieron eso y
> solo llegaron a colectar unos $150.00, y eso despu&#65533;s de unas 7 semanas!.
>
> Algunos decidieron probar otra vez, haciendo correctamente, y en 4 a 5
> semanas recibieron mas de $10.000. Esto es la m&#65533;s limpia y honesta
> manera de compartir fortuna que yo jam&#65533;s haya visto, sin costarnos mucho
> excepto un poco de tiempo. El TIEMPO ES IMPORTANTE!, no dejar pasar mas
> de 7 d&#65533;as del momento que vea este art&#65533;culo!. Tambi&#65533;n puede conseguir
> lista de E-MAIL para extra d&#65533;lares. Sigamos todos las reglas del
> negocio! Recuerde mencionar estas ganancias extras en sus declaraciones
> de impuestos.
>
> Gracias otra vez y BENDICIONES A TODOS!!..
>
&#65533; Hola a todos:
>
> Desde hace unos d&#65533;as estoy buscando la forma de ganar dinero en
> Internet, he recorrido grupos de noticias, tablones, avisos
> clasificados...
> En todos estos lugares encuentro mensajes como el que reproduzco m&#65533;s
> abajo.
> Me qued&#65533; pensando: Es simplemente una cadena, esto es algo que no
> anda...
> &#65533;y si funciona?. Esto no es algo nuevo, ya se hace desde d&#65533;cadas y no s&#65533;
> de nadie que haya hecho dinero... Y si funciona?. Pens&#65533;ndolo bien es un
> verdadero trabajo... &#65533;y si funciona?...Al final me decid&#65533; y aqu&#65533; estoy.
> Si tu tambi&#65533;n te decidiste o estas dudando, sigue leyendo.
> No creas que va a ser f&#65533;cil, es necesario colocar este mensaje en todos
> los lugares que se te ocurra publicarlo, news, tablones, avisos
> clasificados, etc. cuando mayor sea la cantidad de veces que lo repitas
> mejor para ti (y para mi por supuesto, ya ver&#65533;s) por eso te digo que es
> un verdadero trabajo, te va llevar varias horas, va requerir de toda tu
> experiencia, tambi&#65533;n va a depender de tu constancia para seguir
> publicando y tu habilidad para promocionarlo (pero no te preocupes). La

> diferencia con lo que se hac�a antes con el correo tradicional es que
> esta cadena no depende de cinco o diez personas a las que les llega el
> mensaje, sino que es para todo el mundo, y en Internet hay miles de
> personas que ver�n el aviso y alguna (como yo) se va a decidir.
> Y por �ltimo �Has pensado cu�nto puedes aprender en una tarea como
> esta, para aplicarla en trabajos futuros?
> Yo soy ahora el �ltimo de la lista que vas a encontrar y donde (si
> sigues adelante) vas a estar tu al repetir el mensaje, dej�ndome
> pen�ltimo, te deseo suerte, ya que tambi�n parte de esta suerte va a ser
> para m�.
> Este es el mensaje que encontr�:
> (NO ME HAGO CARGO DE LAS FALTAS DE ORTOGRAFIA DE LO QUE SIGUE):
> Esto es lo que le pas� a un amigo:
> D�as atr�s, cuando navegaba por estas p�ginas de Noticias, as� mismo
> como Ud. lo esta haciendo ahora, se me apareci� un art�culo similar a
> este que dec�a que uno puede ganar miles de d�lares en pocas semanas con
> una inversion de $6.00!. Enseguida pens�, Oh no! otra estafa mas?, pero
> como la mayoria de nosotros, la curiosidad pudo mas, y segu� leyendo.
> Segu�a diciendo que Ud. enviar� $1.00 a cada uno de los 6 nombres y
> direcciones mencionados en este art�culo. Entonces Ud. anota su nombre y
> direcci�n al final de la lista reemplazando al #6, y envie o ponga este
> art�culo a por lo menos 200 newsgroups(Hay miles de estos en todo
> elmundo).
> No hay truco, eso fue todo. La gran diferencia entre este sistema y
> otros es que Ud. tiene una lista de 6 en vez de 5... Esto significa que
> su promedio de ganancia sera aproximadamente 15 veces mayor!!! Despu�s
> de pensarlo una y otra vez, y consultar con unos amigos primero, decid�
> probarlo. Pens� que lo �nico que podria perder eran 6 estampillas
> (sellos de correos) y $6.00, verdad?.
> Como probablemente muchos de nosotros, estaba un poco preocupado por la
> legalidad de todo esto. Entonces investigu� en la ley internacional de
> Correos Internacionales de Am�rica y observe que en el articulo 4� dice
> que en este tipo de sistema de traslados de dinero en cantidades m�nimas
> era absolutamente legal.
> Entonces invert� mis $6.00.....IMAGINENSE QUE!!!...a los 7 d�as,
> empec� a recibir dinero por correo!!!. Estaba sorprendido! Todavia
> pensaba que esto terminar�a enseguida, y no pens� mas en otra cosa. Pero
> el dinero seguia llegando. En mi primera semana hice unos $20.00 a
> $30.00 d�lares. Para el final de la segunda semana tenia hecho un total
> de m�s de $1,000.00!!!!! En la tercer semana recib� m�s de $10,000.00 y
> todavia seguia llegando m�s. Esta es mi cuarta semana ya hice un total
> de m�s de $41,000.00 y esto sigue llegando m�s rapidamente (mi esposa e
> hijos se pasan abriendo los sobres y yo consiguiendo Newsgroup). Esto se
> puso serio!!!! Todo esto realmente vali� la inversi�n de $6.00 y 6
> estampillas (sellos). Me gastaba m�s que esto en sorteos y loterias!!
> Perm�tanme explicarles como funciona esto y lo mas importante el porqu�
> funciona....tambi�n, Ud. aseg�rese de imprimir una copia de este
> art�culo AHORA, para poder sacar toda la informaci�n a medida que lo
> necesite.

> El proceso es muy facil y consiste en 3 pasos sencillos:
> PASO No. 1:
> Obtenga 6 hojas de papel y escriba en cada una de ellas FAVOR DE
> INCLUIRME EN SU LISTA DE CORRESPONDENCIA O E-MAIL. Ahora consiga 6
> billetes de US$1.00 dolar e introduzca cada dolar en un sobre con la
> hoja de manera que el billete no se vea a trav�s del sobre!!
> Mejor ponerlo encerrado en un papel de color oscuro para prevenir robos
> de correspondencia. Ahora Ud. deberia tener 6 sobres sellados y en ellos
> un papel con la frase mencionada, su nombre y direcci�n, y un billete de
> $1.00 dolar. Lo que Ud. Esta haciendo con esto es crear un servicio
> y eso hace que esto sea ABSOLUTAMENTE LEGAL!!
> Enviar los 6 sobres a las siguientes direcciones:
>
>
> #1 Graciela Caceres
> Canelones 1365 Apto.3,
> C.P. 11200
> Montevideo, Republica Oriental del Uruguay
>
> #2 Rodrigo Cabrales
> Av. Per# #784 dpto. A - RECOLETA
> Santiago-CHILE
>
> #3 Jose L. Giron
> c/ C#firo N.9 2#-b
> 41018
> Sevilla
> Espa#a
>
>
> #4 Luis Guti#rrez
> Villaviciosa de Od#n - C.P. 28670
> Madrid - Espa#a
>
> #5 Antonio Aparicio
> C/. Feliu i Codina, 45 2# 3# Esc. B
> 08031 Barcelona (ESPA#A)
>
> #6 Alberto Aguinaga San Martin
> C/ I#igo Arista 14 - 6# C
>C.P. 31007 PAMPLONA (Navarra)
>ESPA#A
>
> PASO No. 2:
>
> Ahora elimine el #1 de la lista de arriba y mueva los otros nombres un
> n#mero para arriba (el #6 se convierte en #5, el #5 se convierte en #4,
> Etc.) y agregue SU NOMBRE y direcci#n como el #6 en la lista.
>

> PASO No. 3:
>
> Cambie todo lo que crea conveniente de este art�culo, pero trate de
> mantenerlo lo mas posible cercano al original. Ahora ponga su art�culo
> en por lo menos 200 newsgroups(existen mas de 24,000 grupos). Solo
> necesita 200, pero cuando mas cantidad lo ponga, mas dinero le
> llegar�!!!.
> Aqu� van algunas indicaciones de como introducirse en los newsgroups:
>
>
> ---
> COMO MANEJAR LOS NEWSGROUPS
> ---
> No.1 Ud. no necesita redactar de nuevo toda esta carta para hacer
> la suya propia. Solamente ponga su cursor al comienzo de esta carta,
> haga click y lo deja presionando y b�jelo hasta el final de la carta y
> l�rguelo.
> Toda la carta deber� estar sombreado. Entonces, apunte y haga click en
> edit arriba de su pantalla, aqu� seleccione copy. Esto har� que todala
> carta quede en la memoria de su computadora.
> No.2 Abra un archivo notepad y lleve al cursor arriba de la p�gina
> en blanco. Presione edit y del menu seleccione paste. Ahora tendr�
> esta carta en el notepad y podr� agregar su nombre y direcci�n en el
> lugar #6 siguiendo las instrucciones de mas arriba.
> No.3 Grave esta carta en su nuevo archivo del notepad como
> un .txt file. Y cada vez que quiera cambiar algo ya lo puede hacer.
>
> ---
> PARA LOS QUE MANEJAN NETSCAPE
> ---
> No.4 Dentro del programa Netscape, vaya a la ventana
> titulada :Window y seleccione netscapeNews. Entonces elija del menu
> Options, seleccione Show all Newsgroups. En segundos una lista de
> todos los Newsgroups de su server aparecer�. Haga click en cualquier
> newsgroup.
> De este newsgroup haga click debajo de TO NEWS, el cual deberia estar
> arriba, en el extremo izquierdo de la p�gina de newsgroups. Esto le
> llevar� a la caja de mensajes.
> No.5 Llene este espacio. Este ser� el t�tulo que ver�n todos
> cuando recorran por la lista de un grupo en particular.
> No.6 Marque el contenido completo del .txt file y copie usando
> la misma t�cnica anterior. Regrese al Newsgroup TO NEWS y Ud. esta
> creando y empastando esta carta dentro de su programa o posting.
> No.7 Presione send que est� en la parte superior izquierda.
> Y UD. HA FINALIZADO CON SU PRIMERO!...CONGRATULACIONES!!! .
>
> ---
> LOS QUE USAN INTERNET EXPLORER
> ---

> PASO No. 4: Vaya al Newsgroups y seleccione Post an Article.
> PASO No. 5: Carge el art�culo.PASO No. 6: Repita el No.6 mas arriba.
> PASO No. 7: Presione el bot�n Post.
> ----------
>
> ESTO ES TODO!. Todo lo que tiene que hacer es meterse en diferentes
> Newsgroups y empastarlos, cuando ya tenga pr�ctica, solo le tomar� unos
> 30 segundos por cada newsgroup!
> **RECUERDE, CUANTOS MAS NEWSGROUPS CONSIGA, MAS RESPUESTAS (Y DINERO)
> RECIBIRA!! PERO DEBE DE ENTRAR EN POR LO MENOS 200**
> YA ESTA!!!.... Ud. estar� recibiendo dinero de todo el mundo, de lugares
> que ni conoce y en unos pocos d�as!. Eventualmente querr� rentar un
> P.O.Box por la cantidad de sobres que ir� recibiendo. Si prefiere usar
> sobrenombres, puede crear un nombre toda vez que el cartero entrege
> donde debe.
> **ASEGURESE DE QUE TODAS LAS DIRECCIONES ESTEN CORRECTAS
> Ahora el POR QUE de todo esto:
> Tomemos un ejemplo:
> * De 200 enviados, digamos que recibo solo 5 respuestas (baj�simo
> ejemplo). Entonces hice $5.00 con mi nombre en la posici�n #6 de esta
> carta.
> * Ahora, cada uno de las 5 personas que ya me enviaron los $1.00 tambi�n
> hacen un m�nimo 200 newsgroups, cada uno con mi nombre en el #5 de la
> lista y solo responden 5 personas a cada uno de los 5 originales, esto
> hace $25.00 mas que yo recibo,
> * ahora estas 25 personas pone un m�nimo de 200 Newsgroups con mi nombre
> en el #4 y solo se recibe 5 respuesta de cada uno. Estar�a haciendo
> otros $125.00 adicionales.
> * Ahora esta 125 personas ponen sus m�nimo de 200 grupos con mi nombre
> en el #3 y solo recibe 5 respuestas cada una, yo recibo un adicional de
> 625.00!.
> * OK, aqu� esta la parte mas divertida, cada una de estas 625 personas
> ponen sus cartas en otros 200 grupos con mi nombre en el #2 y cada una
> recibe solo 5 respuestas, esto hace que yo reciba $3,125.00!!!.
> *Estas 3,125 personas enviar�n este mensaje a un m�nimo de 200
> Newsgroups con mi nombre en el #1 y si solo 5 personas responden de los
> 200 grupos, estar� recibiendo $15,625.00!!.
> De una inversion original de $6.00!! mas estampillas(sellos). FABULOSO!
> Y como dije antes, que solo 5 personas respondan muy poca, el promedio
> real seria 20 o 30 personas!. Asi que pongamos estos n�meros m�s a
> calcular.
>
> Si solo 15 personas responden, esto hace:
> en la #6 $15.00
> en la #5 $225.00
> en la #4 $3,375.00
> en la #3 $50,625.00
> en la #2 $759,375.00
> en la #1 $11,390,625.00 (imaginate)

> .....si, mas de ONCE MILLONES DE DOLARES!!!
>
> Una vez que su nombre ya no esta en la lista, saque el ultimo anuncio
> del Newsgroup y envie otros $6.00 a los nombres en esa lista, poniendo
> su nombre en el #6 y repetir todo el proceso. Y empezar a ponerlos en
> los Newsgroups otra vez.
> Lo que debe recordar es que miles de personas mas, en todo el mundo, se
> conectan al Internet cada d�a y leer�n estos art�culos todos los d�as
> como USTED Y YO LO HACEMOS!!!.
> As� que creo nadie tendr�a problemas en invertir $6.00 y ver si
> realmente esto funciona. Algunas personas llegan a pensar...y si nadie
> decide contestarme?
> Que!! Cu�l es la chance de que esto pas� cuando hay miles y miles de
> personas honestas (que como nosotros) buscan una manera de tener
> independencia financiera y pagar cuentas!!!., y estas dispuestas a
> tratar, pu�s No hay peor lucha de la que no se hace. Se estima que
> existen de 20,000 a 50.000 nuevos usuarios TODOS LOS DIAS! (en todo
> elmundo)
>
> *******OTRO SISTEMA PARA COMUNICARSE ES CONSIGUIENDO E-MAIL DE PERSONAS
> PARTICULARES, DEBE SER POR LO MENOS 200 DIRECCIONES, Y ESTO TIENE UNA
> EFECTIVIDAD DE MINIMO 5% AL 15%. SI SOLO BUSCAN PERSONAS QUE HABLAN EN
> ESPANOL, VAYAN A UN PROVEEDOR DE E-MAILS E IMPRIMAN UN APELLIDO LATINO Y
> YA.
>
> **********Recuerde de hacerlo esto en forma CORRECTA , LIMPIA Y
> HONESTAMENTE y
> funcionar� con toda seguridad. Solamente tiene que ser honesto.
> Asegurese de imprimir este art�culo AHORA, Trate de mantener la lista de
> todos los que les envian dinero y siempre f�jese en los Newsgroups y vea
> si todos est�n participando limpiamente. Recuerde, HONESTIDAD ES EL
> MEJOR METODO.
> No necesitas hacer trucos con la idea b�sica de hacer dinero en esto!
> BENDICIONES PARA TODOS, y suerte, juguemos limpio y aprovechar esta
> hermosa oportunidad de hacer toneladas de dinero con el internet.
>
> **Dicho sea de paso, si Ud. defrauda a las personas poniendo mensajes
> con su nombre y no envia ning�n dinero a los dem�s en esa lista, Ud.
> recibir� casi NADA!.
> He conversado con personas que conocieron a otras que hicieron eso y
> solo llegaron a colectar unos $150.00, y eso despu�s de unas 7 semanas!.
>
> Algunos decidieron probar otra vez, haciendo correctamente, y en 4 a 5
> semanas recibieron mas de $10.000. Esto es la m�s limpia y honesta
> manera de compartir fortuna que yo jam�s haya visto, sin costarnos mucho
> excepto un poco de tiempo. El TIEMPO ES IMPORTANTE!, no dejar pasar mas
> de 7 d�as del momento que vea este art�culo!. Tambi�n puede conseguir
> lista de E-MAIL para extra d�lares. Sigamos todos las reglas del
> negocio! Recuerde mencionar estas ganancias extras en sus declaraciones

> de impuestos.
>
> Gracias otra vez y BENDICIONES A TODOS!!..
>

3320. SF354 floppy drive problems!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-15 00:00:00 UTC
From: Eric Henneke <ehenneke@ev1.net>
Message-ID: <hSRz4.1986$%Z2.372350@tw12.nn.bcandid.com>
Source record: 7673

I have 2 SF354 floppy drives for my 520ST. One of them still works perfectly fine.

The other, however, is getting power, but doesn't seem to spin at all.

My assumption is that there is probably a belt in the drive that either came off or snapped, or is stretched or something.

I opened op the Atari casing, to find the internal floppy drive assembly. Unfortunately, no drive mechanism or belt was accessible. I messed with trying to open the internal drive case itself, but I didn't want to force anything that wasn't supposed to be opened.

I am hoping that somebody can walk me through this and let me know how to get to the portion of the drive I need to access. Or, maybe this is symptomatic of another problem that has a well-known fix.

Finally, is there somewhere that I could just get a cheap replacement for the internal drive that would just plug right up to the power and controller card in the SF354 case? I'd rather just fix the one I have, but this may be a last resort.

Here are the specs of the drive (since I know they vary widely):
SF354
Serial #: A1645010549
Made in Taiwan
FCC ID: EBA72RSF354
It's the SF354 model where the red light in the front is on the lower right corner, and the disk slot / eject button are "slanted" to match the esthetics of the ST computer.

Let me know if you may be able to help me out. If there are other details about the drive needed to make a diagnosis, let me know and I will provide.

Thanks in advance to anybody who can help!

-Eric

3321. SF354 Floppy Drive Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-16 00:00:00 UTC
From: Eric Henneke <ehenneke@ev1.net>
Message-ID: <UTWz4.2277$%Z2.440116@tw12.nn.bcandid.com>
Source record: 7674

I have 2 SF354 floppy drives for my 520ST. One of them still works perfectly fine.

The other, however, is getting power, but doesn't seem to spin at all.

My assumption is that there is probably a belt in the drive that either came off or snapped, or is stretched or something.

I opened op the Atari casing, to find the internal floppy drive assembly. Unfortunately, no drive mechanism or belt was accessible. I messed with trying to open the internal drive case itself, but I didn't want to force anything that wasn't supposed to be opened.

I am hoping that somebody can walk me through this and let me know how to get to the portion of the drive I need to access. Or, maybe this is symptomatic of another problem that has a well-known fix.

Finally, is there somewhere that I could just get a cheap replacement for the internal drive that would just plug right up to the power and controller card in the SF354 case? I'd rather just fix the one I have, but this may be a last resort.

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Let me know if you may be able to help me out. If there are other details about the drive needed to make a diagnosis, let me know and I will provide.

Thanks in advance to anybody who can help!

-Eric

3322. Structure of RSC File

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-16 00:00:00 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <38D0A50B.489C8959@club-internet.fr>
Source record: 7675
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech,comp.sys.atari.st,de.comp.sys.atari,comp.sys.atari.advocacy, maus.computer.atari.falcon

Hello,

I search of documentation on the structures of file RSC. I created a program to extract the icones from 2 to 256 colors of the files Windows ICO and CUR (files DLL, EXE and OCX in progress). I would like to record them in a file RSC with format CICON. The documentation which I have (Compendium, Atari developor divides into volumes 1 and 2) are a little light on this subject. I saw well the structure RSHDR in PURE C, but no documentation on the pointers of objects. I believed to understand that there was a file RSCREATE.C which would seem well to answer my request. Can you help me to find it. Thank you by advance.

Florent

Author of Hardware 2.0 for Falcon 030
http://www.club-internet.fr/perso/lafabrie/

3323. Re: SVGA Monitor Works! - Atari 1040STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-16 00:00:00 UTC
From: Noel Murphy <ngm-usa@usa.net>
Message-ID: <e3aA4.44309$e53.1743095@news20.bellglobal.com>
Source record: 7676

I did it!
With a Daewoo cmc1427X1 svga monitor.
Got CRISP B & W picture.

I haven't tried any colour res's yet tho.

While I'm at it... Anyone know how to make a SC1224 take a composite from a
vcr?
I cant see it being very hard.
I'm going to use a few of these for a project if it
can be done without worry

Nicholas Bales <bales@online.REMOVETHIS.fr> wrote in message
news:89j1uc$g8u$1@news.stortek.com...
>
> "Noel Murphy" <ngm-usa@usa.net> a crit dans le message news:
> mcxs4.58371$vl6.1525005@news20.bellglobal.com...
> > Hey there people.
> >
> > I just want to say a sincere THANKS! to all you folks for
> > keeping the Fuji alive!
> >
> > You have all been an excellent resource since I got my STs
> > a couple weeks ago.
> > Project one was to connect it all up to a Daewoo 1428 SVGA monitor.
> >
> > he resources out there were good except for one thing, the pinouts
> > were actually in reverse for themonitor jack on mine!
> > As you look at the jack, pin one seems to start on the right.
> >
> > Anyways after MUCH experimenting, I got it to work, GREAT picture!
> >
> > Just wondering one more thing... Can I connect this as a medium res,
> > color monitor too?
> > I intend on making a switchable ST -> Svga box with color/B&W option.
>
> You can't do this unless you monitor can sync down to the very low
> frequencies needed for ST colour resolutions. These frequencies are in the
> Quick FAQ at http://bales.online.fr/atari and I've yet to find a modern
VGA
> capable of doing this.
>
>
>

>

3324. Re: SVGA Monitor Works! - Atari 1040STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-17 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <8arr2o$ga2$1@SOLAIR2.EUnet.yu>
Source record: 7677

Noel Murphy <ngm-usa@usa.net> wrote in message
news:e3aA4.44309$e53.1743095@news20.bellglobal.com...
>
> While I'm at it... Anyone know how to make a SC1224 take a composite from
a
> vcr?
> I cant see it being very hard.
> I'm going to use a few of these for a project if it
> can be done without worry

You need NTSC decoder for it. It's not too complicated with today's chips,
but only experienced electronicer can make it. Perhaps you can buy it
somewhere... But you will still need connectors.

Pera

3325. Re: SF354 Floppy Drive Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-17 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8ast4f$n25$1@news.stortek.com>
Source record: 7678

"Eric Henneke" <ehenneke@ev1.net> a crit dans le message news:
UTWz4.2277$%Z2.440116@tw12.nn.bcandid.com...
> I have 2 SF354 floppy drives for my 520ST. One of them still works
> perfectly fine.
>
> The other, however, is getting power, but doesn't seem to spin at all.
>
> My assumption is that there is probably a belt in the drive that either
came
> off or snapped, or is stretched or something.
>
> I opened op the Atari casing, to find the internal floppy drive assembly.
> Unfortunately, no drive mechanism or belt was accessible. I messed with
> trying to open the internal drive case itself, but I didn't want to force
> anything that wasn't supposed to be opened.

```
I wouldn't bother repairing such an old drive. Besides, these are the single
sided ones too, right? If I were you I'd just replace the mechanism with a
modern PC drive. You'll need some fiddling with solder pads or something,
but they're only 25EUR nowadays. There's a section about this in the Quick
FAQ, mainly for STF internal floppies, but it can probably be adapted to
external drives.

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3326. Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-17 00:00:00 UTC
From: george@jungle.com
Message-ID: <38d1f86b.79366349@news.rdc1.ab.wave.home.com>
Source record: 7679
Cross-posted to: comp.sys.atari.st;,comp.sys.atari.st.tech

Sorry I missed a couple of posts answering my question. If you still have them, can you kindly repost?

Anyone know how to wire up a standard PC PS2 mouse to an Atari mouse connector?

Demzy

3327. Re: Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-17 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8at0tnncf1@news.stortek.com>
Source record: 7680
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"DJfukaduk" <george@jungle.com> a crit dans le message news:
38d1f86b.79366349@news.rdc1.ab.wave.home.com...
> Sorry I missed a couple of posts answering my question. If you still
> have them, can you kindly repost?
>
> Anyone know how to wire up a standard PC PS2 mouse to an Atari mouse
> connector?

A PS2 mouse is just a rewired serial mouse, right? If so then you there is
info about these in the Quick FAQ.

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3328. Re: Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-17 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <8at20p$44k$1@SOLAIR2.EUnet.yu>
Source record: 7681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Nicholas Bales <bales@online.REMOVETHIS.fr> wrote in message
news:8at0tnncf1@news.stortek.com...
>
?
>
> A PS2 mouse is just a rewired serial mouse, right? If so then you there is
> info about these in the Quick FAQ.
>

PS2 mouse uses different voltage levels than serial mouse. It works at
standard 5V , while serial works at around -10V. However A4 Tech sales their
PS/2 mouses with some adapter, so they can be attached to serial port.

Pera

3329. Re: IEEE 1394

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-17 00:00:00 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <pQuA4.85$X4.1773@nnrp4.clara.net>
Source record: 7682

On 12 Mar 2000 23:00:00 , Oliver Schildmann wrote:

>The speed of a fast drive is not your problem, the speed of editing is.

Editing wouldn't have to be done at full screen or even full frame
rate (frame skipping) to allow a decent edit.

>
>Video editing is handled with highly compressed MPEG2 today (the also
>compressed, but much bigger DV format - your camcorder produce that -
>takes a huge amount of RAM and HD space) and the Milan (or Milan II)
>is not nearly as
>fast enough for that. Even fast PCs, which are *incredibly much* faster
>than
>a 68060 computer, are just fast enough to decode MPEG2 in real-time. To
>encode the data, hardware MPEG2 encoders were used.

I didn't think MPEG2 was used on mini-DV. I know it is used on DVD
but that is another story. Mini-DV has a much higher capacity than
a DVD and only stores 60mins of video. Also the data could be
uncompressed (slightly) before editing is attempted.

>So you need a firewire card and a MPEG encoder card. And if you have them,
>you need drivers for them and if you have the drivers, you need MPEG2
>editing software.

Once the edit is complete the data could be recompressed back to
mini-DV format at leisure before being re-written to a tape.
A hardware encoder might make things faster and without one it would
be annoying if the edit didn't turn out how you wanted it but that
happens with ordinary tape-to-tape editing.

>The software is not existing and, I suppose, won't be written
>for that machine ...

I assume you haven't seen Funmedia or Mountain then.

Firewire drivers have more uses than video though. Has anyone
seen the project to create drivers for Linux. I wonder if they
could be ported to Mint ?

Peter

3330. Test

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-17 00:00:00 UTC
From: Gerry <canady@coastalnet.com>
Message-ID: <_xvA4.325$S3.91378@tw12.nn.bcandid.com>
Source record: 7683

Test..disregard.

3331. Re: Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-18 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <38D38B62.72AF5C4B@sidra.si>
Source record: 7684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Not true. PS2 mouse uses different voltages (TTL) and different communication protocol than
COMport mouse. In fact, PS2 mouse behaves almost exactly the same as the standard keyboard.
Some mices have smarter controller chip which can do both protocols, but definitely not all.
My old Logitech Pilot for serial port does not like PS/2 adapter...
In order to properly connect PS/2 mice to ATARI ST one would have to redesign interface.
If one chooses to use for the job microcontroller like PIC16F84 then it would be quite simple
to do the PCB board for it, and only headache would be writing the machine code for the microcontroller.

Regards,

Branko.

Pera Putnik wrote:

> Nicholas Bales <bales@online.REMOVETHIS.fr> wrote in message
> news:8at0tnncf1@news.stortek.com...
> >
> ?
> >
> > A PS2 mouse is just a rewired serial mouse, right? If so then you there is
> > info about these in the Quick FAQ.
> >
>
> PS2 mouse uses different voltage levels than serial mouse. It works at
> standard 5V , while serial works at around -10V. However A4 Tech sales their
> PS/2 mouses with some adapter, so they can be attached to serial port.
>
> Pera

3332. CentubroII SUCKS!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-19 00:00:00 UTC
From: broncos@priement.com
Message-ID: <8b18hspcg1@nnrp03.primenet.com>
Source record: 7685

well I just got my falcon back after 3 weeks and 600.00 of investing and
I it doesn't work!!! what the CRAP! It wont run but two programs one
of which I access the Internet (stalker 3) and imagecopy!
OH YAHOO!!!!!!
if anyone has any knowledge on why Im getting
"internal checksum of calamus is no longer correct" from
my scsi and my ide and my floppy drive please let me know
YES thats write I can't even boot calamus 98 from my floppy drive.
Its time to take the lousiest computer Ive ever used and throw this
1200.00 piece right into the trash!!!!! Im so sick of IT I CANT TAKE
IT ANYMORE!!!!! AAAHAHAHAHAHAHAHA
SOMEONE HELP ME BEFORE I USE IT TO KEEP MY TIRES ON MY CARE FROM GETTING
DIRTY.

AHH THAT FELT ALOT BETTER!

now if anyone can offer theyre services for a lont time die hard atari
fan please offer advice. Im seeking the help of two right now
steve at wizztronics and a gentlemen named phantomm.

but all advice is welcome

thank you for putting up with my smack!!!

Gene Pineda

3333. Re: Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-19 00:00:00 UTC
From: john oakes <oakesy@stretton0.demon.co.uk>
Message-ID: <wgdLcBAjqP14EwEE@stretton0.demon.co.uk>
Source record: 7686
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <38D38B62.72AF5C4B@sidra.si>, Branko Badrljica
<brankob@sidra.si> writes
>Not true. PS2 mouse uses different voltages (TTL) and different communication
>protocol than
>COMport mouse. In fact, PS2 mouse behaves almost exactly the same as the
>standard keyboard.
>Some mices have smarter controller chip which can do both protocols, but
>definitely not all.
>My old Logitech Pilot for serial port does not like PS/2 adapter...
>In order to properly connect PS/2 mice to ATARI ST one would have to redesign
>interface.
>If one chooses to use for the job microcontroller like PIC16F84 then it would be
>quite simple
>to do the PCB board for it, and only headache would be writing the machine code
>for the microcontroller.
>
>Regards,
>
>
>Branko.
>
>Pera Putnik wrote:
>
>> Nicholas Bales <bales@online.REMOVETHIS.fr> wrote in message
>> news:8at0tnncf1@news.stortek.com...
>> >
>> ?
>> >
>> > A PS2 mouse is just a rewired serial mouse, right? If so then you there is
>> > info about these in the Quick FAQ.
>> >
>>
>> PS2 mouse uses different voltage levels than serial mouse. It works at
>> standard 5V , while serial works at around -10V. However A4 Tech sales their
>> PS/2 mouses with some adapter, so they can be attached to serial port.
>>
>> Pera
>
A simple suggestion is to get MouseBuster from A.S.P which will save you
time and money. At present I use one for my ATARI TT030 with a Touch
Pad.
The email address for A.S.P. is chrisc@zetnet.co.uk
--

john oakes

3334. Re: CentubroII SUCKS!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-19 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8b3ljngjb1@cubacola.tninet.se>
Source record: 7687

<broncos@priement.com> wrote in message
news:8b18hspcg1@nnrp03.primenet.com...

: well I just got my falcon back after 3 weeks and 600.00 of
investing and
: I it doesn't work!!!

Hi Gene,

Why not asking Centek, or Rodolphe Czuba for help? After all, it was they who made the upgrade? Calamus98 you say? I have it for PC myself. Did you check if it needs patching? Maybe that would help?

I have a couple of friends with CT2:s, they've all fought long and well to get to grips with the CT2, but it seem to work for them now. An adjustment here, a patch there, and soon all wrinkles are straightened out.

MG

3335. Atari Users

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-19 00:00:00 UTC
From: angief18@aol.com
Message-ID: <20000319183848.02526.00003716@ng-cf1.aol.com>
Source record: 7688

Are there ANY Atari users in Loudoun County, Virginia?
Sam Ferrer

3336. Re: Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-20 00:00:00 UTC
From: george@jungle.com
Message-ID: <38d5aced.322234615@news.rdc1.ab.wave.home.com>
Source record: 7689
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How much is a MouseBuster? So it connects a PS2 mouse to the Atari
mouse port?

Demzy

On Sun, 19 Mar 2000 16:04:51 +0000, john oakes
<oakesy@stretton0.demon.co.uk> wrote:

>In article <38D38B62.72AF5C4B@sidra.si>, Branko Badrljica
><brankob@sidra.si> writes
>>Not true. PS2 mouse uses different voltages (TTL) and different communication
>>protocol than
>>COMport mouse. In fact, PS2 mouse behaves almost exactly the same as the
>>standard keyboard.
>>Some mices have smarter controller chip which can do both protocols, but
>>definitely not all.
>>My old Logitech Pilot for serial port does not like PS/2 adapter...
>>In order to properly connect PS/2 mice to ATARI ST one would have to redesign
>>interface.
>>If one chooses to use for the job microcontroller like PIC16F84 then it would be
>>quite simple
>>to do the PCB board for it, and only headache would be writing the machine code
>>for the microcontroller.
>>
>>Regards,
>>
>>
>>Branko.
>>
>>Pera Putnik wrote:
>>
>>> Nicholas Bales <bales@online.REMOVETHIS.fr> wrote in message
>>> news:8at0tnncf1@news.stortek.com...
>>> >
>>> ?
>>> >
>>> > A PS2 mouse is just a rewired serial mouse, right? If so then you there is
>>> > info about these in the Quick FAQ.
>>> >
>>>
>>> PS2 mouse uses different voltage levels than serial mouse. It works at
>>> standard 5V , while serial works at around -10V. However A4 Tech sales their
>>> PS/2 mouses with some adapter, so they can be attached to serial port.
>>>

>>> Pera
>>
>A simple suggestion is to get MouseBuster from A.S.P which will save you
>time and money. At present I use one for my ATARI TT030 with a Touch
>Pad.
>The email address for A.S.P. is chrisc@zetnet.co.uk
>--
>john oakes

3337. Re: CentubroII SUCKS!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-20 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <38D5EC52.43A7DCAA@siemens.at>
Source record: 7690

broncos@priement.com wrote:
> if anyone has any knowledge on why Im getting
> "internal checksum of calamus is no longer correct" from
> my scsi and my ide and my floppy drive please let me know
> YES thats write I can't even boot calamus 98 from my floppy drive.
> Its time to take the lousiest computer Ive ever used and throw this
> 1200.00 piece right into the trash!!!!!

Hi,

I can imagine pretty well how you feel. Mine quit work shortly
after I received it, but I'm pretty sure it was my fault (ruining
something when I installed a 3.5" IDE HD). So I sent my Falcon to
Rodolphe Czuba who is repairing it right now so hopefully it will
be usable again soon.
It's worth not giving up. Working with CT2 in turbo mode really
feels great.
Since I don't have Calamus I don't know whether it needs patching.
Maybe you find something at the CENTEK homepage.
BTW one thing I did very soon after receiving my CT2 was deactivating
Cecile and install the latest HDDRIVER instead.

Gerhard

3338. Re: Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-20 00:00:00 UTC
From: john oakes <oakesy@stretton0.demon.co.uk>
Message-ID: <pZDdyCAazm14Ew0n@stretton0.demon.co.uk>
Source record: 7691
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <38d5aced.322234615@news.rdc1.ab.wave.home.com>, DJfukaduk
<george@jungle.com> writes
>How much is a MouseBuster? So it connects a PS2 mouse to the Atari
>mouse port?
>
>Demzy
>
>On Sun, 19 Mar 2000 16:04:51 +0000, john oakes
><oakesy@stretton0.demon.co.uk> wrote:
>
According to the last issue of Atari Computing 16. The cost of
MouseBuster is 19pounds sterling true this is for a serial mouse
interface, but from what the advert mentions your ps/2 mouse with an
adapter will be supported. From your address your from Canada. In this
magazine under world-wide resellers for Canada is :
Ken Macdonald
unit 504
2154 Dundas St. West
Toronto
Ontario M6R 1X3
Tel (416)533-0504
anarkist@idirect.com
True it seems a long away about a problem of rewiring, but when you come
to replacing a mouse which will happen (Oh! it's does happen). You will
have easier time in just buying a mouse. I hope this will help. keep
Atarianing.
--
john oakes

3339. Re: Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-20 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <TTuB4.745$fg2.2931808@nnrp1.proxad.net>
Source record: 7692
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pera Putnik <ppera@soyaprotein.com> a crit dans le message :
8at20p$44k$1@SOLAIR2.EUnet.yu...
>
> Nicholas Bales <bales@online.REMOVETHIS.fr> wrote in message
> news:8at0tnncf1@news.stortek.com...
> >
> ?
> >
> > A PS2 mouse is just a rewired serial mouse, right? If so then you there
is
> > info about these in the Quick FAQ.
> >
>
> PS2 mouse uses different voltage levels than serial mouse. It works at
> standard 5V , while serial works at around -10V. However A4 Tech sales
their
> PS/2 mouses with some adapter, so they can be attached to serial port.

Really? 99% of the serial mice I've seen came with a PS/2 adapter.

```
--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3340. Re: Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-21 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <8b71bq$fl3$1@SOLAIR2.EUnet.yu>
Source record: 7693
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Nicholas Bales <bales@online.fr> wrote in message
news:TTuB4.745$fg2.2931808@nnrp1.proxad.net...
>
>
> Really? 99% of the serial mice I've seen came with a PS/2 adapter.
>

Perhaps in France... But in my land not, certainly.
Btrw. did you try that rewiring ?
However whole discussion is pretty nonsense, because you can buy serial
mouse for really low price.
I hope that even in Canada & France :-).

PP

3341. Re: Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-21 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <38D7BA25.FA08FD78@cfc.dnd.ca>
Source record: 7694
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pera Putnik wrote:
> Nicholas Bales <bales@online.fr> wrote in message
> news:TTuB4.745$fg2.2931808@nnrp1.proxad.net...
> > Really? 99% of the serial mice I've seen came with a PS/2 adapter.

> Perhaps in France... But in my land not, certainly.
> Btrw. did you try that rewiring ?
> However whole discussion is pretty nonsense, because you can buy serial
> mouse for really low price.
> I hope that even in Canada & France :-).
> PP

oh yes.
2nd hand serial mice are had here for 2-5$ Cdn.

3342. Sharing an SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-21 00:00:00 UTC
From: Stef <stef.deko@village.uunet.be>
Message-ID: <8b8e42$g80$1@newnews1.news.nl.uu.net>
Source record: 7695

Hi there,
anyone any tips on how to share an SLM 605.
I'v got a TT030 and a Mega STE.
It would be (more than) nice to use the laserprinter without having to
switch cables (and reboot)...

Thanks for any tips...

Stef (Lier, Belgium)

3343. Using a Mustek 600 II CD scanner

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-21 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <38d7dade$1_2@athena.netset.com>
Source record: 7696

Hi!

I was just given a Mustek 600 II CD scanner for free. We no longer needed
it at work.

I know it runs with a SCSI interface-that is how it was connected to the PC
at work. I notice three ports on this:

A SCSI 2 port
A SCSI 1 port
An appletalk port? Could I connect this instead of SCSI?

I have no manual, so I am out of luck there. I want this to work with my
Falcon030. So, any help, software, drivers, etc. Would be most appreciated.

I also see the SCSI ID selector on the back.

Regards,

Jim W. Krych

3344. Re: Using a PS2 Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-21 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <FrsMs8.H@gem.win.co.nz>
Source record: 7697
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

john oakes (oakesy@stretton0.demon.co.uk) wrote:
: According to the last issue of Atari Computing 16. The cost of
: MouseBuster is 19pounds sterling true this is for a serial mouse
: interface, but from what the advert mentions your ps/2 mouse with an
: adapter will be supported. From your address your from Canada. In this

I should clarify this by saying that the adapter is for *serial* mice.
Many but *not all* PS/2 mice can be adapted to become a serial mouse with
a small adapter.

If I had time I would make a new PS/2 to Atari mouse adapter, but I don't
have time at the moment.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments |
| http://gem.win.co.nz/ * >>> NEW MIDI-3 <<< |

3345. Re: CentubroII SUCKS!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <953723186-060180AEicMi@cwcom.net>
Source record: 7601

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Mon, 20 Mar 2000 10:16:02 +0100

>broncos@priement.com wrote:
>> if anyone has any knowledge on why Im getting
>> "internal checksum of calamus is no longer correct" from

Not the problem in this case I suspect, but this would happen with Calamus
if one packed the program with a run-time unpacker. The fix was to rename
Calamus with a .prg extender IIRC.

>Since I don't have Calamus I don't know whether it needs patching.
>Maybe you find something at the CENTEK homepage.

The only patch for Calamus is the colour mode driver, Calamus itself needs
no patch.

--
Rgds, Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm
-------------------------------------------
```

3346. Re: Using a Mustek 600 II CD scanner

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <953723188-060661AEicMi@cwcom.net>
Source record: 7602

From: J.W. Krych <jwkrych@n2net.net>
Date: 21 Mar 2000 15:26:06 -0500

>I was just given a Mustek 600 II CD scanner for free. We no longer needed
>it at work.

Lucky so-and-so! :-)

>
>I know it runs with a SCSI interface-that is how it was connected to the
>PC
>at work. I notice three ports on this:
>
>A SCSI 2 port
>A SCSI 1 port
>An appletalk port? Could I connect this instead of SCSI?

Not the Appletalk port, you'll probably need to use the SCSI 1 port for the
conection to your Falcon, and a terminator plugged into the SCSI 2 port.

For drivers, the biggest range is at Nima Montaser's site

http://www.magma.ca/~nima/

I don't know whether the Mustek driver listed there will work with your
model, an email to nima@canada.com might be in order.

HTH.

--
Rgds, Derryck

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3347. Salvaging the boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-22 00:00:00 UTC
From: george@jungle.com
Message-ID: <38d8b95a.120800624@news.rdc1.ab.wave.home.com>
Source record: 7603
Cross-posted to: comp.sys.atari.st;,comp.sys.atari.st.tech

Is there a way (ie. a program) that can fix a damaged boot sector on an ST formatted hard drive? I'm thinking that it would work a similar way to how DOS/Windows boot disks allow you to do a SYS C: and the boot disks operating system is copied to the the hard drive and subsequently you can boot from the HD.

Your help would be appreciated (2 HDs died tonight)...

3348. Re: HardDisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-22 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8bakct$e62$1@news.stortek.com>
Source record: 7604

"Sieger Veenhoven" <sieger.veenhoven@hi.nl> a crit dans le message news:
8b8uql$5icn3$1@reader2.wxs.nl...
> Hi,
>
> Does anybody know if and how i can use my IDE harddisk with my atari 1040
> ST? Thanx...

```
=> Quick FAQ

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3349. monitor for arcade hard driving

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-22 00:00:00 UTC
From: Tony Clyne <clynet@indigo.ie>
Message-ID: <yYbC4.1902$RC3.1327@news.indigo.ie>
Source record: 7605

Has any one got a monitor for Hard Driving Delux model for amusement arcade game

clynet@ indigo.ie

3350. Re: Salvaging the boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-22 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8bcmdm$9j9$1@newsg1.svr.pol.co.uk>
Source record: 7606
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DJfukaduk <george@jungle.com> wrote in message
news:38d8b95a.120800624@news.rdc1.ab.wave.home.com...
> Is there a way (ie. a program) that can fix a damaged boot sector on
> an ST formatted hard drive? I'm thinking that it would work a similar
> way to how DOS/Windows boot disks allow you to do a SYS C: and the
> boot disks operating system is copied to the the hard drive and
> subsequently you can boot from the HD.

You can just re-install the HD driver using whatever utility was supplied on
the floppy containing your HD software. This will re-write block 0 and
re-copy the driver program to C:

Roger

3351. HardDisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-22 00:00:00 UTC
From: Sieger Veenhoven <sieger.veenhoven@hi.nl>
Message-ID: <8b8uql$5icn3$1@reader2.wxs.nl>
Source record: 7698

Hi,

Does anybody know if and how i can use my IDE harddisk with my atari 1040 ST? Thanx...

Sieger

3352. Re: HardDisk

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-22 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10003221140480.690-100000@rakas>
Source record: 7699

On 2000-3-22, Sieger Veenhoven <sieger.veenhoven@hi.nl> wrote:

> Does anybody know if and how i can use my IDE harddisk with
> my atari 1040 ST? Thanx...

Visit http://gem.win.co.nz/ and purchase one of Mario Becroft's
IDE interfaces.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3353. STacy HD no longer boots

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-22 00:00:00 UTC
From: george@jungle.com
Message-ID: <38d8b315.119194701@news.rdc1.ab.wave.home.com>
Source record: 7700
Cross-posted to: comp.sys.atari.st;,comp.sys.atari.st.tech

My trusty 10 year old STacy hard drive now can't boot. The HD activity light just stays on when I turn on the computer.

I tried the Atari Advanced Hard Disk Utility (HDX.PRG) that came with the Stacy and upon trying to reformat the drive to Stacy/CH3021 or CH3042 settings, I get a fatal error and a recommendation to test the connections to the hard drive--which means that I'll have to open her up. I just don't see how things could have gotten loose inside since when it stopped working, I hadn't moved the laptop.

The funny thing is my FAST ICD drive that I've also been using with the Stacy stopped working tonight, too. The Stacy normally boots from its internal then looks for external drives. I would have expected it to go to the external drive once it realizes that it can't boot from the internal. I verified that the ICD drive no longer works by trying to boot it from my Mega4; that used to work--I had boot info on the ICD and I just tried the bootup tonight. But then it stopped.

Any helpful hints would be appreciated.

Demzy

3354. Re: Salvaging the boot sector

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-23 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <38D9FD1E.5E82@ooc.de>
Source record: 7607
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Cain wrote:

> You can just re-install the HD driver using whatever utility was supplied on
> the floppy containing your HD software. This will re-write block 0 and
> re-copy the driver program to C:

I guess the root sector or a boot sector of his drive contains bad data.
If this is the case re-installing a driver won't help since you can't
recover the partition information that way.
In case partitioning was done with HDDRUTIL it's easy to repair the root
sector with the function provided for this case. Otherwise you have to
use a disk tool like SED or DISKUS or whatever to repair the damaged
data.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://home.nikocity.de/nogfradelt

3355. Re: Using a Mustek 600 II CD scanner

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-24 00:00:00 UTC
From: paricard@free.fr
Message-ID: <38d987a61a71d10@free.fr>
Source record: 7608

Hello,

in article <38d7dade$1_2@athena.netset.com> (comp.sys.atari.st.tech)
J.W. Krych wrote on Tue 21-03-2000 15:26 (-0500):

> An appletalk port? Could I connect this instead of SCSI?

It surely is a socket to plug a special cover for transparencies.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr http://perso.club-internet.fr/pricard
TransAction : http://altern.org/ta/index_f.html

3356. Re: Sharing an SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-25 00:00:00 UTC
From: Claus Rogge <rogge.claus@aon.at>
Message-ID: <954018922-18521AEicMi@aon.at>
Source record: 7609

Hi,

> tips on how to share an SLM 605.

I'm using a little grey box called "Autolink" that connects one printer to two computers.

-"Heaven would be a place where bullshit existed only on television. (Hallelujah! We's halfway there!)" - Frank Zappa

Claus Rogge
(rogge.claus@aon.at)

3357. Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-26 00:00:00 UTC
From: Lord Biron <lordbiron@mindspring.com>
Message-ID: <01bf9726$07faeda0$09d8aec7@lordbironmindspring.com>
Source record: 7610

Help me . I have rolling screens when i use alot of software . The problem i know is that it runs in 50hz. My problem is i can't find a utility that well make it run in 60hz. All the hertz programs i found either you have to run them (this wont work since im using menu disks that need to boot) or they make it run in 50hz which it is allready running in that.

Please Help Me!!

Ty ~lB~

3358. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-26 00:00:00 UTC
From: troed@rsn.thisshouldnotbehere.hk-r.se
Message-ID: <38df5dbe.12297819@news1.usenetserver.com>
Source record: 7611

"Lord Biron" <lordbiron@mindspring.com> wrote:

>Help me . I have rolling screens when i use alot of software . The problem
>i know is that it runs in 50hz. My problem is i can't find a utility that
>well make it run in 60hz. All the hertz programs i found either you have to
>run them (this wont work since im using menu disks that need to boot) or
>they make it run in 50hz which it is allready running in that.

Buy a TV that can handle 50Hz.

___/
_/

3359. Re: IEEE 1394

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-26 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <38de6297.765500@news.freeserve.net>
Source record: 7612

On Fri, 17 Mar 2000 18:29:41 GMT, peter.slegg@scubadivers.co.uk (Peter Slegg) wrote:

>Editing wouldn't have to be done at full screen or even full frame
>rate (frame skipping) to allow a decent edit.
This is true and is exactly the way Adobe Premier does it. You don't get the full sized finished article until you actually render to tape or disk.

>but that is another story. Mini-DV has a much higher capacity than
>a DVD and only stores 60mins of video. Also the data could be
>uncompressed (slightly) before editing is attempted.
One possible problem here is that in order to handle the high data rate most firewire cards employ some form of data codecs. The DVRaptor I have in my PC uses its own codec and I can bet that most manufacturers wouldn't allow the details of their codecs to be made freely available to allow conversion to another platform.

For instance I am only aware of one PC based edit solution which is available on a non-windows platform (Beos). Manufacturers will jealously guard the internals of their codecs.

>Once the edit is complete the data could be recompressed back to
>mini-DV format at leisure before being re-written to a tape.
Again this is how Premiere does it on my PC.

>A hardware encoder might make things faster and without one it would
The codec on my machine is software though it is probably hardware assisted.

>be annoying if the edit didn't turn out how you wanted it but that
>happens with ordinary tape-to-tape editing.
Yep, been there done that ;-)

>I assume you haven't seen Funmedia or Mountain then.
Personally I have never heard of either of these systems but then I have only recently got into NLE editing.

>Firewire drivers have more uses than video though. Has anyone
>seen the project to create drivers for Linux. I wonder if they
>could be ported to Mint ?
Not being an expert on such I would hazard a guess that the mint kernel may not be sufficiently fast to service the interrupt requests coming from the card but you never know.

NLE on my dual 550Mhz CPU PC is slow enough, God knows what it would be like on either of my TT or Nemesis/AB040 equiped Falcon!

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

3360. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-26 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <38deac66$1_2@athena.netset.com>
Source record: 7613

In article <38df5dbe.12297819@news1.usenetserver.com>,
Troed <troed@rsn.thisshouldnotbehere.hk-r.se> wrote:
>"Lord Biron" <lordbiron@mindspring.com> wrote:
>
>>Help me . I have rolling screens when i use alot of software . The problem
>>i know is that it runs in 50hz. My problem is i can't find a utility that
>>well make it run in 60hz. All the hertz programs i found either you have to
>>run them (this wont work since im using menu disks that need to boot) or
>>they make it run in 50hz which it is allready running in that.
>
>Buy a TV that can handle 50Hz.
>

You could also adjust the frequency on your monitor. You have to
open it up and be very careful, but I did it years ago on many of my ST
monitors. I would imagine that there is a description of how to
accomplish this in one of the faq's.

It's a similar principle to the nice litle knob that used to be on
the back of tv's. Unfortunately I believe they are all internal on the ST
monitors. Maybe I'm wrong on that though. Been years since I played
around with one.

Dan Ackerman
aka baldrick...

3361. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-27 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <xNQD4.717$cQ1.1799@newsfeed.slurp.net>
Source record: 7614

On 26 Mar 2000 18:58:20 , Troed wrote:
>"Lord Biron" <lordbiron@mindspring.com> wrote:
>
>>Help me . I have rolling screens when i use alot of software . The problem
>>i know is that it runs in 50hz. My problem is i can't find a utility that
>>well make it run in 60hz. All the hertz programs i found either you have to
>>run them (this wont work since im using menu disks that need to boot) or
>>they make it run in 50hz which it is allready running in that.
>
>Buy a TV that can handle 50Hz.

I emailed that guy a program that lets one change between 50 and 60mhz.
That, I hope, should do the trick.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3362. Re: Sharing an SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-27 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <954222902-107847AEicMi@cwcom.net>
Source record: 7615

From: Claus Rogge <rogge.claus@aon.at>
Date: Sat, 25 Mar 2000 18:17:12 GMT

>> tips on how to share an SLM 605.
>
>I'm using a little grey box called "Autolink" that connects one printer to
>two computers.

Completely useless for an Atari laser, it doesn't use the printer port.
Instead it connects to the DMA port.

--
Rgds, Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3363. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-28 00:00:00 UTC
From: Lord Biron <lordbiron@mindspring.com>
Message-ID: <01bf98a1$e2746a20$88ddaec7@lordbironmindspring.com>
Source record: 7616

No such luck:) It need to be a program that can allow the computer to reset
and force it into 60hz.

Ty ~lB~

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in article
<xNQD4.717$cQ1.1799@newsfeed.slurp.net>...
> On 26 Mar 2000 18:58:20 , Troed wrote:
> >"Lord Biron" <lordbiron@mindspring.com> wrote:
> >
> >>Help me . I have rolling screens when i use alot of software . The
problem
> >>i know is that it runs in 50hz. My problem is i can't find a utility
that
> >>well make it run in 60hz. All the hertz programs i found either you
have to
> >>run them (this wont work since im using menu disks that need to boot)
or
> >>they make it run in 50hz which it is allready running in that.
> >
> >Buy a TV that can handle 50Hz.
>
> I emailed that guy a program that lets one change between 50 and 60mhz.
> That, I hope, should do the trick.
>
>
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

> --
>
>
>

3364. Re: Sharing an SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8bqs7bcga1@plutonium.compulink.co.uk>
Source record: 7617

In message <954018922-18521AEicMi@aon.at>, rogge.claus@aon.at said:

>> tips on how to share an SLM 605.
>
>I'm using a little grey box called "Autolink" that connects one printer to two computers.

I have a manual switcher for the same purpose - BUT that's for the
parallel port; is the Autolink for the DMA port?

I think the difficulty of sharing the Atari lasers is that they use the
computer's memory to build up the page. At the very least you must make
sure that one machine has finished printing before switching. It might
be easier to network the 2 machines via the parallel or MIDI ports...

Regards, /Peter/

3365. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8bqs7ccgb1@plutonium.compulink.co.uk>
Source record: 7618

In message <01bf9726$07faeda0$09d8aec7@lordbironmindspring.com>, lordbiron@mindspring.com said:

>Help me . I have rolling screens when i use alot of software . The problem
>i know is that it runs in 50hz. My problem is i can't find a utility that
>well make it run in 60hz. All the hertz programs i found either you have to
>run them (this wont work since im using menu disks that need to boot) or
>they make it run in 50hz which it is allready running in that.

What monitor are you using - or TV? And what TV system - PAL or NTSC?
Most modern TVs and monitors will run at both 50 and 60 Hz without
adjustment - older ones may need the frame frequency to be tweaked.
There is a PD 50/60Hz switcher program available for the AUTO folder and
included on some game disks, but that won't help you with some
auto-booting games that don't have a normal directory. If they do, make
a copy (if possible) and add an AUTO folder with the switcher in it.

Regards, /Peter/

3366. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-28 00:00:00 UTC
From: Lord Biron <lordbiron@mindspring.com>
Message-ID: <01bf98f0$767957a0$11daaec7@lordbironmindspring.com>
Source record: 7619

NTSC Tv and it well only run in 60hz. It is and older tv :(

Ty ~lB~

xlator@cix.compulink.co.uk wrote in article
<8bqs7ccgb1@plutonium.compulink.co.uk>...
> In message <01bf9726$07faeda0$09d8aec7@lordbironmindspring.com>,
lordbiron@mindspring.com said:
>
> >Help me . I have rolling screens when i use alot of software . The
problem
> >i know is that it runs in 50hz. My problem is i can't find a utility
that
> >well make it run in 60hz. All the hertz programs i found either you have
to
> >run them (this wont work since im using menu disks that need to boot) or
> >they make it run in 50hz which it is allready running in that.
>
> What monitor are you using - or TV? And what TV system - PAL or NTSC?
> Most modern TVs and monitors will run at both 50 and 60 Hz without
> adjustment - older ones may need the frame frequency to be tweaked.
> There is a PD 50/60Hz switcher program available for the AUTO folder and
> included on some game disks, but that won't help you with some
> auto-booting games that don't have a normal directory. If they do, make
> a copy (if possible) and add an AUTO folder with the switcher in it.
>
> Regards, /Peter/
>
>

3367. Screen size Mono Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-28 00:00:00 UTC
From: brond <brond@easynet.co.uk.nospam>
Message-ID: <38E118B5.7B0CEDDB@easynet.co.uk.nospam>
Source record: 7620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is it possible to adjust the screen on the SM Mono monitors so it takes
up the full screen, mine is a little square in the centre.

Thanks

Title of item: Lattice C 5.5 for Atari Hisoft
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=293359781
Title of item: HiSoft DevPAC 3.01 Atari
ST/STe/TT/Falcon
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=293363230
Title of item: 68000 Assembly Language Programming
McGraw-Hi
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=293371407
Title of item: 120 Atari UK Magazine Cover Disks
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=293367008

3368. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <2LbE4.65$f91.603@newsfeed.slurp.net>
Source record: 7621

On 28 Mar 2000 10:39:12 , "Lord Biron" wrote:
>No such luck:) It need to be a program that can allow the computer to reset
>and force it into 60hz.

I see no reason why it would not work. The archive came with a file to
insert in the auto folder to cause the computer to boot in 60mhz as
well as the acc to switch between 50 and 60mhz.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3369. Re: Screen size Mono Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <4LbE4.66$f91.603@newsfeed.slurp.net>
Source record: 7622

On 28 Mar 2000 21:40:21 , brond wrote:
>Is it possible to adjust the screen on the SM Mono monitors so it takes
>up the full screen, mine is a little square in the centre.
>
>Thanks

Yes it is possible, but it involves some physical adjustment to the
insides of the mono monitor.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3370. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: Lord Biron <lordbiron@mindspring.com>
Message-ID: <01bf9913$90b3e400$11daaec7@lordbironmindspring.com>
Source record: 7623

How do u put a file into a auto-boot disk?? 1.)It dont fit since most are full 2) It allready boot into 60hz just when you select the game itll switch to 50hz.

3.) I don't own a hard drive so everything is off of floppys

Ty ~lB~

Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote in article <2LbE4.65$f91.603@newsfeed.slurp.net>...
> On 28 Mar 2000 10:39:12 , "Lord Biron" wrote:
> >No such luck:) It need to be a program that can allow the computer to reset
> >and force it into 60hz.
>
> I see no reason why it would not work. The archive came with a file to
> insert in the auto folder to cause the computer to boot in 60mhz as
> well as the acc to switch between 50 and 60mhz.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem
> PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
> Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

> ----------
>
>
>

3371. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8brk0q$t01$5@cubacola.tninet.se>
Source record: 7624

"Lord Biron" <lordbiron@mindspring.com> wrote in message
news:01bf98a1$e2746a20$88ddaec7@lordbironmindspring.com...

: No such luck:) It need to be a program that can allow the
computer to reset
: and force it into 60hz.

The default for this is one single bit in TOS. NTSC-Ataris have
this 60Hz frequency as default, european PAL Ataris have 50Hz.
There is a program that changes this by a routine in the
bootsector of a disk, think it's "Bootsie".

I suppose that you need it for a game?

Only solution beside bootsector loaders is to use an american
TOS, maybe by way of a TOS loader, which also is a routine in
the bootsector of a disc. These loadable tOS images can usually
withstand a warm boot (reset with the button).

You could also fit double TOS versions into your machine.

MG

3372. Re: Screen size Mono Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <38e15afd$0$564@news.zetnet.co.uk>
Source record: 7625
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"brond" <brond@easynet.co.uk.nospam> wrote in message
news:38E118B5.7B0CEDDB@easynet.co.uk.nospam...
> Is it possible to adjust the screen on the SM Mono monitors so it takes
> up the full screen, mine is a little square in the centre.

some will some won't, there are only a few tweekable pots inside get some TV
trimming tools (cheap little plastic things) and give it a try bit by bit ,
be careful though as there are some lethal voltages inside

--
k@kevindermott.co.uk kdermott@strayduck.com :Lancashire England:
kdermott@talk21.com kevin@kdermott.freeserve.co.uk kdermott@freeuk.net
www.kevindermott.co.uk www.kdermott.freeserve.co.uk kdermott@zetnet.co.uk
www.kdermott.freeuk.com www.kdermott.strayduck.com

3373. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: Lord Biron <lordbiron@mindspring.com>
Message-ID: <01bf9935$4eec7920$25ddaec7@lordbironmindspring.com>
Source record: 7626

I have an american Tos i have an American Atari hehe I am American. I need
it so i can run some menu disks which are mostly euro for some reason.

Ty ~lB~

Martin Graiter <graiter@starmail.com> wrote in article
<8brk0q$t01$5@cubacola.tninet.se>...
>
> "Lord Biron" <lordbiron@mindspring.com> wrote in message
> news:01bf98a1$e2746a20$88ddaec7@lordbironmindspring.com...
>
> : No such luck:) It need to be a program that can allow the
> computer to reset
> : and force it into 60hz.
>
> The default for this is one single bit in TOS. NTSC-Ataris have
> this 60Hz frequency as default, european PAL Ataris have 50Hz.
> There is a program that changes this by a routine in the
> bootsector of a disk, think it's "Bootsie".
>
> I suppose that you need it for a game?
>
> Only solution beside bootsector loaders is to use an american
> TOS, maybe by way of a TOS loader, which also is a routine in
> the bootsector of a disc. These loadable tOS images can usually
> withstand a warm boot (reset with the button).
>
> You could also fit double TOS versions into your machine.
>
> MG
>
>
>

3374. Re: Screen size Mono Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: phil wilkins <phil_wilkins@csi.com>
Message-ID: <38E1C032.9E8A4D6@csi.com>
Source record: 7627

this is described on vezz's hardware hack page, the file you want is here:
http://www.freeweb.org/computer/vezz/atari/hardware/zip/bigmono.zip

the main page is here:

http://www.freeweb.org/computer/vezz/atari/hardware/index.html

I did this to my mono monitor without any probs, it's useful if you want to get 'real' wysiwyg, for example, you display a 1inch font on screen, then adjust the monitor until the font measures 1 inch and there you have it....

cheers, Phil
spiny@atari.org
torment.atari.org

kevin dermott wrote:

> "brond" <brond@easynet.co.uk.nospam> wrote in message
> news:38E118B5.7B0CEDDB@easynet.co.uk.nospam...
> > Is it possible to adjust the screen on the SM Mono monitors so it takes
> > up the full screen, mine is a little square in the centre.
>
> some will some won't, there are only a few tweekable pots inside get some TV
> trimming tools (cheap little plastic things) and give it a try bit by bit ,
> be careful though as there are some lethal voltages inside
>
> --
> k@kevindermott.co.uk kdermott@strayduck.com :Lancashire England:
> kdermott@talk21.com kevin@kdermott.freeserve.co.uk kdermott@freeuk.net
> www.kevindermott.co.uk www.kdermott.freeserve.co.uk kdermott@zetnet.co.uk
> www.kdermott.freeuk.com www.kdermott.strayduck.com

--
-----
mail: philwilkins@cs.com
web: torment.atari.org

3375. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8bt2d3$1aq$1@news.stortek.com>
Source record: 7628

"Lord Biron" <lordbiron@mindspring.com> a crit dans le message news:
01bf9913$90b3e400$11daaec7@lordbironmindspring.com...
> How do u put a file into a auto-boot disk?? 1.)It dont fit since most are
> full 2) It allready boot into 60hz just when you select the game itll
> switch to 50hz.
>
> 3.) I don't own a hard drive so everything is off of floppys

I'd say you're stuck then.

You must understand that those menu disks are from pirates. Very few of these people respect programming rules and guidelines. Their auto boot programs usually run off of the boot sector and use custom routines to read their non-standard floppy formats, so if you replace the boot sector, the disk won't work any more. For the same reason, you can't use AUTO folder programs.

The only ways out of this, as I see it:
a) Get a TV or monitor that supports 50Hz (my SC1224 supports both, and I'm in Europe)
b) Move to Europe. There are lots of nice places to live, our politicians don't have sex with interns (or at least we don't give a damn if they do) and we don't carry guns around schools.
c) Stop using pirate software and buy the Real Thing (tm).

Nick

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3376. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: Lord Biron <lordbiron@mindspring.com>
Message-ID: <01bf99ba$042eb580$acdeaec7@lordbironmindspring.com>
Source record: 7629

Ok serious part:
So if i chunk out dough for a SC1224 itll run it??

Funny Part:
Your politicans are just as bad if not worse than ares . Except as you say
you dont care. We dont care either its the damn press and the other
politicans until they get caught ehehh.

Ty ~lB~
> The only ways out of this, as I see it:
> a) Get a TV or monitor that supports 50Hz (my SC1224 supports both, and
I'm
> in Europe)
> b) Move to Europe. There are lots of nice places to live, our politicians
> don't have sex with interns (or at least we don't give a damn if they do)
> and we don't carry guns around schools.
> c) Stop using pirate software and buy the Real Thing (tm).
>
> Nick
>
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://bales.online.fr/atari online.fr
>
>
>

3377. Re: Screen size Mono Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: kevin dermott <k@kevindermott.co.uk>
Message-ID: <38e27698.0@news2.cluster1.telinco.net>
Source record: 7630
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> PS. Kevin, your signature separator should be "-- " (with a space at the
> end). It's currently "--" and news programs don't "see" this as a
> signature and doesn't remove it when quoting.

is this any better doing a lot of confining lately

--
All the best Kevin: k@kevindermott.co.uk :Lancashire England:
in the beginning there was nothing, and suddenly it exploded!!
not used much but: kevin@kdermott.freeserve.co.uk
www.kdermott.freeserve.co.uk
www.kevindermott.co.uk www.kdermott.freeuk.com www.kdermott.strayduck.com

3378. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <VIuE4.273$T%1.415@newsfeed.slurp.net>
Source record: 7631

On 29 Mar 2000 00:12:33 , "Lord Biron" wrote:
>How do u put a file into a auto-boot disk?? 1.)It dont fit since most are
>full 2) It allready boot into 60hz just when you select the game itll
>switch to 50hz.

Is this a commercial disk??? Hmmmm?? I did something like this before
by putting in one disk until the one program booted from the auto
folder and then inserted the next disk. But that may not work with a
commercial disk.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3379. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-29 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8bvffekhp1@cubacola.tninet.se>
Source record: 7632

"Lord Biron" <lordbiron@mindspring.com> wrote in message
news:01bf9935$4eec7920$25ddaec7@lordbironmindspring.com...

: I have an american Tos i have an American Atari hehe I am
American. I need
: it so i can run some menu disks which are mostly euro for some
reason.

If I understand you correctly you have demos or games that
switch from the default vertical synchronization of 60Hz to
50Hz, which makes the picture unvievable?

You now need some kind of utility to jump back to 60Hz again?

Don't believe you'll find something like that.

Try finding a monitor that can display both syncs, that's all
you can do. Here in Europe it appears that most TV-sets can take
both 50 and 60 Hertz Vs.

Maybe you should try to find an RGB monitor? The ones that work
with the Amiga also work with the Atari. Philips has produced
some nice 14" monitors that can accept all kinds of signals,
RGB, Composite video, Mono sound, stereo sound. They work with
Ataris, Amigas, C64s, videorecorders, and can also display CGA
with some additional electronics (one transistor and some
resistors). The Philips monitor was sold rebadged under the
names Commodore and Atari and maybe some other brand names too.

MG

3380. Re: Screen size Mono Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-30 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <38e29a58$0$563@news.zetnet.co.uk>
Source record: 7633
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > is this any better doing a lot of confining lately
>
> Nope, sorry :-(
> Still the same. There's no space after the "--" (without the quotes).

if it's still not right it's not me it's microsoft then I think I'll sue
them :-)

--
All the best Kevin: k@kevindermott.co.uk :Lancashire England:
in the beginning there was nothing, and suddenly it exploded!!
not used much but: kevin@kdermott.freeserve.co.uk
www.kdermott.freeserve.co.uk
www.kevindermott.co.uk www.kdermott.freeuk.com www.kdermott.strayduck.com

3381. Re: Screen size Mono Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-30 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <38e2a03c$0$566@news.zetnet.co.uk>
Source record: 7634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > > PS. Kevin, your signature separator should be "-- " (with a space at
the
> > > end). It's currently "--" and news programs don't "see" this as a
> > > signature and doesn't remove it when quoting.
> >
> > is this any better doing a lot of confining lately
>
> Nope, sorry :-(
> Still the same. There's no space after the "--" (without the quotes).
>

looking at this My news prg OE5 doesn't remove any when quoting, it inserts
the "--" on it's own.
I have manually added "-- " to the beginning of my sig,see if it works.

--
--
All the best Kevin: k@kevindermott.co.uk :Lancashire England:
in the beginning there was nothing, and suddenly it exploded!!
not used much but: kevin@kdermott.freeserve.co.uk
www.kdermott.freeserve.co.uk
www.kevindermott.co.uk www.kdermott.freeuk.com www.kdermott.strayduck.com

3382. Re: DVD and CD-RW Drive

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-30 00:00:00 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <8c06fvfbh1@tcnnt0.totalserve.net>
Source record: 7635

Fran&#65533;ois,

I have been in touch with Ricoh here in Britain about their
DVD player/CD-rw.

They tell me that the MP-9060 drive is compatible with the
MMC-2 commands, the reason being that the drive was designed
last October when the MMC-3 commands were only in draft form.

So potentially the drive might work with CD-Lab but as you
say "backward-compatible" isn't always what it seems.

Bye for now,

Peter S.

On 13 Mar 2000 11:43:01 , =?iso-8859-1?Q?Fran=E7ois_GALEA?= wrote:
>On Sun, 12 Mar 2000, Peter Slegg wrote:
>
>> I recently found some information about a Ricoh DVD drive
>> that can also write CD-RW disks. I've been looking at getting
>> a CD-RW for my Milan but this looks like a better solution.
>>
>> I expect that HD-Driver wouldn't have any problems but I
>> don't know about Spin and CD writer software.
>
>I can answer you about CD writer software. Normally, DVD drives understand
>the MMC-2 (multimedia commands) command set, which, I think, are
>backward-compatible with the MMC-1 one, which is used on CD-RW drives. The
>problem is what "backward-compatible" really stands for, because as all
>developers know, things never work the way you would like them to :)
>
>The CD recording tool I am developing supports MMC-1 commands, so it might
>be able to work with the DVD/CD-RW drive. But I can't promise anything.
>
>bye,
>
>- Fran&#65533;ois GALEA -
>
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

```
-------------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
-------------------------------------------------------------------------
```

3383. No Charge Internet access

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-30 00:00:00 UTC
From: GEEDDCjH@BJHBsIor.com
Message-ID: <OWG4FNpm$GA.379@news02.noc.fet>
Source record: 7636

Thats right, Totally Free Internet Access, Just log on to

http://reallyfreeinternet.com and sign up. Instant access, No waiting. And best of all, No Ads Or Banners to spoil your surfing.

3384. Need Portfolio Card Drive Software

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-30 00:00:00 UTC
From: MrGadget <Nospam@nospam.com>
Message-ID: <71SE4.18953$Xk2.76746@tor-nn1.netcom.ca>
Source record: 7637
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I have a Portfolio Card Drive but no disk for the unit. Can someone send
me a copy of the driver that is needed to run the interface card on the PC?
Any help appreciated

email me at randing@netcom.XXXca

Delete the XXX

thanks

3385. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-30 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8c0v53qgp1@zingo.tninet.se>
Source record: 7638

"Nicholas Bales" <bales@online.REMOVETHIS.fr> wrote in message
news:8bt2d3$1aq$1@news.stortek.com...

: b) Move to Europe. There are lots of nice places to live, our
politicians
: don't have sex with interns (or at least we don't give a damn
if they do)
: and we don't carry guns around schools.

Nice post, except mentioning politicians. Ours aren't the
slightest better than theirs. And anyway, I'd rather have them
screwing chicks than screwing the rest of us for the most part
of our money...

MG

3386. Re: Screen size Mono Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-31 00:00:00 UTC
From: brond <brond@easynet.co.uk.nospam>
Message-ID: <38E4BB5E.C62B62B8@easynet.co.uk.nospam>
Source record: 7639

Thanks for this I will give it a go this weekend

phil wilkins wrote:

> this is described on vezz's hardware hack page, the file you want is here:
> http://www.freeweb.org/computer/vezz/atari/hardware/zip/bigmono.zip
>

Thanks

Title of item: Lattice C 5.5 for Atari Hisoft
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=293359781
Title of item: HiSoft DevPAC 3.01 Atari
ST/STe/TT/Falcon
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=293363230
Title of item: 68000 Assembly Language Programming
McGraw-Hi
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=293371407
Title of item: 120 Atari UK Magazine Cover Disks
http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=293367008

3387. Re: Rolling Screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-31 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8c2f57ccn1@news.stortek.com>
Source record: 7640

"Lord Biron" <lordbiron@mindspring.com> a crit dans le message news:
01bf99ba$042eb580$acdeaec7@lordbironmindspring.com...
>
> Ok serious part:
> So if i chunk out dough for a SC1224 itll run it??

It probably would, but I can't guarantee. Mine works happily in both 50 and 60Hz. I have the feeling a modern TV might also be able to cope with the frequency too. Most electronic hardware nowadays is built with multi-standards in mind for cost reduction reasons. Even the latest cheap VCRs around here are now dealing with NTSC, when only a couple of years ago you had to pay an extra just to have PAL and SECAM.

So, maybe you could try it out on a new TV. If it does work, I'm pretty sure it'll work on an SC1224, 1225 or 1425.

> Funny Part:
> Your politicans are just as bad if not worse than ares . Except as you say
> you dont care. We dont care either its the damn press and the other
> politicans until they get caught ehehh.

;-)

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3388. WTB Mega STE motherboad

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-31 00:00:00 UTC
From: Frank <farnorth@ptialaska.net>
Message-ID: <38E51452.27304C18@ptialaska.net>
Source record: 7641

Toad sold a load of these without cases
I am looking for a reasonable deal on a couple of these for spares
Frank

3389. SM124 with no hsync

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-31 00:00:00 UTC
From: troed@rsn.thisshouldnotbehere.hk-r.se
Message-ID: <38e522f6.456111825@news1.usenetserver.com>
Source record: 7642

... I remember this fault back -90 when I got it on my old SM124. It was trivial to fix (a simple resistor or capacitor) but I of course don't remember which ... anyone?

(Fault description: No hsync :) "horisontal lines slightly diagonal all over the screen" that is ...)

Thankful for any help. As soon as I've fixed that I have a SM124 for sale ;)

___/
_/

3390. WTB Mega STE motherboad

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-31 00:00:00 UTC
From: Frank <farnorth@ptialaska.net>
Message-ID: <38E5121E.37BABE39@ptialaska.net>
Source record: 7643

Toad sold a load of these without cases
I am looking for a reasonable deal on a couple of these for spares
Frank

3391. WTB Mega STE motherboad

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-31 00:00:00 UTC
From: Frank <farnorth@ptialaska.net>
Message-ID: <38E5128B.2C4BB208@ptialaska.net>
Source record: 7644

Toad sold a load of these without cases
I am looking for a reasonable deal on a couple of these for spares
Frank

3392. WTB Mega STE motherboad

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-31 00:00:00 UTC
From: Frank <farnorth@ptialaska.net>
Message-ID: <38E51433.ED66EE8F@ptialaska.net>
Source record: 7645

Toad sold a load of these without cases
I am looking for a reasonable deal on a couple of these for spares
Frank

3393. Click Here!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-03-31 00:00:00 UTC
From: nwuvhu@coolstuff.com
Message-ID: <8c3cnd$32i3120@magpie.cat.net.th>
Source record: 7646

I�ve been sitting here for hours playing a great new slot machine on the Internet. Every time I tell myself "Just one more spin," I hit another winner. I don't know how, but they're giving away over $2 million every month GUARANTEED and it's FREE. Best of all, for every friend you sign up, you win what they win! You have to try it.

http://www.jackpot.com/win.asp?ref=101-1523

3394. Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-01 00:00:00 UTC
From: MrGadget <Nospam@nospam.com>
Message-ID: <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>
Source record: 7647
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Is there a way to record and read back cassette programs as sound files? I thought I saw something posted once about this.

3395. Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-01 00:00:00 UTC
From: Fredrik <freddie@navigate.se>
Message-ID: <8c56vp$bp16@emcnews1.lss.emc.com>
Source record: 7648

Hi all...

There used to be a company called 'Happy Computing' they released a
cartridge for the ST range
of computers that could copy heavy protected disks!

I wonder if somebody knows wich version of the software that vas last
released..
And if somebody has som technical indeep information I would like to know
that to..

I think the name of the guy who started Happy computing was Mike Adams a
brother to Scott Adams who started the company Adventure International..

Do anybody know what he is up to this days?

Regards!

Freddie

3396. Re: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-02 00:00:00 UTC
From: Steve Stupple <atari@euphony.net>
Message-ID: <8c7855$27tt$1@quince.news.easynet.net>
Source record: 7501

Don wolfe <dwolfe4@genie.idt.net> wrote in message
news:8c6ivb$cde@nnrp1.farm.idt.net...
> On 1 Apr 2000 18:02:34 +, "Fredrik" wrote:
>
> I've never came across 'Happy Computing' but 'Power Computing' made a
> cartridge called the 'Ultimate Ripper' which would allow you to look
> inside any program and remove protection, or change the program or copy
> it to a different disk, and a bunch of other things......
>
> Later, Donner.....
>

The Happy Computing's cartridge is called the Dicovery Cartridge and is the ultimate in disk backup. It only requires ONE disk drive and can copy ANY, and not just Atari! disk to the disk OR to a file.

It also enables you to have another 2 floppy disk drives, depending what version of the cartridge you have. They made 2 types: a small one which was a basic cartridge, and the full one that came in several models:

The basic model had no add ons or a pass-thorugh port, the full model had a built in clock, ports to add up to 2 extra dirves, a through port and sockets to add cartridge chips (mainly aimed at the Mac operating chips).

They were made by the same company that brought us the Happy board for the 8-bit Atari's disk drives. In the UK their distributor were in the Birmingham area and the startingprice was £380 GBP's!!!

the Ultimate Ripper produced by Power computing was a cartridge that allowred access to the Atari's memory to enable ripping of pictures sprites etc.. There are a few serious tools built in it that you woul dneed to know how to use them to use htem.

It also had a couple of undocumented features that, Power Computing didn't know about and don't particularly care; along with the bugs. They went on to produce a combined cartridge that contained Supermon AND the Ultimate Ripper. This cartridge is BUGGED to hell and the ripper side shoul dbe treated as suspect.

I pointed this out to them, when it was first released, and they weren't bothered! they said it was down to the electronics and that it could be possible to combine them on one set of IC's without these problems!!! Amazingly I managed it without any problems.... So much for Power Computing!

I would also be interested in the lastest version if they every got around to making one!

ATB
Steve aka The Mockingbird (MocknBird) <><
steve@atari.org

3397. Re: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-02 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8c8237$7pe$1@plutonium.compulink.co.uk>
Source record: 7502

In message <8c6ivb$cde@nnrp1.farm.idt.net>, dwolfe4@genie.idt.net said:

>I've never came across 'Happy Computing' but 'Power Computing' made a
>cartridge called the 'Ultimate Ripper' which would allow you to look
>inside any program and remove protection, or change the program or copy
>it to a different disk, and a bunch of other things......

Yes, I have one of these, but seldom use it. But I wonder whether the
original poster was referring to something like the Blitz Turbo Copier
that was said to copy any 3.5" disk? Have one of those around too - just
a lead with 2 floppy connector plugs on it and some software IIRC; did
it plug into the cartridge slot?

Regards, /Peter/

3398. Re: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-02 00:00:00 UTC
From: Steve Stupple <atari@euphony.net>
Message-ID: <8c8bkf$9vg$1@quince.news.easynet.net>
Source record: 7503

<xlator@cix.compulink.co.uk> wrote in message
news:8c8237$7pe$1@plutonium.compulink.co.uk...
>
> Yes, I have one of these, but seldom use it. But I wonder whether the
> original poster was referring to something like the Blitz Turbo Copier
> that was said to copy any 3.5" disk? Have one of those around too - just
> a lead with 2 floppy connector plugs on it and some software IIRC; did
> it plug into the cartridge slot?
>
> Regards, /Peter/
>

Hi

The Blitz lead requires an external disk drive and isn't very efficient. It can't copy reaonably protected disks and it does verify the track it has written. This leads to some duff tracks.

Then there's syncro Express, again this needs an external drive but does back up more than the Blitz does, it also verifies the track. So disks can take ages using it though and although verifies the tracks, it still isn't 100% reliable.

Steve
Steve@atari.org

3399. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-02 00:00:00 UTC
From: Nicholas Bales <bales@online.fr>
Message-ID: <HEOF4.451$nh7.2401501@nnrp1.proxad.net>
Source record: 7504
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

MrGadget <Nospam@nospam.com> a crit dans le message :
XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca...
> Is there a way to record and read back cassette programs as sound files? I
> thought I saw something posted once about this.

```
I don't think any cassette prgs were ever made for the ST. Check your
crossposts please!

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3400. Re: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-02 00:00:00 UTC
From: dwolfe4@genie.idt.net
Message-ID: <8c6ivb$cde@nnrp1.farm.idt.net>
Source record: 7649

On 1 Apr 2000 18:02:34 +, "Fredrik" wrote:
>Hi all...
>
>There used to be a company called 'Happy Computing' they released a
>cartridge for the ST range
>of computers that could copy heavy protected disks!
>
>I wonder if somebody knows wich version of the software that vas last
>released..
>And if somebody has som technical indeep information I would like to know
>that to..
>
>I think the name of the guy who started Happy computing was Mike Adams a
>brother to Scott Adams who started the company Adventure International..
>
>
>Do anybody know what he is up to this days?
>
>Regards!
>
>Freddie

I've never came across 'Happy Computing' but 'Power Computing' made a
cartridge called the 'Ultimate Ripper' which would allow you to look
inside any program and remove protection, or change the program or copy
it to a different disk, and a bunch of other things......

Later, Donner.....

3401. Re: I am serious.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-02 00:00:00 UTC
From: dwolfe4@genie.idt.net
Message-ID: <8c6iv9$cde@nnrp1.farm.idt.net>
Source record: 7650

On 30 Mar 2000 22:11:19 , "FlyingBird" wrote:
>You might want to check the below URL. Just go ahead.
>http://exciting.gq.nu

>Sincerely yours,
>
>FlyingBird

That must have been a very interesting Web Page, there is a notice
posted at that URL saying that Page has been removed from the Network..

So might as well tell us what was on it..:^)

Later, Donner..

3402. Re: CentubroII SUCKS!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-03 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <segedsndeop178@corp.supernews.com>
Source record: 7505

On 22 Mar 2000 11:12:26 , Derryck Croker wrote:
>From: Janka Gerhard <gerhard.janka@siemens.at>
>Date: Mon, 20 Mar 2000 10:16:02 +0100
>
>>broncos@priement.com wrote:
>>> if anyone has any knowledge on why Im getting
>>> "internal checksum of calamus is no longer correct" from
>
>Not the problem in this case I suspect, but this would happen with Calamus
>if one packed the program with a run-time unpacker. The fix was to rename
>Calamus with a .prg extender IIRC.
>
>>Since I don't have Calamus I don't know whether it needs patching.
>>Maybe you find something at the CENTEK homepage.
>
>The only patch for Calamus is the colour mode driver, Calamus itself needs
>no patch.
>

This sounds like Calamus was moved from the directory it was first
installed on. I didn't follow this thread, did you try to re-install
the package from disks?

Mikey

3403. Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-03 00:00:00 UTC
From: "Craig Hart"
Message-ID: <UMZF4.78$jM4.1491@nsw.nnrp.telstra.net>
Source record: 7506

Hi all..

Don't laugh.. trying to put a 1.44 FDD in a 1040ST. Have it basically working using a simple 2 chip FDC clock doubler circuit, TOS 1.04 and a software patch.

I'm seeking opinions on the best 1.44 hardware mod/patch & software, and where to get same from. Have no problems building own hardware... am electronic technician, so complexity no problems; main goal: booting from a 1.44 reliably...

Craig

3404. Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-03 00:00:00 UTC
From: "Craig Hart"
Message-ID: <xOZF4.80$jM4.1700@nsw.nnrp.telstra.net>
Source record: 7507

Hi all..

Don't laugh.. trying to put a 1.44 FDD in a 1040ST. Have it basically working using a simple 2 chip FDC clock doubler circuit, TOS 1.04 and a software patch.

I'm seeking opinions on the best 1.44 hardware mod/patch & software, and where to get same from. Have no problems building own hardware... am electronic technician, so complexity no problems; main goal: booting from a 1.44 reliably...

Craig

3405. Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-03 00:00:00 UTC
From: Craig Hart <chartnospam@hyperlink.net.au>
Message-ID: <xPZF4.81$jM4.1583@nsw.nnrp.telstra.net>
Source record: 7508

Hi all..

Don't laugh.. trying to put a 1.44 FDD in a 1040ST. Have it basically working using a simple 2 chip FDC clock doubler circuit, TOS 1.04 and a software patch.

I'm seeking opinions on the best 1.44 hardware mod/patch & software, and where to get same from. Have no problems building own hardware... am electronic technician, so complexity no problems; main goal: booting from a 1.44 reliably...

Craig

3406. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-03 00:00:00 UTC
From: alanmcminswa@home.com
Message-ID: <38e86e4c@news.nuthinbutnews.com>
Source record: 7509
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>, Nospam@nospam.com says...
>
>Is there a way to record and read back cassette programs as sound files? I
>thought I saw something posted once about this.
>
>
You want to make copies of data file cassettes? Play on one and record on the other. (which is how I used to make copies of Zaxxon 15 years ago, their ridiculous copy protection only made loading the game harder to do). The cassettes are audio. You might want to clean the heads on the cassette players, it don't take much to screw up the recordings.

3407. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-03 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8ca7sh$d7e$1@news.stortek.com>
Source record: 7510

"Craig Hart" <chart@nospam@hyperlink.net.au> a crit dans le message news:
xOZF4.80$jM4.1700@nsw.nnrp.telstra.net...
> Hi all..
>
> Don't laugh.. trying to put a 1.44 FDD in a 1040ST. Have it basically
> working using a simple 2 chip FDC clock doubler circuit, TOS 1.04 and a
> software patch.

Hi,

There's nothing to laugh about really. Lots of us have done it.

> I'm seeking opinions on the best 1.44 hardware mod/patch & software, and
> where to get same from. Have no problems building own hardware... am
> electronic technician, so complexity no problems; main goal: booting from
a
> 1.44 reliably...

I'm sorry, I don't understand really what's missing. If you have the
circuit, the drive, the TOS and the patch, you have it all. You'll find
links to this sort of mod in the Quick FAQ of course.

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

>
> Craig
>
>
>

3408. Re: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-03 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <38e8ec6b$0$565@news.zetnet.co.uk>
Source record: 7511

On 2 Apr 2000 11:42:00 +, "Steve Stupple" wrote:
>
>The Happy Computing's cartridge is called the Dicovery Cartridge and is the
>ultimate in disk backup. It only requires ONE disk drive and can copy ANY,
>and not just Atari! disk to the disk OR to a file.
>
>It also enables you to have another 2 floppy disk drives, depending what
>version of the cartridge you have. They made 2 types: a small one which was
>a basic cartridge, and the full one that came in several models:
>
>The basic model had no add ons or a pass-thorugh port, the full model had a
>built in clock, ports to add up to 2 extra dirves, a through port and
>sockets to add cartridge chips (mainly aimed at the Mac operating chips).
>
>They were made by the same company that brought us the Happy board for the
>8-bit Atari's disk drives. In the UK their distributor were in the
>Birmingham area and the startingprice was ?380 GBP's!!!
>

Hi Steve,

Good description but you failed to mention how expandable the system
actually was due to the ability to write your own backup files. This was
not always easy, however, as you sometimes had to figure out just what
the protection method was and this could vary from track to track !
I actually bought the basic model of the cartridge direct from the
States (I was on the advanced order mailing list) and got hit for 20
quid import duty on it ! However, that still meant it cost me less than
120 UKP in total ;-)
As you said, it was an amazing product and could produce an image copy of
any disk you threw at it - but it was so slow !!!
I sold mine a few years back - I think I got 50 UKP for it...

Jim

3409. AOL Users, 1/2 Price Access

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-03 00:00:00 UTC
From: DgHCdPHE@sIIEAEHn.com
Message-ID: <ek74O5bn$GA.410@news03.noc.fet>
Source record: 7512

Thats right, Totally Free Internet Access, Just log on to

http://reallyfreeinternet.com and sign up. Instant access, No waiting. And best of all, No Ads Or Banners to spoil your surfing.

3410. BUILD YOUR OWN C`A.B,L,E B,O`X...FREE C`A.B,L.E`.... 5980

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-03 00:00:00 UTC
From: qmzvwd@dfdsdfg.com
Message-ID: <Sq9G4.32171$QJ3.3870468@dfiatx1-snr1.gtei.net>
Source record: 7513
Cross-posted to: comp.sys.atari.st.tech,ntu.eng.ee
Body handling: 1 long encoded or obfuscated payload line was not displayed

LEGAL CABLE TV DE-SCRAMBLER

Want to watch Sporting Events?--Movies?--Pay-Per-View??

*This is the Famous R-O Shack TV Descrambler
You can assemble it from Radio Shack parts for about $12 to $15.

We Send You:
1, E-Z To follow Assembly Instructions.
2. E-Z To read Original Drawings.
3. Total Parts List.

**** PLUS SOMETHING NEW YOU MUST HAVE! ****
Something you can't do without.

THE UP-TO-DATE 6 PAGE REPORT:
USING A DESCRAMBLER LEGALLY

Warning: You should not build a TV Descrambler without
reading this report first.

Frequently Asked Questions--CABLE TV DESCRAMBLER

Q: Will the descrambler work on Fiber, TCI, Jarrod
and satellite systems?
A: The answer is YES. In respect to satellite,
you just get more stuff! There is one exception:
The descrambler will not work with DSS satellite.

Q: Do I need a converter box?
A: This plan works with or without a converter box.
Specific instructions are included in the plans for each!
Q: Can the cable company detect that I have the descrambler?

A: No, the signal descrambles right at the box and does
not move back through the line!

Q: Do I have to alter my existing cable system,
television or VCR?
A: The answer is no!

Q: Does this work with my remote control?
A: The answer is yes. The descrambler is
manually controlled--but very easy to use!

Q: Can you email me the plans?
A: No the program comes with an easy to follow picture guide.

Q: Does this work everywhere across the country?
A: Yes, everywhere in the USA plus England,
Brazil, Canada and other countries!

Q: Is this deal guaranteed?
A: Yes, if you are unhappy for any reason we will refund your money.

Q: When I order, when will I get my package?
A: We mail out all orders within 24 hours of receiving them.

Q: How much does it cost to get the instruction
plans, the easy to follow diagram, and most
important of all the "Using a Descrambler LEGALLY Report".
A: You get the complete 6 page report and instruction package all for just--$10.00

Q: How do I order?
A: Fill out form below and send it, along
with your $10.00 payment to:

CABLE FREE-TV
12187 S. Orange Blossom Trail #116
Orlando Fl 32837

(Cash, Check or Money Order.)

(Florida residents include 7% Florida State Sales Tax)

(All orders outside the U.S.A. add $5.00)

PRINT YOUR:

NAME_____

ADDRESS_____

CITY/STATE/ZIP_____

E-MAIl ADDRESS_____

We are NOT ASSOCIATED in any way with RADIO SHACK.
Neither the design nor instructions were developed
by, are sold by, or are endorsed by Radio Shack.
Parts for this fine-tuning device are available
at many electronics stores (including Radio Shack)
This is not a Radio Shack product.

[Long encoded or obfuscated payload not displayed]

3411. Tired of paying your ISP?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-03 00:00:00 UTC
From: FgnrAhqg@SoIABFGl.com
Message-ID: <8cb5ho$gkb132@mail.tsukuba.tao.go.jp>
Source record: 7514

Thats right, Totally Free Internet Access, Just log on to

http://reallyfreeinternet.com and sign up. Instant access, No waiting. And best of all, No Ads Or Banners to spoil your surfing.

3412. Re: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-04 00:00:00 UTC
From: Steve Stupple <steve@atari.org>
Message-ID: <954839197.9943.1.nnrp-14.c1ed1184@news.demon.co.uk>
Source record: 7515

James Smith <jimsmith@zetnet.co.uk> wrote in message
news:38e8ec6b$0$565@news.zetnet.co.uk...
> On 2 Apr 2000 11:42:00 +, "Steve Stupple" wrote:
>
> Good description but you failed to mention how expandable the system
> actually was due to the ability to write your own backup files. This was
> not always easy, however, as you sometimes had to figure out just what
> the protection method was and this could vary from track to track !

Yes, I did the usual presumption when I said backup any disk to disk or file! The parameters take a while to figure out how to use, but once done you save them in a file.

> As you said, it was an amazing product and could produce an image copy of
> any disk you threw at it - but it was so slow !!!

It all depended on what copy method you use, if you only do a detailed copy on the guilty tracks, then it can be a lot faster than Syncro Express. BUT it does verify the track and once you've got the parameters correct will do this disk FIRST time EVERY time.

Blitz and Syncro may try and get a disk copied in 50 seconds, but what matters is it's integrity!

I was told of a newer version of software than expanded it's usage and increase the speed!!! I've not found it yet, but I'm a still alooking:

> I sold mine a few years back - I think I got 50 UKP for it...

I thought of selling mine several years ago, but changed my mind. I will be going through all my software and putting them on CD as an image using the cartridge. that way if my favourite protected, or non-protected software goes down I can re-create it:)

Steve
steve@atari.org

3413. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-04 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10004041222410.67-100000@rakas>
Source record: 7516

On 2000-4-5, Branko Badrljica <brankob@sidra.si> wrote:

> I have programmed GAL chip for flopi clock doubler which
> feeds the "turbo" frequency to FDC only when really needed,
> that is, only when HD read/write is in progress...
>
> I think there is similar solution with ordinary TTL chips,
> but mine uses only 1 low cost chip (GAL 16V8) and it works
> for floppy B also...

Upload the sources to Vezz's ST hardware hacks page.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3414. searching Calcomat on atari st

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-04 00:00:00 UTC
From: Zeb <zeboss1@hotmail.com>
Message-ID: <8ccm0krcl1@news1.skynet.be>
Source record: 7517

Hello,

please help me

I'm searching for CALCOMAT 1 or 2 for my old atari st, I've lost some data
on it, HEEELPPP !!

(I need to open a file with a .TAB extension.)

URGENT :
zeboss1@hotmail.com or ICQ 27770555

3415. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-04 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <8ccspnqlg1@SOLAIR2.EUnet.yu>
Source record: 7518

Craig Hart <chart@nospam@hyperlink.net.au> wrote in message
news:xOZF4.80$jM4.1700@nsw.nnrp.telstra.net...
> Hi all..
>
> Don't laugh.. trying to put a 1.44 FDD in a 1040ST. Have it basically
> working using a simple 2 chip FDC clock doubler circuit, TOS 1.04 and a
> software patch.
>
> I'm seeking opinions on the best 1.44 hardware mod/patch & software, and
> where to get same from. Have no problems building own hardware... am
> electronic technician, so complexity no problems; main goal: booting from
a
> 1.44 reliably...
>

You will probably have problems with disk change detection with most of
drives. (Due to non-standard way how ST detects it) .It's possible to solve
with simple logic.

PP

3416. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-04 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8cd6vp$d3m$1@SOLAIR2.EUnet.yu>
Source record: 7519

On 5 Apr 2000 11:11:02 +, Branko Badrljica wrote:
>I have programmed GAL chip for flopi clock doubler which feeds the "turbo"
>frequency to FDC
>only when really needed, that is, only when HD read/write is in progress...
> [...]
>Anyone interested in source ?

Yes, please.

I have made a single-TTL-chip module which feeds the turbo frequency only
when a HD floppy is in and the motor is running- but this doesn't solve the
step-rate problem. i.e. how to you (simply) establish when read/write
is indeed in progress...

cu

3417. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-04 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8cdcobsmr1@news.hccnet.nl>
Source record: 7520

I'm using a 74LS12, 74LS74 and a 74LS151 for a 2.88 setup.
Could not beat that with a 16V8 at the time.

"Branko Badrljica" <brankob@sidra.si> wrote in message news:38EB0326.FD404D2C@sidra.si...
| I have programmed GAL chip for floppy clock doubler which feeds the "turbo"
| frequency to FDC
| only when really needed, that is, only when HD read/write is in progress...
|
| I think there is similar solution with ordinary TTL chips, but mine uses only 1
| low cost chip (GAL 16V8) and it works for floppy B also...
|
| Anyone interested in source ?
|
| Regards,
|
|
| Brane
|
| Nicholas Bales wrote:
|
| > "Craig Hart" <chart@nospam@hyperlink.net.au> a ï¿½crit dans le message news:
| > xOZF4.80$jM4.1700@nsw.nnrp.telstra.net...
| > > Hi all..
| > >
| > > Don't laugh.. trying to put a 1.44 FDD in a 1040ST. Have it basically
| > > working using a simple 2 chip FDC clock doubler circuit, TOS 1.04 and a
| > > software patch.
| >
| > Hi,
| >
| > There's nothing to laugh about really. Lots of us have done it.
| >
| > > I'm seeking opinions on the best 1.44 hardware mod/patch & software, and
| > > where to get same from. Have no problems building own hardware... am
| > > electronic technician, so complexity no problems; main goal: booting from
| > a
| > > 1.44 reliably...
| >
| > I'm sorry, I don't understand really what's missing. If you have the
| > circuit, the drive, the TOS and the patch, you have it all. You'll find
| > links to this sort of mod in the Quick FAQ of course.
| >
| > --
| > ||| Nicholas Bales, Toulouse, France

| > ===|||==
| > / | \ The Atari ST Quick FAQ bales@
| > -' ' `- http://bales.online.fr/atari online.fr
| >
| > >
| > > Craig
| > >
| > >
| > >
|

3418. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-05 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <38EB0326.FD404D2C@sidra.si>
Source record: 7521

I have programmed GAL chip for flopi clock doubler which feeds the "turbo"
frequency to FDC
only when really needed, that is, only when HD read/write is in progress...

I think there is similar solution with ordinary TTL chips, but mine uses only 1
low cost chip
(GAL 16V8) and it works for floppy B also...

Anyone interested in source ?

Regards,

Brane

Nicholas Bales wrote:

> "Craig Hart" <chart@nospam@hyperlink.net.au> a ďž˝crit dans le message news:
> xOZF4.80$jM4.1700@nsw.nnrp.telstra.net...
> > Hi all..
> >
> > Don't laugh.. trying to put a 1.44 FDD in a 1040ST. Have it basically
> > working using a simple 2 chip FDC clock doubler circuit, TOS 1.04 and a
> > software patch.
>
> Hi,
>
> There's nothing to laugh about really. Lots of us have done it.
>
> > I'm seeking opinions on the best 1.44 hardware mod/patch & software, and
> > where to get same from. Have no problems building own hardware... am
> > electronic technician, so complexity no problems; main goal: booting from
> a
> > 1.44 reliably...
>
> I'm sorry, I don't understand really what's missing. If you have the
> circuit, the drive, the TOS and the patch, you have it all. You'll find
> links to this sort of mod in the Quick FAQ of course.
>
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://bales.online.fr/atari online.fr
>
> >
> > Craig

> >
> >
> >

3419. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-05 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <38EB4D0F.54E9FF22@sidra.si>
Source record: 7522

Pera Putnik wrote:

>
> You will probably have problems with disk change detection with most of
> drives. (Due to non-standard way how ST detects it) .It's possible to solve
> with simple logic.
>

Can you point me to extra info on that one ?
I have had some troubles with it on TOS 2.06, but since I have had hard disk
it wasnďż˝t so annoying.
Neverthelless, it would be nice to know how to kill that bug...

Regards,

Branko

3420. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-05 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <38EA89C2.23F7E0C8@sidra.si>
Source record: 7523

Djordje Vukovic wrote:

> On 5 Apr 2000 11:11:02 +, Branko Badrljica wrote:
> >I have programmed GAL chip for flopi clock doubler which feeds the "turbo"
> >frequency to FDC
> >only when really needed, that is, only when HD read/write is in progress...
> > [...]
> >Anyone interested in source ?
>
> Yes, please.
>

O.K.Give me a day to find it in the pile of backup files...

>
> I have made a single-TTL-chip module which feeds the turbo frequency only
> when a HD floppy is in and the motor is running- but this doesn't solve the
> step-rate problem. i.e. how to you (simply) establish when read/write
> is indeed in progress...
>
> cu

Sorry. I have forgot about steprate, simply because I did not have to bother
with it.
I only use TOS 2.06, which sets steprate OK by itself.
My thingy detects as a valid condition for 16 MHz clock only when motor is
on,desired FDX is selected
(one which supports HD.."jumperable" two inputs on GAL) i.e. FD0/FD1
and when HD floppy is inserted in active drive.
I know that I should use monoflop or something like that to get 3ms pulse for
every STEP pulze and feed that into GAL &
use it as a condition in equations, but as said-TOS2.06 works perfectly, so I
did not bother...
If I would have to make it today, I would write simple program for PIC12C508 and
use it instead of monoflop...

Regards

Branko

3421. Re: Capturing Cassettte progs as sound files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-05 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <38EB1679.63ED2B72@mail.uni-mainz.de>
Source record: 7524
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Alan Mc Mindes schrieb:
>
> In article <XEoF4.19518$Xk2.79256@tor-nn1.netcom.ca>, Nospam@nospam.com
> says...
> >
> >Is there a way to record and read back cassette programs as sound files? I
> >thought I saw something posted once about this.
> >
> >
> You want to make copies of data file cassettes? Play on one and record on the
> other. (which is how I used to make copies of Zaxxon 15 years ago, their
> ridiculous copy protection only made loading the game harder to do). The
> cassettes are audio. You might want to clean the heads on the cassette
> players, it don't take much to screw up the recordings.

Hello,
ask Bo and Ernest Schreurs about their Cas to WAV converter program...
quite interesting background story !! Besides, copying from (Hifi-)Tape
to Tape is easier and to a digital destination (like DAT, DCC, MD, CDR,
CDRW) is far secure (but wastes to much memory). greets- Andreas
magenheimer

P.S. Why not keep the cassettes as original source and use a disk-file
as backup... (if you own the original program, you are allowed to have
backups on any medium)

3422. Re: atari st to IBM midi transfer

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-05 00:00:00 UTC
From: Kukulkan <tiempobandNOtiSPAM@hotmail.com.invalid>
Message-ID: <084d86b4.982b0087@usw-ex0107-055.remarq.com>
Source record: 7525

You can read ANY ST or Macintosh disk on a PC with a small
program called Gemulator Express. I will be glad to send it to
you if that works for you. Sometimes the midifiles don't work
with Windows Media Player but they do with any decent sequencer.

Windows 98 format 720 disks in a different way (why?). I
formatted some disks with Win95 and some with Win98 and only the
Win95 disks worked on the Atari.
In article <FxRNPpBxJhZ4EwjT@hboxer.demon.co.uk>, HB
<hb@hboxer.demon.co.uk> wrote:
>attempting to transfer midi files from atari st to IBM with no
>results - can anyone give any advice please
>
>thanks
>mike
>hb@hboxer.demon.co.uk
>
>

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3423. reallyfreeinternet.com

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-05 00:00:00 UTC
From: eECvyDJc@PbFFzLzS.com
Message-ID: <udIzQTyn$GA.408@news02.noc.fet>
Source record: 7526

Thats right, Totally Free Internet Access, Just log on to

http://reallyfreeinternet.com and sign up. Instant access, No waiting. And best of all, No Ads Or Banners to spoil your surfing.

3424. Re: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-05 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <38eba0b2$0$564@news.zetnet.co.uk>
Source record: 7527

On 4 Apr 2000 09:24:13 +, "Steve Stupple" wrote:
>
>James Smith <jimsmith@zetnet.co.uk> wrote in message
>news:38e8ec6b$0$565@news.zetnet.co.uk...
>> On 2 Apr 2000 11:42:00 +, "Steve Stupple" wrote:
>>
>> I sold mine a few years back - I think I got 50 UKP for it...
>
>I thought of selling mine several years ago, but changed my mind. I will be
>going through all my software and putting them on CD as an image using the
>cartridge. that way if my favourite protected, or non-protected software
>goes down I can re-create it:)
>
Wish I had thought of that at the time ! But CD Writers were a bit out
of my price range at that time - even if it had been possible to do it
on my Atari ;-)
I sold it to a local Atari/Amiga guy who is now on the PC, I wonder if
he still has it..... must give him a ring !!

l8er,

Jim

3425. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-06 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8cijau$4ar$1@SOLAIR2.EUnet.yu>
Source record: 7528

On 5 Apr 2000 02:33:07 +, Branko Badrljica wrote:

>> >Anyone interested in source ?
>> Yes, please.
>O.K.Give me a day to find it in the pile of backup files...

And I'll find my files and send to you so we can compare solutions. As I said,
I hoped that yours have something about the step rate.

>Sorry. I have forgot about steprate, simply because I did not have to bother
>with it. I only use TOS 2.06, which sets steprate OK by itself.

Does it, really? I use it too, and I saw (better to say I heard that from
a DD drive's noise) that it was programmed to set 6ms step rate (=3ms with
16MHz floppy clock) by default, but I did not get the impression that it
switched the step rate back when a DD floppy was inserted. Theoretically it
could do so after reading floppy configuration from sector 0, couldn't it?
To make things more complicated, I saw from the files that I got with the
Markus Heiden's TOSPATCH program that TOS2.06 could be made to install a _FDC
cookie, and this can have different values describing the type of interface-
but what is the proper value and what is the effect of this on anything?

>I know that I should use monoflop or something like that to get 3ms pulse for
>every STEP pulze and feed that into GAL

I contemplated a monoflop too, but feared that widely changing temperature
inside the computer box could change the monoflop period enough to either
make the step pulses asymmetric (too short monoflop pulse) or else interfere
with read/write (too long monoflop pulse).

>If I would have to make it today, I would write simple program for PIC12C508 and
>use it instead of monoflop...

Neat, but out of reach of an occasional hobbyst who like to make little
hardware hacks from time to time. On the other hand, it is true that
modern programmable chips can make some once-too-complicated enterprises
much simpler, and seem to have enough capacity to perform more than one
hardware-upgrade task in a single chip.

Regards;

3426. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-06 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8ciuc5ikv1@news.hccnet.nl>
Source record: 7529

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message news:8cijau$4ar$1@SOLAIR2.EUnet.yu...
| On 5 Apr 2000 02:33:07 +, Branko Badrljica wrote:
|
| >> >Anyone interested in source ?
| >> Yes, please.
| >O.K.Give me a day to find it in the pile of backup files...
|
| And I'll find my files and send to you so we can compare solutions. As I said,
| I hoped that yours have something about the step rate.
|
| >Sorry. I have forgot about steprate, simply because I did not have to bother
| >with it. I only use TOS 2.06, which sets steprate OK by itself.
|
| Does it, really? I use it too, and I saw (better to say I heard that from
| a DD drive's noise) that it was programmed to set 6ms step rate (=3ms with
| 16MHz floppy clock) by default, but I did not get the impression that it
| switched the step rate back when a DD floppy was inserted. Theoretically it
| could do so after reading floppy configuration from sector 0, couldn't it?
| To make things more complicated, I saw from the files that I got with the
| Markus Heiden's TOSPATCH program that TOS2.06 could be made to install a _FDC
| cookie, and this can have different values describing the type of interface-
| but what is the proper value and what is the effect of this on anything?
|
| >I know that I should use monoflop or something like that to get 3ms pulse for
| >every STEP pulze and feed that into GAL
|
| I contemplated a monoflop too, but feared that widely changing temperature
| inside the computer box could change the monoflop period enough to either
| make the step pulses asymmetric (too short monoflop pulse) or else interfere
| with read/write (too long monoflop pulse).

What you do is that you let the step signal swith the clock back to 8 MHz.
It will then be the standard length step.

|
| >If I would have to make it today, I would write simple program for PIC12C508 and
| >use it instead of monoflop...
|
| Neat, but out of reach of an occasional hobbyst who like to make little
| hardware hacks from time to time. On the other hand, it is true that
| modern programmable chips can make some once-too-complicated enterprises
| much simpler, and seem to have enough capacity to perform more than one
| hardware-upgrade task in a single chip.
|
| Regards;

3427. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-07 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <38ED18E5.72BDB68F@sidra.si>
Source record: 7530

Folkert Rienstra wrote:

> "Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:8cijau$4ar$1@SOLAIR2.EUnet.yu...
> | On 5 Apr 2000 02:33:07 +, Branko Badrljica wrote:
> |
> | >> >Anyone interested in source ?
> | >> Yes, please.
> | >O.K.Give me a day to find it in the pile of backup files...
>

Iďž˝ll have to plead for extension period of at least one more day :-(
Havenďž˝t found it yet...

> |
> | And I'll find my files and send to you so we can compare solutions. As I said,
> | I hoped that yours have something about the step rate.
> |
> | >Sorry. I have forgot about steprate, simply because I did not have to bother
> | >with it. I only use TOS 2.06, which sets steprate OK by itself.
> |
> | Does it, really? I use it too, and I saw (better to say I heard that from
> | a DD drive's noise) that it was programmed to set 6ms step rate (=3ms with
> | 16MHz floppy clock) by default, but I did not get the impression that it
> | switched the step rate back when a DD floppy was inserted. Theoretically it
> | could do so after reading floppy configuration from sector 0, couldn't it?
> | To make things more complicated, I saw from the files that I got with the
> | Markus Heiden's TOSPATCH program that TOS2.06 could be made to install a _FDC
> | cookie, and this can have different values describing the type of interface-
> | but what is the proper value and what is the effect of this on anything?
> |
> | >I know that I should use monoflop or something like that to get 3ms pulse for
> | >every STEP pulze and feed that into GAL
> |
> | I contemplated a monoflop too, but feared that widely changing temperature
> | inside the computer box could change the monoflop period enough to either
> | make the step pulses asymmetric (too short monoflop pulse) or else interfere
> | with read/write (too long monoflop pulse).
>
> What you do is that you let the step signal swith the clock back to 8 MHz.
> It will then be the standard length step.
>

Yes, but for how long ?
I mean, STEP pulse is sign that clock should be low (8MHz) but pulse itself does not last 3

ms.
Itďż˝s much shorter. It serves the purpose of telling FD unit to make a step and itďż˝s long
enough to be recognised by
unit and that is not required to be 3ms. So, you need something to force your multiplexer to
put out LOWfrq for cca. 3ms
after falling edge of the STEP signal...

Regards,

Branko

3428. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-07 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8cklcgait1@news.hccnet.nl>
Source record: 7531

```
"Branko Badrljica" <brankob@sidra.si> wrote in message news:38ED18E5.72BDB68F@sidra.si...
|
|
| Folkert Rienstra wrote:
|
| > "Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:8cijau$4ar$1@SOLAIR2.EUnet.yu...
| > | On 5 Apr 2000 02:33:07 +, Branko Badrljica wrote:
| > |
| > | >> >Anyone interested in source ?
| > | >> Yes, please.
| > | >O.K.Give me a day to find it in the pile of backup files...
| >
|
| Iï¿½ll have to plead for extension period of at least one more day :-(
| Havenï¿½t found it yet...
|
| > |
| > | And I'll find my files and send to you so we can compare solutions. As I said,
| > | I hoped that yours have something about the step rate.
| > |
| > | >Sorry. I have forgot about steprate, simply because I did not have to bother
| > | >with it. I only use TOS 2.06, which sets steprate OK by itself.
| > |
| > | Does it, really? I use it too, and I saw (better to say I heard that from
| > | a DD drive's noise) that it was programmed to set 6ms step rate (=3ms with
| > | 16MHz floppy clock) by default, but I did not get the impression that it
| > | switched the step rate back when a DD floppy was inserted. Theoretically it
| > | could do so after reading floppy configuration from sector 0, couldn't it?
| > | To make things more complicated, I saw from the files that I got with the
| > | Markus Heiden's TOSPATCH program that TOS2.06 could be made to install a _FDC
| > | cookie, and this can have different values describing the type of interface-
| > | but what is the proper value and what is the effect of this on anything?
| > |
| > | >I know that I should use monoflop or something like that to get 3ms pulse for
| > | >every STEP pulze and feed that into GAL
| > |
| > | I contemplated a monoflop too, but feared that widely changing temperature
| > | inside the computer box could change the monoflop period enough to either
| > | make the step pulses asymmetric (too short monoflop pulse) or else interfere
| > | with read/write (too long monoflop pulse).

Well, if you make it 2 ms the resulting step (wait) time will be 2.5 which will be close
enough. Ofcourse for 2.88 it will be 2.25
```

which may be critical for some drives.

| >
| > What you do is that you let the step signal switch the clock back to 8 MHz.
| > It will then be the standard length step.
| >
|
| Yes, but for how long ?
| I mean, STEP pulse is sign that clock should be low (8MHz) but pulse itself does not
| last 3 ms.
| Itï¿½s much shorter. It serves the purpose of telling FD unit to make a step and itï¿½s
| long enough to be recognised by unit and that is not required to be 3ms. So, you need
| something to force your multiplexer to put out LOWfrq for ca. 3ms after falling
| edge of the STEP signal...

You are absolutely right. I fell in that trap once again. I rechecked my circuit:
that 74LS12 is actually a 74LS123. Oops.

|
| Regards,
|
| Branko
|

3429. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-07 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8cl1pm$qm2$3@zingo.tninet.se>
Source record: 7532

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:8cijau$4ar$1@SOLAIR2.EUnet.yu...

: Does it, really? I use it too, and I saw (better to say I
heard that from
: a DD drive's noise) that it was programmed to set 6ms step
rate (=3ms with
: 16MHz floppy clock) by default, but I did not get the
impression that it
: switched the step rate back when a DD floppy was inserted.

TOS 2.06 (at least the swedish version) does not use 6ms as
default. You can see this by using a program like SYSINFO. You
need to set the steprate with Bootsie, SETSTEP, Fastcopy or some
other program. In BASIC you'd write something like POKE (the
byte value of) 0 (into address) XX. Can't remember the value for
XX now, but it's among the first 400 addresses. You can also
alter the default value inside the TOS code, which I've done.
This means of course that a new CRC has to be calculated and put
in at the very end of TOS, and new EPROM:s need to be burned.
The last option has turned out to be the best of all. It doesn't
matter that the steprate is 6ms with 720Kb disks as well.
There's no other taxation except a noiser drive (with DD disks).

: To make things more complicated, I saw from the files that I
got with the
: Markus Heiden's TOSPATCH program that TOS2.06 could be made to
install a _FDC
: cookie, and this can have different values describing the type
of interface-
: but what is the proper value and what is the effect of this on
anything?

Believe that the official Atari solution for HD disks bears the
name of another company, which would imply that Atari simply
bought it from them. The only effect is that you'll get a third
option in TOS'es own disk formatting routine, available from the
Desktop, the entry HIGH CAPACITY or maybe HIGH DENSITY becomes
chooseable.

: >I know that I should use monoflop or something like that to
get 3ms pulse for
: >every STEP pulze and feed that into GAL

I have a hardware schematic somewhere in my cellar which uses a
73LS123, the pulse lenght is steered by resistors and

capacitors. Never built it myself though, because I don't believe in doing things the expensive, work intensive and complicated way. Use software!

MG

3430. Faxing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-07 00:00:00 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <8cldvm$9m0$2@tcnnt0.totalserve.net>
Source record: 7533

Simple question.

What software do I need to be able to send a fax from a Milan?

I would like to be able to fax Papyrus documents. I have heard
of Coma, will that do what I want ?

Regards,

Peter

```
-------------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
-------------------------------------------------------------------------
-------------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
-------------------------------------------------------------------------
```

3431. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-07 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <8clkq6$d4l$1@SOLAIR2.EUnet.yu>
Source record: 7534

Branko Badrljica <brankob@sidra.si> wrote in message
news:38EB4D0F.54E9FF22@sidra.si...
>
> Pera Putnik wrote:
>
> >
> > You will probably have problems with disk change detection with most
of
> > drives. (Due to non-standard way how ST detects it) .It's possible to
solve
> > with simple logic.
> >
>
> Can you point me to extra info on that one ?
> I have had some troubles with it on TOS 2.06, but since I have had hard
disk
> it wasn't so annoying.
> Neverthelless, it would be nice to know how to kill that bug...
>

```
It is not bug in fact, but incompatibility of most of floppy drives with
Atari's disk change recognition mechanism.
ST recognizes floppy disk change via WP (write-protect) line. By every
vertical blank interrupt TOS checks state of that line. It works only if
floppy is not write-protected. But by most of new, (HD) drives WP line
doesn't gives any signal while changing floppy.
So simple logic is required. It should pull down WP line, when no floppy
in drive - you need to find little switch for detect when is floppy inserted
and combine it with WP line.
WP=origWP and DiskDetect . It should be of course with OC output. (open
collector). We assuming here that DiskDetect is low when no floppy in drive.
That's all...

Pera
```

3432. Re: Faxing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <38ee73f4247d480@online.be>
Source record: 7535

on Fri 07-04-2000 19:47 Peter Slegg wrote:

>Simple question.
>
>What software do I need to be able to send a fax from a Milan?
>
>I would like to be able to fax Papyrus documents. I have heard
>of Coma, will that do what I want ?

Coma is a very good program. I'm using it for all my faxes which I create
with Calamus SL99. Coma has his own fax editor though.

DM 69,- CoMa Standard
DM 119,- CoMa Voice
DM 199,- CoMa Professional

There exist an English version

A good alternative is Starfax which is part of the Starcall package.

STarCall Version 3 ENGLISH:
Terminalprogramm including Fax, Voice and BBS, Point,
Editor, cost calculator, Chat, Voice recorder.
For Atari/Magic/compatibles

---Full version:
STarCall Standard (Terminal) < > 40,- /20
STarFax (Faxprogram) < > 40,- /20
STarCall Pro (Terminal+Fax+Mailbox+Voice) < > 80,- /40

A demo version of both Coma and Starcall can be found on the Belgian
ftp-server

ftp://chapelie.rma.ac.be/atari/telecomm/

telecomm:
total 3244
-rw-rw-r-- 1 ftp 705000 Oct 22 20:08 coma_atari_5.1.0.zip
-rw-rw-r-- 1 ftp 546108 Sep 2 1999 j-off304.lzh
-rw-rw-r-- 1 ftp 150 Sep 2 1999 j-off304.upl
-rw-r--r-- 1 ftp 982421 Apr 7 18:25 star301e.lzh

BTW: j-off304 is another fax prog. I believe it's freeware

Hope this help,
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3433. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8cmlop$9eg$1@news.hccnet.nl>
Source record: 7536

"Pera Putnik" <ppera@soyaprotein.com> wrote in message
news:8clkq6$d4l$1@SOLAIR2.EUnet.yu...
|
| Branko Badrljica <brankob@sidra.si> wrote in message
| news:38EB4D0F.54E9FF22@sidra.si...
| >
| > Pera Putnik wrote:
| >
| > >
| > > You will probably have problems with disk change detection with most
| of
| > > drives. (Due to non-standard way how ST detects it) .It's possible to
| solve
| > > with simple logic.
| > >
| >
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| > I have had some troubles with it on TOS 2.06, but since I have had hard
| > disk it wasnï¿½t so annoying.
| > Neverthelless, it would be nice to know how to kill that bug...
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|
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| Atari's disk change recognition mechanism.
| ST recognizes floppy disk change via WP (write-protect) line. By every
| vertical blank interrupt TOS checks state of that line. It works only if
| floppy is not write-protected. But by most of new, (HD) drives WP line
| doesn't gives any signal while changing floppy.
| So simple logic is required. It should pull down WP line, when no floppy is
| in drive - you need to find little switch for detect when is floppy inserted
| and combine it with WP line.
| WP=origWP and DiskDetect . It should be of course with OC output. (open
| collector). We are assuming here that DiskDetect is low when no floppy in drive.
| That's all...

Disk change can be found on pin 34 for a PC drive.

|
| Pera
|
|
|
|

3434. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <38EF2838.1B38DB8A@sidra.si>
Source record: 7537

Folkert Rienstra wrote:

>
> Disk change can be found on pin 34 for a PC drive.

Not on all drives. I think that some MITSUMIďż˝s have had jumpers for deciding roles of particular
pins.
DCHG was one of them. There are several differing solutions and in my mind itďż˝s safest not to
rely on
extended functions (like DCHG and HD signal, for instance)

Regards,

Branko

3435. Re: Faxing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e8s1xn.1640skf1hep8e8N%doitarchive@atari-computer.de>
Source record: 7538

Peter Slegg <peter.slegg@scubadivers.co.uk> wrote:

> What software do I need to be able to send a fax from a Milan?
>
> I would like to be able to fax Papyrus documents. I have heard
> of Coma, will that do what I want ?

Yes, on falcon it works well. Papyrus create fax pages simple by an fax
driver, coma pick pages to send. Canï¿½t say anything about milan.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3436. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: Derek Warren <macgod@rocketmail.com>
Message-ID: <080420000947575278%macgod@rocketmail.com>
Source record: 7539

This is taking quite a few steps back, but what method are you using to get a 16Mhz clock signal to the floppy controller circuit?

My dilemma: one floppy mod. doc (Randy Kwak's also available from the ST Quick FAQ) recommends using the clock signal from the video shifter (CO25914) but I the closest thing I have a CO25915 (GLUE) on my STFM motherboard.. (two older STFMs have CO25912 and CO25913 chips as well, but I'm guessing these are -all- way off-track!)

Another floppy mod. doc (Zaphod Beeblebrox's; also available from the ST Quick FAQ) says to use pin 2 of the MCGLUE chip... maybe there's hope for the first aforementioned STFM?

Which pin of your 1040ST's GLUE chip generates 16MHz clock?

Cheers,
Derek

3437. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <38EF6523.50620EBF@sidra.si>
Source record: 7540

Derek Warren wrote:

> This is taking quite a few steps back, but what method are you using to
> get a 16Mhz clock signal to the floppy controller circuit?
>

>
> My dilemma: one floppy mod. doc (Randy Kwak's also available from the
> ST Quick FAQ) recommends using the clock signal from the video shifter
> (CO25914) but I the closest thing I have a CO25915 (GLUE) on my STFM
> motherboard.. (two older STFMs have CO25912 and CO25913 chips as well,
>

IIRC CO25913 IS DMA chip. You should seek for CO25914. It is usually
covered with
metallic enclosure, which you should open.

Video shifter generates 16 MHz and I think it goes to GLUE (CO25915)
also....
Donďž˝t know pin numbers by heart though...

Regards,

Branko

3438. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: Derek Warren <macgod@rocketmail.com>
Message-ID: <080420001102322822%macgod@rocketmail.com>
Source record: 7541

In article <38EF6523.50620EBF@sidra.si>, Branko Badrljica
<brankob@sidra.si> wrote:
> IIRC CO25913 IS DMA chip. You should seek for CO25914. It is usually
> covered with metallic enclosure, which you should open.

The new STFM has a chip in that location labelled CO7O713 in that
place... damn! However, the two older STFMs have the CO25914 in that
location! Yesss! Thanks! =)

I'll try swapping chips to see if the pinouts are the same.. and if
something blows up, I have 2 backup boards. <g> These were freebies.

Thanks!
Derek

3439. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <38EF76D5.D2477121@sidra.si>
Source record: 7542

Derek Warren wrote:

>
> The new STFM has a chip in that location labelled CO7O713 in that
> place... damn! However, the two older STFMs have the CO25914 in that
> location! Yesss! Thanks! =)
>

It is the same. I remember now that some STďż˝s had some strange marking on
videoshifter.

>
> I'll try swapping chips to see if the pinouts are the same.. and if
> something blows up, I have 2 backup boards. <g> These were freebies.
>

It shouldnďż˝t. Pinouts are the same.

Regards,

Branko

3440. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <38EF78ED.E28D95F4@sidra.si>
Source record: 7543

Branko Badrljica wrote:

> Iďż˝ll have to plead for extension period of at least one more day :-(
> Havenďż˝t found it yet...
>

Well, after browsing through backup files, I could not find full version (for both floppies) but
have found
version, which enables HD on one floppy position. Difference is trivial, but I did not wanted to
change
equations without being able to check them in circuit. I have only added a few comments...

Regards,

Branko

Here it goes:

```
************************************************************************************************************************
```

```
Name FLOPI;
Partno XXXXX;
Date 27.10.1998;
Revision 01;
Designer Brane;
Company Feniks;
Assembly XXXXX;
Location XXXXX;
Device g16v8;
Format jedec;

/* SHORT VERSION FOR ONE FLOPPY ONLY*/
/* PINS */
PIN 1 =HD; /* HIGH DENSITY INPUT/
PIN 2 =!MON; /* MOTOR ON */
PIN 3 =!FSEL; /* FLOPI SELECTED-USUALLY FD0 */
PIN 4 =HICLK; /* 16 MHZ CLK */
PIN 5 =LOCLK; /* 8 MHZ CLK */
PIN 19=CLKOUT; /* OUTPUT CLK- TO FDC */

/* EQUATIONS */

CLKOUT=LOCLK & (!HD # !FSEL # !MON) # HICLK & HD & FSEL & MON;

/* CLKOUT WILL BE HICLK ONLY WHEN NEEDED (HD & FSEL & MON) */
```

****
****

3441. Re: Faxing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <8TMH4.11081$EG2.5084@newsfeed.slurp.net>
Source record: 7544

On 7 Apr 2000 19:47:02 G, Peter Slegg wrote:
>Simple question.
>
>What software do I need to be able to send a fax from a Milan?
>
>I would like to be able to fax Papyrus documents. I have heard
>of Coma, will that do what I want ?

I use a program called StarFax that comes with the StarCall package. It works great with Calamus SL. I do not think it would work with Papyrus docs unless you converted them to ASCII. Worth giving it a look though.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

3442. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-08 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <8co50tnne1@SOLAIR2.EUnet.yu>
Source record: 7545

Folkert Rienstra <folkert.rienstra@hccnet.nl> wrote in message
news:8cmlop$9eg$1@news.hccnet.nl...
>
.
>
> Disk change can be found on pin 34 for a PC drive.

Not always...

PP

3443. Re: Faxing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-09 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <38efce4e6516b31@online.be>
Source record: 7546

on Sat 08-04-2000 20:44 Edward S. Baiz Jr. wrote:

>On 7 Apr 2000 19:47:02 G, Peter Slegg wrote:
>>Simple question.
>>
>>What software do I need to be able to send a fax from a Milan?
>>
>>I would like to be able to fax Papyrus documents. I have heard
>>of Coma, will that do what I want ?
>
>I use a program called StarFax that comes with the StarCall package. It
>works great with Calamus SL. I do not think it would work with Papyrus
>docs unless you converted them to ASCII. Worth giving it a look though.

Yes you can create faxes with Papyrus. No need to convert the docs into
ASCII first. Papyrus holds a printer driver callled "qfax.pri". Just
select that driver and up you go.
You only have to put a file called 'qfax.inf' in the root of your
bootdrive.
That inf must hold the path of the outgoing fax dir of Starfax.

For instance:

QUEUEPATH H:\MODEM\STARCAL3\STARFAX\FAXE.OUT\

That's all. Please note the last '\'. It's not a typo.

BTW: Coma can handle QFAX too. Ofcourse you need to change that qfax.inf
accordingly

It even works with freeMiNT/N_AES.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3444. Re: Faxing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-09 00:00:00 UTC
From: dwolfe4@genie.idt.net
Message-ID: <8cosbe$8n4@nnrp4.farm.idt.net>
Source record: 7547

```
On 7 Apr 2000 19:47:02 G, Peter Slegg wrote:
>Simple question.
>
>What software do I need to be able to send a fax from a Milan?
>
>I would like to be able to fax Papyrus documents. I have heard
>of Coma, will that do what I want ?
>
>Regards,
>
>Peter
> ------------------------------------------------------------------------
>| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
>| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
>| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
> ------------------------------------------------------------------------
> ------------------------------------------------------------------------
>| I live in Great Britain, abbreviated to G.B. |
>| uk is a noise made by apes. |
> ------------------------------------------------------------------------

Peter,

Since no one has mentioned another great Fax Program, which is no
longer supported 'Straight Fax Ver. 2.50". I use this program all the
time to Fax Paprus Doc's and also DynaCad Doc's, in fact I've never had
anything it wont Fax......

Later, Donner......
```

3445. Re: Faxing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-09 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Aw7I4.13075$EG2.11111@newsfeed.slurp.net>
Source record: 7548

>Peter,
>
>Since no one has mentioned another great Fax Program, which is no
>longer supported 'Straight Fax Ver. 2.50". I use this program all the
>time to Fax Paprus Doc's and also DynaCad Doc's, in fact I've never had
>anything it wont Fax......
>
>Later, Donner......

I have that program also. Not a bad program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3446. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-10 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8ct08e$h74$13@news.hccnet.nl>
Source record: 7549

Maybe that is why I wrote 'can be', not 'is'. ;-)

If a PC (well, clone rather) expects it on pin 34 and a 'PC' drive does not have it there, will I still call it a 'PC' drive?

But you probably would not be using a 'PC only' drive anyway because of its lacking ID configurability.

Almost every diskdrive has two handsfull of 'jumpers' (the solder type) to allow the drive maker to maintain a handfull of diskdrive versions for a variety of OEMs. Some drives are automatic, others need the signals at the interface to comply with the inserted floppy type. It is the latter ones you want to avoid for the atari.

--

Folkert Rienstra
(Please don't email me, reply to the group)

"Pera Putnik" <ppera@soyaprotein.com> wrote in message
news:8co50tnne1@SOLAIR2.EUnet.yu...
|
| Folkert Rienstra <folkert.rienstra@hccnet.nl> wrote in message
| news:8cmlop$9eg$1@news.hccnet.nl...
| >
| .
| >
| > Disk change can be found on pin 34 for a PC drive.
|
|
| Not always...
|
| PP
|
|
|

3447. Re: CentubroII SUCKS!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-10 00:00:00 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <8ctmof$gl5$1@as102.tel.hr>
Source record: 7550

```
On 3 Apr 2000 06:27:08 G, Mikey wrote:
>On 22 Mar 2000 11:12:26 , Derryck Croker wrote:
>>From: Janka Gerhard <gerhard.janka@siemens.at>
>>Date: Mon, 20 Mar 2000 10:16:02 +0100
>>
>>>broncos@priement.com wrote:
>>>> if anyone has any knowledge on why Im getting
>>>> "internal checksum of calamus is no longer correct" from
>>
>>Not the problem in this case I suspect, but this would happen with Calamus
>>if one packed the program with a run-time unpacker. The fix was to rename
>>Calamus with a .prg extender IIRC.
>>
>>>Since I don't have Calamus I don't know whether it needs patching.
>>>Maybe you find something at the CENTEK homepage.
>>
>>The only patch for Calamus is the colour mode driver, Calamus itself needs
>>no patch.
>>
>
>This sounds like Calamus was moved from the directory it was first
>installed on. I didn't follow this thread, did you try to re-install
>the package from disks?
>
>Mikey
>.
*no-no, this is just the matter of the fast ram usage - try toggling
the fast ram bits with the file info cpx...
(and read the CT2 help file carefully!)
;))

sasha@atari.org

-----------------------------------------------
Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2
-----------------------------------------------
```

3448. LF: Jo Even Skarstein!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-10 00:00:00 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <8ctmq1$gl5$2@as102.tel.hr>
Source record: 7551

```
Jo Even Skarstein please contact me at: sandrija@pravo.hr
-------------------------------------------------
Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2
-------------------------------------------------
```

3449. FS: WB SYSTEM ST ram card for Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-11 00:00:00 UTC
From: sasa.andrijasevic@zg.tel.hr
Message-ID: <8d0e5piek2@as102.tel.hr>
Source record: 7552

FS:

- WB System ST ram card for Falcon, 16 Mb FP or EDO SIMM (14 or 4 Mb usable - jumper exists), fully functional, 8 months old, with documentation in German...

make an offer

Sasa Andrijasevic
E-mail: sasha@atari.org
proud owner of: Atari 1040 STe & Falcon 030/CT2

3450. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-12 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <38f4ced1.0@c2.soros.org.mk>
Source record: 7553

Folkert Rienstra <folkert.rienstra@hccnet.nl> wrote in message news:8ct08e$h74$13@news.hccnet.nl...

> Maybe that is why I wrote 'can be', not 'is'. ;-)
>
Funny formulation...

> If a PC (well, clone rather) expects it on pin 34 and a 'PC' drive does not have
> it there, will I still call it a 'PC' drive?
>
Clone is PC too. IBM PC is what you mean. PC's not expect that signal (for all cost :-)), and work with practical all standard drives.

> But you probably would not be using a 'PC only' drive anyway because of its
> lacking ID configurability.
>
We say PC drive just from convience. Maybe is better saying usual or standard HD floppy drive. Even newer MAC's used such drives, instead old special - probably from price reason.

PP

3451. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-12 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8d34g9hok1@news.hccnet.nl>
Source record: 7554

"Pera Putnik" <ppera@soyaprotein.com> wrote in message news:38f4ced1.0@c2.soros.org.mk...
|
| Folkert Rienstra <folkert.rienstra@hccnet.nl> wrote in message
| news:8ct08e$h74$13@news.hccnet.nl...
|
| > Maybe that is why I wrote 'can be', not 'is'. ;-)
| >
| Funny formulation...

You think so?

|
| > If a PC (well, clone rather) expects it on pin 34 and a 'PC' drive does
| > not have it there, will I still call it a 'PC' drive?
| >
| Clone is PC too. IBM PC is what you mean.

I used the word clone to distinguish the MoBo manufacturers from the A brand
Pc manufacturers. The latter specify their FD interface to their own specification.
Why do you think there are so many different FD drives?

| PC's do not expect that signal (for all cost :-)), and work with practical all
| standard drives.

Both the Winbond 83877F and the SMSC FDC37C669 have the DSKCHG signal.
What precisely is a standard drive?
e.g. the Shugart interface had no provisions for HDout and EDout let alone HDin
and EDin.

| > But you probably would not be using a 'PC only' drive anyway because of
| > it's lacking ID configurability.
| >
| We say PC drive just from convience. Maybe is better saying usual or
| standard HD floppy drive.

Well, usual would be a PC drive. What we are talking about are the older drives
that come from discontinued A-brand machines or nonPC (universal) drives.

| Even newer MAC's used such drives, instead old
| special - probably from price reason.

I believe the iMac still uses the old Mac interface.

|
|
| PP
|

|
|
|
|

3452. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-13 00:00:00 UTC
From: Mark <mark@baypc.com.au>
Message-ID: <nCaJ4.140$qN.2915@nsw.nnrp.telstra.net>
Source record: 7555

Craig and I have got it going by setting up fast copy as an accessory and setting it to 3ms. It can only be booted (less 2.06) of a 720. then once fastcopy is in ram no dilemma. What would be ideal is if the old elco drivers were avaliable as the could (I belive), fix the stepping problem. A cookie needs to be loaded on tos 2.06 to enable hd format on desktop, this can be got at Vess's homepage. Tos 2.06 on an ste however is different as a jumper can be set to enable HDD on the mainboard. I dont know which one as I only have a Falcon and STFM's to play with. Any way we are getting there. What would be good is a boot sector patch to enable 3ms before the thing starts reading the disk structure.
Can any one help?

Thanks
Mark Bedingfield

3453. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-13 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <38F57D29.C97EEE4B@sidra.si>
Source record: 7556

Folkert Rienstra wrote:

>
> Well, usual would be a PC drive. What we are talking about are the older drives
> that come from discontinued A-brand machines or nonPC (universal) drives.
>
> | Even newer MAC's used such drives, instead old
> | special - probably from price reason.
>
> I believe the iMac still uses the old Mac interface.
>

Really? IIRC iMac does not have a floppy neither necessary interface for it.
I think that one needs USB floppy for iMac.
Older generations of PowerMacs have ordinary floppy, at least the ones
I have seen...

Regards,

Branko

3454. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-13 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8d4so9$96f$6@news.hccnet.nl>
Source record: 7557

"Branko Badrljica" <brankob@sidra.si> wrote in message news:38F57D29.C97EEE4B@sidra.si...
|
|
| Folkert Rienstra wrote:
|
| >
| > Well, usual would be a PC drive. What we are talking about are the older drives
| > that come from discontinued A-brand machines or nonPC (universal) drives.
| >
| > | Even newer MAC's used such drives, instead old
| > | special - probably from price reason.
| >
| > I believe the iMac still uses the old Mac interface.
| >
|
| Really? IIRC iMac does not have a floppy neither the necessary interface for it.

Well, there you are wrong. However the interface may have been omitted on later iMacs.

The first iMacs had provisions for a 20pin header on the board where you could fit
(and use) a MAC FDD. This was described in c't 18/1998 page 135.

This instigated me to believe that the old style FDD was still in use on MAC's

The MAC's that used standard FDDs, could they still read the old style disks?
I thought it was physically impossible to read those unless the drive was able to
variate spindle speed.

BTW, thanks for bringing this up. I have a faceless SONY FDD with autoeject
which I took for a PC FDD since it has a standard 34 pin connector.
I can use it on a pc if I disconnect the eject motor (else it will eject on every
access). So it may be for a MAC after all.

| I think that one needs USB floppy for iMac.
| Older generations of PowerMacs have ordinary floppy, at least the ones
| I have seen...
|
| Regards,
|
| Branko
|
|

3455. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-14 00:00:00 UTC
From: Edward Williams <zsystems@classicnet.net>
Message-ID: <sfe4vljrivv141@corp.supernews.com>
Source record: 7558

The Original iMac's had the 20 pin STANDARD Mac Floppy Drive Connector PADS
on the Motherboard I don't know if My iMac DV's have the pads or not but the
20 pin connector is Standard for the Mac the Real Apple Mac's have Never
used a standard 34 Pin Floppy Drive the Short Lived Clones Might Have but
real Mac's never have.....
Thanks
Edward Williams

In article <8d4so9$96f$6@news.hccnet.nl>, "Folkert Rienstra"
<folkert.rienstra@hccnet.nl> wrote:

>
> "Branko Badrljica" <brankob@sidra.si> wrote in message
> news:38F57D29.C97EEE4B@sidra.si...
> |
> |
> | Folkert Rienstra wrote:
> |
> | >
> | > Well, usual would be a PC drive. What we are talking about are the older
drives
> | > that come from discontinued A-brand machines or nonPC (universal) drives.
> | >
> | > | Even newer MAC's used such drives, instead old
> | > | special - probably from price reason.
> | >
> | > I believe the iMac still uses the old Mac interface.
> | >
> |
> | Really? IIRC iMac does not have a floppy neither the necessary interface for
it.
>
> Well, there you are wrong. However the interface may have been omitted on
> later iMacs.
>
> The first iMacs had provisions for a 20pin header on the board where you could
fit
> (and use) a MAC FDD. This was described in c't 18/1998 page 135.
>
> This instigated me to believe that the old style FDD was still in use on MAC's
>
> The MAC's that used standard FDDs, could they still read the old style disks?
> I thought it was physically impossible to read those unless the drive was able
to

> variate spindle speed.
>
> BTW, thanks for bringing this up. I have a faceless SONY FDD with autoeject
> which I took for a PC FDD since it has a standard 34 pin connector.
> I can use it on a pc if I disconnect the eject motor (else it will eject on
every
> access). So it may be for a MAC after all.
>
> | I think that one needs USB floppy for iMac.
> | Older generations of PowerMacs have ordinary floppy, at least the ones
> | I have seen...
> |
> | Regards,
> |
> | Branko
> |
> |
>

3456. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-14 00:00:00 UTC
From: Pera Putnik <ppera@soyaprotein.com>
Message-ID: <8d75i7iob1@SOLAIR2.EUnet.yu>
Source record: 7559

Folkert Rienstra <folkert.rienstra@hccnet.nl> wrote in message
news:8d34g9hok1@news.hccnet.nl...
>
>
.
>
> I used the word clone to distinguish the MoBo manufacturers from the A
brand
> Pc manufacturers. The latter specify their FD interface to their own
specification.
> Why do you think there are so many different FD drives?
>

I'm talking from my over 10 year long service praxis. I saw really lot of
different FD drives.

> | PC's do not expect that signal (for all cost :-)), and work with
practical all
> | standard drives.
>
> Both the Winbond 83877F and the SMSC FDC37C669 have the DSKCHG signal.
> What precisely is a standard drive?
> e.g. the Shugart interface had no provisions for HDout and EDout let alone
HDin
> and EDin.
>
> | > But you probably would not be using a 'PC only' drive anyway because
of
> | > it's lacking ID configurability.
> | >
> | We say PC drive just from convience. Maybe is better saying usual or
> | standard HD floppy drive.
>
> Well, usual would be a PC drive. What we are talking about are the older
drives
> that come from discontinued A-brand machines or nonPC (universal) drives.
>

I think that it's much simpler to go in any PC shop and buy 'standard'
floppy drive for 30 DEM, instead searching those your "A-brand machine"
drives.
Making it ST compatible is really simple...

> | Even newer MAC's used such drives, instead old
> | special - probably from price reason.

>
> I believe the iMac still uses the old Mac interface.
>

I believe that very few iMAC user uses floppies at all .

PP

3457. Hybrid Arts Midiplexer

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-15 00:00:00 UTC
From: Peter & Leonie <P.Degen@zap.A2000.nl>
Message-ID: <8d892q$3vp$1@weber.a2000.nl>
Source record: 7560

Has anybody got an Hybrid Arts Midiplexer for sale?

Peter

3458. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-16 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8dc4k8$p2b$2@SOLAIR2.EUnet.yu>
Source record: 7561

On 13 Apr 2000 12:51:23 , "Mark" wrote:
>Craig and I have got it going by setting up fast copy as an accessory and
>setting it to 3ms. It can only be booted (less 2.06) of a 720.
>[...]
>What would be good is a boot sector patch to enable 3ms before the thing
>starts reading the disk structure.
>Can any one help?

There is a little utility called BOOTSIE that does exactly this (and some
other useful things). So you CAN boot from HD floppies treated with it,
regardless of TOS version.

Regards;

3459. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-16 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8dc53opsh1@SOLAIR2.EUnet.yu>
Source record: 7562

On 7 Apr 2000 01:08:21 +, Branko Badrljica wrote:

>> What you do is that you let the step signal swith the clock back to 8 MHz.
>> It will then be the standard length step.
>>
>
>Yes, but for how long ?
>I mean, STEP pulse is sign that clock should be low (8MHz) but pulse itself
>does not last 3 ms.
>It's much shorter. It serves the purpose of telling FD unit to make a step
>and it's long enough to be recognised by unit and that is not required to be
>3ms.

Indeed, what is the optimum duty-cycle for the STEP signal going to a floppy drive? First I was quite convinced that it should be about 50% (ON for about 1.5ms in this case), but then I found some data on step-motors that mentioned duty cycles between 35% and 45%. So what does a floppy drive expects, as that signal may, or may not, go directly to the step-motor driver in the floppy? I don't have a 'scope at home so I can't check it on my computer.

Regards;

3460. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-16 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8dd8sv$e7u$2@news.hccnet.nl>
Source record: 7563

I believe the STEP signal to the stepper motor is not the same signal as the Interface STEP signal. The latter signal is only the trigger.

What is referred to here as Step is the time the controller has to wait for the step to have completed on the drive before it can resume sending/receiving data.

--

Folkert Rienstra
(Please don't email me, reply to the group)

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message news:8dc53opsh1@SOLAIR2.EUnet.yu...
| On 7 Apr 2000 01:08:21 +, Branko Badrljica wrote:
|
| >> What you do is that you let the step signal swith the clock back to 8 MHz.
| >> It will then be the standard length step.
| >>
| >
| >Yes, but for how long ?
| >I mean, STEP pulse is sign that clock should be low (8MHz) but pulse itself
| >does not last 3 ms.
| >Itï¿½s much shorter. It serves the purpose of telling FD unit to make a step
| >and itï¿½s long enough to be recognised by unit and that is not required to be
| >3ms.
|
| Indeed, what is the optimum duty-cycle for the STEP signal going to a
| floppy drive? First I was quite convinced that it should be about 50%
| (ON for about 1.5ms in this case), but then I found some data on
| step-motors that mentioned duty cycles between 35% and 45%. So what does
| a floppy drive expects, as that signal may, or may not, go directly to the
| step-motor driver in the floppy? I don't have a 'scope at home so I can't
| check it on my computer.
|
| Regards;

3461. Re: Don't laugh: 1.44 in a 1040ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-17 00:00:00 UTC
From: Mark <mark@baypc.com.au>
Message-ID: <CHvK4.71$OJ1.3424@nsw.nnrp.telstra.net>
Source record: 7564

Where can I get hold of bootsie?

thanks Mark

Djordje Vukovic <vdjole@EUnet.yu> wrote in message
news:8dc4k8$p2b$2@SOLAIR2.EUnet.yu...
> On 13 Apr 2000 12:51:23 , "Mark" wrote:
> >Craig and I have got it going by setting up fast copy as an accessory and
> >setting it to 3ms. It can only be booted (less 2.06) of a 720.
> >[...]
> >What would be good is a boot sector patch to enable 3ms before the thing
> >starts reading the disk structure.
> >Can any one help?
>
> There is a little utility called BOOTSIE that does exactly this (and some
> other useful things). So you CAN boot from HD floppies treated with it,
> regardless of TOS version.
>
> Regards;

3462. atari2pc conversion....

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-17 00:00:00 UTC
From: Dirk-Jan van Es <innofysion@gmx.net>
Message-ID: <8dfl49dr1@rubidium.news.lion-access.net>
Source record: 7565
Cross-posted to: alt.atari,comp.sys.atari.st.tech,maus.computer.atari.hardware,maus.computer.atari.software,microsoft.public.music.products,rec.music.makers.synth,rec.music.synth

Hi everyone!

Last year the external harddisk of my atari 1040 st crashed. Few weeks later
a fire destroyed my Atari. lucky me, I found a new one.
But I can't get a connection to the harddisk anymore and I have no utilities
to fixe the problem.
Is it possible to mount the harddrive into my PC and emulate the Atari??
Probably there's something wrong with the FAT's so I have to repair that
too. It is known to be possible reading 1040st files into the PC. Anyone
who can help me???????

thanks in advance

DJ

3463. Re: atari2pc conversion....

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-17 00:00:00 UTC
From: Steve Stupple <steve@atari.org>
Message-ID: <956001060.26895.0.nnrp-09.c1ed1184@news.demon.co.uk>
Source record: 7566
Cross-posted to: alt.atari,comp.sys.atari.st.tech,maus.computer.atari.hardware,maus.computer.atari.software,microsoft.public.musi
c.products,rec.music.makers.synth,rec.music.synth

Dirk-Jan van Es <innofysion@gmx.net> wrote in message
news:8dfl49dr1@rubidium.news.lion-access.net...
> Hi everyone!
>
> Last year the external harddisk of my atari 1040 st crashed. Few weeks
later
> a fire destroyed my Atari. lucky me, I found a new one.

Hi

What a bummer that is.... I lost my entire source for a menu system I wrote
for the 8-bit Atari's so I know how it feels.

> But I can't get a connection to the harddisk anymore and I have no
utilities
> to fixe the problem.
> Is it possible to mount the harddrive into my PC and emulate the Atari??

There's no way, that I know know of, to read your Atari drive via a pc:(I
did come across a program that was part of the Gemulator that allowed you to
read Atari/Mac disks (it claimed also to read the hard drive). It's part of
the Gemulator software and you can download a small version that allows you
to transfer ONE file at a time:(((((((I can't remember the address, ooops!

> Probably there's something wrong with the FAT's so I have to repair that
> too. It is known to be possible reading 1040st files into the PC.
Anyone
> who can help me???????
>

Depending where yo are in the world, you may try finding someone with an
Atari an try and do it that way. Using HD Driver it is possible to format a
disk so that it can be read by a pc and Atari, I use it all the time. So
what you coul ddo with it the data taking off transferring formatting and
sticking the data back on!!

Steve <><
steve@atari.org

3464. Castlewood Orb 2.2gb removable drive

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-17 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <qyLK4.19$fj3.352825@news0.optus.net.au>
Source record: 7567

For info:- I have found that this drive works very well on my TT with
HD Driver 7

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

3465. PSpice Model for L200

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-18 00:00:00 UTC
From: Michael Krause <michi.krause@gmx.net>
Message-ID: <38fc20e4$0$65584@SSP1NO17.highway.telekom.at>
Source record: 7568

Has anyone here a Pspice Model for the L200 from ST?

Thanks for your help
Michael Krause

3466. ATARI for Internet???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-18 00:00:00 UTC
From: vanguard <jmvanguard@pro.onet.pl>
Message-ID: <8di32v$4rb$1@news.onet.pl>
Source record: 7569

I have an MEGA ST 4 and MEGA STE2...can I to connect with the
et(mail,basic internet...)
with Atari???
What i'm needing for this work?(soft,hardware,operative
sistem,specifications...)
I have PC but now I need a second computer and don't want sell this Ataris.
:)

Can you help me,are there any FAQ or web whis this question???
Thanks
Vanguard

3467. Re: Faxing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-19 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <956179612-664939AEicMi@sweet3.freeserve.co.uk>
Source record: 7570

Hi Peter

>Simple question.

Demands a simple answer

>What software do I need to be able to send a fax from a Milan?

I use ST-FAX on my machine, it integrates perfectly with..

>I would like to be able to fax Papyrus documents.

..Papyrus via its ST-FAX printer driver, use Papyrus to Author your docs, print to the ST-FAX driver, invoke ST-FAX to talk to world.

>I have heard of Coma, will that do what I want ?

I believe its Mega expensive, although looking at the features, maybe deservedly so?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3468. Re: ATARI for Internet???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-20 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <8dmhsl$1nt$1@newstoo.ericsson.se>
Source record: 7571

In article <8di32v$4rb$1@news.onet.pl>,
"vanguard" <jmvanguard@pro.onet.pl> writes:
> I have an MEGA ST 4 and MEGA STE2...can I to connect with the
> et(mail,basic internet...)
> with Atari???
> What i'm needing for this work?(soft,hardware,operative
> sistem,specifications...)
> I have PC but now I need a second computer and don't want sell this Ataris.
>:)
>
> Can you help me,are there any FAQ or web whis this question???

Here is some links:
http://hem1.passagen.se/atari/
http://bengy.atari-computer.com/
http://www2.tripnet.se/~erikhall/
http://users.leading.net/~kellis/
http://www.pwp.cz/atack/index.html
http://www.oden.se/~dlanor
http://www.netset.com/~baldrick/

/Erik Hall

3469. Re: PSpice Model for L200

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-21 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8dpd3q$es8$1@news.stortek.com>
Source record: 7572

"Michael Krause" <michi.krause@gmx.net> a crit dans le message news:
38fc20e4$0$65584@SSP1NO17.highway.telekom.at...
> Has anyone here a Pspice Model for the L200 from ST?

huh? wrong newsgroup?

3470. Re: ATARI for Internet???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-21 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8dpf8efcu1@news.stortek.com>
Source record: 7573

"vanguard" <jmvanguard@pro.onet.pl> a crit dans le message news:
8di32v$4rb$1@news.onet.pl...
> I have an MEGA ST 4 and MEGA STE2...can I to connect with the
> et(mail,basic internet...)
> with Atari???
> What i'm needing for this work?(soft,hardware,operative
> sistem,specifications...)

```
Yes, it's all in the Quick FAQ: http://bales.online.fr/atari

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3471. Zip and sudden dead: still problematic?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-21 00:00:00 UTC
From: tos4ever@online.be
Message-ID: <39008a84152c60@online.be>
Source record: 7574

Hello,

Victine of the sudden dead disease last night the internal Zip 100 drive (SCSI) blew after only two years of faithfull labour his last breath. Luckily I still have an old external ZIP 100 which I have some 5 years now.
Before I buy a new one I'd like to know if that sudden problem has been solved.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3472. More than 4mb in st?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-21 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sg1a0nb0l6e89@corp.supernews.com>
Source record: 7575

I'm currently trying to make a card (bit like the magnum) which will allow sts to get beyond the 4mb limit. I don't really have much info on other MMUs so I'm thinking about using an MMu from an old stfm because they have there mmu seperate unlike ste's. But this will only give an extra of 4mb totalling a max of 8. I think it you could also clock this a bit to get a sort of fast ram.

Any body who can help or spread some light on this subject
just email me.
Thanks
+----------------------------+
|Atari STe 4Mb 1.7gb IDE HD |
|48X Atapi CDRom 56K Modem |
|PC Tower Case TOS 2.06 |
|****************************|
| bindon@madasafish.com |
| Lyndon Amsdon (15) |
+----------------------------+

3473. ST don't wanna boot!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-23 00:00:00 UTC
From: vanguard <jmvanguard@pro.onet.pl>
Message-ID: <8dvbb9$h5b$1@news.onet.pl>
Source record: 7576

Anybody can help me???

My Ste2 out of use for 5 years (but stored in good conditions) now,
don't want boot...At first I thinked on a floppie driver problem...
When Tos,booted...first time,all OK.I used Atari "NORMAL"
like ever,full functionally...NO problems.Reboot and reboot...
But next day don't booted...Disk drive was in silence.No light.
Now,I want Boot...and... white screen and intermitently flashes with
many colours,lines and symbols...again white,and again...:-(
Disk drive are not working.Cannot boot Tos...
First day all O.K. (5 years stopped!!!) and now third/fourth day
and don't want work!!!
Anybody have experienced something like this?
Any idea? What's wrong???

Thanks.
Vanguard

jmvanguard@pro.onet.pl

3474. Re: ATARI for Internet???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-23 00:00:00 UTC
From: rgolding@zetnet.co.uk
Message-ID: <390357cc$0$20635@znews.zetnet.co.uk>
Source record: 7577

On 18 Apr 2000 18:37:43, "vanguard" wrote:
>I have an MEGA ST 4 and MEGA STE2...can I to connect with the
>et(mail,basic internet...)
>with Atari???
>What i'm needing for this work?(soft,hardware,operative
>sistem,specifications...)
>I have PC but now I need a second computer and don't want sell this Ataris.
>:)
>
>Can you help me,are there any FAQ or web whis this question???
>Thanks
>Vanguard
You will find the site already mentioned by Nicholas Bales an
excellent place to start.
I have written a book on the subject called "Users Guide to the
Internet for Atari" which covers the prgs and setting up etc.
As you reside in Poland, conversion costs of currency, and postage
would however make it expensive.

Regards
Roy

********** The Ashfordian **********
** Compiler of "the list" (Zetnet-Atarians) ***
***** http://www.users.zetnet.co.uk/goldie/******
Author of Users Guide to the Internet for Atari
********** Kent **********

3475. fast ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-23 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sg6q3eljl6e45@corp.supernews.com>
Source record: 7578

Hi!

Anybody out there know of any good memory upgrades for an ste. I've seen the review of the magnum card in AC and I believe they have made an STe compatible card but its not really fast ram, still as slow as the stuff on the motherboard. Does anyone know if there are any schematics around. (checked vezz's page and the launchepad)

Thanks

```
+---------------------------+
|Atari STe 4Mb 1.7gb IDE HD |
|48X Atapi CDRom 56K Modem |
|PC Tower Case TOS 2.06 |
|***************************|
| bindon@madasafish.com |
| Lyndon Amsdon (15) |
+---------------------------+
```

3476. SML804 Atari Laser Printer drivers needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-23 00:00:00 UTC
From: Serge Cote <serge.ct5@videotron.ca>
Message-ID: <PzKM4.773$J11.25603@wagner.videotron.net>
Source record: 7579

Hi i need the 2 Driver disquettes of the Atari SLM804 laser Printer.

Please help me.

Thank's
Serge :(

3477. Re: SML804 Atari Laser Printer drivers needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-23 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3903A3E6.DBFBA812@jps.net>
Source record: 7580

Are you interested in the Diablo or GDOS? Diablo is one disk, GDOS is three or four disks.

Serge Cote wrote:
>
> Hi i need the 2 Driver disquettes of the Atari SLM804 laser Printer.
>
> Please help me.
>
> Thank's
> Serge :(

3478. Re: ST don't wanna boot!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-23 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3903A43F.3CAADC0D@jps.net>
Source record: 7581

Try removing and reinserting all socketed chips on the motherboard. You may have developed oxidation, and the process of removing/inserting scrapes the legs/sockets cleaner.

vanguard wrote:
>
> Anybody can help me???
>
> My Ste2 out of use for 5 years (but stored in good conditions) now,
> don't want boot...At first I thinked on a floppie driver problem...
> When Tos,booted...first time,all OK.I used Atari "NORMAL"
> like ever,full functionally...NO problems.Reboot and reboot...
> But next day don't booted...Disk drive was in silence.No light.
> Now,I want Boot...and... white screen and intermitently flashes with
> many colours,lines and symbols...again white,and again...:-(
> Disk drive are not working.Cannot boot Tos...
> First day all O.K. (5 years stopped!!!) and now third/fourth day
> and don't want work!!!
> Anybody have experienced something like this?
> Any idea? What's wrong???
>
> Thanks.
> Vanguard
>
> jmvanguard@pro.onet.pl

3479. Re: ST don't wanna boot!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-24 00:00:00 UTC
From: Ian <ian_m_phillips@yahoo.com>
Message-ID: <39039a53@news.server.worldonline.co.uk>
Source record: 7582

If the drive was at fault I would expect you to get a Gem screen with no drive icons.
I would suspect that the chips need re-seating (4 inch drop method or open case and press down all socketed chips), or the memory is at fault (remove simms, clean contacts with surgical alcohol, replace).

Cheers,
Corinthian.

3480. Re: ATARI for Internet???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-24 00:00:00 UTC
From: seanbarbieri@ic24.net
Message-ID: <390410d215a9d2@ic24.net>
Source record: 7583

Hi Vanguard,

on Sun 23-04-2000 20:06 (GMT) Roy Golding wrote:

>On 18 Apr 2000 18:37:43, "vanguard" wrote:
>>I have an MEGA ST 4 and MEGA STE2...can I to connect with the
>>et(mail,basic internet...) >>with Atari???

>I have written a book on the subject called "Users Guide to the
>Internet for Atari" which covers the prgs and setting up etc.
>As you reside in Poland, conversion costs of currency, and postage
>would however make it expensive.

Have to put in a word for this book - Excellent. Just the thing for
learning all the basic Internet applications, great value at twice the
price imho!

--
Best Wishes
Sean
Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC NVDI Jinnee Kobold ExtenDOS Gold

3481. Re: fast ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-24 00:00:00 UTC
From: seanbarbieri@ic24.net
Message-ID: <390410d215a9d3@ic24.net>
Source record: 7584

Hi Lyndon,

on Sun 23-04-2000 21:17 (GMT) Lyndon Amsdon wrote:

>Anybody out there know of any good memory upgrades for an ste. I've
>seen the review of the magnum card in AC and I believe they have made
>an STe compatible card but its not really fast ram, still as slow as
>the stuff on the motherboard. Does anyone know if there are any
>schematics around. (checked vezz's page and the launchepad)

Don't know of any schematics available but "The Upgrade Shop" make the
"Veloce" modification with gives the STe up to 4MB of TT_RAM together with
a 68020 switchable processor bundled with TOS 2.06.

--
Best Wishes
Sean
Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE
MagiC NVDI Jinnee Kobold ExtenDOS Gold

3482. Sale on Atari Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-24 00:00:00 UTC
From: ted <tedNOteSPAM@iname.com.invalid>
Message-ID: <071b9476.997b0760@usw-ex0110-076.remarq.com>
Source record: 7585

Sale on Atari Falcon 030 Computer on eBay.
Your review & or bid is welcome !
Viva the Atari !
ted elden ted@iName.com

Title of item: Atari Falcon 030 Computer
Minimum bid: $175.00
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URL to item directly:
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Ted Elden: Elden Computers
PO Box 3201, Charleston WV 25332: tel 304 344-2335, fax -
4764

* Sent from AltaVista http://www.altavista.com Where you can also find related Web Pages, Images, Audios, Videos, News, and Shopping. Smart is Beautiful

3483. Re: ST don't wanna boot!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-24 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8e20emdls1@zingo.tninet.se>
Source record: 7586

"vanguard" <jmvanguard@pro.onet.pl> wrote in message
news:8dvbb9$h5b$1@news.onet.pl...

: First day all O.K. (5 years stopped!!!) and now third/fourth
day
: and don't want work!!!
: Anybody have experienced something like this?
: Any idea? What's wrong???

Disassemble it, take a vacuum cleaner and suck it clean from
dust, hairs etc. Press down all socketed chips, and disconnect
and reconnect the power supply cable.

MG

3484. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-24 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sg9204dkcdo125@corp.supernews.com>
Source record: 7587

On 24 Apr 2000 16:00:03 , Hallvard Tangeraas wrote:
>I've recently gotten hold of a Mega ST which I intend to put in a 19"
>rack for musical purposes.
>While I'm at it, the idea is to add whatever hacks and add-ons I might
>need, and put all of them *inside* the case, to eliminate additional
>wires, boxes etc. sticking out of the unit.
>Since I haven't had/used a Mega ST before I have a few questions:
>
>1) There's an empty socket to the left side (near the cartridge
>connector) marked "U5". It's a square PGA type socket. What's this for?
>
>2) Below the abovementioned connector there's a narrow connector marked
>"J15". I suppose this is the "MegaBus" -what can it be used for?
>
>3) At the rear end, just by the harddisk (ACSI) connector) there's an
>unused connector marked "J17" -what's this for?
>
>4) The clock backup battery compromises 2 x "AA" cells. I need to make a
>new battery holder to put inside the machine, and in that respect I'd
>like to use small "button" type cells, as used in wrist watches and
>other items. Is this doable?
>Or does the clock consume too much power?
>
>
>I bought the machine with an IDE interface built in, so as to connect an
>internal IDE harddisk and CD-ROM unit. It's the one from the German
>magazine "C't". Anyone have any experiences with it? Any specific
>harddisks it won't handle? Anyone tried it with a harddisk *AND* CD-ROM
>unit?
>Just for the record, TOS 2.06 is installed on the IDE board, so there
>won't be any problems booting.
>
>It would be nice with an SCSI interface as well, but I don't feel like
>buying yet another expensive Link II (or similar) as I'm using with my
>STe.
>Perhaps I could save some money by building one myself. I've found a
>circuit diagram for one such project at Vezz' hardware hack site, but
>unfortunately it only includes a schematic, which is pretty complicated
>to build anything from. Anyone built the interface, or know of any other
>SCSI interface which can be built?
>(I'm really curious as to what's inside my ICD Link II, but I don't feel
>like cracking the plastic case open, as it can't be opened without
>breaking it, or so it seems -anyone tried to open it?).
>

>Any other suggestions for hacks/add-ons/modifications?
>
>
>Hallvard
>--
>Hyperlink Launchpad: <http://also.as/hall/>
>Atari Launchpad : <http://www.geocities.com/SiliconValley/Bay/8745/>
>Notator/Creator SL : <http://matrix.crosswinds.net/~notator/>
>.

Hi Hallvard!

I take it its a Mega ST not STe
Are you sure you can fit it in a 19" rack. I bought a rack case for
my st and the internal width was 5mm too small. Mega might be
differnt though. Mine is now in a nice modified full tower
PC (ugh :-)) case. Email me for more on this.

A1) Haven't a clue on what the chip socket is for.

A2) It's probably the megabus as you stated. It should be a 64 way
connector (32*2). You can connect things like the ET4000 graphics
card with an adaptor. (Does require quite a hefty bit of work). The
megabus may sound good but it's only a direct connectiion to the CPU
so any st can have one. (like mine :-)). Accelerators can be
connected here as well like the mach 16 over at vezzs site. I'm
making one for my STe along with an ET4000 adaptor and hopefully 8mb
of very fast 16 bit ram.

A3) Seeing as its close to the acsi port its probably for internal
acsi drives. Just a little bit dated then

A4) Why do you want to use button cells? You have enough space!
Anyway it is possible as both are 1.5v. Just connect button cells
the same as the AAs. (paralell or series) Obviously AAs give more
power than button cells so they wont last as long. If the motherboard
doesn't charge these batteries use long lasting Lithium cells,
if it does charge them use NiMH cells.
Contact me if you want a very simple (i mean a couple of components)
charging circuit that will "top up" the cells every time you turn
the computer on.

The IDE board sounds fine. You should be able to use a CD-ROM and
hard disk on the same port. You need to put an extra plug on the
ribbon cable and set the drives up as master and slave. Use Metados
for cd-rom and hd-driver v7.5 and above to work. 7.5 supports Atapi
devices like cdrom and wait for it.......DVD!.
I've managed to get a 48x cdrom and hard drive working and its extremly
fast. My HD seems to report using Qindex faster than a TT Ram Disk!
Contact me for more info.
Crack open that Link 2 because I want to know whats in it too. Email
with the main chip part number and I should be able to tell you want it

is. I expect its a PLD like a GAL, PAL etc. It depends if you can
programmes these chips. I have a GAL programmer.....
Sorry about this being so long :-)

Lyndon (at the grand old age of 15)

+----------------------------+
|Atari STe 4Mb 1.7gb IDE HD |
|48X Atapi CDRom 56K Modem |
|PC Tower Case TOS 2.06 |
|A Sheep in Wolfs clothing!!!|
|****************************|
| bindon@madasafish.com |
| Lyndon Amsdon (15) |
+----------------------------+

3485. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-24 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <39048741.3D3298D4@sidra.si>
Source record: 7588

Hallvard Tangeraas wrote:

> I've recently gotten hold of a Mega ST which I intend to put in a 19"
> rack for musical purposes.
> While I'm at it, the idea is to add whatever hacks and add-ons I might
> need, and put all of them *inside* the case, to eliminate additional
> wires, boxes etc. sticking out of the unit.
> Since I haven't had/used a Mega ST before I have a few questions:
>
> 1) There's an empty socket to the left side (near the cartridge
> connector) marked "U5". It's a square PGA type socket. What's this for?
>

If memory serves me right, that should be Blitter chip or more precisely
put-empty socket for it.
Your Mega is Blitterless...

>
> 2) Below the abovementioned connector there's a narrow connector marked
> "J15". I suppose this is the "MegaBus" -what can it be used for?
>

If it is near big CPU chip and has 64 contacts in two rows, then you are
probably right.
IIRC Megabus is nothing more than 68000-bus. I suppose there are several
expansion cards
for it, but they must be rare. I have had never seen one...

>
> 3) At the rear end, just by the harddisk (ACSI) connector) there's an
> unused connector marked "J17" -what's this for?
>

I think that this connector has all signals from DMA connector. It was meant

for internal DMA expansion (like SCSI interface etc...)

>
> 4) The clock backup battery compromises 2 x "AA" cells. I need to make a
> new battery holder to put inside the machine, and in that respect I'd
> like to use small "button" type cells, as used in wrist watches and
> other items. Is this doable?

Probably. Better yet, use holder for two AA size cells and insert alkaline
cells in it.
Much more juice for practically the same price...

>
> Or does the clock consume too much power?
>

Mega ST has special RTC chip and thus it does not suffer the same problems
with
battery backing of clock like ordinary ST does. RTCďž˝s consumption should be
minimal...

>
> I bought the machine with an IDE interface built in, so as to connect an
> internal IDE harddisk and CD-ROM unit. It's the one from the German
> magazine "C't". Anyone have any experiences with it? Any specific
> harddisks it won't handle? Anyone tried it with a harddisk *AND* CD-ROM
> unit?
> Just for the record, TOS 2.06 is installed on the IDE board, so there
> won't be any problems booting.
>

I have made my own IDE interface with TOS 2.06 exp, which probably looks
similar to
other solutions of this type, so they probaly share same problems.
My card was not willing to work with just any kind of HDD. General advice is
check
before you buy, but in general I can say that Quantums perform better than
average on
ST...
I have tried to use 2.1 Gb HDD (boy, 8 partitions of 256 Mb look nice...),
but succesfuly
connected & installed CD.

Regards,

Branko

3486. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8e2bt6$j9q$1@snipp.uninett.no>
Source record: 7589

Hallvard Tangeraas <halln@c2i.net> wrote:

> 1) There's an empty socket to the left side (near the cartridge
> connector) marked "U5". It's a square PGA type socket. What's this for?

Blitter. Don't bother though, if you use NVDI or MagiC the blitter is
never used anyway.

Btw. some early Megas (like yours) were shipped blitterless due to
problems with the blitter.

> 2) Below the abovementioned connector there's a narrow connector marked
> "J15". I suppose this is the "MegaBus" -what can it be used for?

It's basically just the same signals as you find on the CPU, but IIRC
there are some (minor) timing-differences.

> 3) At the rear end, just by the harddisk (ACSI) connector) there's an
> unused connector marked "J17" -what's this for?

Internal ACSI-connector. I have the pinouts if you're interested.

> 4) The clock backup battery compromises 2 x "AA" cells. I need to make a
> new battery holder to put inside the machine, and in that respect I'd
> like to use small "button" type cells, as used in wrist watches and
> other items. Is this doable?

Perhaps, but since the Mega actually charges these cells it might
overcharge smaller ones. I'd suggest that you simply buy two AA-NiCads
with solder-tabs and make a simple pack, that's the easiest, safest and by
far cheapest solution.

> It would be nice with an SCSI interface as well, but I don't feel like
> buying yet another expensive Link II (or similar) as I'm using with my
> STe.

You can use one of those MSTE/STacy-adapters. You'll have to rewire the
connector though, but I know that some people use these in Megas (Ulf
Ronald Andersson is one of them.).

> Any other suggestions for hacks/add-ons/modifications?

Speed up the entire motherboard to 10 or 12MHz. That was one of my
intentions with that Mega I sold you, but due to lack of time I never did
it. Should be interesting though, and not too difficult. I believe the
biggest problem would be to get a sensible image from the shifter, but
once you inform the VDI about the new resolution (the shifter will also
run faster so in 12MHz you'll get a 50% larger image) it should work. If

```
the monitor can handle it...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3487. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8e2cbs$j9q$2@snipp.uninett.no>
Source record: 7590

Branko Badrljica <brankob@sidra.si> wrote:

> IIRC Megabus is nothing more than 68000-bus. I suppose there are several
> expansion cards
> for it, but they must be rare. I have had never seen one...

Atari made a graphics-card (1280x968) for their 19" monitor, and Titan
made the Reflex graphics-card. I also believe someone made an
ethernet-card, but I've never seen one of those.

> Probably. Better yet, use holder for two AA size cells and insert alkaline
> cells in it.
> Much more juice for practically the same price...

Don't charge alkalines... OK, the Mega charges at a low rate, so they'll
probably not explode, but don't do it anyway.

> My card was not willing to work with just any kind of HDD. General advice is
> check
> before you buy, but in general I can say that Quantums perform better than
> average on
> ST...

The C't IDE-interface works with just about anything, the only problem
I've had is that it won't boot Western Digital disks (atleast not the two
I've tested). You can still use them but you'll have to boot from floppy
or another drive. This is a TOS-problem AFAIK, as the Falcon behaves
identically.

Other than that I've never had any problems with it, the only problem I
can see is TOS, which has problems with large/many partitions. Anything
below 8Gb should work fine though.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3488. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-24 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8e2s58$813$1@zingo.tninet.se>
Source record: 7591

"Hallvard Tangeraas" <halln@c2i.net> wrote in message
news:1e9lsm9.8digdn6vaox2N%halln@c2i.net...

: 1) There's an empty socket to the left side (near the
cartridge
: connector) marked "U5". It's a square PGA type socket. What's
this for?

The Blitter chip. Don't bother finding one.

: 2) Below the abovementioned connector there's a narrow
connector marked
: "J15". I suppose this is the "MegaBus" -what can it be used
for?

Graphic cards for instance. There's also a (canadian?) card with
a Motorola DSP on it.

: 3) At the rear end, just by the harddisk (ACSI) connector)
there's an
: unused connector marked "J17" -what's this for?

Internal equivalent of the ACSI connector.

: 4) The clock backup battery compromises 2 x "AA" cells. I need
to make a
: new battery holder to put inside the machine, and in that
respect I'd
: like to use small "button" type cells, as used in wrist
watches and
: other items. Is this doable?
: Or does the clock consume too much power?

Doable, but pointless. Cheapest and easiest solution is to buy a
holder for two batteries (to give 3V) and solder the leads
onboard.

: I bought the machine with an IDE interface built in, so as to
connect an
: internal IDE harddisk and CD-ROM unit. It's the one from the
German
: magazine "C't". Anyone have any experiences with it? Any
specific
: harddisks it won't handle? Anyone tried it with a harddisk
AND CD-ROM
: unit?
: Just for the record, TOS 2.06 is installed on the IDE board,

so there
: won't be any problems booting.

Don't use old Conners (up to around 130Mb).

: (I'm really curious as to what's inside my ICD Link II, but I
don't feel
: like cracking the plastic case open, as it can't be opened
without
: breaking it, or so it seems -anyone tried to open it?).

It wouldn't help much opening it. The Links I've looked into all
had custom programmed chips.

: Any other suggestions for hacks/add-ons/modifications?

A graphics card. Panther has a solution which accomodates an
ethernet card as well.
If you won't be using a graphics card, try Lacescan.
There's a quite advanced 12MHz upgrade you could try.
A HD diskdrive would do good. (My own desing, for instance.)
A PAK68030?
A PC keayboard and mouse interface?
Needless to say, a better PSU is a must for all the drives and
extras.

MG

3489. monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-25 00:00:00 UTC
From: colindainty <colindainty@netscapeonline.co.uk>
Message-ID: <3906887A.5ED71FFD@netscapeonline.co.uk>
Source record: 7451

```
HELP!
Does anybody know.Is there any gender changers
to connect a PC monitor to an Atari STe

Can anybody help

Thanks to all
CD
```

3490. Display fpr STacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-25 00:00:00 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <39053DFA.9B933863@ndh.net>
Source record: 7592

Hi,

does anybody know a source where to get a new STacy Display?

Ciao

Marc-Antï¿½n
--
****
Look for it: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

3491. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-25 00:00:00 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <39075c92.12514964@news.cableinet.co.uk>
Source record: 7593

On Mon, 21 Feb 2000 23:56:32 GMT, rives@gte.net (Richard Rives) wrote:

>>On 2000-2-21, Richard Rives <rives@gte.net> wrote:
>>
>>> Years ago I changed the regulator, hard drive and had to
>>> screw around with the adspeed ICD installed for me (the chip
>>> pins had to be extended)
>>
>>Btw, where did you find your replacement regulator board?
>>
>>Mine's 12v part just gave up, which prevents the hard-disk from
>>rolling (it worked for a few minutes, then something smelled like
>>it was burning - the regulator presumably isn't strong enough for
>>the new drive); the output goes down to 6v within one minute from
>>booting. The floppy still works, though, fortunately.
>
>A few years ago from Best Electronics. The regulator board is the weak
>link,mine started to die slowly with the adspeed and larger hard drive and
>if I had my Midex+ pluged in (midi and cart port expander) the Stacy
>wouldn't boot. Now if I can find an old text file there was a mod to get
>more power out. Give me some time, I'll have to fire up the Falcon to see
>if I have the file there.
>
>
>Rich
This looks very much like the information I need to get my STacy
running properly again. Did you ever have any luck digging out that
old information? I'm hoping. Cheers Bryan

3492. Monitor inverse the screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-25 00:00:00 UTC
From: vanguard <jmvanguard@pro.onet.pl>
Message-ID: <8e41si$c8q$1@news.onet.pl>
Source record: 7594

Hi.
My monochrome monitor (Atari SM 125) sometimes (frequently)
inverse the screen black to white and reverse.
Usually I work in NOTATOR SL and that (inverse) is the screen for
RECORDING mode!!! but of course nothing wrong happen.

When screen it's inversed in colours (only one to four seconds) and
move the mouse a little it stop!!! But then return...
Atari works fine.No problem...
Sometimes, this screen problem stop and works normally...

Well,I know this is not a tragedy,but in Notator (my first program)
it's not easy knows when I am "on record mode" or only screen
problem...

Any idea??? Any help??? Any experience like this???

Bye
Vanguard

3493. Re: Monitor inverse the screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-25 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <390598DB.B3E53852@sidra.si>
Source record: 7595

vanguard wrote:

> Hi.
> My monochrome monitor (Atari SM 125) sometimes (frequently)
> inverse the screen black to white and reverse.
> Usually I work in NOTATOR SL and that (inverse) is the screen for
> RECORDING mode!!! but of course nothing wrong happen.
>

Some screen savers use picture color inversion to avoid
phosphor on monitor screen burning too early...
Are you sure that you donďž˝t have something like that in your system ?
Some utilities, like mouse accelerators have also screensave function
(Silkmouse comes to mind....)

Regards,

Branko

>
> When screen it's inversed in colours (only one to four seconds) and
> move the mouse a little it stop!!! But then return...
> Atari works fine.No problem...
> Sometimes, this screen problem stop and works normally...
>
> Well,I know this is not a tragedy,but in Notator (my first program)
> it's not easy knows when I am "on record mode" or only screen
> problem...
>
> Any idea??? Any help??? Any experience like this???
>
> Bye
> Vanguard

3494. Re: Stacy disassembly

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-25 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10004251829590.66-100000@rakas>
Source record: 7596

On 2000-4-25, Bryan <bwiltshire@cableinet.co.uk> wrote:

> >>Btw, where did you find your replacement regulator board?
> >
> >A few years ago from Best Electronics. [...] Now if I can find
> >an old text file there was a mod to get more power out. Give
> >me some time, I'll have to fire up the Falcon to see if I have
> >the file there.

> This looks very much like the information I need to get my
> STacy running properly again. Did you ever have any luck
> digging out that old information?

I believe I was sent that info. Lemme look in my mail archive
and when I find it, I'll add it to my Stacy FAQ (URL below).

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3495. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8e4q1k$4hd$1@snipp.uninett.no>
Source record: 7597

Hallvard Tangeraas <halln@c2i.net> wrote:

> So a Blitter would help -are these expensive? Anyone got one they don't
> need?

Don't bother, the difference is very marginal. Just try switching the
blitter on/off on your STE.

> You mean there were problems with the actual Blitter chip, or the
> version of the PCB? Will I get problems if I find a blitter chip that is

The actual chip IIRC.

> What numbers on the chip do I need to look for in case I come by such a
> chip?

I have no idea. But as I said, don't bother, it's not worth it. I don't
know if it's the blitter that's crap or the VDI that doesn't use it
efficiently, but you'll hardly notice any difference. Besides, most
music-software tends to bypass the VDI (and ofcourse the
blitter) entirely.

>> Perhaps, but since the Mega actually charges these cells it might
>> overcharge smaller ones. I'd suggest that you simply buy two AA-NiCads
>> with solder-tabs and make a simple pack, that's the easiest, safest and by
>> far cheapest solution.

> That would be 1.2Vx2=2.4V instead of 3V.

That shouldn't matter.

>> You can use one of those MSTE/STacy-adapters. You'll have to rewire the
>> connector though, but I know that some people use these in Megas (Ulf
>> Ronald Andersson is one of them.).

> I guess these are hard to come by, and as far as I remember there were

I have three, but I'm not sure if all of them works properly. And I need
two working adapters in my STacys...

> some limitations with the MegaSTe host adapters.

There are indeed. Without modifications they only supports one unit and no
parity, with a couple of simple modifications they'll support to units and
parity. But I don't think they'll work with anything but internal
SCSI-devices with *very* short cables.

> I've downloaded circuit diagrams etc. from Vezz' hardware hack site
> which explains how to accelerate the machine to 16 MHz, but I don't know

IIRC this is only a CPU-speeder. If it doesn't have a cache it'll only speed it up by 5-15%. Accelerating the entire machine to 12MHz with speed it up by 50%, and you'll get better graphics as well.

> Another issue is compatibility with software, such as Notator SL.

That's true, timing would probably suffer.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3496. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8e4qt8$4hd$2@snipp.uninett.no>
Source record: 7598

Hallvard Tangeraas <halln@c2i.net> wrote:

>> Don't charge alkalines... OK, the Mega charges at a low rate, so they'll
>> probably not explode, but don't do it anyway.

> Oops!!!! The batteries you put in the machine were ordinary AA cells.
> Not rechargeable at all!

Hmm, don't talk to me, talk to the guy who gave me that Mega ;-) I wasn't
aware of this.

> Are you sure the Mega recharges the batteries? It's kind of strange that

Pretty sure, but as the TT doesn't I could be wrong ;-) I can check the
schematics if I can find them.

> What's different with the Western Digital drives compared to everything
> else?

I don't know.

> If I can check out the specs online first and know what to look for I
> can see if they work or not, if this isn't one of those mysteries that
> nobody can explain ;-)

If you don't buy WD I don't think you'll have any problems.

> According to Mario Becroft's website, describing his IDE interface, it
> has problems with both IBM and Western Digital drives, so I'm uncertain

Hmm, I tried a 8Gb IBM Deskstar on my Falcon and IIRC I didn't have any
problems. Perhaps this only applies to certain drives.

> if this will work with the C't interface.... they probably all work in
> much the same way, but you never know.

I believe this is a TOS-problem, not a hardware-problem. Or perhaps TOS
imposes some sort of hardware-limitation, I don't know. Anyway, this only
applies to booting, if you boot from floppy or another HD you can still
use drive.

> drive for the Mega ST, but of course, the more the better. I just won't
> pay extra to get more space which I won't be using.

If you want to buy a new drive you'll have a hard time finding any smaller
than 8Gb...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3497. atari falcon keyboard repleacement

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-25 00:00:00 UTC
From: matteo b <mberli@dada.it>
Message-ID: <3905f893.0@news.dada.it>
Source record: 7599

i'm looking for a keyboard for my atari falcon or a schematics for connect
other type of keyb.

tnx Matteo!

3498. Conversion / Exchange of Atari STE WriteOn files with Windows

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-25 00:00:00 UTC
From: achfam4@aol.com
Message-ID: <20000425172308.10353.00004061@ng-bj1.aol.com>
Source record: 7600

I have a need to exchange files between Windows applications (such as Word) with WriteOn on my Atari Mega STE. Has anyone got a utility for reading Atari disks under Windows? (Utilities seem to exist for writing .st files from DOS to DD disks, so it is likely someone has been able to read Atari ST disks)

3499. UK Falcon upgrade prices

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: Stephen Powell <stephen.powell@stud.man.ac.uk>
Message-ID: <8e5j4g$7nf$1@news5.svr.pol.co.uk>
Source record: 7452

A few years ago I bought myself a nice little Falcon computer (4mb ram, 64mb HD, no FPU). Anyway, recently I've been getting a little love sick for it (it seems a shame to let it sit around doing very little) and have decided to put it back to work ;) As I've been messing about with linux on my PC, www.linux-m68k.org seemed the perfect way to go. But my falcons specs look a bit low :-(.

Any idea where in the UK (preferably near Manchester) I can find a shop who will add an FPU to my machine, or where I can buy one and find instructions on how to do it myself? At the same time it probably wouldn't hurt to add a bit more ram and a new HD. What are the prices like for ram upghrades nowadays, and are there any size limitations I should be aware of when buying a new 2.5" IDE HD? Is the Falcon to PC monitor adapter still available from some places or should I just go searching for circuit diagams on the web?

Thanks for any help you can give me in spending some of my student loan ;)

--
Eggz
--
Ahh to be young again. And also a robot.

ICQ# 24803623 : www.compsoc.man.ac.uk/~eggz/
stephen.powell@stud.man.ac.uk

3500. Re: monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8e64j0feh1@news.stortek.com>
Source record: 7453

"colindainty" <colindainty@netscapeonline.co.uk> a crit dans le message
news: 3906887A.5ED71FFD@netscapeonline.co.uk...
> HELP!
> Does anybody know.Is there any gender changers
> to connect a PC monitor to an Atari STe

```
Yes, check out the Quick FAQ.

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3501. Re: ATARI for Internet???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8e64go$fe8$1@news.stortek.com>
Source record: 7454

"Roy Golding" <rgolding@zetnet.co.uk> a crit dans le message news:
390357cc$0$20635@znews.zetnet.co.uk...
> On 18 Apr 2000 18:37:43, "vanguard" wrote:
> >I have an MEGA ST 4 and MEGA STE2...can I to connect with the
> >et(mail,basic internet...)
> >with Atari???
> >What i'm needing for this work?(soft,hardware,operative
> >sistem,specifications...)
> >I have PC but now I need a second computer and don't want sell this
Ataris.
> >:)
> >
> >Can you help me,are there any FAQ or web whis this question???
> >Thanks
> >Vanguard
> You will find the site already mentioned by Nicholas Bales an
> excellent place to start.
> I have written a book on the subject called "Users Guide to the
> Internet for Atari" which covers the prgs and setting up etc.
> As you reside in Poland, conversion costs of currency, and postage
> would however make it expensive.

How on earth did you manage to find an editor to publish a book about the
Atari?

Are you really selling this? Through what channels?

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3502. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8e65ot$fh1$1@news.stortek.com>
Source record: 7455

"Hallvard Tangeraas" <halln@c2i.net> a crit dans le message news:
1e9lsm9.8digdn6vaox2N%halln@c2i.net...
> I've recently gotten hold of a Mega ST which I intend to put in a 19"
> rack for musical purposes.
> While I'm at it, the idea is to add whatever hacks and add-ons I might
> need, and put all of them *inside* the case, to eliminate additional
> wires, boxes etc. sticking out of the unit.
> Since I haven't had/used a Mega ST before I have a few questions:
>
> 1) There's an empty socket to the left side (near the cartridge
> connector) marked "U5". It's a square PGA type socket. What's this for?

Either blitter or FPU. If your Mega already has a blitter, it's probably for
an FPU. You need specially programmed applications to use an FPU, so if
you're using it for MIDI, you won't gain anything by adding an FPU.

> 2) Below the abovementioned connector there's a narrow connector marked
> "J15". I suppose this is the "MegaBus" -what can it be used for?

Nothing much nowadays. It was designed for video cards but there aren't any
available. It was hardly ever used.

> 3) At the rear end, just by the harddisk (ACSI) connector) there's an
> unused connector marked "J17" -what's this for?
>
> 4) The clock backup battery compromises 2 x "AA" cells. I need to make a
> new battery holder to put inside the machine, and in that respect I'd
> like to use small "button" type cells, as used in wrist watches and
> other items. Is this doable?
> Or does the clock consume too much power?

As long as the voltage is the same, is shouldn't be a problem: 3V.

>
>
> I bought the machine with an IDE interface built in, so as to connect an
> internal IDE harddisk and CD-ROM unit. It's the one from the German
> magazine "C't". Anyone have any experiences with it? Any specific
> harddisks it won't handle? Anyone tried it with a harddisk *AND* CD-ROM
> unit?

No, it should work fine at least up to 2Gb as long as you use a modern
driver liker HD Driver. I doubt you would need more than 500Mb on a MIDI
system.

> Just for the record, TOS 2.06 is installed on the IDE board, so there
> won't be any problems booting.
>
> It would be nice with an SCSI interface as well, but I don't feel like
> buying yet another expensive Link II (or similar) as I'm using with my
> STe.
> Perhaps I could save some money by building one myself. I've found a
> circuit diagram for one such project at Vezz' hardware hack site, but
> unfortunately it only includes a schematic, which is pretty complicated
> to build anything from. Anyone built the interface, or know of any other
> SCSI interface which can be built?

It also requires PAL ang GAL chips, which must be programmed with special
equipment. If you don't have access to such equipment, you would be better
off sticking to IDE. You won't gain muchby going to SCSI, except the ability
to chain more units.

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3503. Re: Conversion / Exchange of Atari STE WriteOn files with Windows

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8e66cd$fi8$1@news.stortek.com>
Source record: 7456

"Achfam4" <achfam4@aol.com> a crit dans le message news:
20000425172308.10353.00004061@ng-bj1.aol.com...
> I have a need to exchange files between Windows applications (such as
Word)
> with WriteOn on my Atari Mega STE. Has anyone got a utility for reading
Atari
> disks under Windows? (Utilities seem to exist for writing .st files from
DOS
> to DD disks, so it is likely someone has been able to read Atari ST disks)

Reading the disks should be no problem. STE disks are supposed to be DOS compatible, although some PCs are a bit picky. If it really doesn't work, try formatting the disks under DOS (not windows), or use GEM Explorer. The link is in the Quick FAQ.

The problem is converting files from that WriteOn format to something readable by the PC. You might want to export them to RTF (if possible) or plain text first.

```
--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3504. Re: atari falcon keyboard repleacement

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8e6664$fi7$1@news.stortek.com>
Source record: 7457

"matteo b" <mberli@dada.it> a crit dans le message news:
3905f893.0@news.dada.it...
> i'm looking for a keyboard for my atari falcon or a schematics for
connect
> other type of keyb.

```
Find a dead MegaST (not STE) and use the keyboard from that. It is MUCH
better than the original squishy keyboard.

Details in the Quick FAQ.

--
||| Nicholas Bales, Toulouse, France
===|||=============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3505. Re: fast ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8e6gvm$t93$1@draco.stochastik.rwth-aachen.de>
Source record: 7458

In article <sg6q3eljl6e45@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:

>seen the review of the magnum card in AC and I believe they have made
>an STe compatible card but its not really fast ram, still as slow as
>the stuff on the motherboard. Does anyone know if there are any

You can't get faster than that without exchanging the CPU. The MagnumSTE
has zero-waitstate RAM access (which is no big deal at 8/16MHz anyway).

cu
Michael
--
In the beginning there was nothing, which exploded.

3506. Re: ST don't wanna boot!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8e6qv7$3oa$1@plutonium.compulink.co.uk>
Source record: 7459

In message <8dvbb9$h5b$1@news.onet.pl>, jmvanguard@pro.onet.pl said:

>My Ste2 out of use for 5 years (but stored in good conditions) now,
>don't want boot...At first I thinked on a floppie driver problem...
>When Tos,booted...first time,all OK.I used Atari "NORMAL"
>like ever,full functionally...NO problems.Reboot and reboot...
>But next day don't booted...Disk drive was in silence.No light.
>Now,I want Boot...and... white screen and intermitently flashes with
>many colours,lines and symbols...again white,and again...:-(
>Disk drive are not working.Cannot boot Tos...
>First day all O.K. (5 years stopped!!!) and now third/fourth day
>and don't want work!!!
>Anybody have experienced something like this?
>Any idea? What's wrong???

I suspect either one or more chips have come loose in their sockets, or oxidation on the pins is making intermittent contact. I have heard that the video shifter (in the screened can in the centre) is particularly prone to this. Assuming that you have socketed chips (some ATARI boards have nearly all soldered), carefully prise out the chips one by one and clean their contacts, preferably with a glass-fibre pen (available from Maplins and similar electronics parts stores). Alternatively a contact cleaner solution might do.

Be *very* careful not to snap the pins as they are fragile; support them on a hard surface while using the pen, which is easy when doing the 'inside' faces but needs a thin strip of wood or plastic etc, securely clamped, when doing the 'outside' faces. Also make sure when inserting the chips back in their holders that they go the right way round (it's a good idea to mark them before removal with a small spot of Tippex or similar correction fluid, making a matching mark on the board), and that all the pins actually go into their sockets - it is easy to bend them and miss, as I know from personal experience when fitting TOS 2.06 chips to my STFM!

If you are afraid of stripping the machine down, try the infamous drop trick: Lift the machine some 10 cm above the table and drop it flat once or twice. Often this re-seats the chips or re-makes intermittent contacts.

Good luck!

Regards, /Peter/

3507. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8e78nokpr1@snipp.uninett.no>
Source record: 7460

Hallvard Tangeraas <halln@c2i.net> wrote:

> I didn't know that. Next time I'll try to run Notator with, then without
> the blitter on and see what happens.

Hmm, I remember installing a IDE-drive in a STE belonging to a local
music-school, and Notator (a rather old version) crashed if the blitter
was enabled (this had nothing to do with IDE though, it crashed with 1.62
and ACSI as well).

> But 16MHz is still seletced, not 8MHz!
> Then again, without the cache on, the speed increase is minimal
> -barely noticeable?

I used to own a MSTE, and I can assure you that if you disable the cache
you won't notice any difference between 8 and 16MHz.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3508. Re: ATARI for Internet???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3907290b$0$564@news.zetnet.co.uk>
Source record: 7461

>On 26 Apr 2000 09:04:17 , "Nicholas Bales" wrote:

>"Roy Golding" <rgolding@zetnet.co.uk> a crit dans le message news:
>390357cc$0$20635@znews.zetnet.co.uk...

...one almighty big snip.......

Hi Nicholas

As far as I am aware Roy did all this himself. I pride myself as being amongst his first customers for "The Guide" and still use the first issue. (I must try and get the update pages now I have STIK 2).

Roy is noted for his work for fellow ATARIANS he maintains the Zetnet-Atarians List and Archive of Zetnet-Atarian Mails, He also for a while "conspired" to carry on running the AWC (ATARI Wrinklies Club) (This was a Club for those of us whose brain cells are showing their age) He still has a "Wrinklies" page on his web site.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

3509. Re: monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1e9pjyi.7q598w1xb8qjoN%doitarchive@atari-computer.de>
Source record: 7462

colindainty <colindainty@netscapeonline.co.uk> wrote:

> HELP!
> Does anybody know.Is there any gender changers
> to connect a PC monitor to an Atari STe

DOIT_ST contains schematics how to connect displays to an ST.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3510. SV: atari falcon keyboard repleacement

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: Peter Persson <pep@REMOVEmbox306.swipnet.se>
Message-ID: <XkGN4.11774$uJ1.27377@nntpserver.swip.net>
Source record: 7463

Hi!

Why not STE? I use MegaSTE keyboard and it works great..

/Peter

Nicholas Bales <bales@online.REMOVETHIS.fr> skrev i
diskussionsgruppsmeddelandet:8e6664$fi7$1@news.stortek.com...
>
> "matteo b" <mberli@dada.it> a crit dans le message news:
> 3905f893.0@news.dada.it...
> > i'm looking for a keyboard for my atari falcon or a schematics for
> connect
> > other type of keyb.
>
> Find a dead MegaST (not STE) and use the keyboard from that. It is MUCH
> better than the original squishy keyboard.
>
> Details in the Quick FAQ.
>
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://bales.online.fr/atari online.fr
>
>

3511. Re: atari falcon keyboard repleacement

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: matteo b <mberli@dada.it>
Message-ID: <390741c4.0@news.dada.it>
Source record: 7464

> Why not STE? I use MegaSTE keyboard and it works great..

have you got the schematics for the connector?

tnx matteo

3512. Re: monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <956780866-350936AEicMi@fh-lausitz.de>
Source record: 7465

From: vdjole@EUnet.yu (Djordje Vukovic)
Newsgroups: comp.sys.atari.st

>> should try it with TOS 2.06, at least disk-based (ROMs can not be
>> directly substituted as TOS2.06 is larger and at different addresses).
>> There is a BIG difference.
>
>I can load a newer TOS from disk?

Yes! TOS image files can be found on the Net and there are also various
"loader" programs- though I hear that not all will always work. I think
that Pera Putnik has loaders for several TOS versions on his page.
There is also on Atari ftp sites a TOSPATCH program that alows you to
customize TOS2.06 in some details and to correct several bugs. It also
includes a loader. A nice detail is that it can make TOS2.06 reset-proof,
so that, once loaded, it will stay in RAM most of the time, except in some
severe system crash. I use it like that on my Mega.

Before I installed a hard disk I sometimes used an auto-loading reset-proof
"bootable" RAM-disk that was seen by the system as the C:\ hard disk.
On this I put the desktop-icons file used by TOS, desk accessories
such as the control-panel, auto-folder programs, a couple of often-used
utilities,etc. It made work more comfortable. A setup like this
should leave you with more than 1MB RAM free on your 2MB Mega.
You may launch NVDI this way, though then the things become a little bit
too tight in RAM and on the floppy.

>> By the way, you are in the US, aren't you?
>
>Good grief no!
>Note the UK email address.

Oh, I didn't notice. Nice attitude, btw :)

>> Ahm, a positive attitude towards hardware hacking seems to be a
>> prerequisite for an Atari user :)
>
>I think I won't be one, then...

I think you should try using it first as it is. Then, if you like it,
maybe you will resolve more easily to make some upgrade. A Mega with
floppy only can be used quite efficiently. The DS/DD floppies are usually
formatted to 820-840KB, and even, if you have been lucky with the
floppy drive, to 924KB (84 tracks x 11 sectors). This was quite
reliable for me. Wit a HD-floppy modification, it this can be doubled.

But this discussion sems to be steering away from the original problem:
can that Mega be made to work. If it can't, all this talk is pointless.
So- did you have some success in making it operational? It would be a
pity if it can't work. In my opinion, it is a very pretty-looking
little computer with one of the best keyboards that I have ever used.

>Ah! That would be good, but again, probably too expensive. Thanks!

The sad truth about Ataris is that all expansions, unless done by yourself,
were always a bit too expensive. Especially adding a hard disk, because
of the high prices of SCSI host adaptors. :(

>I already have an ST - CGA cable, bought from my local high-street
>electronics shop (Dixon's.) In fact, I have two

Ah, so you, at least, already have that funny DIN connector. Below is an
extract from a file I found among some docs, describing the VGA connnection.
I didn't use this, so I can not guarantee that everything is correct. E.g.
I seem to remember that the three resistors mentioned here should not have
the same (47ohm) value if you want to get a correct white n ST-High on a
colour VGA monitor.

--- quote:

The ST series has the following video connector:

4 3 2 1

8 7 6 5

12 11 10 9

13

1=audio
2=csync, or when the ST has a TV modulator, then it is composite video
3=port A bit 6 of sound chip
4=monochrome sensor, low = SM124 monocrome monitor
5=audio input (no a/d!!!, only mixed to audio out.)
6=green
7=red
8=+12V (TV can detect if a video signal is present)
9=hsync
10=blue
11=monchrome video = SM124
12=vsync
13=ground

VGA has the following pin out:

\ 1 2 3 4 5 /
\ 6 7 8 9 10 /
\ 11 12 13 14 15 /

1=red
2=green

3=blue
4=not connected
5=digital ground
6=analog ground for red
7=analog ground for green
8=analog ground for blue
9=not connected
10=digital ground
11=not connected
12=DCC data in/out
13=hsync
14=vsync
16=DDC clock

(DDC=Display Data Channel, so Windows 95 detects PnP monitors)

Connect the st connector to VGA connector with the same function following
the above listed connectors. All connectors are viewed from the solder side.
On the VGA you use digital ground to the ST ground. This will do color lowres
and medres resolution.

Note: The most actual VGA monitors can NOT show 15kHz horizontal sync as the
ST does in low and medres

Monochrome highres resolution on a VGA connector.

link ST hsync and ST vsync to the same pins of the VGA connector
link ST monochrome video over 3 x 47 ohm resistors to red, green, blue, one
resistor for one color!
link ST monochrome sensor to ST ground
link ST ground to VGA digital ground.

For email purposes remove the <.nospam>

MfG Mathias

--
ATARI XE + STE + F030
\|/ ____ \|/
"@'/ ,. \`@"
/_| __/ |_\
__U_/

mailto:mpichotz@fh-lausitz.de
http://www.fh-lausitz.de/~mpichotz

3513. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8e7nv7$lj7$1@SOLAIR2.EUnet.yu>
Source record: 7466

On 24 Apr 2000 23:08:56 , Hallvard Tangeraas wrote:
>Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>> Don't charge alkalines... OK, the Mega charges at a low rate, so they'll
>> probably not explode, but don't do it anyway.
>
>Oops!!!! The batteries you put in the machine were ordinary AA cells.
>Not rechargeable at all!
>
>Are you sure the Mega recharges the batteries? It's kind of strange that

The batteries don't get charged! Look at the schematics. There is
a diode that prevents this.

3514. Re: Display fpr STacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <YWJN4.1169$Oa7.6005@newsfeed.slurp.net>
Source record: 7467

On 25 Apr 2000 08:40:58 , =?iso-8859-1?Q?Marc=2DAnt=F3n?= Kehr wrote:
>Hi,
>
>does anybody know a source where to get a new STacy Display?

Try Best Electronics: http://www.best-electronics-ca.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3515. Re: Conversion / Exchange of Atari STE Writ

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <_WJN4.1170$Oa7.6005@newsfeed.slurp.net>
Source record: 7468

On 25 Apr 2000 21:23:08 , Achfam4 wrote:
>I have a need to exchange files between Windows applications (such as Word)
>with WriteOn on my Atari Mega STE. Has anyone got a utility for reading Atari
>disks under Windows? (Utilities seem to exist for writing .st files from DOS
>to DD disks, so it is likely someone has been able to read Atari ST disks)

What TOS was the Atari computer that wrote the Atari disks? I can say
that TOS 1.4 and greater (or was it 1.2) writes a PC boot sector on the
disks when they are formatted, so the disks should be able to be read
as they are. I do that all the time with disks I create on my STe and
Hades in which can be read by my wife Pentium PC.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3516. 5 common Mistakes 90957077

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: IHCDJCIB@ICGLAGbE.com
Message-ID: <8e87jo$onq181@mail.tsukuba.tao.go.jp>
Source record: 7469

1. Don't Gamble when tired.
2. Don't Gamble when hungry.
3. Don't Gamble when distracted.
4. Don't Gamble with Money you need.
5. Once won, the money is yours. You are not playing on free money.
6. Check out this site!

http://www.go2jackpots.com/3355

3517. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-26 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <956817824-104203AEicMi@cwcom.net>
Source record: 7470

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Date: 24 Apr 2000 20:55:24 GMT

>Atari made a graphics-card (1280x968) for their 19" monitor, and Titan
>made the Reflex graphics-card. I also believe someone made an
>ethernet-card, but I've never seen one of those.

I fitted one of those Reflex cards into an ST (it was in a Tower case), it drove
an A4 monitor - very nice. A lot of soldering! :-)

--
Rgds, Derryck


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3518. Re: ATARI for Internet???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39079e24$0$565@news.zetnet.co.uk>
Source record: 7471

On 26 Apr 2000 17:36:11 , Derek W W Hunt wrote:
>>On 26 Apr 2000 09:04:17 , "Nicholas Bales" wrote:
>
>>"Roy Golding" <rgolding@zetnet.co.uk> a &#65533;crit dans le message news:
>>390357cc$0$20635@znews.zetnet.co.uk...
>
> ...one almighty big snip.....
>
> Hi Nicholas
>
> As far as I am aware Roy did all this himself. I pride myself as
> being amongst his first customers for "The Guide" and still use
> the first issue. (I must try and get the update pages now I have
> STIK 2).
>
> Roy is noted for his work for fellow ATARIANS he maintains the
> Zetnet-Atarians List and Archive of Zetnet-Atarian Mails, He also
> for a while "conspired" to carry on running the AWC (ATARI
> Wrinklies Club) (This was a Club for those of us whose brain cells
> are showing their age) He still has a "Wrinklies" page on his web
> site.

```
Absolutely!

Charles.
```

3519. Re: ATARI for Internet???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: "M.C. van der Most van Spijk" <m.vandermost@chello.nl>
Message-ID: <nqtfgs8k9430of6pitvlii3oba1ujm7ian@4ax.com>
Source record: 7472

Zo sprak "vanguard" <jmvanguard@pro.onet.pl> op Tue, 18 Apr 2000
18:37:43 +0200

>I have an MEGA ST 4 and MEGA STE2...can I to connect with the
>et(mail,basic internet...)
>with Atari???
>What i'm needing for this work?(soft,hardware,operative
>sistem,specifications...)
>I have PC but now I need a second computer and don't want sell this Ataris.
>:)
>
>Can you help me,are there any FAQ or web whis this question???
>Thanks
>Vanguard

I'm busy with putting my Atari Mega Ste, Atari 1040Stf, Amiga 500, MAC
ED on the internet. Therefor i use a 486 with linux, so i can use PLIP
and SLIP from all four machines to the 486, the 486 is hooked up on
the net with a normal coax-ethernet on my other 486 server...

MiQ
--
Every computer has the right to internet

3520. Re: Display fpr STacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3907FF28.5F64FBE4@ndh.net>
Source record: 7473

Hi Edward,

> Try Best Electronics: http://www.best-electronics-ca.com/
Iï¿½ve tried it, but 150 USD for the Display and 175 USD for the internal
power converter, which is also needed, is to expensive for me.:(

Bye

Marc-Antï¿½n

--
****
Look for it: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

3521. Re: atari falcon keyboard repleacement

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8e9d6i$9en$1@news.stortek.com>
Source record: 7474

"Peter Persson" <pep@REMOVEmbox306.swipnet.se> a &#65533;crit dans le message news:
XkGN4.11774$uJ1.27377@nntpserver.swip.net...
> Hi!
>
> Why not STE? I use MegaSTE keyboard and it works great..

```
Because the keys aren't the same shape, so it doesn't fit inside the case. I
suppose you can swap the keys over...

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3522. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8e9og9$78d$1@snipp.uninett.no>
Source record: 7475

Djordje Vukovic <vdjole@eunet.yu> wrote:

>>Are you sure the Mega recharges the batteries? It's kind of strange that

> The batteries don't get charged! Look at the schematics. There is

I just did...

> a diode that prevents this.

...and you're right :-(

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3523. Re: Display fpr STacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8e9oof$78d$2@snipp.uninett.no>
Source record: 7476

Marc-Antï¿½n Kehr <m.kehr@ndh.net> wrote:

>> Try Best Electronics: http://www.best-electronics-ca.com/
> Iï¿½ve tried it, but 150 USD for the Display and 175 USD for the internal
> power converter, which is also needed, is to expensive for me.:(

I guess the backlight doesn't work anymore? If it suddenly stopped working
it's probably the power converter that has died. This happened on one of
my Stacys, and when I replaced it the screen was as good as new. If the
backlight has weakened over time it's the EL-film that's dead. You can
replace this if you can find someone who sells them. If you do, please let
me know...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3524. SV: Display fpr STacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: Peter Persson <pep@REMOVEmbox306.swipnet.se>
Message-ID: <Xq%N4.12228$uJ1.28533@nntpserver.swip.net>
Source record: 7477

Hi!

I think Elfa in Sweden sells EL-film in different colors. I think the url is www.elfa.se

/Peter

Jo Even Skarstein <joska@nvg.ntnu.no> skrev i diskussionsgruppsmeddelandet:8e9oof$78d$2@snipp.uninett.no...
> Marc-Ant�n Kehr <m.kehr@ndh.net> wrote:
>
> >> Try Best Electronics: http://www.best-electronics-ca.com/
> > I�ve tried it, but 150 USD for the Display and 175 USD for the internal
> > power converter, which is also needed, is to expensive for me.:(
>
> I guess the backlight doesn't work anymore? If it suddenly stopped working
> it's probably the power converter that has died. This happened on one of
> my Stacys, and when I replaced it the screen was as good as new. If the
> backlight has weakened over time it's the EL-film that's dead. You can
> replace this if you can find someone who sells them. If you do, please let
> me know...
>
> --
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> **
> ** beer - maria mckee - atari falcon - babylon 5
> */

3525. SV: atari falcon keyboard repleacement

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: Peter Persson <pep@REMOVEmbox306.swipnet.se>
Message-ID: <Ax%N4.12233$uJ1.28470@nntpserver.swip.net>
Source record: 7478

Hi!

Try Robert Shaffner's DOITF030 archives. There is all the hardware info you will ever need for your falcon...

/Peter

matteo b <mberli@dada.it> skrev i diskussionsgruppsmeddelandet:390741c4.0@news.dada.it...
> > Why not STE? I use MegaSTE keyboard and it works great..
>
>
> have you got the schematics for the connector?
>
> tnx matteo
>
>

3526. SV: atari falcon keyboard repleacement

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: Peter Persson <pep@REMOVEmbox306.swipnet.se>
Message-ID: <Fw%N4.12232$uJ1.28596@nntpserver.swip.net>
Source record: 7479

:)

Oops ;-) I use the MSTE keyboard externally, but I used to have a STE
keyboard in my F030. . It worked for me.. Should it not?

/Peter

Nicholas Bales <bales@online.REMOVETHIS.fr> skrev i
diskussionsgruppsmeddelandet:8e9d6i$9en$1@news.stortek.com...
>
> "Peter Persson" <pep@REMOVEmbox306.swipnet.se> a crit dans le message
news:
> XkGN4.11774$uJ1.27377@nntpserver.swip.net...
> > Hi!
> >
> > Why not STE? I use MegaSTE keyboard and it works great..
>
> Because the keys aren't the same shape, so it doesn't fit inside the case.
I
> suppose you can swap the keys over...
>
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://bales.online.fr/atari online.fr
>
>
>

3527. tos 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: matteo b <mberli@dada.it>
Message-ID: <390887b9.0@news.dada.it>
Source record: 7480

hi i'm looking for tos 2.06 for my mega ste ..... if you can help me
mail me on mberli@dada.it

3528. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8ea45tcqs1@SOLAIR2.EUnet.yu>
Source record: 7481

On 24 Apr 2000 20:47:34 , Jo Even Skarstein wrote:

>Speed up the entire motherboard to 10 or 12MHz. That was one of my
>intentions with that Mega I sold you, but due to lack of time I never did
>it. Should be interesting though, and not too difficult. I believe the
>biggest problem would be to get a sensible image from the shifter, but
>once you inform the VDI about the new resolution (the shifter will also
>run faster so in 12MHz you'll get a 50% larger image) it should work. If
>the monitor can handle it...

This point has been raised before. Does anybody know anything new about
it? ESPECIALLY concerning "getting sensible image from the shifter".
Once all the chips have been fed their respective clock signals at
proper frequencies, this seems to be the only problem left. If, as you
say, the resolution is increased, this should mean that sync rates
remain unchanged (i.e. 71Hz vertical at monochrome) so that more pixels are
pushed within the same sync frame. Yet, people have talked about increased
sync rates after this modification. Also, I suppose a piece of software
would be needed to handle the new video parameters. Would overscan/lacescan
driver(s) and/or hardware handle this? Would the whole conraption also work
in colour (RGB output) mode?

Cu.

3529. Re: SV: Display fpr STacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8eaerl$bc6$1@snipp.uninett.no>
Source record: 7482

Peter Persson <pep@removembox306.swipnet.se> wrote:

> I think Elfa in Sweden sells EL-film in different colors. I think the url is
> www.elfa.se

They do, but the last time I checked they were horribly
expensive. Probably cheaper than Best thoug ;-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3530. Re: Display fpr STacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-28 00:00:00 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <39092B58.64375571@ndh.net>
Source record: 7483

Hi Jo Even,

> I guess the backlight doesn't work anymore? If it suddenly stopped working
> it's probably the power converter that has died.
Canï¿½t say that because I have the STacy only since a few days.

> This happened on one of
> my Stacys, and when I replaced it the screen was as good as new.
Where exactly, I can find the power converter in the STacy, and where
can I get it?

Bye

Marc-Antï¿½n

--
****
Look for it: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

3531. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-28 00:00:00 UTC
From: pls@no.spam
Message-ID: <8eboqfqgk1@zharh00t.europe.nortel.com>
Source record: 7484

In article <8ea45tcqs1@SOLAIR2.EUnet.yu>, vdjole@EUnet.yu (Djordje Vukovic) wrote:

**** stuff deleted about running the motherboard @ 10 or 12 MHz.****

>This point has been raised before. Does anybody know anything new about
>it? ESPECIALLY concerning "getting sensible image from the shifter".

I consider the shifter to be a parallel to serial shift register. The shifter gets it's sync signals from the GLUE, so if you speed up the board by changing the clock frequency from 32 MHz to 40 or 48 MHz (remember the shifter takes in 32 & divides it by 2 to produce 16 MHz), the GLUE sync pulse timing will change by a proportional amount.

>Once all the chips have been fed their respective clock signals at
>proper frequencies, this seems to be the only problem left. If, as you
>say, the resolution is increased, this should mean that sync rates
>remain unchanged (i.e. 71Hz vertical at monochrome) so that more pixels are
>pushed within the same sync frame. Yet, people have talked about increased
>sync rates after this modification.

Yes, the syncs, if left unchanged, will be (for a 12 MHz motherboard) 75 Hz vertical, 23,437.5 KHz horizontal for (what used to be 50 Hz) low res.
Mono mode will be 106.5 Hz vertical, & something like 48-52 KHz horizontal,
(I apologise for not remembering the exact frequency).

Usually, some hardware is used to change the syncs back to rates suitable for Atari monitors, although the SM124/5 should be able to handle the higher rates if adjusted. Most PC monitors won't sync below 30 KHz nowadays.

The hardware can be simple, e.g. an EPROM programmed with data values which simulate sync pulses. By incrementally adressing the EPROM, the data is read out & looks like sync pulses to the shifter. It does not appear to matter that these pulses are not synced to the motherboard clock anymore. You can program many different scan rates into the EPROM, selecting whichever resolution you desire by varying the address lines.

AFAIR, Lacescan just combines the existing sync pulses, to produce a slightly wider pulse. This hardware, plus the software, allows it to extend the screen width in the horizontal & vertical directions. However, the scan rates do not change.

Also, I suppose a piece of software
>would be needed to handle the new video parameters. Would overscan/lacescan
>driver(s) and/or hardware handle this? Would the whole conraption also work
>in colour (RGB output) mode?

I guess what you are asking, is whether Lacescan will work if the main board clock is changed to 10 or 12 MHz? I guess it would, but the sync rates will still be wrong. When I looked at this idea several years ago (back when I had time to hack the Atari), I thought it might be a good way of increasing the low res screen size.

My intention was this:

Speed up the main board to 10 or 12 or even 16 MHz. Originally, it was thought that 14 MHz was the fastest the ST could handle. Perhaps some of the later STFM models can even be pushed to 16 MHz. I have ran an old (1989) STFM at 12 MHz as an experiment & it worked fine (but my monitor sould not handle it so I I stopped). If I built the EPROM sequencer & programmed it to provide the correct sync pulses, I would be fine.

I then thought the EPROM idea was not very flexible, so I looked for a hardware solution. There are sync generator chips available, in fact somebody did commercially produce an overscan circuit using the old Motorola 6845 video controller. They used the chip to produce new sync pulses,as it is fully programmable.

Then I though the internal ST sync registers might be programmable over a wider range. They are not, it seems, but there is a possibility of injecting an external sync for genlocking to an external video source (but that's another story).

So, if you speed up the main board to 12 MHz (almost guaranteed to work) & change the syncs back to the original values & use Lacescan to expand the syncs; you might get as much as 600 or more pixels across & perhaps 380 lines down. Thats about 3.5 times the original screen area.

Running the main board @ 16 MHz is even better, because @16 MHz, the horizontal rate is now 31.25 KHz, most PC VGA monitors can handle this. The vertical rate is 100 Hz, not a problem for most monitors. So, without any change to the video circuitry, you have a machine thats twice as fast & can use a PC monitor.

Unfortunately, the screen size is still 320 x 200 for low res. Using Lacescan hardware & software, you should be able to get at least 420 x 284. If you now start changing the syncs, you might expand the screen to VGA size.

Of course the lower horizontal rate means the PC monitor won't work anymore, so you need an Atari type monitor which can sync down to 15.625 Hz, the old NEC multisync could do these rates.

To get VGA resolution @ proper VGA sync rates, the shifter would have to have a 128 MHz input clock. I don't think the original shifter will go this high. If it did, that would be something, as the processor would be clocked & 32 MHz. I don't think this is possible with the ST, the other devices will not work. It might be fun to try, though.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

3532. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-28 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <39099836.EAC33EB5@sidra.si>
Source record: 7485

Gerry O'Rourke wrote:

> In article <8ea45tcqs1@SOLAIR2.EUnet.yu>, vdjole@EUnet.yu (Djordje Vukovic) wrote:
>
>

>
> Yes, the syncs, if left unchanged, will be (for a 12 MHz motherboard) 75 Hz
> vertical, 23,437.5 KHz horizontal for (what used to be 50 Hz) low res.
> Mono mode will be 106.5 Hz vertical, & something like 48-52 KHz horizontal,
> (I apologise for not remembering the exact frequency).
>
> Usually, some hardware is used to change the syncs back to rates suitable for
> Atari monitors, although the SM124/5 should be able to handle the higher rates
> if adjusted. Most PC monitors won't sync below 30 KHz nowadays.
>

Fortunately, at least this part is simple.
Most modern PC monitors will easilly handle just increased scan rates, although
16 MHz with unchanged syncs (62.5 kHz hor. 144 Hz vertical) might pose a problem
for 15" and most 17" models.
But at least at 16MHz color res. becomes accesible :-)
Ordinary PAL when speeded up 2x becomes VGA-like, at least with regard to syncs.
I did once circuit that enabled the ST to have color output to be active all the
time-even
in mono res. Using that I have connected my ST to old EGA monitor and had all res
solution.
Modern VGAďż˝s canďż˝t go PAL, but with twice speed-up it could be done.
BTW: ST connected to EGA monitor ROCKS!
Color resolutions look much better than one would assume, looking at numbers
(e.g. measly 640x200x 2bp). This is due to much maller dot-pitch of EGA/VGA monitor.
Mono res does not look so much improved, compared to color, but is still much better,
provided
that monitor is not crap.
Improvement is smaller, because picture format prefers monokrom monitor (1 bit per
pixel-no shades)
and because software is using raster techniques to get gray. Many times this raster
interferes
with physical dots grid and cause Moire effect, besides that, picture is not so contrast
as it could be
on modern monokrom monitor (if such creature exists), because phosphor fill factor is
less than 100%
(there is clearance between dots and also all 3 components have separate non-overlapping
dots).
But as a counterpoint, monokrom resolution looks very nice with Overscan. IIRC I have

got at 8MHz
something like 700x500. It looks much better than one would judge from numbers.
With 16 MHz it could be really cool...

>
> The hardware can be simple, e.g. an EPROM programmed with data values which
> simulate sync pulses. By incrementally adressing the EPROM, the data is read
> out & looks like sync pulses to the shifter. It does not appear to matter that
> these pulses are not synced to the motherboard clock anymore. You can program
> many different scan rates into the EPROM, selecting whichever resolution you
> desire by varying the address lines.
>

I have used receipt, shown with Lacescan and it WAS timing sensitive.
If I used chip that was a little bit on slow side (GAL16V8-25ns instead of 15ns) picture
was not on
the center off the screen every time. Even worst, it used to make 16-pixel jumps to
left or right as machine warmed-up...

>
> AFAIR, Lacescan just combines the existing sync pulses, to produce a slightly
> wider pulse. This hardware, plus the software, allows it to extend the screen
> width in the horizontal & vertical directions. However, the scan rates do not
> change.
>

Lacescan can "eat-up" black border between the picture edge and the physical
screen edge. It does not change refresh rate or line rate (although with different
implementation it could), it just enables the machine to "spit pixels" oven on the area,

that was before reserved for monochrome border.

>
> Also, I suppose a piece of software
> >would be needed to handle the new video parameters. Would overscan/lacescan
> >driver(s) and/or hardware handle this? Would the whole conraption also work
> >in colour (RGB output) mode?
>
> I guess what you are asking, is whether Lacescan will work if the main board
> clock is changed to 10 or 12 MHz? I guess it would, but the sync rates will
> still be wrong. When I looked at this idea several years ago (back when I had
> time to hack the Atari), I thought it might be a good way of increasing the
> low res screen size.
>

As I said, almost any modern 15" color VGA monitor could handle the rate increase
even in worst case (no huge overscan) at clocks up to some 12 MHz...
One woulkd have to rearange some bits around shifter (nothing much)....

>
> My intention was this:
>
> Speed up the main board to 10 or 12 or even 16 MHz. Originally, it was thought

> that 14 MHz was the fastest the ST could handle. Perhaps some of the later
> STFM models can even be pushed to 16 MHz. I have ran an old (1989) STFM at 12
> MHz as an experiment & it worked fine (but my monitor sould not handle it so I
> I stopped). If I built the EPROM sequencer & programmed it to provide the
> correct sync pulses, I would be fine.
>
> I then thought the EPROM idea was not very flexible, so I looked for a
> hardware solution. There are sync generator chips available, in fact somebody
> did commercially produce an overscan circuit using the old Motorola 6845 video
> controller. They used the chip to produce new sync pulses,as it is fully
> programmable.
>

It can be done with CPLD. Is anyone willing to play if I provide binary file for the
chip ?
Either Lattice or Xilinx can be programmed through the simple cable from PC..

>
> Then I though the internal ST sync registers might be programmable over a
> wider range. They are not, it seems, but there is a possibility of injecting
> an external sync for genlocking to an external video source (but that's
> another story).
>
> So, if you speed up the main board to 12 MHz (almost guaranteed to work) &
> change the syncs back to the original values & use Lacescan to expand the
> syncs; you might get as much as 600 or more pixels across & perhaps 380 lines
> down. Thats about 3.5 times the original screen area.
>
> Running the main board @ 16 MHz is even better, because @16 MHz, the
> horizontal rate is now 31.25 KHz, most PC VGA monitors can handle this. The
> vertical rate is 100 Hz, not a problem for most monitors. So, without any
> change to the video circuitry, you have a machine thats twice as fast & can
> use a PC monitor.
>
> Unfortunately, the screen size is still 320 x 200 for low res. Using Lacescan
> hardware & software, you should be able to get at least 420 x 284. If you now
> start changing the syncs, you might expand the screen to VGA size.
>
> Of course the lower horizontal rate means the PC monitor won't work anymore,
> so you need an Atari type monitor which can sync down to 15.625 Hz, the old
> NEC multisync could do these rates.
>
> To get VGA resolution @ proper VGA sync rates, the shifter would have to have
> a 128 MHz input clock. I don't think the original shifter will go this high.
> If it did, that would be something, as the processor would be clocked & 32
> MHz. I don't think this is possible with the ST, the other devices will not
> work. It might be fun to try, though.
>

I have had playing with idea to implement the videoshifter inside CPLD chip, but I
could not implement RAM tables for colour palletes, so I did not wanted to bother

further.
It could probably be done with something like Lattice 1016 or Xilinx 9536.
Those parts are cheap, programmable and have no problem with 128MHz (almost) even without power supply ;-)

Regards,

Branko

3533. Re: Monitor inverse the screen

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8echbnnht1@plutonium.compulink.co.uk>
Source record: 7486

In message <8e41si$c8q$1@news.onet.pl>, jmvanguard@pro.onet.pl said:

>My monochrome monitor (Atari SM 125) sometimes (frequently)
>inverse the screen black to white and reverse.
>Usually I work in NOTATOR SL and that (inverse) is the screen for
>RECORDING mode!!! but of course nothing wrong happen.
>
>When screen it's inversed in colours (only one to four seconds) and
>move the mouse a little it stop!!! But then return...
>Atari works fine.No problem...
>Sometimes, this screen problem stop and works normally...
...snip...
>Any idea??? Any help??? Any experience like this???

I bet it only happens after you have not used the keyboard or mouse for some time. You almost certainly have a screen-saver program (in the AUTO folder?) and the remedy is to disable or remove it! I know that Harlekin's screen saver works like this, and there wil be others too.

Regards, /Peter/

3534. Re: UK Falcon upgrade prices

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8echbonhu1@plutonium.compulink.co.uk>
Source record: 7487

In message <8e5j4g$7nf$1@news5.svr.pol.co.uk>, stephen.powell@stud.man.ac.uk said:

>Any idea where in the UK (preferably near Manchester) I can find a shop who
>will add an FPU to my machine, or where I can buy one and find instructions
>on how to do it myself? At the same time it probably wouldn't hurt to add a
>bit more ram and a new HD. What are the prices like for ram upghrades
>nowadays, and are there any size limitations I should be aware of when
>buying a new 2.5" IDE HD? Is the Falcon to PC monitor adapter still
>available from some places or should I just go searching for circuit diagams
>on the web?

I am not sure, but I think the FPU socket is fitted and you only have to
plug in the correct chip. Sorry, I don't have the details, but it's a
standard FPU. But note that there are only a very few applications
for the Atari that can make use of the FPU!

RAM can be expanded easily to 14 MB, but needs a hardware mod board -
try System Solutions. The RAM itself is cheap, the adaptor board
isn't. I have fitted a 6.4 GB drive in my Falcon. Actually I used a
3.5" IDE, which will just about fit on top of the shielding, with an
adaptor for the connection from Abingdon Synthesis Projects. I just
wrapped the drive in some thin card and placed it on top of the
shielding - it is held in place by the case. So far no problems after
several months of heavy use - but then my Falcon has a fan over the
power supply that removes heat from the interior. Chris at ASP or
Sysol should be able to supply the monitor adaptor - and possibly PC
shops too, as it's a standard 19-pin 2-row female to 15-pin 3-row
female cable.

Regards, /Peter/

3535. Overscan

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-28 00:00:00 UTC
From: Mathias <mpichotz@fh-lausitz.de.nospam>
Message-ID: <956953032-94865AEicMi@fh-lausitz.de>
Source record: 7488

Hi,

I'm looking for an overscan manual.
e.g. copy, *.img, *.jpg or any else
Thanks

For email purposes remove the <.nospam>

MfG Mathias

--
ATARI XE + STE + F030
\|/ ____ \|/
"@'/ ,. \`@"
/_| __/ |_\
__U_/

mailto:mpichotz@fh-lausitz.de
http://www.fh-lausitz.de/~mpichotz

3536. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-28 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8eco69pqn5@news.hccnet.nl>
Source record: 7489

```
| Obviously, I don't want to open up the computer and change batteries
| every 2 weeks ;-)
| They should last several years if possible.

Power consumption is very low.
The standard batteries go for years.

I use the Panasonic BR-2/3A Lithium batteries (stubby AA type) I bought from
Conrad once very cheaply, they have wire ends.

"Hallvard Tangeraas" <halln@c2i.net> wrote in message
news:1e9qy9n.1daoq3p12ppqgyN%halln@c2i.net...
| Djordje Vukovic <vdjole@EUnet.yu> wrote:
|
| > On 24 Apr 2000 23:08:56 , Hallvard Tangeraas wrote:
| > >Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
| > >> Don't charge alkalines... OK, the Mega charges at a low rate, so they'll
| > >> probably not explode, but don't do it anyway.
| > >
| > >Oops!!!! The batteries you put in the machine were ordinary AA cells.
| > >Not rechargeable at all!
| > >
| > >Are you sure the Mega recharges the batteries? It's kind of strange that
| >
| > The batteries don't get charged! Look at the schematics. There is
| > a diode that prevents this.
|
| Good thing we got that sorted out.
| I began wondering when there was a battery compartment lid in the
| machine -they're usually just there when ordinary batteries need to be
| changed.
|
| Getting back to the "button" type battery I want to use instead (it
| saves spaces and looks neater).... there are loads of batteries to
| choose from, but obviously I want to get hold of a common, easily
| available and reasonably priced type.
| - CR-2025 3V lithium 170 mAh
| - CR-2032 3V lithium 230 mAh
| - CR-2430 3V lithium 280 mAh
| - CR-2450 3V lithium 560 mAh
|
| These are all readily available for a reasonable price, but as I have no
| idea how much power the clock draws (I guess it only draw power when the
| computer is off), are any of the above suitable?
| Obviously, I don't want to open up the computer and change batteries
```

| every 2 weeks ;-)
| They should last several years if possible.
|
| Alternatively, there are "photographic" batteries available, which
| basicaly look like short "AA" cells, but with 3V and capacities from 185
| mAh to 1300 mAh. I guess a battery holder for these would be harder to
| find though, and I'd prefer the more common button cells if power is
| sufficient to hold a while.
|
|
|
| Hallvard
| --
| Hyperlink Launchpad: <http://also.as/hall/>
| Atari Launchpad : <http://www.geocities.com/SiliconValley/Bay/8745/>
| Notator/Creator SL : <http://matrix.crosswinds.net/~notator/>

3537. read 520ST disks by Mac or PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-28 00:00:00 UTC
From: rick_eisner@bigfoot.com
Message-ID: <rick_eisner-A46AAC.17323928042000@news.swbell.net>
Source record: 7490

I need to find a way to read Atari 520ST disks into a Mac or PC.

My disks work fine on the Atari, but on the Mac and PC they appear to have only 56K of readable space, and no files on them. I've tried several machines, and could not find a way to access them.

I've also tried NoSTalgia 0.65 PPC (with its connected TOS.IMG), but it would not read in the disks. Nor would DUST 1.0.4 read in the disks.

I may not be using these tools right, or they may simply not be the right ones.

Can someone give me some assistance, PLEASE!!!

Rick

3538. I need HD for my STe

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-28 00:00:00 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <390A58CB.DA1F9AF6@intergate.bc.ca>
Source record: 7491

I need Hard Disk with cable link for my Atari STE. Email me please if
anyone has one for
sale. Thanx !
Artur

3539. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-29 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8ed4t2$8s3$2@zingo.tninet.se>
Source record: 7492

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:8ea45tcqs1@SOLAIR2.EUnet.yu...

: This point has been raised before. Does anybody know
: anything new about it? ESPECIALLY concerning "getting
: sensible image from the shifter".
: Once all the chips have been fed their respective clock
: signals at proper frequencies, this seems to be the only
: problem left. If, as you say, the resolution is increased,
: this should mean that sync rates remain unchanged (i.e.
: 71Hz vertical at monochrome) so that more pixels are
: pushed within the same sync frame. Yet, people have talked
: about increased sync rates after this modification.
: Also, I suppose a piece of software would be needed to
: handle the new video parameters. Would overscan/lacescan
: driver(s) and/or hardware handle this? Would the whole
: conraption also work in colour (RGB output) mode?

Your last question first: yes.
The question of what happens when the video shifter is driven
with a higher frequency is resolved by the use of an electronic
sequencer, which will be used to set things to right. A table in
EPROM, or rather several tables, for the various modes that the
shifter would be expected to output. One for the standard
640*400, one for the extended mode of a 10MHz machine, another
for a 12MHz resolution. These latter would be overscanned.

MG

3540. Re: UK Falcon upgrade prices

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-29 00:00:00 UTC
From: Stephen Powell <stephen.powell@stud.man.ac.uk>
Message-ID: <8edcf5$mm4$1@newsg1.svr.pol.co.uk>
Source record: 7493

<xlator@cix.compulink.co.uk> wrote in message
news:8echbonhu1@plutonium.compulink.co.uk...
> In message <8e5j4g$7nf$1@news5.svr.pol.co.uk>,
stephen.powell@stud.man.ac.uk said:
>
> >Any idea where in the UK (preferably near Manchester) I can find a shop
who
> >will add an FPU to my machine, or where I can buy one and find
instructions
> >on how to do it myself? At the same time it probably wouldn't hurt to
add a
> >bit more ram and a new HD. What are the prices like for ram upghrades
> >nowadays, and are there any size limitations I should be aware of when
> >buying a new 2.5" IDE HD? Is the Falcon to PC monitor adapter still
> >available from some places or should I just go searching for circuit
diagams
> >on the web?
>
> I am not sure, but I think the FPU socket is fitted and you only have to
> plug in the correct chip. Sorry, I don't have the details, but it's a
> standard FPU. But note that there are only a very few applications
> for the Atari that can make use of the FPU!

Yeah I think the socket is there, ready and waiting, but I'm not as
confident messing with the insides of my Falcon as I am with my PC. The
problem mainly arises from the fact I have no idea where to get one from. I
suppose Maplin could probably get one. The only reason I'm looking for one
is that the m68k linux port needs an fpu.

> RAM can be expanded easily to 14 MB, but needs a hardware mod board -
> try System Solutions. The RAM itself is cheap, the adaptor board
> isn't. I have fitted a 6.4 GB drive in my Falcon.

So I take it the Falcon dosnt have any real problems with HD size :-)

> Actually I used a
> 3.5" IDE, which will just about fit on top of the shielding, with an
> adaptor for the connection from Abingdon Synthesis Projects. I just
> wrapped the drive in some thin card and placed it on top of the
> shielding - it is held in place by the case. So far no problems after
> several months of heavy use - but then my Falcon has a fan over the
> power supply that removes heat from the interior. Chris at ASP or
> Sysol should be able to supply the monitor adaptor - and possibly PC
> shops too, as it's a standard 19-pin 2-row female to 15-pin 3-row
> female cable.

>
> Regards, /Peter/

Cheers m8, I'll look into it.

--
Eggz
--
This way up

ICQ# 24803623 : www.compsoc.man.ac.uk/~eggz/
stephen.powell@stud.man.ac.uk

3541. STE to 4meg question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-29 00:00:00 UTC
From: Keith <GEO@scorpio10.freeserve.co.uk>
Message-ID: <8eep26$6is$1@news5.svr.pol.co.uk>
Source record: 7494

I am thinking of upgrading my 520 STE to 4 meg.

Do I have to cut any tracks on the board?
Does it have to be 4x1meg simms?

Thanks

Please reply to sender as well as newsgroup. Thanks.

3542. Re: "ST_ESSC" (2x serial ports)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sglt62ok7qo139@corp.supernews.com>
Source record: 7495

On 25 Apr 2000 20:29:55 , Hallvard Tangeraas wrote:
>Anyone here successfully built the ST_ESSC project which apparently
>allows for an additonal 2 serial (modem) ports on an ST, ST or Mega ST,
>also allowing for higher baud rates than the standard modem port?

Hi!

I was going to build the ESSC port on my computer until I saw the
special Z85230 chip that is needed. Can't find it anywhere so I'll be
sticking with the RVSE upgrade. RVSE doesn't let the port go any faster
than 56K but then thats all I need for my modem and I don't need LAN.

```
+---------------------------+
|Atari STe 4Mb 1.7gb IDE HD |
|48X Atapi CDRom 56K Modem  |
|PC Tower Case TOS 2.06     |
|A Sheep in Wolfs clothing!!!|
|***************************|
| bindon@madasafish.com     |
| Lyndon Amsdon (15)        |
+---------------------------+
```

3543. Re: STE to 4meg question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sgltc8997qo82@corp.supernews.com>
Source record: 7496

```
On 29 Apr 2000 14:48:12 , "Keith" wrote:
>I am thinking of upgrading my 520 STE to 4 meg.
>
>Do I have to cut any tracks on the board?
>Does it have to be 4x1meg simms?
>
>Thanks
>
>Please reply to sender as well as newsgroup. Thanks.
>
>
>.
Hi!

If you have SIMM sockets (rare to have SIP in STe) then it's just a
matter of buying 30 pin 1 Mb SIMMs like the ones found in old 486's
and 386's. You can find them in your local computer shop very cheapy.

+---------------------------+
|Atari STe 4Mb 1.7gb IDE HD |
|48X Atapi CDRom 56K Modem  |
|PC Tower Case TOS 2.06     |
|A Sheep in Wolfs clothing!!!|
|***************************|
| bindon@madasafish.com     |
| Lyndon Amsdon (15)        |
+---------------------------+
```

3544. Re: STE to 4meg question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-29 00:00:00 UTC
From: djhoudini@aol.com
Message-ID: <20000429132013.16251.00000429@ng-cm1.aol.com>
Source record: 7497

check out the st faq for full details =)

http://bales.online.fr/atari/

3545. Re: Mega ST hardware projects/questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-29 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8efimmdoj1@SOLAIR2.EUnet.yu>
Source record: 7498

On 28 Apr 2000 10:24:49 , Gerry O'Rourke wrote:
>In article <8ea45tcqs1@SOLAIR2.EUnet.yu>, vdjole@EUnet.yu (Djordje Vukovic) wrote:
>
>**** stuff deleted about running the motherboard @ 10 or 12 MHz.****
>I consider the shifter to be a parallel to serial shift register. The shifter
>gets it's sync signals from the GLUE, so if you speed up the board by changing
>the clock frequency from 32 MHz to 40 or 48 MHz (remember the shifter takes in
>32 & divides it by 2 to produce 16 MHz), the GLUE sync pulse timing will
>change by a proportional amount.

Doesn't the creation of sync pulses in a ST also involve a timer in the
MFP chip, which has a separate clock that can be independent of CPU clock?
That part is not quite clear to me.

3546. Re: STE to 4meg question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-30 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <957103630-652123AEicMi@sweet3.freeserve.co.uk>
Source record: 7301

Hi Kieth

>I am thinking of upgrading my 520 STE to 4 meg.

Good move.

>Do I have to cut any tracks on the board?

Noooo!!!!!!!!!

>Does it have to be 4x1meg simms?

Yes, matching one's if possible, but test what youve got they will probably work, matching ir otherwise.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3547. falcon for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-30 00:00:00 UTC
From: Gene Pineda <broncos@primenet.com>
Message-ID: <8eicov$h2u$1@nnrp02.primenet.com>
Source record: 7302

If anyone is interested in purchasing a Falcon w 32 megs of ram and a CII board installed that just doesn't work since the CII board was installed, please email me.

I will respond to the highest offer.

Thanks fellow atarians for everything

but this was the very last straw. Im now on a 550mhz PIII 128 megs of ram. What a killer system!

broncos@primenet.com

3548. Re: TOS 2.06 upgrade board

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-30 00:00:00 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <8eh4oa$a6v$1@tcnnt0.totalserve.net>
Source record: 7499

On 9 Mar 2000 20:30:08 G, Steve Sweet wrote:
>Hi Peter
>
>>I suddenly had the idea of fitting this wire so that the ST will boot
>>directly into TOS 2. Would this work without first removing the soldered
>>in TOS 1 chip set ?
>
>You could always fool the machine into thinking its chips are removed. Find
>the Chip select pin on the host's ROM chips and connect to +5V.
>--
>

Hi Steve,

I must correct myself. Having opened up my STFM I find that the 6 ROM chips are socketed.

However, I am not sure which is "the first socket" of the original TOS ROMS. The pcb is labelled H-0, H-1, H-2, LO-0, LO-1, LO-2 reading from the front of the board towards the PSU.

I have tried pin 20 of H-0, LO-2 and LO-0 and in each case the machine booted into TOS 1. I didn't want to take any further risks by testing the remaining chips sockets.

So either I have not yet found the correct socket or I need to disable the existing ROMs.

Regards,

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

3549. Re: TOS 2.06 upgrade board

Newsgroup: comp.sys.atari.st.tech
Date: 2000-04-30 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <390C2858.CBF00898@sidra.si>
Source record: 7500

Peter Slegg wrote:

> On 9 Mar 2000 20:30:08 G, Steve Sweet wrote:
> >Hi Peter
> >
> >>I suddenly had the idea of fitting this wire so that the ST will boot
> >>directly into TOS 2. Would this work without first removing the soldered
> >>in TOS 1 chip set ?
> >
> >You could always fool the machine into thinking its chips are removed. Find
> >the Chip select pin on the host's ROM chips and connect to +5V.
> >--
> >
>
> Hi Steve,
>
> I must correct myself. Having opened up my STFM I find that the 6 ROM
> chips are socketed.
>
> However, I am not sure which is "the first socket" of the original TOS
> ROMS. The pcb is labelled H-0, H-1, H-2, LO-0, LO-1, LO-2 reading from
> the front of the board towards the PSU.
>
> I have tried pin 20 of H-0, LO-2 and LO-0 and in each case the machine
> booted into TOS 1. I didn't want to take any further risks by testing
> the remaining chips sockets.
>

Hi to all. Sorry, I canďż˝t see original question (my newsserver sais:"No Such
Article...")
But if itďż˝s about having only TOS 2.06, you should use either CE pin on original
TOS or
simple circuit to replace it.
TOS has 192 Kb and itďż˝s divided in three sets of 64 Kb each (2x 32Kb).
So each set has 32x 16 bit. You have to use CE from first set. On your machine
this will be chips H0 and L0. I think itďż˝s pin 20 on both chips. If Iďż˝m right,
pin 20 on both
sockets should be connected . If you plan to use it, you should pull out or at
least deactivate
ROMďż˝s in first pair (H0/L0). If you want to keep them in, you must pull out pin
20 on both
EPROMs and connect between each CE pin and +5V (pin 28) resistor of say 2K2.
This will keep TOS 1 inactive.

Regards,

Branko

3550. What happened to the Panther?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-01 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sgr4i94oog57@corp.supernews.com>
Source record: 7303

Hi!

Just wondering what happened to the Panther Graphics card which System Solutions were selling. I've been waiting since the article in Atari World 1995 to see one. It fitted in a standard ST case and came with 1-2Mb of memory. It was equipped with the ET4000 chipset. Has anyone had any experience driving an ET4000 (either with Panther or the ISA graphics card adaptor) NVDI supports these cards. What are the graphics like and how compatible is it with software?

+----------------------------+
|Atari STe 4Mb 1.7gb IDE HD |
|48X Atapi CDRom 56K Modem |
|PC Tower Case TOS 2.06 |
|****************************|
| bindon@madasafish.com |
| Lyndon Amsdon (15) |
+----------------------------+

3551. Re: What happened to the Panther?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-01 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ek6je$7la$1@snipp.uninett.no>
Source record: 7304

Lyndon Amsdon <bindon@madasafish.com> wrote:

> had any experience driving an ET4000 (either with Panther or the ISA

The Panther *is* an ISA-adapter. The current version is Panther II, which
has two slots and can drive both a graphics-card (ET4000) and
ethernet-card at the same time.

> graphics card adaptor) NVDI supports these cards. What are the
> graphics like and how compatible is it with software?

I'd guess it's just as compatible as my Nova, which is 99% compatible with
decently written software. Stuff that write directly to the screen
(i.e. most midi-software, trackers, demos, games etc) won't work.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3552. Re: "ST_ESSC" (2x serial ports)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-01 00:00:00 UTC
From: trek@ihgp98h199.ih.lucent.com
Message-ID: <8ekcd9$36h@ssbunews.ih.lucent.com>
Source record: 7305

In article <1e9v2t1.d588731tzh9dsN%halln@c2i.net>,
Hallvard Tangeraas <halln@c2i.net> wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> On 25 Apr 2000 20:29:55 , Hallvard Tangeraas wrote:
>> >Anyone here successfully built the ST_ESSC project which apparently
>> >allows for an additonal 2 serial (modem) ports on an ST, ST or Mega ST,
>> >also allowing for higher baud rates than the standard modem port?
>
>> I was going to build the ESSC port on my computer until I saw the
>> special Z85230 chip that is needed. Can't find it anywhere so I'll be
>> sticking with the RVSE upgrade. RVSE doesn't let the port go any faster
>> than 56K but then thats all I need for my modem and I don't need LAN.

For adding more serial ports, there might also be the possibility
of locating the board that Dave Small produced that added four
serial ports to a MegaST. (I'd guess it might even work on an
STE but I'm not sure of that.) It did not require you to have
an SST first as I recall. I think some Atarians were using it
for their bbs's.
Wayne

3553. Falcon for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-01 00:00:00 UTC
From: Gene Pineda <broncos@primenet.com>
Message-ID: <8elkjl$2q6$1@nnrp03.primenet.com>
Source record: 7306

At this point in time 250.00 is the highest bid in payments.

It will be sold tomorrow if no one can offer 300.00 or more up front. I have agreed with the bidder that if someone offered 700.00 in payments it would be the former bidders at 250.00 in payments since he played no games in offering the asking price.

Thank you

Gene Pineda

3554. Re: What happened to the Panther?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: Mark <mark@baypc.com.au>
Message-ID: <XUqP4.106$v91.3858@nsw.nnrp.telstra.net>
Source record: 7307

Where can the Panther 2 be found these days?

MArk Bedingfield

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:8ek6je$7la$1@snipp.uninett.no...
> Lyndon Amsdon <bindon@madasafish.com> wrote:
>
> > had any experience driving an ET4000 (either with Panther or the ISA
>
> The Panther *is* an ISA-adapter. The current version is Panther II, which
> has two slots and can drive both a graphics-card (ET4000) and
> ethernet-card at the same time.
>
> > graphics card adaptor) NVDI supports these cards. What are the
> > graphics like and how compatible is it with software?
>
> I'd guess it's just as compatible as my Nova, which is 99% compatible with
> decently written software. Stuff that write directly to the screen
> (i.e. most midi-software, trackers, demos, games etc) won't work.
>
> --
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> **
> ** beer - maria mckee - atari falcon - babylon 5
> */

3555. Re: What happened to the Panther?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: Derek Warren <macgod@rocketmail.com>
Message-ID: <010520002000371436%macgod@rocketmail.com>
Source record: 7308

In article <XUqP4.106$v91.3858@nsw.nnrp.telstra.net>, Mark
<mark@baypc.com.au> wrote:

> Where can the Panther 2 be found these days?
> MArk Bedingfield

http://www.wrs-online.de/ ! Be forewarned; their English pages aren't
very high in number.. you can get a general idea of things by running
whatever page you want to read through Altavista's Babelfish
Translation Engine (http://babelfish.altavista.com/).

Another warning: spoken language is full of ambiguity, which computers
(as black-and-white logic machines) aren't well-suited to handle.
Don't expect too much. ;-)

Derek

3556. 4meg falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: Mark <mark@baypc.com.au>
Message-ID: <g%rP4.122$v91.4644@nsw.nnrp.telstra.net>
Source record: 7309

Can somebody tell me if there is a auto program for the Falcon which will gobble my top 10meg of ram so I can play games I could on 4meg. Or is there a Ram disk avaliable which can use the extra ram the Falcon has?

Thanks
Mark Bedingfield

3557. BOXED NEW FALCON030 4SALE OR TRADE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: djhoudini@aol.com
Message-ID: <20000502013542.19943.00000834@ng-bd1.aol.com>
Source record: 7310

- 4MB FALCON 030 WITH 4MB RAM AND 80M INTERNAL HD
- MOUSE, WITH LITTLE STYROFOAM PIECE STILL UNDER THE BALL
- ST VIDEO ADAPTER IN PACKAGE (I BOUGHT THIS AFTER I BOUGHT THE FALCON TO TEST IT ONCE WITH MY SC1224)
- VGA VIDEO ADAPTER NEW IN PACKAGE.
- A "READ ME FIRST" PLASTIC LIKE SHEET THAT SHOWS HOW TO CONNECT MONITOR TO THE FALCON WITH DIAGRAMS. (AS LONG AS THE BOX ITSELF)
- CALENDERS AND APPOINTMENTS MANUAL WITH DISK AND WHAT SEEMS LIKE A LITTLE INSTRUCTION SHEET FOR BREAKOUT??? SEALED IN PLASTIC ..NEVER OPENED
- ATARI MULTI TOS HARDDRIVE DISK WITH MANUAL IN SEALED PLASTIC ...NEVER OPENED
- ATARI SPEEDO GDOS SEALED NEVER OPENED WITH 2 DISKS
- ATARI WORKS WITH QUICK REFERENCE CARD AND MANUAL WITH 2 DISKS NEVER OPENED
- ATARI FALCON D2D RECORDER MANUAL IN PLASTIC...I OPENED TO READ ABOUT ITS DIGITAL RECORDING CAPABILITIES......MINT LIKE IT WAS NEVER READ
- LASTLY FOR MANUALS...THE FALCON030 MANUAL WITH LANGUAGE DISK AND ATARI EXTRA PROGRAMS DISK THAT I DID OPEN BUT RESEALED...SORRY....I HAD TO THUMB THROUGH THE MANUAL JUST ONCE =) ITS MINT HOWEVER WITH WARRANTY CARD INSIDE
- AND OF COURSE, THE POWER SUPPLY....

THE SYSTEM ITSELF IS IN THE ORIGINAL BOX WITH THE COMP WRAPPED IN PLASTIC AND IN THE STYROFOAM PACKS. OF COURSE I TOOK IT OUT AND TESTED IT WITH MY SC1224 MONITOR WHEN I BOUGHT IT. SINCE THEN ITS BEEN BOXED AWAY. ITS A BEAUTIFUL COMPUTER. THE FALCON LABEL HAS THE PROTECTIVE CLEAR PLASTIC OVER IT FROM THE FACTORY. I WAS ORIGINALLY GOING TO USE IT FOR MIDI AND AUDIO APPLICATIONS BUT NEVER MADE THE SWITCH FROM MY STE. I ALSO HAVE CUBASE AUDIO COMPLETE WITH DIGITAL INTERFACE. UNLESS I GET WHAT I WANT FOR IT, ILL JUST LET IT KEEP COLLECTING DUST IN MY CLOSET. IM IN THE U.S. MAKE AN OFFER =)

3558. Re: 4meg falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <390E86A9.2C36BF43@jps.net>
Source record: 7311

Maybe the RAM disk is the best idea. Most ST RAMdisks should work. I
used RAM Baby from the 1987 ST era, and it worked fine. Changes size on
the fly too.

John

Mark wrote:
>
> Can somebody tell me if there is a auto program for the Falcon which will
> gobble my top 10meg of ram so I can play games I could on 4meg. Or is there
> a Ram disk avaliable which can use the extra ram the Falcon has?
>
> Thanks
> Mark Bedingfield

3559. Looking for Hi Res Monitor for Atari - Southern Sweden

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: tew <tew@tew.com>
Message-ID: <8em32l$6db$1@newstoo.ericsson.se>
Source record: 7312

```
Hi there,
```

Looking for hi res monitor, preferably in the Sk&#65533;ne area of Sweden.
thanks!

3560. Re: read 520ST disks by Mac or PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8emo31$l4h$1@news.stortek.com>
Source record: 7313

<rick_eisner@bigfoot.com> a crit dans le message news:
rick_eisner-A46AAC.17323928042000@news.swbell.net...
> I need to find a way to read Atari 520ST disks into a Mac or PC.
>
> My disks work fine on the Atari, but on the Mac and PC they appear to
> have only 56K of readable space, and no files on them. I've tried
> several machines, and could not find a way to access them.

```
==> Quick FAQ.

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3561. Re: 4meg falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8emo1f$l4g$1@news.stortek.com>
Source record: 7314

"Mark" <mark@baypc.com.au> a crit dans le message news:
g%rP4.122$v91.4644@nsw.nnrp.telstra.net...
> Can somebody tell me if there is a auto program for the Falcon which will
> gobble my top 10meg of ram so I can play games I could on 4meg. Or is
there
> a Ram disk avaliable which can use the extra ram the Falcon has?

Are there any games that will run in 4Megs, but not in 14?

There used to be a couple of old games that would only run in 512K on a 520,
but were made obsolete when the 1040 and MegaST came out, but that was ages
before the Falcon was even dreamt of. From then on, programmers stopped
making stupid assumptions about RAM size. Instead they made stupid
assumptions about TOS versions, floppy drives and video chips.

It sounds like your problem has more to do with a TOS version or some
incompatibility with Falcon hardware than purely with memory. Have you tried
Backwards ?

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3562. Re: STE to 4meg question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8emo1g$l4g$2@news.stortek.com>
Source record: 7315

"Keith" <GEO@scorpio10.freeserve.co.uk> a &#65533;crit dans le message news:
8eep26$6is$1@news5.svr.pol.co.uk...
> I am thinking of upgrading my 520 STE to 4 meg.
>
> Do I have to cut any tracks on the board?

No, it's a plug'n'play upgrade. Remove old simms, stick new ones in.

> Does it have to be 4x1meg simms?

Yes.

```
--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3563. falcon for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: Gene Pineda <broncos@primenet.com>
Message-ID: <8envc3bvb1@nnrp03.primenet.com>
Source record: 7316

At this point in time 250.00 is the highest bid in payments.

It will be sold tomorrow unless someone offers 300.00 or more in full. If someone offers 700.00 in payments I have agreed to the bidder that 250.00 is his in payments.

Thank you!

Gene Pineda

3564. falcon for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-02 00:00:00 UTC
From: Gene Pineda <broncos@primenet.com>
Message-ID: <8envqb$c6r$1@nnrp03.primenet.com>
Source record: 7317

well Someone called it on 300.00 but I want to give everyone a chance.
Right now Im going to ship it back to Chromagic.
There chris will try to get the CenturboII working and if that cannot be done then he will reintall the old mother board.
It SHOULT NOT sell any higher than 400.00 with a working centurboII and 32 megs of ram.
If we cannot get it working then It should sell from 250.00 to 300.00.
Now ive got the offer for 300.00 but if anyone offers 400.00 for the way it is right now ITS SOLD!

I dont want to play auctioneer.

If I do not get a bidder then it will be sold either for 300.00 (if the old mother board is put in correctly - shouldn't be a problem)

If that bidder does not buy at that time than the 250 in three payments will get the computer.

So if anyone offers 400.00 as it is (I will have Chris at chromagic send the mother board to the same address as my Falcon).

reguards fellow atarians,

Gene

3565. Re: 4meg falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-03 00:00:00 UTC
From: Mark <mark@baypc.com.au>
Message-ID: <G2OP4.95$Yn1.5590@nsw.nnrp.telstra.net>
Source record: 7318

The problem is definately RAM, I have a CPX which limits RAM and everything works fine. So an auto folder program would be ideal.. i.e. Kill the extra ram on boot up, not after a reboot. It's just a time thing, really. TOS is 4.04 using AHDI (scsi dramas with HDDRIVER 7) and thats about it.

Mark Bedingfield

Nicholas Bales <bales@online.REMOVETHIS.fr> wrote in message news:8emo1f$l4g$1@news.stortek.com...
>
> "Mark" <mark@baypc.com.au> a crit dans le message news:
> g%rP4.122$v91.4644@nsw.nnrp.telstra.net...
> > Can somebody tell me if there is a auto program for the Falcon which will
> > gobble my top 10meg of ram so I can play games I could on 4meg. Or is
> there
> > a Ram disk avaliable which can use the extra ram the Falcon has?
>
> Are there any games that will run in 4Megs, but not in 14?
>
> There used to be a couple of old games that would only run in 512K on a 520,
> but were made obsolete when the 1040 and MegaST came out, but that was ages
> before the Falcon was even dreamt of. From then on, programmers stopped
> making stupid assumptions about RAM size. Instead they made stupid
> assumptions about TOS versions, floppy drives and video chips.
>
> It sounds like your problem has more to do with a TOS version or some
> incompatibility with Falcon hardware than purely with memory. Have you tried
> Backwards ?
>
>
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://bales.online.fr/atari online.fr
>
>
>

3566. Re: Looking for Hi Res Monitor for Atari - Southern Sweden

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-03 00:00:00 UTC
From: Christer Bäckroos <christer.backroos@hairstore.fi>
Message-ID: <390FEFBB.4F632454@hairstore.fi>
Source record: 7319

tew wrote:
>
> Hi there,
>
> Looking for hi res monitor, preferably in the Skåne area of Sweden.

Cheap and easy solution for this is to build simple converter 13pin-din
-> 15pin d-female and use any vga-screen. Works great for me.

--c.backroos

3567. IMG's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-04 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <957462344-487006AEicMi@sweet3.freeserve.co.uk>
Source record: 7320

Hi Y'all

Ive got an IMG i want to addapt to put on my Jinnee desktop, but its got a white background to it!. I want to get rid of this white bit so's the IMG will blend into the background, but i cant work out how to do it, any ideas?.

It seems i want the 'paper' to be transparent, or the picture 'cut out' somehow, but how do i do this with an IMG??.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3568. Help needed for replacing external diskdrive for 520ST (the old model)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-07 00:00:00 UTC
From: News <comotram@arrakis.es>
Message-ID: <3914aa38_1@news.arrakis.es>
Source record: 7321

What really I need is a solution for the external diskdrives.(Yes, my old 520 ST is still running, with a lot of upgrades, and as you know, this model has only external drive) Can I use a PC diskdrive making a cable for conecting it to the external port of the ST?

Do you know if I have to try conection directly the HD in the external box of the original Atari external Diskdrive? or must I try to connect directly to the computer disk drive port?. Are the external diskdrive contained in the Atari external box similar to the diskdrive internal in the newer ST versions?.

3569. Re: 4meg falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-07 00:00:00 UTC
From: doitarchive@arcormail.de
Message-ID: <1ea6ero.8g1czablc4y0N%doitarchive@arcormail.de>
Source record: 7322

Mark <mark@baypc.com.au> wrote:

> Can somebody tell me if there is a auto program for the Falcon which will
> gobble my top 10meg of ram so I can play games I could on 4meg. Or is there
> a Ram disk avaliable which can use the extra ram the Falcon has?

OUTSIDE was an virtual memory manager.
But i canï¿½t say if it works for games. Never tested anytime.

OUTSIDE / payware from Uwe Seimet.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@arcormail.de
http://home.arcor-online.de/doitarchive/index.htm

3570. STBook/Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-07 00:00:00 UTC
From: doitarchive@arcormail.de
Message-ID: <1ea91rq.v4u7q01jg5dw4N%doitarchive@arcormail.de>
Source record: 7323

Looking for schematics, technical informations about
stbook and stacy. Any tip welcome.

doitarchive@arcormail.de

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@arcormail.de
http://www.atari-computer.de/doitarchive/index.htm

3571. Re: Help needed for replacing external diskdrive for 520ST (the old model)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-07 00:00:00 UTC
From: doitarchive@arcormail.de
Message-ID: <1ea96tx.dvd5b2xjz348N%doitarchive@arcormail.de>
Source record: 7324

News <comotram@arrakis.es> wrote:

> What really I need is a solution for the external diskdrives.(Yes, my old
> 520 ST is still running, with a lot of upgrades, and as you know, this
> model has only external drive) Can I use a PC diskdrive making a cable for
> conecting it to the external port of the ST?

Yes, you can made a cable, but you need the right plug to connect that
drive to the st floppy port. Watch drive jumpers 0 or 1 (A or B)

> Do you know if I have to try conection directly the HD in
> the external box of the original Atari external Diskdrive? or must I try
> to connect directly to the computer disk drive port?. Are the external
> diskdrive contained in the Atari external box similar to the diskdrive
> internal in the newer ST versions?.

With an external HD floppy drive you missed HD select signal on atari st
floppy port. Not enogh pins on floppy port. Needs also add on electronic
to switch between HD/DD mode. Some modification around the web, also in
DOITST.

Also you can use a HD drive as floppy drive, simple as DD drive.
No modification needed.

Only drive select 0/1 on floppy pcb must be changed.

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@arcormail.de
http://home.arcor-online.de/doitarchive/index.htm

3572. Email

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-07 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1ea9w61.11pgkofz7gybiN%doitarchive@atari-computer.de>
Source record: 7325
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.atari

Sollte jemand in den letzten 6 Tagen einen Archivschlï¿½ssel angefordert
haben oder hat eine Email gesendet, sollte dies nocheinmal tun.
Der atari-computer.de Server war nicht erreichbar.

Email doasnï¿½t work last 6 days. Anybody how send key request or somthing
should do that again. Server was down.

Regards, Robert
--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3573. Re: STBook/Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-07 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3916200b$1_2@athena.netset.com>
Source record: 7326

In article <1ea91rq.v4u7q01jg5dw4N%doitarchive@arcormail.de>,
Robert Schaffner <doitarchive@arcormail.de> wrote:
>Looking for schematics, technical informations about
>stbook and stacy. Any tip welcome.
>
>doitarchive@arcormail.de
>
>--
> -= Home of DOIT-Archives =-
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
>doitarchive@arcormail.de
>http://www.atari-computer.de/doitarchive/index.htm

STBOOK info from atari's glossy flyers.
(It all seems to be correct when compared to my STBOOK)

Features
8.5" x 11.4" footprint, 1.4" think
Weight 4.2 lbs (not certain which battery pack)
Up to 10 hours batter life (no idea, my battery is about shot I need to
rebuild it.)
TOS in ROM (2.06 I think)
Built in transfer software.
Built in Vector Pad pressure sensitive pointing device (Best has
replacement mylars for these still) I personally recommend an external
mouse using a serial mouse driver.

Internal expansion port (modem would have went there if they had made one)
Internal 2.5" IDE hard drive

Specifications
CPU8mhz 68000
RAM 1 Mb (did they make a 4mb) low power pseudo-static RAM
ROM 512k internal. includes TOS, file transfer and hard disk utilities

8mhz, 16 bit BliTTER chip

Keyboard 84 keys. (actually fairly nice) Full-size Atari Keyboard can be
connected. (I would like to know how, no way possible that I know of, I
think they may have been planning on doing this)

LCD 640x400 reflective Super-Twist Nematic (STN) (fragile and there are
no more to be had if you break one)

Sound
Programmable sound generator with 3 voices. (NOT DMA SOUND - NOT STE
SOund)

Expansion
120-pin full function expansion connector, allows full acces to the main CPU bus.

IO
MIDI in
MIDI out (These are both through mini din connectors, BEST has Atari converters to take them to normal midi ports. Might be cheaper elsewhere)

RS232 (normal 9 pin)

Parallel port

ASCI port. (Not normal size, this uses a small cable that came supplied by atari. Best still has some replacements of these)

Batteries

2 versions
1 case that holds 7 Alkaline 'AA' batteries
1 Rechrgeable NiCad batter pack, with AC adaptor. (I have one of these, anyone know a good place for purchasing the replacement cells?)

AC Adaptor
-(Delta)V recharge algorithm extends battery life. (optional) Rechareges in less than 2 hours, while computer is running.

Pointing Device
Antari pressure-sensitive VectorPad (tm), using built in Force Sensing Resistor technology. External electro-mechanical mouse can be connected.

Hard Disk
19 ms average access time. 40/80/120 Mbytes capacity.

(From the ST Book User manual)
Addendum
STBook has a connector for an external keyboard or numeric keypad. Atari does not manufacture these peripheral items, but suitable units may be available from your local computer retailer. In the near future, Atari will supply an optional external mouse, which wil attach to your STBook through this same connector. (Never happened that I know of)_

Graphics Resolution ST High (640x400)

Power Consumption 1.5 watts (average)
11 watts (maximum)

I can get you the pin outs if you want. But I'll do that in a graphic format as they are odd connectors for some of them. Let me know via email if you want (I sometimes don't read news for a week or two)

Dan Ackerman
aka baldrick

3574. Re: "ST_ESSC" (2x serial ports)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-07 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <957805860-777023AEicMi@sweet3.freeserve.co.uk>
Source record: 7327

Hi Hallvard

>Try the following site and search for it:
>
> http://www.findchips.com/

That looks usefull, i'l clip that for 'Ron.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3575. Re: 4meg falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-08 00:00:00 UTC
From: mark <mark@baypc.com.au>
Message-ID: <qMsR4.145$ly2.5970@nsw.nnrp.telstra.net>
Source record: 7328

Right idea but I want to lose 10meg not gain it, i dont think outside can do that

Mark Bedingfield

Robert Schaffner <doitarchive@arcormail.de> wrote in message news:1ea6ero.8g1czablc4y0N%doitarchive@arcormail.de...
> Mark <mark@baypc.com.au> wrote:
>
> > Can somebody tell me if there is a auto program for the Falcon which will
> > gobble my top 10meg of ram so I can play games I could on 4meg. Or is there
> > a Ram disk avaliable which can use the extra ram the Falcon has?
>
> OUTSIDE was an virtual memory manager.
> But i can't say if it works for games. Never tested anytime.
>
> OUTSIDE / payware from Uwe Seimet.
>
> Regards, Robert
> --
> -= Home of DOIT-Archives =-
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
> doitarchive@arcormail.de
> http://home.arcor-online.de/doitarchive/index.htm

3576. Re: STBook/Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-08 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1eabspa.1y2rtqs1jbtdh8N%doitarchive@atari-computer.de>
Source record: 7329

Dan Ackerman <baldrick@dilbert.netset.com> wrote:

> STBOOK info from atari's glossy flyers.
> (It all seems to be correct when compared to my STBOOK)
>

Thank you!
Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3577. Re: 4meg falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-08 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1eabunk.z9ss2r182n6vjN%doitarchive@atari-computer.de>
Source record: 7330

mark <mark@baypc.com.au> wrote:

> Right idea but I want to lose 10meg not gain it, i dont think outside can do
> that

Oops.. Sorry ;)

Backward?

Regards, Robert

--
-= Home of DOIT-Archives =-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3578. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-08 00:00:00 UTC
From: John Kolak <jkolak@netzero.net>
Message-ID: <3917B753.48B25077@netzero.net>
Source record: 7331
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

> what is os-9 for the atari?
>
> Like I know it's an operating system, but from who?
>
> specs?
>
> web site, perhaps?
>
> thanks
> chris.

This was an early UNIX like operating system that was advertised in early ST mags. It has a following in heavy duty business apps on other platforms, but never really took off on the Atari platform.

John

3579. WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-09 00:00:00 UTC
From: rodent <rodent@epix.net>
Message-ID: <391762C6.8086D0C3@epix.net>
Source record: 7332
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

```
Hello,
I am looking for OS-9 for the Atari ST ..
If there is anyone out there would be interested in
selling their copy of OS-9 please contact me via email...

thanks ...
```

3580. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-09 00:00:00 UTC
From: Amiga2000@bigpond.com
Message-ID: <39178a43@naylor.cs.rmit.edu.au>
Source record: 7333
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

In comp.sys.atari.st rodent <rodent@epix.net> wrote:
::::}Hello,
::::}I am looking for OS-9 for the Atari ST ..
::::}If there is anyone out there would be interested in
::::}selling their copy of OS-9 please contact me via email...

what is os-9 for the atari?

Like I know it's an operating system, but from who?

specs?

web site, perhaps?

thanks
chris.
--
[*]--[_][%][X]
|Christopher John Harrison | charriso@cs.rmit.edu.au|_
3rd Yr Bach. Comp. Sci.	cjh@consultant.com	
RMIT University Australia	Amiga2000@bigpond.com	
__________________________	________________________	
Duty Programmer & CS108 Lab Assistant.	
|Vintage Computer Collector & Restorer. | |
-- |
|____|

3581. Re: 4meg falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-09 00:00:00 UTC
From: mark <mark@baypc.com.au>
Message-ID: <1jMR4.142$jN2.5137@nsw.nnrp.telstra.net>
Source record: 7334

backward works but needs the machine to be rebooted, a ram disk will gobble up 10meg from the auto folder on boot up. Incedently I think outside may have become shareware or freeware.

Mark Bedingfield

Robert Schaffner <doitarchive@atari-computer.de> wrote in message news:1eabunk.z9ss2r182n6vjN%doitarchive@atari-computer.de...
> mark <mark@baypc.com.au> wrote:
>
> > Right idea but I want to lose 10meg not gain it, i dont think outside can do
> > that
>
> Oops.. Sorry ;)
>
> Backward?
>
>
> Regards, Robert
>
> --
> -= Home of DOIT-Archives =-
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
> doitarchive@atari-computer.de
> http://www.atari-computer.de/doitarchive/index.htm

3582. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-09 00:00:00 UTC
From: arb@rtsi.com
Message-ID: <8F2F58BE9123456@129.250.35.5>
Source record: 7335
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

Amiga2000@bigpond.com wrote in <39178a43@naylor.cs.rmit.edu.au>:

>In comp.sys.atari.st rodent <rodent@epix.net> wrote:
>::::}Hello,
>::::}I am looking for OS-9 for the Atari ST ..
>::::}If there is anyone out there would be interested in
>::::}selling their copy of OS-9 please contact me via email...
>
>what is os-9 for the atari?
>
>Like I know it's an operating system, but from who?
>
>specs?
>
>web site, perhaps?
>
>thanks

OS9 is a Real-Time OS.
Check out
http://www.rtsi.com/
http://www.microware.com
--
Allan R. Batteiger
Real-Time Services Inc.
2530 Tarpley #600
Carrollton Tx. 75006
972-245-4239
arb@rtsi.com

3583. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-09 00:00:00 UTC
From: Ken Springer <wordworks@greeleynet.com>
Message-ID: <3918C89D.84DB78A2@greeleynet.com>
Source record: 7336
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

Amiga2000@bigpond.com wrote:
>
> In comp.sys.atari.st rodent <rodent@epix.net> wrote:
> ::::}Hello,
> ::::}I am looking for OS-9 for the Atari ST ..
> ::::}If there is anyone out there would be interested in
> ::::}selling their copy of OS-9 please contact me via email...
>
> what is os-9 for the atari?
>
> Like I know it's an operating system, but from who?
>
> specs?
>
> web site, perhaps?

Cumana in the UK marketed a version of it. You had a cartridge for the cartridge port, and it had a switch for either Atari 68000 mode or OS-9 mode. I got a copy of it with a used Mega 4 I purchased. I accidentally trashed two of the floppies before I realized what I had done. I was never able to locate replacements, so I eventually tossed it in the trash.

Definitely a multitasking system.

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Ken Springer "All progress depends upon the
unreasonable person."
George Bernard
Shaw

Cheap prices make for cheap goods; cheap goods make for
cheap men; and cheap men make for a cheap country!" -
President William McKinley

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

3584. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-10 00:00:00 UTC
From: mario@klebsch.de
Message-ID: <90dbf8.g5j.ln@ds9.klebsch.de>
Source record: 7337
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

John Kolak <jkolak@netzero.net> writes:

>> what is os-9 for the atari?
>>
>> Like I know it's an operating system, but from who?

>This was an early UNIX like operating system that was advertised in
>early ST mags.

kI would not call it UNIX like. The differences are far to big to call
it UNIX like. However, it does have a simmilar IO system call
interface.

OS-9 from Microware (this is the manufacturer) is an OS for embedded
systems. It is highly flexible and can be used on a wide variety of
systems. It can operate on diskless systems running completely from
inside the ROM, It does provide interfaces for easy and modular
writing of device drivers, adding system extensions (even new system
calls), adding hirarchys to the file system tree, managing resources
like IRQ vectors or memory,... You even can sybolically debug programs
from ROM, that means OS, debugger, target program and debugging
symbols all are in ROM, running out of the ROM.

73, Mario
--
Mario Klebsch mario@klebsch.de

3585. Re: STBook/Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-10 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8fcdjnfsh1@news1.xs4all.nl>
Source record: 7338

On 7 May 2000 08:18:27 +, Robert Schaffner wrote:
>Looking for schematics, technical informations about
>stbook and stacy. Any tip welcome.
>
>doitarchive@arcormail.de
>
I have on A3 papier the schematics of St Book dated august 11 1992 in
12 sheets.

I can make a copy and send them to you.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3586. SH204 Host adaptor. Take HD upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-10 00:00:00 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <391bc30b.11575204@news.giganews.com>
Source record: 7339

Does anyone know why the host adaptor in the shoebox SH204 will
not communicate with a more modern 3.5inch drive.Ihave tried several
drives including Fujitsu 2624F, Maxtor LXT340SY and even an older
Seagate 5.25 inch ST2383N but none operate properly yet the original
drive works perfectly. Any help much appreciated------ Bryan

3587. Re: SH204 Host adaptor. Take HD upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-10 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005102118011.93-100000@TT030>
Source record: 7340

On Wed, 10 May 2000, bryan wrote:

> Does anyone know why the host adaptor in the shoebox SH204 will
> not communicate with a more modern 3.5inch drive.Ihave tried several
> drives including Fujitsu 2624F, Maxtor LXT340SY and even an older
> Seagate 5.25 inch ST2383N but none operate properly yet the original
> drive works perfectly. Any help much appreciated------ Bryan

If the SH204 you have is like mine, the drive mech is not SCSI
it is MFM which very old. Someone else please jump in if I'm
in error, but I am pretty sure the Tandon (<-spelling) mech
is indeed MFM technology.

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

3588. Re: SH204 Host adaptor. Take HD upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-10 00:00:00 UTC
From: John Kolak <jkolak@netzero.net>
Message-ID: <391A3CB9.D331694D@netzero.net>
Source record: 7341

If I recall correctly, the MFM mech had a SCSI-MFM adaptor piggy backed,
and you could just remove it and put in a SCSI drive. Newer drives not
supported. 200-500MB range about max.

John

Lonny Pursell wrote:
>
> On Wed, 10 May 2000, bryan wrote:
>
> > Does anyone know why the host adaptor in the shoebox SH204 will
> > not communicate with a more modern 3.5inch drive.Ihave tried several
> > drives including Fujitsu 2624F, Maxtor LXT340SY and even an older
> > Seagate 5.25 inch ST2383N but none operate properly yet the original
> > drive works perfectly. Any help much appreciated------ Bryan
>
> If the SH204 you have is like mine, the drive mech is not SCSI
> it is MFM which very old. Someone else please jump in if I'm
> in error, but I am pretty sure the Tandon (<-spelling) mech
> is indeed MFM technology.
>
> ____
> Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

3589. RAM upgrade for 1040 STf

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: rodent <rodent@epix.net>
Message-ID: <391A2021.39A2F017@epix.net>
Source record: 7342
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anybody know where I can find schematics to upgrade the RAM in a
1040 STf to 4MB?

3590. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Amiga2000@bigpond.com
Message-ID: <391a231b@naylor.cs.rmit.edu.au>
Source record: 7343
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

In comp.sys.atari.st Allan R. Batteiger <arb@rtsi.com> wrote:

::::}OS9 is a Real-Time OS.
::::}Check out
::::}http://www.rtsi.com/
::::}http://www.microware.com

Great! Good to know theres still stuff going on...

I've been looking around and around and around for
all the OS's for the 68000 atari's, you could say
I'm collecting them, so I'll check this one out.

thanks

chris.

--
[*]---[_][%][X]
|Christopher John Harrison | charriso@cs.rmit.edu.au|_
3rd Yr Bach. Comp. Sci.	cjh@consultant.com	
RMIT University Australia	Amiga2000@bigpond.com	
__________________________	_________________________	
Duty Programmer & CS108 Lab Assistant.	
|Vintage Computer Collector & Restorer. | |
-- |
|____|

3591. Atari ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Mika Danielsson <mika@mkab.com>
Message-ID: <8fdj59jgo1@gandalf.alcom.aland.fi>
Source record: 7344

Hello, I have an old Atari 520STFM with the internal supply that has gone bad. Its output voltage is only 3-4 v on the 12 v output and 1.5-2 v on the 5v output. I have replaced mains filter cap, all caps on the outputs, the opto-isolator and a 3-leg IC HA17431P. There is a potentiometer in the voltage-sensing circuit, but adjustment doesn't affect the output voltage. I would be grateful if someone could point me in the right direction to get this old gem running again.

Greetings
Mika Danielsson

3592. Re: RAM upgrade for 1040 STf

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8fdm59$g5k$1@news.stortek.com>
Source record: 7345
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"rodent" <rodent@epix.net> a crit dans le message news:
391A2021.39A2F017@epix.net...
> Does anybody know where I can find schematics to upgrade the RAM in a
> 1040 STf to 4MB?

```
You should find what you need at Vezz's hardware page:
http://www.freeweb.org/computer/vezz/atari/hardware/index.htm

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3593. Re: Atari ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Steve Stupple <steve@atari.org>
Message-ID: <958032816.16576.0.nnrp-10.c1ed1184@news.demon.co.uk>
Source record: 7346

Hi

IIRC the most common problem when they go, is that a transitor buggers up
and causes an e/capacitor to go. I've seen one with a nice hole in the can.
The trany is usualy Q2, and maybe a diode or 2!

The PSU's that I have here at the moment don't have the pot. that you
mentioned, although I have seen that type.

Steve <><
steve@atari.org

Mika Danielsson <mika@mkab.com> wrote in message
news:8fdj59jgo1@gandalf.alcom.aland.fi...
> Hello, I have an old Atari 520STFM with the internal supply that has gone
> bad. Its output voltage is only 3-4 v on the 12 v output and 1.5-2 v on
the
> 5v output. I have replaced mains filter cap, all caps on the outputs, the
> opto-isolator and a 3-leg IC HA17431P. There is a potentiometer in the
> voltage-sensing circuit, but adjustment doesn't affect the output voltage.
I
> would be grateful if someone could point me in the right direction to get
> this old gem running again.
>
> Greetings
> Mika Danielsson
>
>
>
>

3594. Re: RAM upgrade for 1040 STf

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8fdqst$j0q$1@newsg2.svr.pol.co.uk>
Source record: 7347
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

rodent <rodent@epix.net> wrote in message news:391A2021.39A2F017@epix.net...
> Does anybody know where I can find schematics to upgrade the RAM in a
> 1040 STf to 4MB?

You are a brave man! Why not look for a ready made expansion board such as Frontier?

I have done this job myself but I'm afraid I forget the souce of the instructions. It will keep you busy for days (maybe even weeks) on end. It relies on doctoring some larger chip sockets to fit the PCB tracks of the ST. You will end up with more than 512 hand-soldered joints and a large number of hand-wires. When I thought I had finished the job I had 3 'drys' left which took an absolute age to diagnose.

Bonne chance :-))

Roger

3595. Re: SH204 Host adaptor. Take HD upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8fdqt3$j0q$3@newsg2.svr.pol.co.uk>
Source record: 7348

bryan <bwiltshire@cableinet.co.uk> wrote in message
news:391bc30b.11575204@news.giganews.com...
> Does anyone know why the host adaptor in the shoebox SH204 will
> not communicate with a more modern 3.5inch drive.Ihave tried several
> drives including Fujitsu 2624F, Maxtor LXT340SY and even an older
> Seagate 5.25 inch ST2383N but none operate properly yet the original
> drive works perfectly. Any help much appreciated------ Bryan

I never discovered why, Brian, but I have had the same problem trying to connect a 330Mb IBM DSAS drive to the host adapter supplied in the Megadrive box. It still drives the clunky 50Mb Seagates but fails to recognise the bigger, more modern ones.

Just a guess but it could be something to do with signal timing - perhaps it is just not quick enough on the uptake :-)

Roger

3596. Re: Atari ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <391A7E46.64ACF6CE@sidra.si>
Source record: 7349

Hi Mika,

try to disconnect the PSU from machine and then measure its ouptut with possibly

some light load, which must be on 5V side (something like 20 Ohm resistor). If your
output voltage become O.K. then itďż˝s probably only main transistor too "tired".
Usually itďż˝s BU508. Replace it & try again. HA17431 is only some kind of gated zener diode
which is used for feaadback loop for regulation of 5V side. Optocopler also plays that role...
If at lighter load everything seems fine, then regulation works, only BU508 canďż˝t pump enough power
into load to achieve desired voltages....
That potentiometer you mentioned is for voltage finetuning and you should not touch it if voltages are already
way out of reach (it means that failure is somewhere alse)., but you can use it later, when PSU starts behaving
sensibly to tune optimal values on all outputs with load connected (=rest of computer).

Regards

Branko

Mika Danielsson wrote:

> Hello, I have an old Atari 520STFM with the internal supply that has gone
> bad. Its output voltage is only 3-4 v on the 12 v output and 1.5-2 v on the
> 5v output. I have replaced mains filter cap, all caps on the outputs, the
> opto-isolator and a 3-leg IC HA17431P. There is a potentiometer in the
> voltage-sensing circuit, but adjustment doesnďż˝t affect the output voltage. I
> would be grateful if someone could point me in the right direction to get
> this old gem running again.
>
> Greetings
> Mika Danielsson

3597. Re: SH204 Host adaptor. Take HD upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8fdv4k$hf4$1@news.stortek.com>
Source record: 7350

"Roger Cain" <roger@cainr.freeserve.co.uk> a crit dans le message news:
8fdqt3$j0q$3@newsg2.svr.pol.co.uk...
>
> bryan <bwiltshire@cableinet.co.uk> wrote in message
> news:391bc30b.11575204@news.giganews.com...
> > Does anyone know why the host adaptor in the shoebox SH204 will
> > not communicate with a more modern 3.5inch drive.Ihave tried several
> > drives including Fujitsu 2624F, Maxtor LXT340SY and even an older
> > Seagate 5.25 inch ST2383N but none operate properly yet the original
> > drive works perfectly. Any help much appreciated------ Bryan
>
> I never discovered why, Brian, but I have had the same problem trying to
> connect a 330Mb IBM DSAS drive to the host adapter supplied in the
Megadrive
> box. It still drives the clunky 50Mb Seagates but fails to recognise the
> bigger, more modern ones.
>

```
Megadrives are either RLL or MFM, not SCSI or IDE.

The old SH20x drives were made up of two host adapter boards, one ACSI>SCSI
and one SCSI>MFM, so you could unplug the second board and stick a SCSI
inside. Some of these were limited to 20Mb by hardware though.

On the Megadrives, they made the 2 adapters into one board, so the SCSI
signals are probably on their somewhere, but it would be very tricky to get
it working.

--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3598. Mail to news 2

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <000901bfbb36$a67ed020$ededa3c3@ussenterprise>
Source record: 7351

```
ccs.uwo.ca
julian.uwo.ca
cs.dal.ca
ug.cs.dal.ca
usenet.ucs.indiana.edu
bull.com
cass.ma02.bull.com
paris.ics.uci.edu
newsbase.cs.yale.edu
```

3599. Re: Atari ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Mika Danielsson <mika@mkab.com>
Message-ID: <8feetk$f99$1@gandalf.alcom.aland.fi>
Source record: 7352

Thanks for your very detailed reply! I have only measured the voltages when the supply is connected to the mainboard and when it is disconnected. I m going to test with a dummy load tonight. The transistor is some japanese 2sc type but i ll check for a substitute and replace it too.

Mika
Branko Badrljica <brankob@sidra.si> wrote in message news:391A7E46.64ACF6CE@sidra.si...
> Hi Mika,
>
> try to disconnect the PSU from machine and then measure its ouptut with possibly
>
> some light load, which must be on 5V side (something like 20 Ohm resistor). If
> your
> output voltage become O.K. then it s probably only main transistor too "tired".
> Usually it s BU508. Replace it & try again. HA17431 is only some kind of gated
> zener diode
> which is used for feaadback loop for regulation of 5V side. Optocopler also
> plays that role...
> If at lighter load everything seems fine, then regulation works, only BU508
> can t pump enough power
> into load to achieve desired voltages....
> That potentiometer you mentioned is for voltage finetuning and you should not
> touch it if voltages are already
> way out of reach (it means that failure is somewhere alse)., but you can use it
> later, when PSU starts behaving
> sensibly to tune optimal values on all outputs with load connected (=rest of
> computer).
>
> Regards
>
> Branko
>
> Mika Danielsson wrote:

>
> > Hello, I have an old Atari 520STFM with the internal supply that has
gone
> > bad. Its output voltage is only 3-4 v on the 12 v output and 1.5-2 v on
the
> > 5v output. I have replaced mains filter cap, all caps on the outputs,
the
> > opto-isolator and a 3-leg IC HA17431P. There is a potentiometer in the
> > voltage-sensing circuit, but adjustment doesn't affect the output
voltage. I
> > would be grateful if someone could point me in the right direction to
get
> > this old gem running again.
> >
> > Greetings
> > Mika Danielsson
>

3600. Re: Atari ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: pls@no.spam
Message-ID: <8fei6m$rl5$1@zharh00t.europe.nortel.com>
Source record: 7353

In article <958032816.16576.0.nnrp-10.c1ed1184@news.demon.co.uk>, "Steve Stupple"
<steve@atari.org> wrote:
>Hi
>
>IIRC the most common problem when they go, is that a transitor buggers up
>and causes an e/capacitor to go. I've seen one with a nice hole in the can.
>The trany is usualy Q2, and maybe a diode or 2!

I am fixing an STE PSU, & it appears the cause of failure was the main
electrolytic capacitor "drying out". This happens after a few years with the
parts, sooner if the parts are in a hot casing.

The main transistor has to work harder, & fails after a while.
In my situation, a power resistor has also overheated, & the driver transistor
has also failed.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

3601. Re: SH204 Host adaptor. Take HD upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Steve Stupple <steve@atari.org>
Message-ID: <958066302.5714.0.nnrp-10.c1ed1184@news.demon.co.uk>
Source record: 7354

John Kolak <jkolak@netzero.net> wrote in message
news:391A3CB9.D331694D@netzero.net...
> If I recall correctly, the MFM mech had a SCSI-MFM adaptor piggy backed,
> and you could just remove it and put in a SCSI drive. Newer drives not
> supported. 200-500MB range about max.
>

Hi

Well the SH204's I've had and seen are MFM and nothing else! I looked into
it when I first got one.

Steve <><
steve@atari.org.uk

3602. Re: SH204 Host adaptor. Take HD upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: John Kolak <jkolak@netzero.net>
Message-ID: <391AF55E.D19AE8CD@netzero.net>
Source record: 7355

Roger Cain wrote:

> I never discovered why, Brian, but I have had the same problem trying to
> connect a 330Mb IBM DSAS drive to the host adapter supplied in the Megadrive
> box. It still drives the clunky 50Mb Seagates but fails to recognise the
> bigger, more modern ones.
>
> Just a guess but it could be something to do with signal timing - perhaps it
> is just not quick enough on the uptake :-)
>

I never got a technical explanation. The issue came up when I was trying
to use a newer drive in an ICD FA*ST drive. Tom's answer was that that
1987 SCSI host was discontinued for that very reason: not supporting
newer drives, and his answer was for me to buy an ICD Link to support
it.

John

3603. Re: SH204 Host adaptor. Take HD upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <391c0497.6767310@news.giganews.com>
Source record: 7356

OK thanks for your thoughts.

I still can't understand why I can Format and Partition the drives mentioned and then not get the system to recognise it on reboot. (although the Maxtor shows up on the desk can't write anything except gobbledegook to it) On the verge of giving up but it seems such a shame----.Bryan

On Wed, 10 May 2000 20:28:18 GMT, bwiltshire@cableinet.co.uk (bryan) wrote:

>Does anyone know why the host adaptor in the shoebox SH204 will
>not communicate with a more modern 3.5inch drive.Ihave tried several
>drives including Fujitsu 2624F, Maxtor LXT340SY and even an older
>Seagate 5.25 inch ST2383N but none operate properly yet the original
>drive works perfectly. Any help much appreciated------ Bryan

3604. Stacy Int Power convert mods still needed.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <391d0797.7535022@news.giganews.com>
Source record: 7357

Having suffered a very bad HD failure I have lost a recently obtained
Email address of someone who thought they could find some old info
about uprating the internal powerconverter inside the STacy to cope
with a larger HD and maybe an accelerator. I would love to hear from
this person again TIA :) ----Bryan

3605. Re: Atari ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <391e0abb.8339510@news.giganews.com>
Source record: 7358

Mika
Tell me whereyou are and you can have a power supply (240 volt
only though) ---- Bryan

On Thu, 11 May 2000 09:17:29 +0300, "Mika Danielsson" <mika@mkab.com>
wrote:

>Hello, I have an old Atari 520STFM with the internal supply that has gone
>bad. Its output voltage is only 3-4 v on the 12 v output and 1.5-2 v on the
>5v output. I have replaced mains filter cap, all caps on the outputs, the
>opto-isolator and a 3-leg IC HA17431P. There is a potentiometer in the
>voltage-sensing circuit, but adjustment doesnï¿½t affect the output voltage. I
>would be grateful if someone could point me in the right direction to get
>this old gem running again.
>
>Greetings
>Mika Danielsson
>
>
>

3606. Re: RAM upgrade for 1040 STf

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Muppetboy <polarnet@eidosnet.co.uk>
Message-ID: <8ff4ok$12gq$2@quince.news.easynet.net>
Source record: 7359
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"rodent" <rodent@epix.net> wrote in message
news:391A2021.39A2F017@epix.net...
> Does anybody know where I can find schematics to upgrade the RAM in a
> 1040 STf to 4MB?

Chris Crosskey might be able to help you

email chris.c@zetnet.co.uk

Simon

3607. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8ff8tk$cd8$3@cubacola.tninet.se>
Source record: 7360
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

<Amiga2000@bigpond.com> wrote in message
news:391a231b@naylor.cs.rmit.edu.au...

```
: [*]-----------------------------------------[_][%][X]
: |Christopher John Harrison | charriso@cs.rmit.edu.au|_
: |3rd Yr Bach. Comp. Sci. | cjh@consultant.com | |
: |RMIT University Australia | Amiga2000@bigpond.com | |
: |__________________________|_________________________| |
: |Duty Programmer & CS108 Lab Assistant. | |
: |Vintage Computer Collector & Restorer. | |
: ------------------------------------------------------ |
: |_____________________________________________________|
```

The "text-GUI" in your sig, is it really used somewhere,
or is it just an ASCII graphic phantasy?

MG

3608. Re: SH204 Host adaptor. Take HD upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8ff8tj$cd8$2@cubacola.tninet.se>
Source record: 7361

```
This could be a matter of parity and termination, instead
of size?

MG
```

3609. Re: Atari ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-11 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <958081540-435433AEicMi@sweet3.freeserve.co.uk>
Source record: 7362

Hi Mika

>Hello, I have an old Atari 520STFM with the internal supply that has gone
>bad. Its output voltage is only 3-4 v on the 12 v output and 1.5-2 v on the
>5v output.

Without seeing which supply you have its difficult to give you specific help, there are about 7 varieties of everyday supply in existance and numerous other short run's. Ive got about 30 PSU's here at the mo and no more that 2 matches in appearence.

If i had that problem i'd be looking for some resistors in the start up bias circuit, they could be either 1 470Kohm or 2 180Kohm res's near to the mains smoothing cap. There is also the possibility of leaky recifiers in the secondary, after that it'd be out with the DVM and the coffee machine.

Once its working, take note, if youve tweaked the set HT pot, start by measuring/setting the HT off load, to be safe, set the 5Volt rail to between 4.5 and 5.25 volt on load, 5v being prefered but it will drift as it warms up. If with the voltage set to 5V you get random crashes then set it to 5.25 Volt.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3610. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: Amiga2000@bigpond.com
Message-ID: <391b5f3e@naylor.cs.rmit.edu.au>
Source record: 7363
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

In comp.sys.atari.st Martin Graiter <graiter@starmail.com> wrote:

::::}The "text-GUI" in your sig, is it really used somewhere,
::::}or is it just an ASCII graphic phantasy?

Pure fantasy, as you put it...

But it wouldn't be too hard to actually implement, even
easier to do on a none intel (i.e VGA/CGA) box, that is
it would look better, in the text mode of other computer
types (esp. Amiga...Woops).

I bashed it up one day when I was bored, but I had been
meaning to it for a while.

I really get into computing platforms other than PC (and
I'm not alone, I know..), I like to collect OS's for each
machine I have, and I suppose I even dream about ones that
dont exist yet (i.e my sig?).

The release of Minix 1.5 for 68000 machines is great, I've
been pulling down everything I can get of that recently.
Do you know of any other OS's (must be free implementations
though) available for the Atari (68000 only, I know...but I
dont have a falcon or a Mega 4 yet)?

chris.

--
[*]--[_][%][X]
|Christopher John Harrison | charriso@cs.rmit.edu.au|_
3rd Yr Bach. Comp. Sci.	cjh@consultant.com	
RMIT University Australia	Amiga2000@bigpond.com	
__________________________	_________________________	
Duty Programmer & CS108 Lab Assistant.	
|Vintage Computer Collector & Restorer. | |
-- |
|____|

3611. Re: Stacy Int Power convert mods still needed.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: rives@gte.net
Message-ID: <rives-1205002154380001@2cust66.tnt7.nyc3.da.uu.net>
Source record: 7364

In article <391d0797.7535022@news.giganews.com>,
bwiltshire@cableinet.co.uk (bryan) wrote:

>Having suffered a very bad HD failure I have lost a recently obtained
>Email address of someone who thought they could find some old info
>about uprating the internal powerconverter inside the STacy to cope
>with a larger HD and maybe an accelerator. I would love to hear from
>this person again TIA :) ----Bryan

Sorry about taking so long, here are two texts.

Quote from a Phil

Category 14, Topic 29
Message 56 Mon Apr 26, 1993
P.MCCANDLESS [plonker] at 00:27 EDT

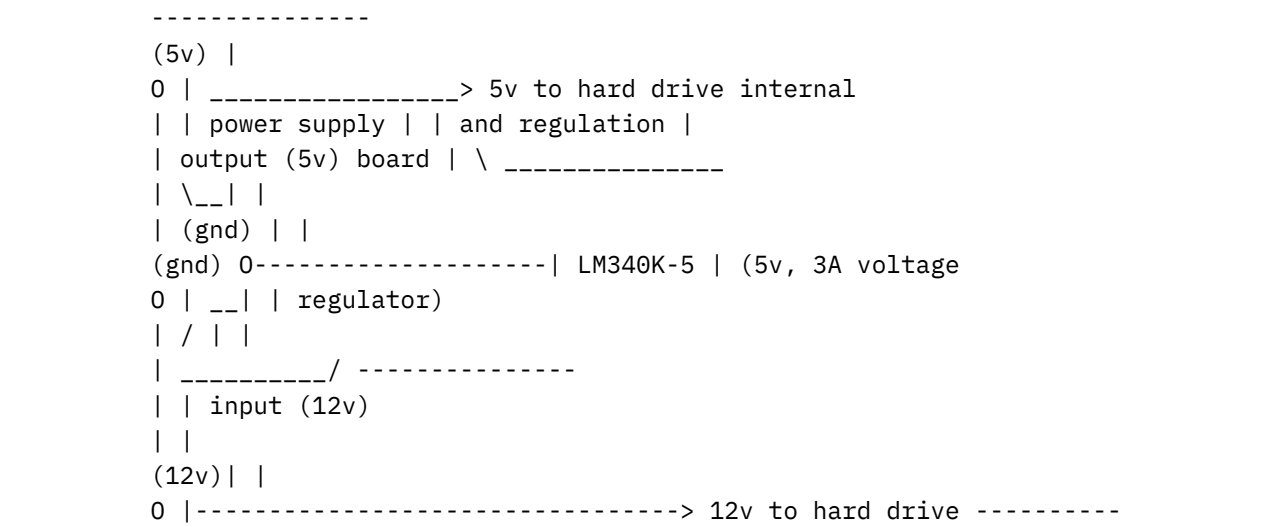
WARNING........ LONG POST!

Here is a solution, ending my miserable hard drive/power supply problems for my STacy. Have you wanted to replace your inadequate stock CONNER hard drive with a larger model? You may have found that there isn't enough power available from the stock power supply, and with goodies like GCR, the entire computer crashes and reboots.

WHY??..... The stock PHIHONG power supply's specifications are: 16.5V at 2.5 amps. I found by watching the oscilloscope during floppy and hard drive accesses that the external power supply can deliver EXACTLY 2.5 AMPS and NO MORE! If the load exceeds 2.500000 amps, it shuts down until the load has returned to under 2.5 amps.

Nothing seemed to help. I tried tweaking the 12 and 5V potentiometers on the internal power supply board, trying other hard drives, large filter capacitors on the 5 and 12 volt lines and trying non-ATARI floppy drives. No luck here....

THE SOLUTION!.....was finally discovered when I realized that by improving the filtering and stability of the power supply, the transient current loads no longer exceeded the maximum supply ratings. Simply, de-solder the 5v line leading to the hard drive at the power/regulation board. Solder the input leg of a LM340K-5 (5v, 3amp positive-voltage regulator) to the 12v line. Solder the case (GND) to the GND terminals between the 12 and 5v lines on the power supply/regulation board. Solder the wire leading to the hard drive 5volt line to the output leg of the LM340K-5. This solution has been flawless, running an impressive 2 years now!



A am not responsible for your results or screw-ups. Try it at your own risk, of course. Phil McCandless

---

2nd

Category 4, Topic 15
Message 16 Thu Jan 11, 1996
P.MCCANDLESS [PLONKER] at 09:51 EST

Possiblee STacy screen - fix!!!!

(well, at least it worked for me to improve my screen brightness about 80% anyway)

I found that there was a open circuit (partial broken circuit) on one of the wires leading to the control box adjacent to the screen. I found that the wire was broken inside the plastic wire jacket and was hard to find. I discovered this little feature when I was fiddling with the screen to measure voltages and voila'! The screen blacked-out.

The culprits are the two white wires leading into the top of the control board near the center (brightness) control potentiometer. It seems to be ATARI's fault, as the wire was broken cleanly exactly at one of the crimped ends. This increased the resistance of the brightness control, decreasing the screen brightness.

I stripped the bad wire, soldered it back to the connector and cleaned the terminals (chemical oxidization cleaning spray) on both ends.

Wow! now at least I have a working night light! :^)

Hope this helps y'all!

Phil McCandless
Category 4, Topic 15
Message 18 Tue Jan 16, 1996
P.MCCANDLESS [PLONKER] at 21:52 EST

Long post... (but of course, it's worth it :^)

OK, I know you have all been asking for a Screen Fix for the STacy, and I am working hard at trying to find one for y'all! (that's Southern DRAWL y'know)..

Well, I have probably the BEST temporary fix you'll ever need and probably ever want for your STacy. Let's face it folks... We will NEVER see a bright screen. Just drop it for now and follow these next instructions for improving your machine....This way will make the screen MUCH MUCH MUCH brighter than the original, and as bright as my SM 124 Monochrome monitor!!!!!!!!!! (NO LIE, FOLKS!)

Since we all have resorted to using an external 15 watt flouresent desk lamp for illumination, the trick is to pass that light through the LCD screen onto a highly reflective background. Note that as the STacy screen dims, the flat background light gets a little darker as well. This creates a dark background on which dark letters of the LCD must be read. If you replace that dark background with one of a higher reflectance, you get a VERY BRIGHT and super accurate screen! A piece of white typing paper works fine, and I guess reflective paint will also do the trick.

DISCLAIMER: Do stupid things to your STacy, expect stupid and possibly permanent damage to your machine. Don't blame me for your fumbles. I ain't responsible!

Step #1 UN-PLUG!

Step #2 Open STacy lid (top cover) y'all know about the breakey tabs don't you??? Two screws behind the ATARI STacy logo will help open the case.

Step #3 remove all screws and wires/connectors on the LCD screen. Remove the RF shield to access the LCD screen. Note polarity of large 4-pin connector.

Step #4 straighten all grounding tabs I don't know haw many and remove LCD screen.

Step #5 Cut a piece of white paper the exact size of the screen andslide the paper in between the flourescent tube (flat sheet of pink-brown stuff covered in a thick plastic.) If you want to get creative, try placing some textured paper in there to see what nifty screen effect you can get. you can also try highly reflective paints.

Step #6 Do everything in reverse.

Voila! as long as you use an external light source, you will be able to see the BEST SCREEN YOU HAVE EVER HAD! Guaranteed! I think that the reflective screen actually is more readable in ambient light than was the original back-lit version.. Heck, you can't loose with this one!

Lood Guck!

Phil McCandless

Hope this helps

Regards,

Rich

3612. Re: Atari ST Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: Mika Danielsson <mika@mkab.com>
Message-ID: <8fg7hv$tq8$1@gandalf.alcom.aland.fi>
Source record: 7365

I&#65533;m in Finland...Yes, we have 230v :)
bryan <bwiltshire@cableinet.co.uk> wrote in message
news:391e0abb.8339510@news.giganews.com...
> Mika
> Tell me whereyou are and you can have a power supply (240 volt
> only though) ---- Bryan
>
> On Thu, 11 May 2000 09:17:29 +0300, "Mika Danielsson" <mika@mkab.com>
> wrote:
>
> >Hello, I have an old Atari 520STFM with the internal supply that has gone
> >bad. Its output voltage is only 3-4 v on the 12 v output and 1.5-2 v on
the
> >5v output. I have replaced mains filter cap, all caps on the outputs, the
> >opto-isolator and a 3-leg IC HA17431P. There is a potentiometer in the
> >voltage-sensing circuit, but adjustment doesn&#65533;t affect the output
voltage. I
> >would be grateful if someone could point me in the right direction to get
> >this old gem running again.
> >
> >Greetings
> >Mika Danielsson
> >
> >
> >
>

3613. Anybody know of a Replay 16 cartridge/Software for sale? Second hand Zero X?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: tew <tew@tew.com>
Message-ID: <8fgeo8$95j$1@newstoo.ericsson.se>
Source record: 7366

Looking to buy - situated in Northern Europe. DOes anyone know of any Atari dealers in eh Sk&#65533;ne region of Sweden?

thanks
Tom

3614. Mace

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: Roger Davies <rogerd@connexus.net.au>
Message-ID: <391C001D.3A6D@connexus.net.au>
Source record: 7367

For those Atarians in Melbourne there is a meeting this Sunday at 10.00,
at 27 Dorcas st South Melbourne Melbourne....enter from rear.

3615. Atari Computer Club Melbourne Australia

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: Roger Davies <rogerd@connexus.net.au>
Message-ID: <391C00B2.5594@connexus.net.au>
Source record: 7368

Check out our home page at:

mace.atari.org

3616. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: James Jones <jejones@microware.com>
Message-ID: <391C1FBB.207328F1@microware.com>
Source record: 7369
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

I'd be surprised if there weren't a freely-copyable version of
curses out there somewhere, which I'd think would go a long way
towards implementing it.

James Jones

Opinions herein are those of the author, and not necessarily those
of any organization.

Amiga2000@bigpond.com wrote:
>
> In comp.sys.atari.st Martin Graiter <graiter@starmail.com> wrote:
>
> ::::}The "text-GUI" in your sig, is it really used somewhere,
> ::::}or is it just an ASCII graphic phantasy?
>
> Pure fantasy, as you put it...
>
> But it wouldn't be too hard to actually implement...

3617. Re: Anybody know of a Replay 16 cartridge/Software for sale? Second hand Zero X?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: John Blakeley <john.blakeley@mon.bbc.co.uk>
Message-ID: <Pine.LNX.4.10.10005121543450.9900-100000@localhost.localdomain>
Source record: 7370

Morning!

On Fri, 12 May 2000, tew wrote:

> Looking to buy - situated in Northern Europe. DOes anyone know of any Atari
> dealers in eh Skåne region of Sweden?

I have one with box, manual, good condition, that I suppose I don't need
any more.

Email me on <johnnie@ligotage.demon.co.uk> for more details. I'm in the
UK.

Salut/.

J/.

--
John Blakeley

3618. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: gregorie@see.sig.for.address
Message-ID: <391c387e.30393473@news>
Source record: 7371
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

James Jones <jejones@microware.com> wrote:

>I'd be surprised if there weren't a freely-copyable version of
>curses out there somewhere, which I'd think would go a long way
>towards implementing it.
>
ncurses is a PD implementation - look on the OS9 archive.

Martin Gregorie |Logica UK Ltd
gregorie |+44 (0171) 637 9111
@ |
logica |
. |All opinions expressed are solely those
com |of the author and not of Logica

3619. Re: SH204 Host adaptor. Take HD upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8fhguv$c9r$1@news1.xs4all.nl>
Source record: 7372

Yes there is SCSI in a SH204. The flatcable between the two prints
connects 50 wires.
But als told here you have problems with modern drives, possibly
because of arbitration.
Remember: that card in the SH204 was the first SCSI adaptor from
Atari so it cannot be better than what they put in the Mega STE.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 11 May 2000 09:25:49 , "Roger Cain" wrote:
>
>bryan <bwiltshire@cableinet.co.uk> wrote in message
>news:391bc30b.11575204@news.giganews.com...
>> Does anyone know why the host adaptor in the shoebox SH204 will
>> not communicate with a more modern 3.5inch drive.Ihave tried several
>> drives including Fujitsu 2624F, Maxtor LXT340SY and even an older
>> Seagate 5.25 inch ST2383N but none operate properly yet the original
>> drive works perfectly. Any help much appreciated------ Bryan
>
>I never discovered why, Brian, but I have had the same problem trying to
>connect a 330Mb IBM DSAS drive to the host adapter supplied in the Megadrive
>box. It still drives the clunky 50Mb Seagates but fails to recognise the
>bigger, more modern ones.
>
>Just a guess but it could be something to do with signal timing - perhaps it
>is just not quick enough on the uptake :-)
>
>Roger
>
>
>
>
>.

3620. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8fhgjp$i3f$2@cubacola.tninet.se>
Source record: 7373
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

<Amiga2000@bigpond.com> wrote in message
news:391b5f3e@naylor.cs.rmit.edu.au...

: The release of Minix 1.5 for 68000 machines is great,
: I've been pulling down everything I can get of that
: recently. Do you know of any other OS's (must be free
: implementations though) available for the Atari (68000
: only, I know...but I dont have a falcon or a Mega 4
: yet)?

You mean Minix the OS, not just the filesystem? It works
nicely on your ST? Tell us more! Btw, the sources are
here: http://www.cs.vu.nl/~ast/minix.html

I posted a short note on QNX recently, they'll be
releasing the sources to the public real soon now.
(Download here: http://get.qnx.com) No licence fees for
non-commercial users. With some work I suppose it could be
made to run on both Ataris and Amigas. Hardware specifics,
like video and port drivers etc, would have to be taken
care of separately for each platform. If you're curious
you can download a demo diskette image for the PC from
their site. I've tried it, it's quite impressive.

There was another Atari ST cartridge based OS from the UK
advertised in magazines, but it seems it never caught on.
It had flash EPROM:s and could be upgraded. Shame I can't
remember it's name, SMS? SME? SMG? Anyone?

MG

3621. Re: Anybody know of a Replay 16 cartridge/Software for sale? Second hand Zero X?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8fhgjq$i3f$3@cubacola.tninet.se>
Source record: 7374

"tew" <tew@tew.com> wrote in message
news:8fgeo8$95j$1@newstoo.ericsson.se...

: Looking to buy - situated in Northern Europe. DOes
: anyone know of any Atari dealers in eh Sk&#65533;ne region of
: Sweden?

Try Holmerup Musik & Data at www.holmerup.org
(sales@holmerup.org), fax 040-611 30 86 or BENGT ADOLFSSON
bebbe.adolfsson@swipnet.se in Norrk&#65533;ping.

Din epostadress fungerar inte?

MG

3622. ASCII Graphic Operating System (Was: WTB: OS-9 for Atari ST (Not Mac OS9))

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-12 00:00:00 UTC
From: tlindner@ix.netcom.com
Message-ID: <1eaixs5.1tkkam71uqwqouN%tlindner@ix.netcom.com>
Source record: 7375
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

Martin Graiter <graiter@starmail.com> wrote:

> <Amiga2000@bigpond.com> wrote in message
>
> news:391a231b@naylor.cs.rmit.edu.au...
> : [*]--[_][%][X]
> : |Christopher John Harrison | charriso@cs.rmit.edu.au|_
> : |3rd Yr Bach. Comp. Sci. | cjh@consultant.com | |
> : |RMIT University Australia | Amiga2000@bigpond.com | |
> : |_____________________________|_____________________| |
> : |Duty Programmer & CS108 Lab Assistant. | |
> : |Vintage Computer Collector & Restorer. | |
> : --- |
> : |____|
>
> The "text-GUI" in your sig, is it really used somewhere,
> or is it just an ASCII graphic phantasy?
>
> MG

If you can get ahold of a Power Macintosh that supports 16-color mode (4 bits per pixel) you can install this:

ftp://ftp.machack.com/Hacks98/asciimac.sit

"Filters all display output and turns it into ASCII art in real time, in honor of the disturbing resemblance between the iMac and old VT100 terminals. Best Hack and winner of the coveted Victor A-Trap trophy! These MacHack newcomers from MIT wowed the crowd."

Such a Mac is a rare beast, most of them bottom out at 8-bits per pixel. I personally haven't seen this hack in action. But it sounds really cool.

--
tim lindner
tlindner@__.netcom.com
(replace __ with ix)

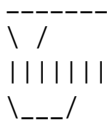
3623. Re: ASCII Graphic Operating System (Was: WTB: OS-9 for Atari ST (Not Mac OS9))

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-13 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8fjdv8$1dl$1@zingo.tninet.se>
Source record: 7376
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

"tim lindner" <tlindner@ix.netcom.com> wrote in message
news:1eaixs5.1tkkam71uqwqouN%tlindner@ix.netcom.com...

: If you can get ahold of a Power Macintosh that supports
16-color mode (4
: bits per pixel) you can install this:
:
: ftp://ftp.machack.com/Hacks98/asciimac.sit
:
: "Filters all display output and turns it into ASCII art
: in real time, in honor of the disturbing resemblance
: between the iMac and old VT100 terminals. Best Hack and
: winner of the coveted Victor A-Trap trophy!
: These MacHack newcomers from MIT wowed the crowd."
:
: Such a Mac is a rare beast, most of them bottom out at
: 8-bits per pixel. I personally haven't seen this hack in
: action. But it sounds really cool.

It wouldn't surprise me at all if there was a whole
movement for the advancement of TTY terminal computing.
The VT100 club? Saw something that looked like textbased
drop-down menues in the Octopus BBS system for the Atari.
Why not a complete WIMP? Here's something to start with...



MG

3624. Re: SH204 Host adaptor. Take HD upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-13 00:00:00 UTC
From: John Kolak <jkolak@netzero.net>
Message-ID: <391E0B86.FAA7917D@netzero.net>
Source record: 7377

Ronald van der Kamp wrote:
>
> Remember: that card in the SH204 was the first SCSI adaptor from
> Atari so it cannot be better than what they put in the Mega STE.
>
Well, I disagree with that because the card in the Mega STE was
deliberately crippled, and is not a full SCSI implementation. In fact,
I've had to remove the mechs and format them with other hosts because
the STE host apparently cannot even format.

John

3625. Re: SH204 Host adaptor. Take HD upgrade?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-13 00:00:00 UTC
From: John Kolak <jkolak@netzero.net>
Message-ID: <391E0BBB.29E3FB58@netzero.net>
Source record: 7378

> I still can't understand why I can Format and Partition the drives
> mentioned and then not get the system to recognise it on reboot.
> (although the Maxtor shows up on the desk can't write anything except
> gobbledegook to it)

These are the same symptoms I got with non-supported drives.

jk

3626. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-15 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8fo9s5mbd1@newshost.comnet.co.nz>
Source record: 7379
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

<Amiga2000@bigpond.com> wrote in message
news:39178a43@naylor.cs.rmit.edu.au...
> In comp.sys.atari.st rodent <rodent@epix.net> wrote:
> ::::}Hello,
> ::::}I am looking for OS-9 for the Atari ST ..
> ::::}If there is anyone out there would be interested in
> ::::}selling their copy of OS-9 please contact me via email...
>
> what is os-9 for the atari?
>
> Like I know it's an operating system, but from who?

I can vaguely recall a name from around 1988 or so:

Microwave? Microware? Microwire?

Anyhow, whatever happened to them?

Were they bought up in the massive "if you can't beat 'em, buy 'em and
shut 'em down" frenzy of the early 1990s?

> specs?

AFAICR, it was a real time, multitasking (multi-user?) OS designed for
the 68k processor, and available for the 68k micros (ST, Meagre, and
Mac), and later ported to lesser creations like the x86 range by that
small company that virtually no-one has ever heard of [was that IMB?
MBI? MIB?]

--

Due to the amount of junkmail I've received in the past, this message
has bogus From and ReplyTo addresses. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

3627. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-15 00:00:00 UTC
From: rmeredith@cix.co.uk
Message-ID: <memo.20000515183728.1212C@rmeredith.compulink.co.uk>
Source record: 7380
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

In article <8fo9s5mbd1@newshost.comnet.co.nz>, g.swaine@the.gluepot.com (G Swaine) wrote:

> <Amiga2000@bigpond.com> wrote in message
> news:39178a43@naylor.cs.rmit.edu.au...
> > In comp.sys.atari.st rodent <rodent@epix.net> wrote:
> > ::::}Hello,
> > ::::}I am looking for OS-9 for the Atari ST ..
> > ::::}If there is anyone out there would be interested in
> > ::::}selling their copy of OS-9 please contact me via email...
> >
> > what is os-9 for the atari?
> >
> > Like I know it's an operating system, but from who?
>
> I can vaguely recall a name from around 1988 or so:
>
> Microwave? Microware? Microwire?

Microware

> Anyhow, whatever happened to them?

Still around

> Were they bought up in the massive "if you can't beat 'em, buy 'em and
> shut 'em down" frenzy of the early 1990s?
>
> > specs?
>
> AFAICR, it was a real time, multitasking (multi-user?) OS designed for
> the 68k processor, and available for the 68k micros (ST, Meagre, and
> Mac), and later ported to lesser creations like the x86 range by that
> small company that virtually no-one has ever heard of [was that IMB?
> MBI? MIB?]

Correct. And now several other architectures. It is still in use in embedded applications, even if not now on desktop machines.

http://www.microware.com/

3628. 520STE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-15 00:00:00 UTC
From: Graham Prout <graham@addictive.org.uk>
Message-ID: <8fpoen$d0o$1@gxsn.com>
Source record: 7381

Has anyone got any boot disk or other software and possibley a mouse as i have just got this machine with nothing but the bare base unit?

--
Graham

Amiga 4000 040:25mhz 16mb Ram
Amiga 1200 040:25mhz/PPC 160mhz 64mb Ram
PC Duel PII 350mhz 256mb Ram
LONG LIVE `AMIGA`

3629. Re: 520STE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-16 00:00:00 UTC
From: phil wilkins <phil_wilkins@SPAMcsi.com>
Message-ID: <3921131D.E7A57FE3@SPAMcsi.com>
Source record: 7382

hi,

it doesn't need a boot disk, as the OS is built in. If you just turn it on
with no disk in the drive, after about 30 seconds the 'desktop' should appear
- 2 drive icons and a trash can.

If you don't have a mouse, you can use the alt key and the cursor keys to
move the pointer around. use alt+insert as a left click.

software is available at loads of places, some good sites to check first are:

http://bales.online.fr/atari - the 'quick faq'
http://www.dhs.nu - dead hackers society - utils and current news
http://www.atarist.com - loads of games

cheers, Phil.

torment.atari.org

Graham Prout wrote:

> Has anyone got any boot disk or other software and possibley a mouse as i
> have just got this machine with nothing but the bare base unit?
>
> --
> Graham
>
> Amiga 4000 040:25mhz 16mb Ram
> Amiga 1200 040:25mhz/PPC 160mhz 64mb Ram
> PC Duel PII 350mhz 256mb Ram
> LONG LIVE `AMIGA`

--
-----
mail: philwilkins@cs.com
web: torment.atari.org

3630. Re: 520STE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-16 00:00:00 UTC
From: phil wilkins <phil_wilkins@SPAMcsi.com>
Message-ID: <392130F6.D7E5A399@SPAMcsi.com>
Source record: 7383

gah!
sorry, I'll remember next time :)

cheers, Phil.

torment.atari.org

Hallvard Tangeraas wrote:

>
>
> You forgot my Atari site!! ;-)))
> Check out the Atari Launchpad -the URL's in my signature.
>
> Hallvard
> --
> Hyperlink Launchpad: <http://also.as/hall/>
> Atari Launchpad : <http://www.geocities.com/SiliconValley/Bay/8745/>
> Notator/Creator SL : <http://matrix.crosswinds.net/~notator/>

3631. Re: Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-16 00:00:00 UTC
From: Stan Blazejewski <stanblaz@netspace.net.au>
Message-ID: <4jb2iscuuqf43osp7egc74ca1kjc926j09@4ax.com>
Source record: 7384
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

On Mon, 15 May 2000 19:45:14 +1200, "G Swaine"
<g.swaine@the.gluepot.com> wrote:

><Amiga2000@bigpond.com> wrote in message
>news:39178a43@naylor.cs.rmit.edu.au...
>> In comp.sys.atari.st rodent <rodent@epix.net> wrote:
>> ::::}Hello,
>> ::::}I am looking for OS-9 for the Atari ST ..
>> ::::}If there is anyone out there would be interested in
>> ::::}selling their copy of OS-9 please contact me via email...
>>
>> what is os-9 for the atari?
>>
>> Like I know it's an operating system, but from who?
>
>I can vaguely recall a name from around 1988 or so:
>
>Microwave? Microware? Microwire?

The name you're looking for is Microware.
>
>Anyhow, whatever happened to them?

Still alive & kicking ..... check out www.microware.com
>
>Were they bought up in the massive "if you can't beat 'em, buy 'em and
>shut 'em down" frenzy of the early 1990s?
>
>> specs?
>
>AFAICR, it was a real time, multitasking (multi-user?) OS designed for
>the 68k processor, and available for the 68k micros (ST, Meagre, and
>Mac), and later ported to lesser creations like the x86 range by that
>small company that virtually no-one has ever heard of [was that IMB?
>MBI? MIB?]

Actually you're jumping in a bit late here, OS-9 was designed for the
6809 processor. Yep a multiuser/multitasking/realtime operating
system for an 8 bit processor that would be happy with 16K (yes that's
kilobytes) of memory. It is still quite widely used in embedded
systems.

--

Australia isn't "down under", it's "off to one side"!

stanblaz@netspace.net.au
http://www.netspace.net.au/~stanblaz/
(home of the Cobra Catamaran)

3632. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-16 00:00:00 UTC
From: blackm00@cam.org
Message-ID: <blackm00-1605001230080001@dialup-1080.hip.cam.org>
Source record: 7385
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

In article <4jb2iscuuqf43osp7egc74ca1kjc926j09@4ax.com>,
stanblaz@netspace.net.au wrote:

> On Mon, 15 May 2000 19:45:14 +1200, "G Swaine"
> <g.swaine@the.gluepot.com> wrote:
> >AFAICR, it was a real time, multitasking (multi-user?) OS designed for
> >the 68k processor, and available for the 68k micros (ST, Meagre, and
> >Mac), and later ported to lesser creations like the x86 range by that
> >small company that virtually no-one has ever heard of [was that IMB?
> >MBI? MIB?]
>
> Actually you're jumping in a bit late here, OS-9 was designed for the
> 6809 processor. Yep a multiuser/multitasking/realtime operating
> system for an 8 bit processor that would be happy with 16K (yes that's
> kilobytes) of memory. It is still quite widely used in embedded
> systems.
>
Microware was an existing company, making software for the 6800. They
may have been making other software, but what does come to mind was that
they had improved monitor ROMs for the various 6800 systems, as improvements
for the MIKBUGs etc issued by Motorola. One of Microware's monitor programs
allowed for multitasking.

The story I read a long time ago was this. Motorola had designed the 6809,
based on study of how the op-codes of the 6800 were used, and also input
from users of the CPU. The 6809 design was intended to handle high level
languages easily, hence the two stacks and all the addressing modes.

Motorola wanted a BASIC for this new CPU. I never heard what they intended
for the interpreter, to sell it or give it away, or whether they wanted
to show off the fancy CPU or have BASIC available to sell the CPU. So
Motorola went to Microware (and who knows why they didn't go to Microsoft).
Somewhere along the way, Microware decided this new BASIC needed an operating
system, and so they created OS9.

I have no idea how it happened, but one nice thing was that Radio Shack
got behind the operating system, and you could buy it there for the Radio
Shack Color Computer, which ran the 6809, and it was less expensive than
the versions being sold elsewhere.

When Radio Shack came out with the CoCo III in 1986 or 87, which included
memory management and 128K of RAM (and the ability to deal with 512K of
RAM), they also sold OS9 Level II, which needed an MMU, for it.

I had OS9 for the original CoCo, and the horrible screen on the original did not make it all that practical. But Level II on the CoCo III (which had a descent screen) was great. I could load the operating system, and a text editor and whatever other tools I needed at a specific time, and just swtich windows to get to the needed tool. And with 512K of RAM, I never seemed to run out of space. Towards the end of the time I was actively using the CoCo (1993), I added a 720K drive, and the operating system and a text editor and anything else I needed would fit on that disk.

When I moved to a Mac Plus, it was a step backward, though I suddenly fit a bit into the mainstream computing world. The 1 Meg of RAM was pretty much dominated by the operating system. I couldn't really run things with only one floppy drive since the software was so much larger and ended up with my first hard drive. The better computer didn't really give me much better operation.

The sad part was that with a number of low cost 68000 systems, Microware never really came out with a low cost edition. They did have OS9 for the Atari ST for about a hundred dollars at one point, but it did not include any development tools; the full version for the ST was considerably more. I would have loved to run OS9 on a 68000 machine. One of the St magazines once suggested that Radio Shack ought to sell the Atari ST as a logical successor to the CoCo, which did make a lot of sense, especially if they brought OS9 along with it. But that never happened.

Michael

3633. Help Falcon Screen size

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-16 00:00:00 UTC
From: Rony Brack <RonyBrack@earthlink.net>
Message-ID: <39219D68.3358328@earthlink.net>
Source record: 7386

Would anybody know of a program or CPX that let's Cubase use the complete screen of an SM 124 monitor instead of only about 70%? - and wher to get it? I'd like to get rid of these large borders and the SM 124 does not have any vertical or horizontal adjustment knobs.

Your help is much appreciated.

Regards,
Rony

3634. Re: Help Falcon Screen size

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-17 00:00:00 UTC
From: Mark Phillips <markus@pop.ntlworld.com>
Message-ID: <3921E934.80ADAB9D@pop.ntlworld.com>
Source record: 7387

Hi Rony,

The knobs are inside. There's documentation on the net (somewhere) on how to do it. I'll try and dig out the URL for you.

Mark.

Rony Brack wrote:

> Would anybody know of a program or CPX that let's Cubase use the
> complete screen of an SM 124 monitor instead of only about 70%? - and
> wher to get it? I'd like to get rid of these large borders and the SM
> 124 does not have any vertical or horizontal adjustment knobs.
>
> Your help is much appreciated.
>
> Regards,
> Rony

3635. Re: Help Falcon Screen size

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-17 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <GqnU4.116$YF4.14984@nsw.nnrp.telstra.net>
Source record: 7388

You are better off getting a VGA monitor you will get a physically bigger screen. Now that Videlity is shareware you can even get aroun 800x608 screen res. Heaps better than the sm124's 640x400.

Mark Bedingfield

Rony Brack <RonyBrack@earthlink.net> wrote in message news:39219D68.3358328@earthlink.net...
> Would anybody know of a program or CPX that let's Cubase use the
> complete screen of an SM 124 monitor instead of only about 70%? - and
> wher to get it? I'd like to get rid of these large borders and the SM
> 124 does not have any vertical or horizontal adjustment knobs.
>
> Your help is much appreciated.
>
> Regards,
> Rony
>

3636. Re: Help Falcon Screen size

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-17 00:00:00 UTC
From: phil wilkins <phil_wilkins@SPAMcsi.com>
Message-ID: <39224AA8.C86CBDD@SPAMcsi.com>
Source record: 7389

Like Mark said, the knobs are inside the case, it's fairly easy to get
the lid off and adjust them if you want, more info is available at Vezz's
pages:

main page: http://www.freeweb.org/computer/vezz/atari/hardware/index.htm

the one you need:
http://www.freeweb.org/computer/vezz/atari/hardware/zip/bigmono.zip

cheers, Phil

Rony Brack wrote:

> Would anybody know of a program or CPX that let's Cubase use the
> complete screen of an SM 124 monitor instead of only about 70%? - and
> wher to get it? I'd like to get rid of these large borders and the SM
> 124 does not have any vertical or horizontal adjustment knobs.
>
> Your help is much appreciated.
>
> Regards,
> Rony

--
-----
mail: philwilkins@cs.com
web: torment.atari.org

3637. Re: Help Falcon Screen size

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-17 00:00:00 UTC
From: strads@tmisnet.com
Message-ID: <3922bc90.6702498@news.tmisnet.com>
Source record: 7390

But remember the reason for those big borders -- on
the SM 124, one inch of screen space just happens to
be one inch of printout.

Nice touch, I thought.

George Crissman
strads@tmisnet.com

On Tue, 16 May 2000 19:13:36 GMT, Rony Brack <RonyBrack@earthlink.net>
wrote:

>Would anybody know of a program or CPX that let's Cubase use the
>complete screen of an SM 124 monitor instead of only about 70%? - and
>wher to get it? I'd like to get rid of these large borders and the SM
>124 does not have any vertical or horizontal adjustment knobs.
>
>Your help is much appreciated.
>
>Regards,
>Rony
>

3638. Audio software for Atari Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-18 00:00:00 UTC
From: "Manu (Emmanuel Jaccard)" <emmanuel.jaccard@wanadoo.fr>
Message-ID: <8g1gbo$6f8$1@wanadoo.fr>
Source record: 7391

New price for all Softjee software. All Softjee software are also included in a pack but you can buy each software separatly.

* Audiomid 90 FF (9 pounds, 15 USD)
* Devil Studio 190 FF (19 pounds, 30 USD)
* D.H.S. 290 FF (29 pounds,45 USD)
* D.T. 90 FF (9 pounrds,15 USD)
* Easy beat 90 FF (9 pounds,15 USD)
* Expand 2 190 FF (19 pounds, 30 USD)
* Midplay 90 FF (9 pounds,15 USD)
* Pretty 90 FF (9 pounds, 15 USD)

*** Softjee Pack (Audiomid, DHS,DT, Easy beat, Expand 2, Midplay, Pretty) : 990 FF (99 pounds)

Shipping : 20 FF (2 pounds, 4USD) exept for the Softjee pack (50 FF 5 pounds, 9USD)

Products informations : http://www.softjee.com
Informations at : softjee@softjee.com

--

Softjee
JACCARD Emmanuel
softjee@softjee.com
http://www.softjee.com
http://www.digital-tracker.com

3639. Stuff for sale (Syquest carts among other things)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-20 00:00:00 UTC
From: Martin Wilson <martin.w6@ukonline.co.uk>
Message-ID: <2f2cissbrbr9i46mi3735l8nnkgd0r8r4a@4ax.com>
Source record: 7392

Syquest EZFlyer carts (new) £6 each
Nomai EZFlyer carts (used) £4 each

£2 postage on top however many in UK.

Floptical disks (21MEG capacity) £2.50 each.

£1 on top for postage how ever many in UK.

The following prices are plus actual postage cost.

Syquest EZ135 SCSI drive plus PSU £25 including one cartridge

Floptical drive (superb condition and fully working) £25 or £38 in external case.

SCSI externsion lead (new) £6.

Microtek 600ZS 24bit flatbed scanner (SCSI) 3 pass £23

Also consider swops for N64 carts, PC hardware

3640. Atari software for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-22 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8gbbq2$r0n$1@uranium.btinternet.com>
Source record: 7393
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax 00+44+(0)1952 462135
http://www.tradeinpost.com
John@tradeinpost.com

3641. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-22 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8gbcn9$17i$3@cubacola.tninet.se>
Source record: 7394
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

"Iggy Drougge" <optimus@canit.se> wrote in message
news:8g7ad6bnp3@dos.canit.se...

: SMS/Q? Could that be it, the replacement OS for the Sinclair
QL? A really peculiar OS.

Could be. I just remember it as really undemanding on the
hardware and possibly multitasking. Would you know anything more
about the SMS? I think there was no /Q in the Atari version?

MG

3642. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-22 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8gcab4ajn1@zingo.tninet.se>
Source record: 7395
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

Another addition to the multitude of existing OS:es and possible
future combinations for the ST range...

There's something called ELKS:

http://www.elks.ecs.soton.ac.uk/

MG

3643. S'quiet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-23 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <959104722-650331AEicMi@sweet3.freeserve.co.uk>
Source record: 7396

Hi All

S'gone quiet in here again, or is it me, again!!. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3644. Re: S'quiet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-23 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10005232202560.105-100000@online.no>
Source record: 7397

On Tue, 23 May 2000, Steve Sweet wrote:

> Hi All
>
> S'gone quiet in here again, or is it me, again!!. 8~)
>
Its quiet here again.. not you again :-)

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

3645. Re: S'quiet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-23 00:00:00 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <392ceb0a.92113428@news.cableinet.co.uk>
Source record: 7398

Ok so let's liven up then.
Some Free Atari bits are available such as a Zydec 4 inch hand
scanner complete to the first person to cover shipping from Bristol
UK. Also a spare mega ST keyboard -same deal

3646. Re: S'quiet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-24 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <959276936-983937AEicMi@sweet3.freeserve.co.uk>
Source record: 7399

Hi All

>> S'gone quiet in here again, or is it me, again!!. 8~)

> Its quiet here again.. not you again :-)

Thats a relief, and now its woken up a touch.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3647. Re: eof from remote

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-25 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8girj2rbo1@news.stortek.com>
Source record: 7251

"Michael Robillard" <michael.robillard@the-spa.com> a ?crit dans le message
news: P33X4.118981$MB.2313528@news6.giganews.com...
> When I try to post a message on a newsgroup I sometimes get a alert
> box
> saying EOF FROM REMOTE.
> WHAT I'm I doing wrong?

What program are you using? What ISP? What newsserver?

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3648. Re: eof from remote

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-25 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <392d2ba8$1_1@athena.netset.com>
Source record: 7252

In article <P33X4.118981$MB.2313528@news6.giganews.com>,
Michael Robillard <michael.robillard@the-spa.com> wrote:
>When I try to post a message on a newsgroup I sometimes get a alert
>box
>saying EOF FROM REMOTE.
>WHAT I'm I doing wrong?

Nothing unless you wrote the client. And even then it's not
'wrong'.

What is happening is that the news server is closing the
connection. It's possible it's timing out. or ptentially doesn't like
some message that the client sent it. hard to tell without more details.

However they did a normal close on the connection.

Dan Ackerman
aka baldrick

3649. Re: eof from remote

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-25 00:00:00 UTC
From: reddish <drojo1NOdrSPAM@yahoo.com.invalid>
Message-ID: <0f5f2b84.30b3eb90@usw-ex0103-018.remarq.com>
Source record: 7253

You are not doing anything wrong. The newsserver connection timed
out, so before leaving the text editor (if you are in
a multitasking environment)go to newsie and click on "connect to
server". After that you can post, unless the modem connection is
dropped (happens for long periods of inactivity through the
connection).

Salu2

Daniel.

In article <P33X4.118981$MB.2313528@news6.giganews.com>,
michael.robillard@the-spa.com (Michael Robillard) wrote:
>When I try to post a message on a newsgroup I sometimes get a
alert
>box
>saying EOF FROM REMOTE.
>WHAT I'm I doing wrong?
>
>

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3650. Driver for Zip100 paralel port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-25 00:00:00 UTC
From: Jes&#65533;s Lorenzo <LINDRIN@teleline.es>
Message-ID: <t9hX4.885$FW6.71890@m2newsread.uni2.es>
Source record: 7254

Hello, do you know if are there a driver to use my Zip 100 parelel port with
my Atari ST 1040?
Thnks.
Jes&#65533;s Lorenzo from Spain.

3651. eof from remote

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-25 00:00:00 UTC
From: michael.robillard@the-spa.com
Message-ID: <P33X4.118981$MB.2313528@news6.giganews.com>
Source record: 7400

When I try to post a message on a newsgroup I sometimes get a alert
box
saying EOF FROM REMOTE.
WHAT I'm I doing wrong?

3652. Looking for TT030 graphics card

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-26 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <BykX4.11$mo4.3979@news2.voicenet.com>
Source record: 7255

I am looking to acquire a working TT030 video (graphics) card.

I am looking for either:

Crazy Dots 2
4MB VRAM or DRAM ATI Mach64 Nova card

Raymond

3653. Re: Driver for Zip100 paralel port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-26 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <DulX4.65$mN6.2707@nsw.nnrp.telstra.net>
Source record: 7256

None unfortunatly, I think the ST's lpt port is only single directional. The Falcon and TT should be able to run them in theory, but no drivers. Its very slow anyway. I could be wrong but I think that the new 250MB drives come with both Parallel and SCSI built in?

Mark Bedingfield

Jes&#65533;s Lorenzo <LINDRIN@teleline.es> wrote in message news:t9hX4.885$FW6.71890@m2newsread.uni2.es...
> Hello, do you know if are there a driver to use my Zip 100 parelel port with
> my Atari ST 1040?
> Thnks.
> Jes&#65533;s Lorenzo from Spain.
>
>

3654. Re: Driver for Zip100 paralel port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-26 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8gl829hhn1@news.stortek.com>
Source record: 7257

"Mark Bedingfield" <mark@baypc.com.au> a crit dans le message news:
DulX4.65$mN6.2707@nsw.nnrp.telstra.net...
> None unfortunatly, I think the ST's lpt port is only single directional.
The
> Falcon and TT should be able to run them in theory, but no drivers. Its
very
> slow anyway. I could be wrong but I think that the new 250MB drives come
> with both Parallel and SCSI built in?

No, it's not a question of being directionnal or bi-directionnal. All Ataris have a bi-directionnal printer port. The problem is missing lines on the connector.

Details are in the Quick FAQ.

```
--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3655. Re: Digital/analog RGB monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-26 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8glbpmhjh3@cubacola.tninet.se>
Source record: 7258

"Hallvard Tangeraas" <halln@c2i.net> wrote in message
news:1eb7lgn.13qodztjc15ruN%halln@c2i.net...

: Not really an Atari ST specific question, but someone might be
: able to help anyway since I hear that RGB monitors have been
: used on Atari STs.
:
: A friend of mine with a Roland S-760 sampler need to connect a
: monitor to it, and the sampler only outputs S-video and
: digital-RGB.
: I've found a monitor for him which the seller says is an RGB,
: but I don't know if it's the same as "Digital RGB", if there's
: only one type of RGB or what.
:
: Anyway, these are the specs:
:
:
: Phillips CM8833-II
: ------------------
: Screensize: 14"
: Input Connector: 9-pin D, CVBS
: Video Input: Analogue RGB & TTL
: Horiz Scan Rate: 15.625Khz
: Vert Scan Rate: 47-62.5Hz
: Pixel Res: 640x256
: Dot Pitch: .42
:
: So, is this monitor suitable for something that outputs
: digital RGB?

If not, it would be quite simple to make it accept "digital
RGB", a couple of resistors and a transistor in the connector
housing will do the trick for you. Do you have more info on the
video source? It appears that the Roland has a CGA?

The monitor you're mentioning is very versatile and can be used
for almost any computer of the 8 and 16 bit era. It's also
excellent as a second TV in the house, you just need to hook it
to a video thru the CVBS and AUDIO lines.

MG

3656. Re: Looking for TT030 graphics card

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-26 00:00:00 UTC
From: Milton Horst <milton.a.horst@boeing.com>
Message-ID: <392EFA52.76503672@boeing.com>
Source record: 7259

Me, too :-)

Milton Horst
Seattle, WA USA

Raymond Collins wrote:
>
> I am looking to acquire a working TT030 video (graphics) card.
>
> I am looking for either:
>
> Crazy Dots 2
> 4MB VRAM or DRAM ATI Mach64 Nova card
>
> Raymond

3657. ST Nemesis

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-27 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <siv16ggk5pj120@corp.supernews.com>
Source record: 7260

Hi

There was a disscussion a couple of weeks back about accelerating the system bus on a ST to 10 maybe 12mhz.. I have a spare STe to play around on so I might attempt this project. Maybe put a 32k cache on the cpu as well.
These are the chips on the STe.

ACIA 500khz (these will have to be kept at 500khz)
Cpu 8mhz this can take 12 but you can get 20 mhz versions
DMA increasing this should improve hard disk speed and ste sound
Yamaha not sure, faster printing?
Will increasing the yamaha or DMA cause sound files to be played at the wrong speed?
MC68901 don't change
WD1772 keep at 8 or 16 (DD or HD mode)

MMU,blitter,glue
Glue will need to be increased. Blitter probably can take 12mhz. MMU could be increased. Problem here is these are in one package and you can't control the individual speeds of these. On standard STe MMU and Blitter work at have the speed of the glue. Glue at 16mhz, mmu and blitter are at 8mhz.

Shifter will be the big dificulty. I think it was said that the freq on low res is about 15khz. So increasing the shifter will make it possible to connect to a PC monitor. I'm not sure on this part so I'll need some help.

What is the extra chip next to the CPU fitted in some STes(large 68pin plcc like cpu). I have one ste with the chip and the other without it. Looking at the schematics shows it. It doesn't make any performance difference. So why have it?

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3658. Re: WTB: OS-9 for Atari ST (Not Mac OS9)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-27 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <8gofgn$q4e$1@dos.canit.se>
Source record: 7261
Cross-posted to: comp.os.os9,comp.sys.atari.st.tech,comp.sys.atari.st

In comp.sys.atari.st Martin Graiter <graiter@starmail.com> wrote:
: Another addition to the multitude of existing OS:es and possible
: future combinations for the ST range...

: There's something called ELKS:

: http://www.elks.ecs.soton.ac.uk/

Isn't that for low-end x86 PCs? I'd rather put my faith in ï¿½clinux.

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!

3659. Re: Digital/analog RGB monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-27 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8gp1tfpee2@zingo.tninet.se>
Source record: 7262

"Hallvard Tangeraas" <halln@c2i.net> wrote in message
news:1eb90gi.1p0xz1k1bpp8twN%halln@c2i.net...

: I didn't know it would be that easy.
: Where can I get a circuit diagram for the above?

I'll dig it out and post it here.

: No, I don't have any more info on it as my friend didn't get a
user
: manual for the video output expansion card. All he knows is
what is
: printed on the rear, and that's "S-video" and "digital RGB".

How old is this Roland then? If you know from what period it is
you could easier guess what type of standard it uses.

: > The monitor you're mentioning is very versatile and can be
used
: > for almost any computer of the 8 and 16 bit era. It's also
: > excellent as a second TV in the house, you just need to hook
it
: > to a video thru the CVBS and AUDIO lines.
:
: Almost makes me want to have one myself :-)
: Would be nice for video editing etc.

I've connected the following to that monitor: C64, Atari ST,
Falcon 030, Amiga, VCR. I bet that a CGA would work, with that
special cable, as well.

I'll come back to you with the schematic.

MG

3660. Re: ST Nemesis

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-27 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8gp1tdpee1@zingo.tninet.se>
Source record: 7263

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:siv16ggk5pj120@corp.supernews.com...

: Hi
:
: There was a disscussion a couple of weeks back about
accelerating the
: system bus on a ST to 10 maybe 12mhz.. I have a spare STe to
play
: around on so I might attempt this project. Maybe put a 32k
cache on
: the cpu as well.
: These are the chips on the STe.
:
: ACIA 500khz (these will have to be kept at 500khz)
: Cpu 8mhz this can take 12 but you can get 20 mhz
versions
: DMA increasing this should improve hard disk speed and
ste sound
: Yamaha not sure, faster printing?
: Will increasing the yamaha or DMA cause sound files to be
played at
: the wrong speed?
: MC68901 don't change
: WD1772 keep at 8 or 16 (DD or HD mode)

You shouldn't change the frequency of the Yamaha sound chip
(2MHz), all sounds will be wrong (too high and too short). You
can start out by providing a new frequency source for all the
chips mentioned above. An oscillator of 32MHz coupled to a 4024
or 4040 which will output:

32MHz
32/2=16MHz
32/4=8MHz
32/8=4MHz
32/16=2MHz
32/32=1MHz
32/64=0.5MHz

: MMU,blitter,glue
: Glue will need to be increased. Blitter probably can take
12mhz. MMU
: could be increased. Problem here is these are in one package
and you

: can't control the individual speeds of these. On standard STe
MMU and
: Blitter work at have the speed of the glue. Glue at 16mhz,
mmu and
: blitter are at 8mhz.
:
: Shifter will be the big dificulty. I think it was said that
the freq
: on low res is about 15khz. So increasing the shifter will
make it
: possible to connect to a PC monitor. I'm not sure on this
part so
: I'll need some help.

Your display will be warped, distorted, scrambled. You shouldn't use the SM124 monitor with an accelerated Shifter, you'll kill it. Same applies to color monitors. Use a good modern multisync SVGA monitor.

You could come around this by using a separate graphics card, like the Panther. For experimental purposes you should consider directing your output to a serial console (another ST and a nullmodem) instead of to the screen.

: What is the extra chip next to the CPU fitted in some
Tes(large
: 68pin plcc like cpu). I have one ste with the chip and the
other
: without it. Looking at the schematics shows it. It doesn't
make
: any performance difference. So why have it?

Some STe:s have a separate Blitter chip, some have an integrated. Those with separate normally have the 68p plcc, just the same package as the MC68000, and are situated slightly to the "northwest" of it. The Blitter is known to cause trouble in this respect. Best is to remove it.

Also take a look at the rating of your RAM chips, if they're 150ns you better exchange them. Try finding SIMMs that are 70ns instead.

MG

3661. Re: ST Nemesis

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-27 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sj0dujrv5pj39@corp.supernews.com>
Source record: 7264

>You shouldn't change the frequency of the Yamaha sound chip
>(2MHz), all sounds will be wrong (too high and too short).
Yeah thought so. DMA acceleration won't harm the sound will it
because all that does is shift blocks of memory to the DACs.

>You
>can start out by providing a new frequency source for all the
>chips mentioned above. An oscillator of 32MHz coupled to a 4024
>or 4040 which will output:
>
>32MHz
>32/2=16MHz
>32/4=8MHz
>32/8=4MHz
>32/16=2MHz
>32/32=1MHz
>32/64=0.5MHz
You reckon that the selected chips can take twice there normal freq?
I would use the 74HT** alternative to the 4040 cos it will be more
stable at 32mhz, but you've got the idea. I was thinking of running
those chips at a third higher freq. Cpu@12mhz Glue@24Mhz etc
Everything on the ST is access asycronous I think because of the way
the CPU works with the DTACK pin.

>Your display will be warped, distorted, scrambled. You shouldn't
>use the SM124 monitor with an accelerated Shifter, you'll kill
>it. Same applies to color monitors. Use a good modern multisync
>SVGA monitor.
>For experimental purposes you should consider
>directing your output to a serial console (another ST and a
>nullmodem) instead of to the screen.
Maybe I could select the freq applied to the shifter so you don't have
to have extended video modes if you want.

>You could come around this by using a separate graphics card,
>like the Panther.
People don't want to spend £200 for a a graphics card when you can get
a Falcon with the 030 for a bit more if you hunt around.

>Some STe:s have a separate Blitter chip, some have an
>integrated. Those with separate normally have the 68p plcc, just
>the same package as the MC68000, and are situated slightly to
>the "northwest" of it. The Blitter is known to cause trouble in
>this respect. Best is to remove it.
Northwest looking from where? Mine is to the left and down a bit from

the cpu, looking from the front. If it is an external blitter it's never caused me any hassle. It's chip number begins with a S, can't remember all of it. It does say Atari on it though.

>Also take a look at the rating of your RAM chips, if they're
>150ns you better exchange them. Try finding SIMMs that are 70ns
>instead.
Most PC 486 simms will be for 16Mhz

This should really speed the ST up a bit. No accelerators for the ST have sped up the bus before have they? The DMA acceleration should improve the sound by miles.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3662. Re: TOS ROM switcher?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8gpvogjdl1@zingo.tninet.se>
Source record: 7265

"Chris" <capw@pathcom.com> wrote in message
news:39303339.26B3364D@pathcom.com...
: Hi folks,
:
: Does anyone have or know if there is a device that lets one
you two sets of TOS ROMs.

You can do this in several ways. The simplest is to burn your twin TOS:es into double capacity EPROM:s and toggle the highest address line by hand switching. When the highest address bit is low, the TOS in the lower half of the chips will be active. When high, the upper TOS will activate. Beside the EPROM:s (2*27C020) you will only need an SMTP and some wire.

You can also piggy-back the chips but this requires quite a lot more work.

MG

3663. Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8gpvohjdl3@zingo.tninet.se>
Source record: 7266

Are there any obstacles to letting two Ataris share the same SCSI bus? One harddisk, two computers with simultaneous access to it. How about sharing the SCSI bus with other systems, PC, Mac etc.?

This could function as some kind of a network?

MG

3664. Re: Driver for Zip100 paralel port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: Martin Wilson <martin.w6@ukonline.co.uk>
Message-ID: <8le1jssvqbrp47l9olrctnk4jfib1fonpo@4ax.com>
Source record: 7267

On Fri, 26 May 2000 12:40:25 +1000, "Mark Bedingfield"
<mark@baypc.com.au> wrote:

)))None unfortunatly, I think the ST's lpt port is only single
directional. The
)))Falcon and TT should be able to run them in theory, but no drivers.
Its very
)))slow anyway. I could be wrong but I think that the new 250MB drives
come
)))with both Parallel and SCSI built in?
)))
)))Mark Bedingfield
)))
)))

The STs port is the bare minimum of connections to make a printer work. It was great that the ST had a normal (ish) printer port at the time but it doesn't match a normal PC printer port for control lines. The fact it is single directional isn't the problem as Zip drives work with old PC single directional ports I believe. However a PCs EPP port is capable of upto 1MEG a second and ECP even more with DMA access.

Some parallel devices are actually SCSI or IDE internally with a little adaptor board added so you can link it to a parallel port but the majority are built for parallel from the ground up.

)))Jesús Lorenzo <LINDRIN@teleline.es> wrote in message
)))news:t9hX4.885$FW6.71890@m2newsread.uni2.es...
)))> Hello, do you know if are there a driver to use my Zip 100
parelel port
)))with
)))> my Atari ST 1040?
)))> Thnks.
)))> Jesús Lorenzo from Spain.
)))>
)))>
)))

3665. Re: TOS ROM switcher?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: "John.L.Masterman" <john.masterman@dtn.ntl.com>
Message-ID: <4n4Y4.1282$si6.26906@news6-win.server.ntlworld.com>
Source record: 7268

I have a commercial TOS switcher here on the shelf. I found it inside a blown ST that came in to me. The STE was fitted with this and an IDE interface with a 2.5" HD and labelled as an 4160STE. I presume the add-ons made the distinction. I am unsure whether one of these might have caused the blow, I needed other parts that came with it so I did not look further... just removed the clever bits and disposed of the motherboard... which was stone dead.
The PSU survived, as did the Floppy, and the above mentioned, as well as the case top and the third pary mono monitor and adaptor and mouse.

The Rom switcher is a TUS developments from Cheshire, here in the UK. I very much doubt if they exist any more.

It's basically as the man said, its a dual socket mounted on a pcb with thru connectors to the sockets on the motherboard. There is one bank (3 pins) of jumpers and a flying lead with a small switch.
Its fitted with ROMS marked TOS 1.62/2.06 (C)Atari UK Mftr COMPO UK and marked ROM HI and ROM LO.

John

Chris <capw@pathcom.com> wrote in message
news:39303339.26B3364D@pathcom.com...
> Hi folks,
>
> Does anyone have or know if there is a device that lets one you two sets
> of TOS ROMs. Codeheads had such a device a few years ago. Don't recall
> what it was called tho'.
>
> Anyway, is there such a device for an Atari 1040 STe? I have TOS 1.06
> soldered onto the main board. Would like to install a device so I could
> have TOS 2.06 on board and be able to switch back and forth from TOS
> 1.06 to 2.06 and vice versa.
>
> Cyberpaint does not work under TOS 2.06
> And I had the Mario Becroft IDE board installed to use an IDE hard
> drive. Need TOS 2.06 to boot off of the IDE.
>
> Thanks,
> g'day
> --
> Wow! Take a look at these great web pages!:
>
> HamSTer Power!
> http://www.pathcom.com/~capw/hamster.html

>
> MegaLinks web page (1999 links)
> http://www.geocities.com/SoHo/Village/9298/
>
> Blame Canada, eh!
> http://www.geocities.com/SoHo/Village/9298/lyrics/blame.html
>
> SpongeBob SquarePants!
> http://www.geocities.com/Soho/Village/9298/lyrics/sponge.html
>
> Spring has sprung! Sproing!
> mailto:capw@pathcom.com
>
> It's Time to Take Advantage of the Internet.
> Join AllAdvantage.com at
> http://alladvantage.com/go.asp?refid=LIB-059
>
>

3666. Re: ST Nemesis

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <Fv9CHM.6M@gem.win.co.nz>
Source record: 7269

Lyndon Amsdon (bindon@madasafish.com) wrote:

: Everything on the ST is access asycronous I think because of the way
: the CPU works with the DTACK pin.

It sounds like an interested project that you are undertaking. Just a note on the above: when I was working on a 16 MHz CPU accelerator with cache for the STFM (which is finished and sitting on a shelf), I found that not everything is accessed asynchronous. The RAM in particular has a synchronous bus cycle, and of course the 6800 peripherals require special synchronous handling. I also found that the DMA chip is exceedingly sensitive to the bus timing, although I cannot remember the details.

--
+---+
| Mario Becroft * Tariland, New Zealand Atari User Group |
| mb@gem.win.co.nz * Atari Hardware Developments |
| http://gem.win.co.nz/ * >>> NEW MIDI-3 <<< |

3667. Re: Driver for Zip100 paralel port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.10.10005281111380.145-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 7270

Hello!

> Hello, do you know if are there a driver to use my Zip 100 parelel port with
> my Atari ST 1040?

That's impossible due to the lack of a PC compatible parallel port.
But there is an ROM port adapter for parallel ZIPs from Woller available.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3668. Re: TOS ROM switcher?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sj29m4ec5pj46@corp.supernews.com>
Source record: 7271

Hi John

On 28 May 2000 09:02:38 , "John.L.Masterman" wrote:
>I found it inside a
>blown ST that came in to me. The STE was fitted with this and an IDE
>interface with a 2.5" HD and labelled as an 4160STE. I presume the add-ons
>made the distinction. I am unsure whether one of these might have caused the
>blow.
Unlikely that would have caused it. More likely to be the heat inside
the case from the extra ram, hard drive etc reduced one of the chips
life time. My STe had a IDE interface from TUS (very good) and I
managed to squeze a 3.5" 1.7Gb harddrive in between the PSU and Floppy
using half height Simms, boy did that get hot. I had to set it up so
the HD would park every 2 minutes!

>The Rom switcher is a TUS developments from Cheshire, here in the UK. I very
>much doubt if they exist any more.
I'm not sur if TUS still make ST stuff any more. There last advert
was in AC15 back in November. I rang up in Febuary wanting a High
speed Serial Port but they don't sell them any more, trouble with
getting the parts or something.

>It's basically as the man said, its a dual socket mounted on a pcb with thru
>connectors to the sockets on the motherboard. There is one bank (3 pins) of
>jumpers and a flying lead with a small switch.
The switch is for TOS 1.62 or 2.06. The jumper is selected to
correspond to which EPROMs you had before 28 pin or 32.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3669. Re: ST Nemesis

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sj29m9tn5pj52@corp.supernews.com>
Source record: 7272

On 28 May 2000 06:53:46 , Mario Becroft wrote:
>Lyndon Amsdon (bindon@madasafish.com) wrote:
>
>: Everything on the ST is access asycronous I think because of the way
>: the CPU works with the DTACK pin.
>
>It sounds like an interested project that you are undertaking.
Hmmm its going to take some time and experimenting though.

>Just a note
>on the above: when I was working on a 16 MHz CPU accelerator with cache
>for the STFM (which is finished and sitting on a shelf), I found that not
>everything is accessed asynchronous.
I didn't know that!

>The RAM in particular has a synchronous bus cycle,
The RAM should be fine shouldn't it because if I speed it up
proportional to the CPU it should be alright.
CPU RAM
Old 8mhz 8mhz
New 16mhz 16mhz

>and of course the 6800 peripherals require special
>synchronous handling.
Thats just the Midi and Keyboard controller right? How would you get
around this? It would ruin the performance slowing the ST back down
to normal speed for keyboard and midi access.

>I also found that the DMA chip is exceedingly
>sensitive to the bus timing, although I cannot remember the details.
Oh. What it requires a good clean clock signal or do you mean it can't
take more than 8mhz. I was hoping this would be quite a good chip to
accelerate.
Thanks for the help

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3670. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <959525688-555934AEicMi@sweet3.freeserve.co.uk>
Source record: 7273

Hi Martin

>Are there any obstacles to letting two Ataris share the same
>SCSI bus? One harddisk, two computers with simultaneous access
>to it. How about sharing the SCSI bus with other systems, PC,
>Mac etc.?

As far as i'm aware this is only possible with a Link96 and HDdriver, which translates to a MegaSTE basesd system as this is a machine specific device, even then the puters would have to be accessing non-simultaneous data.

>This could function as some kind of a network?

A SCSI network, nice.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3671. Keyboard nationality info wanted

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8gre1g$c9s$1@plutonium.compulink.co.uk>
Source record: 7274

I would be interested in hearing from people with non-British keyboards
what value their _AKP cookie reports. Even more useful would be reports
from people whose keyboard and TOS are of different nationalities.
Please give the machine and TOS version in each case.

The cookie value may be established from the COOKIES.CPX by Dieter
Fiebelkorn, or one of the system testers mentioned below.

The reason for the enquiry is the discrepancies between Mark Baines's
PROFILE2.PRG as compared to other similar testers on the keyboard
nationality of my British Falcon. This reports:

Keyboard nationality and language: United Kingdom and English

and in the cookies list:
_AKP $00000003 3

All the other testers give the same cookie value, but interpret the
keyboard and/or TOS nationality as USA.

Thus in Christophe Boyanique's Sha'uri, in Cookies listing:

_AKP $5F414B50 ($00000003)
Keyboard language: USA
TOS language: UK

But it also reports in Non-Volatile RAM listing:
TOS language: USA
Keyboard language: UK

Sysinfo2 by David Troy from Toad computers reports:

TOS Country: USA

and in the Cookies list again:
0x5f414b50 (_AKP) 0x00000003

SysInfo V4.80b by Thorsten Bergner reports in System:

Country : GBR

and in Non-Volatile Memory
Keyboard : GBR
Language : GBR

but in Cookie list:
_AKP 3 Keyb. : USA / Country : GBR

Now the 'Atari Compendium' states for the _AKP cookie:
'...The high word of this cookie is currently reserved. The low word indicates the language currently used by TOS for keyboard interpretation and alerts. See the explanation for the country code in the OS header earlier in this chapter for valid values.'

That section lists the os_conf and countries (0 = USA ... 3 =UK ...) and adds 'As of TOS 4.0 the OS is compiled with text for all languages and switches between them based on the country code stored in non-volatile RAM. Use the _AKP cookie to determine the actual language in use.'

There seems to be nothing explicit there about using different parts of the value for keyboard and TOS nationality.

On the other hand Zorro's TOS.HYP states, in translation:

_AKP Keyboard layout and national language
The Cookie gives info about the language and the keyboard layout of the system. Bits 0-7 inform about the language:

0 = USA
...
3 = England
...

Bits 8-15 identify the layout of the keyboard

followed by the same table.

Sha'uri too uses a similar explanation of the cookie:

_AKP Advanced Keyboard Processor
high word reserved
very low word: keyboard
low word: TOS language

and may have got it from the same source.

It is possible, I guess, that the above applies to pre-TOS 4.xx machines. I am told by a German user that his machine returns $00000101 but I am not sure which TOS he is running.

Thanks for your help!

Regards, /Peter/

3672. Mega ST/Megafile 30 problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-28 00:00:00 UTC
From: Robert Flossmann <robert.flossmannNOroSPAM@01019freenet.de.invalid>
Message-ID: <0b88b5a2.2b546397@usw-ex0103-019.remarq.com>
Source record: 7275

Hi all,

I have the following setup:

MegaST
MegaFile 30

When I switch the crates on (Megafile first) I get a white screen
until I insert a disk, then the TOS window comes up with two
drives (A&B).
The harddisk is not accessible.
What steps do I have to take to install the harddisk under TOS?
What programs do I need for low level format, partitioning, high
level format?

TIA, Robert

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3673. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <393223E9.587D@ooc.de>
Source record: 7276

Steve Sweet wrote:

> As far as i'm aware this is only possible with a Link96 and HDdriver, which translates

No, a LINK97 is required. The LINK96 will block the bus so that no other
device except the ST the LINK96 is connected to can access other
devices. As far as I know this is the main difference between LINK96 and
LINK97. In this case it's crucial.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3674. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <393225ED.18CF@ooc.de>
Source record: 7277

Martin Graiter wrote:

> Are there any obstacles to letting two Ataris share the same
> SCSI bus? One harddisk, two computers with simultaneous access
> to it. How about sharing the SCSI bus with other systems, PC,
> Mac etc.?

You can share the bus as long as you can guarantee that you don't get inconsistencies in your data on the shared partitions. Note that one computer is not able to see whether the other has changed data on the drive. So you have to be very careful here. You have to ensure that you flush the GEMDOS cache of the Atari (by pressing Shift-Esc on most modern desktops) after you have written data to a partition that is to be read or written to by the Atari. The same would have to be done after writing data to a partition with the Atari, before accessing this partition again by the PC or Mac. I don't know if you can easily flush the drive caches of the PC or Mac. I doubt you can. Also note that Shift-Esc only flushes the GEMDOS cache of the Atari. So if you have a FAT32 or EXT2FS this won't help.

> This could function as some kind of a network?

A real network is much more powerful and you don't have any of the problems mentioned above. For TT and Falcon SCSI HDDRIVER supports the SCSI target interface which provides the basis for such a network on a TCP/IP basis, preferably under MiNT. But so far nobody has started to write a network driver for SCSI so there is still not TCP/IP over SCSI.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3675. Re: ST Nemesis

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: pls@no.spam
Message-ID: <8gt9rvefg1@wnsgs006.europe.nortel.com>
Source record: 7278

In article <sj0dujrv5pj39@corp.supernews.com>, bindon@madasafish.com (Lyndon Amsdon) wrote:

*** Deleted***
>You reckon that the selected chips can take twice there normal freq?
>I would use the 74HT** alternative to the 4040 cos it will be more
>stable at 32mhz, but you've got the idea. I was thinking of running
>those chips at a third higher freq. Cpu@12mhz Glue@24Mhz etc
>Everything on the ST is access asycronous I think because of the way
>the CPU works with the DTACK pin.
>
I've done this for an STFM, it should also work for the STE, but I've never looked at the schematics. There was an article in one of the German computer magazines explaining "how to" (for an old STM, as it was a long time ago).

The article had a new master oscillator (48 Mhz), which divided down to 24 for the MMU & 12 for the Glue/CPU.

You also had 2 & 0.5 MHz for the Yamaha & 6850's (keyboard & MIDI).
>
>>Your display will be warped, distorted, scrambled. You shouldn't
>>use the SM124 monitor with an accelerated Shifter, you'll kill
>>it. Same applies to color monitors. Use a good modern multisync
>>SVGA monitor.

Yes, very good advice, my SM125 was not able to display the picture correctly, so I stopped doing this. The new video frequencies will be 1/3 higher than before. The article showed you how to correct this & get the frequencies back to normal values, or even "overscanned" screen resolutions.

Unfortunately, the STE shifter is difficult to modify, as some signals are internal & cannot be modified the way the old STFM Shifter/Glue could.

>>For experimental purposes you should consider
>>directing your output to a serial console (another ST and a
>>nullmodem) instead of to the screen.

Another good idea, you should see approx 50% increase in processing speed, i.e a Gembench session would show everything 50% faster.
Of course, you can't run Gembench on serial ouput, so you might have to try a few other speed checker utilities. I think you are guaranteed a 50% increase.

>Maybe I could select the freq applied to the shifter so you don't have
>to have extended video modes if you want.
>
I don't think so. I think the shifter must be sync'ed to the rest of the bus devices. The ST is async, in that you can change the master clock; but you

can't change parts of the divider chain frequencies, they all must be locked
to the master clock. The FD controller, MFP, Yamaha & 6850's can be clocked
seperately, but the CPU/Glue/Shifter must be locked.
>
>>You could come around this by using a separate graphics card,
>>like the Panther.
>People don't want to spend ?200 for a a graphics card when you can get
>a Falcon with the 030 for a bit more if you hunt around.
>
>>Some STe:s have a separate Blitter chip, some have an
>>integrated. Those with separate normally have the 68p plcc, just
>>the same package as the MC68000, and are situated slightly to
>>the "northwest" of it. The Blitter is known to cause trouble in
>>this respect. Best is to remove it.
>Northwest looking from where? Mine is to the left and down a bit from
>the cpu, looking from the front. If it is an external blitter it's
>never caused me any hassle. It's chip number begins with a S, can't
>remember all of it. It does say Atari on it though.
>
I don't have a blitter, but I guess you could disable it.
Perhaps it might run @ 12 MHz, it should be able to.
>
>>Also take a look at the rating of your RAM chips, if they're
>>150ns you better exchange them. Try finding SIMMs that are 70ns
>>instead.
>Most PC 486 simms will be for 16Mhz

Yes, the onboard RAM is probably too slow. SIMMS will be just right for the
faster bus.

>
>This should really speed the ST up a bit. No accelerators for the ST
>have sped up the bus before have they? The DMA acceleration should
>improve the sound by miles.

Not having a STE, I can't comment on the DMA for sound, but disk transfers
will be faster. You are correct about the accelerators, most provide a faster
CPU, with perhaps a bank of fast memory & maybe an expansion port.

I intend to revisit this idea later in the year, but I will be trying for a 16
MHz mainboard frequency. This would give a X2 increase.
Also, by changing the CPU for a faster version & overclocking it (driven from
the 32 MHz clock during internal operations), another (average) 50% increase
in certain operations will be got.

Good luck, & be careful with the modifications.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

3676. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10005291100460.145-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 7279

Hello!

> the drive caches of the PC or Mac. I doubt you can. Also note that
> Shift-Esc only flushes the GEMDOS cache of the Atari. So if you have a
> FAT32 or EXT2FS this won't help.

Sorry, that's not 100% true. I don't know to which desktop you refer but
if you use Thing (default desktop under MiNT/N.AES) the caches are
definitly flushed. I expect the same for Jinnee.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

3677. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <393240B6.3231@ooc.de>
Source record: 7280

Frank Naumann wrote:

> > the drive caches of the PC or Mac. I doubt you can. Also note that
> > Shift-Esc only flushes the GEMDOS cache of the Atari. So if you have a
> > FAT32 or EXT2FS this won't help.
>
> Sorry, that's not 100% true. I don't know to which desktop you refer but
> if you use Thing (default desktop under MiNT/N.AES) the caches are
> definitly flushed. I expect the same for Jinnee.

That's fine, so at least flushing the caches is no problem for the
Atari.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3678. Re: Mega ST/Megafile 30 problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8gtevo$is1$1@news.stortek.com>
Source record: 7281

"Robert Flossmann" <robert.flossmannNOroSPAM@01019freenet.de.invalid> a
�crit dans le message news: 0b88b5a2.2b546397@usw-ex0103-019.remarq.com...
> Hi all,
>
> I have the following setup:
>
> MegaST
> MegaFile 30
>
> When I switch the crates on (Megafile first) I get a white screen
> until I insert a disk, then the TOS window comes up with two
> drives (A&B).

You must wait a few seconds for the Megafile to speed up, then switch on the
MegaST.

Is the Megafile spinning? Does the light come on?

> The harddisk is not accessible.

No, you would have to run AHDI for the ST to see the drive.

> What steps do I have to take to install the harddisk under TOS?
> What programs do I need for low level format, partitioning, high
> level format?

You shouldn't need to low-level format it. High level formatting is
partionning, same thing.

You should get AHDI from http://bales.online.fr/atari/files

Run AHDI.PRG from floppy, then create the C icon on the desktop. If this
doesn't work, then the drive is probably dead. Check out the error messages.

If it does work, use HINSTALL to install a bootable boot sector and the
SHDRIVER.SYS file on the disk(SHDRIVER.SYS is actually AHDI.PRG with a
different name).

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3679. Re: ST Nemesis

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sj4j025p5pj159@corp.supernews.com>
Source record: 7282

Hi!
>I've done this for an STFM, it should also work for the STE, but I've never
>looked at the schematics. There was an article in one of the German computer
>magazines explaining "how to" (for an old STM, as it was a long time ago).
Try digging that out it would be very useful and interseting.

>The article had a new master oscillator (48 Mhz), which divided down to 24 for
>the MMU & 12 for the Glue/CPU.
Isn't the glue in normal ST run twice the speed of the CPU and MMU?

>You also had 2 & 0.5 MHz for the Yamaha & 6850's (keyboard & MIDI).
Yep, that wont be difficult.

>Yes, very good advice, my SM125 was not able to display the picture correctly,
>so I stopped doing this. The new video frequencies will be 1/3 higher than
>before. The article showed you how to correct this & get the frequencies back
>to normal values, or even "overscanned" screen resolutions.
>
>Unfortunately, the STE shifter is difficult to modify, as some signals are
>internal & cannot be modified the way the old STFM Shifter/Glue could.
Yes, the same problem why you can overscan a STe.

>I think the shifter must be sync'ed to the rest of the bus
>devices. The ST is async, in that you can change the master clock; but you
>can't change parts of the divider chain frequencies, they all must be locked
>to the master clock. The FD controller, MFP, Yamaha & 6850's can be clocked
>seperately, but the CPU/Glue/Shifter must be locked.

Async means that <this is what i thought> the CPU sends an address out
on the bus and waits for anything to respond. The device in the
correct address range asks for the 8/16 bits of data (checks the
control lines ,R/W etc) it then does what it needs to do. It could take
10 minutes doing its thing while the CPU is just sitting there. When
the device has finished it asserts DTACK that kicks the CPU back to
life to tell it "I have finished my job now wake up!". There is a doc
to put a 68881 co-processor in an ST. If you had a 68881FN32 you
could clock it to 32+Mhz and it would work.

>Not having a STE,
You don't know what you're missing.
>I can't comment on the DMA for sound, but disk transfers
>will be faster. You are correct about the accelerators, most provide a faster
>CPU, with perhaps a bank of fast memory & maybe an expansion port.
It would be nice to be able to play mods back at 25 khz interpolated.

>I intend to revisit this idea later in the year, but I will be trying for a 16
>MHz mainboard frequency. This would give a X2 increase.
>Also, by changing the CPU for a faster version & overclocking it (driven from
>the 32 MHz clock during internal operations), another (average) 50% increase
>in certain operations will be got.
I think you're underestimating the extra power it can provide. A
16mhz CPU and 32k cache will give approx 160% increase in speed.
The highest speed 68000 was 20mhz 68EC000FN20. It should be safe to
clock it to 32mhz though. PLCC only package.

>Good luck, & be careful with the modifications.
I will thanks! ;-)

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

3680. Re: ST Nemesis

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: pls@no.spam
Message-ID: <8gto0ukpq1@wnsgs006.europe.nortel.com>
Source record: 7283

In article <sj4j025p5pj159@corp.supernews.com>, bindon@madasafish.com (Lyndon Amsdon) wrote:
>Hi!
>>I've done this for an STFM, it should also work for the STE, but I've never
>>looked at the schematics. There was an article in one of the German computer
>>magazines explaining "how to" (for an old STM, as it was a long time ago).
>Try digging that out it would be very useful and interseting.

Yes, it is however in German. I've only partly translated it. Just enough to get the idea of what's going on. I don't have the full article, the section on getting new video resolutions is incomplete/unreadable.

Perhaps somebody else could supply this part.
>
>>The article had a new master oscillator (48 Mhz), which divided down to 24 for
>
>>the MMU & 12 for the Glue/CPU.
>Isn't the glue in normal ST run twice the speed of the CPU and MMU?

I think the STFM Glue runs @ 8 MHz, the MMU @ 16 MHz, the Shifter @ 32 MHz.
The main STFM clock is a PLL,locked to the 4.433 MHz PAL sub carrier.
It should be possible to change the crystal, or add in a new oscillator if you don't care about lines onthe TV.
>
>>You also had 2 & 0.5 MHz for the Yamaha & 6850's (keyboard & MIDI).
>Yep, that wont be difficult.
>
>>Yes, very good advice, my SM125 was not able to display the picture correctly,
>
>>so I stopped doing this. The new video frequencies will be 1/3 higher than
>>before. The article showed you how to correct this & get the frequencies back
>>to normal values, or even "overscanned" screen resolutions.
>>
>>Unfortunately, the STE shifter is difficult to modify, as some signals are
>>internal & cannot be modified the way the old STFM Shifter/Glue could.
>Yes, the same problem why you can overscan a STe.
>
>>I think the shifter must be sync'ed to the rest of the bus
>>devices. The ST is async, in that you can change the master clock; but you
>>can't change parts of the divider chain frequencies, they all must be locked
>>to the master clock. The FD controller, MFP, Yamaha & 6850's can be clocked
>>seperately, but the CPU/Glue/Shifter must be locked.
>
>Async means that <this is what i thought> the CPU sends an address out
>on the bus and waits for anything to respond. The device in the

>correct address range asks for the 8/16 bits of data (checks the
>control lines ,R/W etc) it then does what it needs to do. It could take
>10 minutes doing its thing while the CPU is just sitting there. When
>the device has finished it asserts DTACK that kicks the CPU back to
>life to tell it "I have finished my job now wake up!". There is a doc
>to put a 68881 co-processor in an ST. If you had a 68881FN32 you
>could clock it to 32+Mhz and it would work.
>
You are essentially correct, however, I found that the ST did not like the CPU running at odd multiples of the bus with my overclocking circuit. I tried the CPU @ 24 MHz while the bus was still @ 8 MHz, it did not work.

I was not using any buffering chips, I just switched the AS line depending on whether the CPU was accessing the bus or not. Perhaps this method is to simple, but it has worked for over 5 years now (bus @ 8 MHz, CPU switches between 8/16 MHz).

>>Not having a STE,
>You don't know what you're missing.

I can't argue there.

>>I can't comment on the DMA for sound, but disk transfers
>>will be faster. You are correct about the accelerators, most provide a faster
>>CPU, with perhaps a bank of fast memory & maybe an expansion port.
>It would be nice to be able to play mods back at 25 khz interpolated.
>
Is there any chance an accelerated STE might be able to handle MP3's?
Aybody know the answer to this?

>>I intend to revisit this idea later in the year, but I will be trying for a 16
>
>>MHz mainboard frequency. This would give a X2 increase.
>>Also, by changing the CPU for a faster version & overclocking it (driven from
>>the 32 MHz clock during internal operations), another (average) 50% increase
>>in certain operations will be got.
>I think you're underestimating the extra power it can provide. A
>16mhz CPU and 32k cache will give approx 160% increase in speed.

Perhaps, but I had not planned on a cache, I was just going to speedup the bus, then overclock the CPU, or change the device to a faster part, then overclock that part. If the internal operations are running at 16 MHz, then intensive calculations are much faster e.g,MUL & DIV instructions take 144 clock cycles. At 16 MHz, the time is almost halved (there is some time lost due to the switchover from 8 to 16 MHz), I got increases of 95% for these instructions. A cache module would be nice, but I never got around to adding one because my circuit was so simple, just 6 wires to solder & one pin to cut.

What I would like to add would be a circuit to access the ROM at the same speed as the processor is running at.

>The highest speed 68000 was 20mhz 68EC000FN20. It should be safe to
>clock it to 32mhz though. PLCC only package.

Well, there were 20 MHz DIP versions made by SGS Thomson.
I think there was a 68HC000 version also.

Somebody posted in this groups (a long time ago now) that they had overclocked
some 68000's to 64 MHz & they worked. Now that's a fast machine,even if the
bus is still running @ 8 MHz.
>
>>Good luck, & be careful with the modifications.
>I will thanks! ;-)

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

3681. Re: Digital/analog RGB monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8gts64$6fm$1@zingo.tninet.se>
Source record: 7284

"Hallvard Tangeraas" <halln@c2i.net> wrote in message
news:1ebcoij.ogur9x1lgnyhuN%halln@c2i.net...

: Thanks. If it's a small ASCII drawing I guess it's OK to post
it here, otherwise mail it to me privately.

It's small. Good thing if others can have it too...

MG

3682. Re: ST Nemesis

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sj5co3t85pj77@corp.supernews.com>
Source record: 7285

Hi!

>Yes, it is however in German. I've only partly translated it. Just enough to
>get the idea of what's going on. I don't have the full article, the section on
>getting new video resolutions is incomplete/unreadable.
>
>Perhaps somebody else could supply this part.
Which magazine was it in? What issue? I haven't seen any ST
accelerater that "upped" the bus speed.

>I think the STFM Glue runs @ 8 MHz, the MMU @ 16 MHz, the Shifter @ 32 MHz.
>The main STFM clock is a PLL,locked to the 4.433 MHz PAL sub carrier.
>It should be possible to change the crystal, or add in a new oscillator if you
>don't care about lines onthe TV.
Yes you're probably right. I was thinking off the top of me head.
The *main* clock is 32mhz quartz clock. The 4.433 is the clock to
provide a signal for the TV signal. This is different for 50/60hz TV
machines. Pal is 4.433 NTSC is 3.579.

>>Async means that <this is what i thought> the CPU sends an address out
>>on the bus and waits for anything to respond. The device in the
>>correct address range asks for the 8/16 bits of data (checks the
>>control lines ,R/W etc) it then does what it needs to do. It could take
>>10 minutes doing its thing while the CPU is just sitting there. When
>>the device has finished it asserts DTACK that kicks the CPU back to
>>life to tell it "I have finished my job now wake up!". There is a doc
>>to put a 68881 co-processor in an ST. If you had a 68881FN32 you
>>could clock it to 32+Mhz and it would work.
>>
>You are essentially correct, however, I found that the ST did not like the CPU
>running at odd multiples of the bus with my overclocking circuit. I tried the
>CPU @ 24 MHz while the bus was still @ 8 MHz, it did not work.
What processor speed was it? If it was 8 it might be unstable at
24mhz. So what happened when it was driving at 24mhz? Just crashing
or nothing at all?

>I was not using any buffering chips, I just switched the AS line depending on
>whether the CPU was accessing the bus or not. Perhaps this method is to
>simple, but it has worked for over 5 years now (bus @ 8 MHz, CPU switches
>between 8/16 MHz).
So having a 16mhz accelerator like yours isn't as good as it sounds
(not saying its rubbish) because every time the cpu needs to access
other chips it has to switch done to 8mhz mode. Would it be possible
with a few GAL chips (or normal logic) power the CPU at 16/24 mhz when
not accesing the bus, but then when it access's the bus it drives the

CPU at different speeds for the different chips its acccesing.

>>>I can't comment on the DMA for sound, but disk transfers
>>>will be faster. You are correct about the accelerators, most provide a faster
>>>CPU, with perhaps a bank of fast memory & maybe an expansion port.
>>It would be nice to be able to play mods back at 25 khz interpolated.
>>
>Is there any chance an accelerated STE might be able to handle MP3's?
>Aybody know the answer to this?
I have tried playing back an MP3 off a PC CD using Aniplayer. The
machine just crashed. Same with movies though. It does say its not
really designed for STs. Anyone know of a MP3 player for STe? I would
be supprised to see a MP3 playing on a STFM.

>>I think you're underestimating the extra power it can provide. A
>>16mhz CPU and 32k cache will give approx 160% increase in speed.
>
>Perhaps, but I had not planned on a cache, I was just going to speedup the
>bus, then overclock the CPU, or change the device to a faster part, then
>overclock that part.
Yes we'll keep it without cache at the moment. Keep it simple for the
time being.

>If the internal operations are running at 16 MHz, then
>intensive calculations are much faster e.g,MUL & DIV instructions take 144
>clock cycles.
144! Quite a long way off RISC technology!

>Just 6 wires to solder & one pin to cut.
Is that the one with two logic chips a 7474 and 7400?

>What I would like to add would be a circuit to access the ROM at the same
>speed as the processor is running at.
What I mentioned before on this post, about accesing chips at
differnet speeds.

>Well, there were 20 MHz DIP versions made by SGS Thomson.
>I think there was a 68HC000 version also.
Motorola have stopped selling the 68000. Not sure about SGS Thomson
though.

>Somebody posted in this groups (a long time ago now) that they had overclocked
>some 68000's to 64 MHz & they worked. Now that's a fast machine,even if the
>bus is still running @ 8 MHz.
Hmm. Motorola never AFAIK made a 68000 more than 20 or 24mhz. The
T28 clocked the CPU to 28mhz and T36 to 36mhz although I have never
heard of a T36 being used. Might have been too unstable. With it
@64mhz you would need a heatsink and fan.

This should work out to be pretty nice. Not bad going from a 15 year
old. Bet no one new that!

(these posts are starting to get a bit too long, opps)

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3683. Warp9 problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <8guh4nrsm1@newsg4.svr.pol.co.uk>
Source record: 7286

Can anyone help?

The Warp9 handbook says that, if on subsequent re-boots, the WARP9CNF.PRG is run after the set-up has been saved to a WARP9.CNF file by the Warp9 control panel, the configuration will be read and acted upon.

Well, when WARP9CNF.PRG is run on my Atari, it reports via a message on the screen that the configuration file HAS been read, but the mouse "block" effect set in the CFG file is not effected. If the control panel accessory is re-installed, then the configuration file is read and acted upon correctly. But I don't want to waste an accessory slot...

Have I got a corrupted WARP9CNF.PRG (512 bytes), or was this a recognised problem when Warp9 was being supported?

The Warp9 version is 3.80, and is used on a TOS 1.62 4-megabyte STE.

George Moulder

3684. Re: eof from remote

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: michael.robillard@the-spa.com
Message-ID: <KUAY4.131246$MB.2510256@news6.giganews.com>
Source record: 7287

```
On 25 May 2000 11:48:50 , reddish wrote:
>
>You are not doing anything wrong. The newsserver connection timed
>out, so before leaving the text editor (if you are in
>a multitasking environment)go to newsie and click on "connect to
>server". After that you can post, unless the modem connection is
>dropped (happens for long periods of inactivity through the
>connection).
>
>Salu2
>
>Daniel.
>
>In article <P33X4.118981$MB.2313528@news6.giganews.com>,
>michael.robillard@the-spa.com (Michael Robillard) wrote:
>>When I try to post a message on a newsgroup I sometimes get a
>alert
>>box
>>saying EOF FROM REMOTE.
>>WHAT I'm I doing wrong?
>>
>>
>
>
>* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
>The fastest and easiest way to search and participate in Usenet - Free!
>
>.

Every thing seems to be working fine now using Sting but I still need
to try it out with a mintnet connection
```

3685. Re: eof from remote

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: michael.robillard@the-spa.com
Message-ID: <cPAY4.131228$MB.2510256@news6.giganews.com>
Source record: 7288

On 25 May 2000 11:22:37 , "Nicholas Bales" wrote:
>"Michael Robillard" <michael.robillard@the-spa.com> a crit dans le message
>news: P33X4.118981$MB.2313528@news6.giganews.com...
>> When I try to post a message on a newsgroup I sometimes get a alert
>> box
>> saying EOF FROM REMOTE.
>> WHAT I'm I doing wrong?
>
>What program are you using? What ISP? What newsserver?
>
>
>--
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://bales.online.fr/atari online.fr
>
>
>.

I am using Newsie (v94 at the time of my post,now I'm trying out
v96).My ISP is the-spa.com and the newserver is news.the-spa.com.

3686. Re: eof from remote

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: michael.robillard@the-spa.com
Message-ID: <CSAY4.131239$MB.2510256@news6.giganews.com>
Source record: 7289

On 25 May 2000 09:33:28 , Dan Ackerman wrote:
>In article <P33X4.118981$MB.2313528@news6.giganews.com>,
>Michael Robillard <michael.robillard@the-spa.com> wrote:
>>When I try to post a message on a newsgroup I sometimes get a alert
>>box
>>saying EOF FROM REMOTE.
>>WHAT I'm I doing wrong?
>
> Nothing unless you wrote the client. And even then it's not
>'wrong'.
>
> What is happening is that the news server is closing the
>connection. It's possible it's timing out. or ptentially doesn't like
>some message that the client sent it. hard to tell without more details.
>
> However they did a normal close on the connection.
>
> Dan Ackerman
> aka baldrick
>
>.

I am now trying out newsie v96 (I know v94 had nothing to do with the
EOF from remote) and have posted replies without any problems using
Sting.I still have to try it under mintnet.

3687. newsie mintnet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <8gupuc$620$1@sshuraab-i-1.production.compuserve.com>
Source record: 7290
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

When using Newsie v96 under mintnet,newsie will exit and I get the message
pid 129 (newsie) bus error user pc=ffff001c address:69b190 (basepage=66ac60)

I have received the same with latest beta kernal of mint.I am now using mint
1.15.1 (falcon 030).

I connect with pppd 2.20.
--

Thanks,
Mike

3688. Re: newsie mintnet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-29 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005291906040.91-100000@TT030>
Source record: 7291
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

If you are using mintnet, give aMail a try and or/pine. Newsie does
alot but pine is much nicer for news.

On 29 May 2000, MICHAEL ROBILLARD wrote:

> When using Newsie v96 under mintnet,newsie will exit and I get the message
> pid 129 (newsie) bus error user pc=ffff001c address:69b190 (basepage=66ac60)
>
> I have received the same with latest beta kernal of mint.I am now using mint
> 1.15.1 (falcon 030).
>
> I connect with pppd 2.20.
> --
>
> Thanks,
> Mike
>
>

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

3689. RE: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: News <comotram@arrakis.es>
Message-ID: <3932ffb3$1_4@news.arrakis.es>
Source record: 7292

Sharing with PC is impossible, the disk formatting sustem are very
different, I have heard that it's possible sharede the disk with linux, but
I'm not a linux user and I haven't got the utilities for doing this.
Martin Graiter <graiter@starmail.com> escribi en el mensaje de noticias
8gpvohjdl3@zingo.tninet.se...
> Are there any obstacles to letting two Ataris share the same
> SCSI bus? One harddisk, two computers with simultaneous access
> to it. How about sharing the SCSI bus with other systems, PC,
> Mac etc.?
>
> This could function as some kind of a network?
>
>
>
> MG
>
>

3690. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3933757A.619B@ooc.de>
Source record: 7293

News wrote:

> Sharing with PC is impossible, the disk formatting sustem are very
> different, I have heard that itï¿½s possible sharede the disk with

That's wrong. You can easily share a drive with the PC as long as the drive has a DOS or Windows compatible partition layout. I've done so with PCs/Ataris and Macs/Ataris and other users have done so too. The drive format is the same for any platform anyway since formatting is an atomic operation completely done by the hard disk drive, not by the operating system. The only thing that depends on the platform is the filesystem layout. Creating filesystems under Windows is sometimes referred to as "formatting", which might cause some confusion.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3691. Advice on STE RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Julian Lewis-Booth <julian@portland.co.uk>
Message-ID: <3933831a.0@london.netkonect.net>
Source record: 7294

Hi Folks,

just got my hands on an STe which 9 years after it was launched is still new to me!

I am going to add some more RAM as I have a stack of 1 Mb 30 Pin SIMMS and was wondering if it was sensitive to the spec of the SIMM (3, 8 or 9 Chip) 70, 80 or 100 ns?

Any help you can render will be of great help

Julian

3692. Re: Advice on STE RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8h00i1abr1@news.stortek.com>
Source record: 7295

"Julian Lewis-Booth" <julian@portland.co.uk> a crit dans le message news:
3933831a.0@london.netkonect.net...
> Hi Folks,
>
> just got my hands on an STe which 9 years after it was launched is still
new
> to me!
>
> I am going to add some more RAM as I have a stack of 1 Mb 30 Pin SIMMS and
> was wondering if it was sensitive to the spec of the SIMM (3, 8 or 9 Chip)
> 70, 80 or 100 ns?

No, it's ok. Just try not to mix them and at least keep them in pairs (slots
1 and 3, and 2 and 4).

```
--
||| Nicholas Bales, Toulouse, France
===|||============================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr
```

3693. Re: Advice on STE RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sj76r0n15pj10@corp.supernews.com>
Source record: 7296

On 30 May 2000 09:41:01 , "Julian Lewis-Booth" wrote:
>Hi Folks,
>
>just got my hands on an STe which 9 years after it was launched is still new
>to me!
>
>I am going to add some more RAM as I have a stack of 1 Mb 30 Pin SIMMS and
>was wondering if it was sensitive to the spec of the SIMM (3, 8 or 9 Chip)
>70, 80 or 100 ns?
>
>Any help you can render will be of great help
>
Hi Julian
The simms you have are all fast enough, in the ST they have to be
125ns or faster. The STe seems to work fine with any type of 1 mb
simm. Just try to fing 4 of the same. The simms are inserted at an
angle then tilted back.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

3694. Re: ST Nemesis

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <959700628-381313AEicMi@cwcom.net>
Source record: 7297

From: mb@gem.win.co.nz (Mario Becroft)
Date: Sun, 28 May 2000 06:53:46 GMT

>It sounds like an interested project that you are undertaking. Just a note
>on the above: when I was working on a 16 MHz CPU accelerator with cache
>for the STFM (which is finished and sitting on a shelf), I found that not

Planning on releasing that? Plenty of ST owners would like a speed increase,
and there aren't that many accelerators for sale these days...

--
Rgds, Derryck

```
____ ____ ____
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3695. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <959700630-381778AEicMi@cwcom.net>
Source record: 7298

From: Uwe Seimet <us@ooc.de>
Date: Mon, 29 May 2000 10:10:21 +0200

>> This could function as some kind of a network?
>
>A real network is much more powerful and you don't have any of the
>problems mentioned above. For TT and Falcon SCSI HDDRIVER supports the
>SCSI target interface which provides the basis for such a network on a
>TCP/IP basis, preferably under MiNT. But so far nobody has started to
>write a network driver for SCSI so there is still not TCP/IP over SCSI.

Mario Becroft's forthcoming SCSI ethernet hardware would presumably need a
network driver?

--
Rgds, Derryck

____ ____ ____
/ __ \ / __ \ / __ \
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3696. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3933E424.4052@ooc.de>
Source record: 7299

Derryck Croker wrote:

> Mario Becroft's forthcoming SCSI ethernet hardware would presumably need a
> network driver?

Yes, this is correct. For any kind of non-standard hardware a driver is
required. The usual drivers (e. g. for CD ROM drives or hard disks) can
only be used for standard hardware connected to the standardized ports.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3697. Re: newsie mintnet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: dh219@chiark.greenend.org.uk
Message-ID: <slrn8j7pej.m5n.dh219@gin.ucam.org>
Source record: 7300
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.MNT.4.10.10005291906040.91-100000@TT030>, Lonny Pursell wrote:
>If you are using mintnet, give aMail a try and or/pine. Newsie does
>alot but pine is much nicer for news.

Pine is a HORRIBLE newsreader. Isn't trn or slrn available?

--
yours etc. [gin & tonic.ucam.org]
Tel: 01223 519254
David. Pager: 07654 341140
davidh@arsenalfc.net PGP: finger -l dh219@chiark.ucam.org

3698. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <959711146-965731AEicMi@sweet3.freeserve.co.uk>
Source record: 7401

Hi Uwe

>> As far as i'm aware this is only possible with a Link96 and HDdriver, which
>>translates

I wouldnt normally challenge a Guru such as yourself, but that is one of the points i heard mentioned when i bought my Link 96

>No, a LINK97 is required. The LINK96 will block the bus so that no other device except
>the ST the LINK96 is connected to can access other devices.

You wouldnt find the Link 96 connected to a ST, the 96 is a MegaSTE specific piece of hardware.

>As far as I know this is the main difference between LINK96 and LINK97. In this case
>it's crucial.

The information on http://www.wbsystemtechnik.de/atari/in_ho_e.html says that
'whilst the SCSI bus is free' another device /is/ able to access the devices on the host bus, using the 'SCSI Bus Free' feature.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3699. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <661.185T1100T13784825optimus@canit.se>
Source record: 7402

Martin Graiter skrev:

>Are there any obstacles to letting two Ataris share the same
>SCSI bus? One harddisk, two computers with simultaneous access
>to it. How about sharing the SCSI bus with other systems, PC,
>Mac etc.?

>This could function as some kind of a network?

My friend has made a network like this between two Amigas, using a hard drive as an intermediate medium. I've also got a description for doing a similar thing with a PC and an Amiga. However, this requires some sort of protocol for handshaking, which is done using some cable between the serial or joystick ports.

--
En ligne avec Thor 2.6.

Give your child mental blocks for Christmas.

3700. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <963.185T1500T13835409optimus@canit.se>
Source record: 7403

Uwe Seimet skrev:

>A real network is much more powerful and you don't have any of the
>problems mentioned above. For TT and Falcon SCSI HDDRIVER supports the
>SCSI target interface which provides the basis for such a network on a
>TCP/IP basis, preferably under MiNT. But so far nobody has started to
>write a network driver for SCSI so there is still not TCP/IP over SCSI.

If anyone is interested, I could sponsor a developer with a SCSI-ethernet
bridge, usually used for the Mac. Don't know how easy it would be to acquire
any developer information, though, I think one would have to 1) look at the
NetBSD sources for one such device and 2) debug and disassemble using a Mac or
Mac emulator.

--
En ligne avec Thor 2.6.

Gillar man porr..v�ld kvinno f�rnedring...och en massa onda handlingar s� �r
det filmen f�r dig....sj�lv vet jag inte..har sett 1-3.....samtidigt som jag
avskyr dem s� �r det �nd� s� n�tt magiskt bakom dem...
Eric B om Urotsukid�ji

3701. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1135.185T2600T13806173optimus@canit.se>
Source record: 7404

Uwe Seimet skrev:

>News wrote:

>> Sharing with PC is impossible, the disk formatting sustem are very
>> different, I have heard that it's possible sharede the disk with

>That's wrong. You can easily share a drive with the PC as long as the
>drive has a DOS or Windows compatible partition layout. I've done so
>with PCs/Ataris and Macs/Ataris and other users have done so too. The
>drive format is the same for any platform anyway since formatting is an
>atomic operation completely done by the hard disk drive, not by the
>operating system. The only thing that depends on the platform is the
>filesystem layout. Creating filesystems under Windows is sometimes
>referred to as "formatting", which might cause some confusion.

What kind of drive format are you referring to? The PC uses an MBR (Master Boot Record) to allocate its partitions, and I suppose that the Atari uses the same MBR, but the Amiga uses an RDB (Rigid Disk Block) for the same function, and the two are not compatible, filesystems notwithstanding. The Mac also has a format of its own, AFAIK.

--
En ligne avec Thor 2.6.

Computer hackers do it all night long.

3702. Re: Warp9 problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: whatusay2k@cs.comnojunk
Message-ID: <20000530170141.26959.00001798@nso-cn.news.cs.com>
Source record: 7405

Not a bug, just a design limitation. Warp 9 is designed to work with the desk accessory. The code that makes mouse accelerators/controls, replacement fonts and screensavers work is all contained within the ACC.

Code for keeping W9 compatible with other programs (i.e. turning screen acceleration and fastloading on/off for incompatible software) is built into the auto folder program. The configuration utility can be used in lieu of the ACC to load your list of incompatible software on machines short of space, but it doesn't add the features available in the ACC.

If you are short on ACC slots, you might try adding the Geneva OS (which allows limitless DAs), Multidesk (a bunch of DAs fit in one slot), or Chameleon (loads and unloads a single DA as you need it).

>The Warp9 handbook says that, if on subsequent re-boots, the
>WARP9CNF.PRG is run after the set-up has been saved to a WARP9.CNF
>file by the Warp9 control panel, the configuration will be read and
>acted upon.

3703. Re: Warp9 problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: george@moulder77.freeserve.co.uk
Message-ID: <8h1i2i$37r$1@newsg3.svr.pol.co.uk>
Source record: 7406

On 30 May 2000 21:01:41 , Whatusay2k wrote:

>Not a bug, just a design limitation. Warp 9 is designed to work with the desk
>accessory. The code that makes mouse accelerators/controls, replacement fonts
>and screensavers work is all contained within the ACC.

Thank you for replpying to my request for help, but the Warp9 handbook
is very specific that the WARP9CFG.PRG can be used to load all the
options saved in the .CFG file (except desktop picture, custom font
and custom fill options; I only want the block option) PROVIDED that
this .CFG file has been set-up using the .ACC file itself. The
switching on and off of the facility for specific programs which you
mention below uses a separate .DAT file.

Unfortunately none of the .ACC options you mention in your final
paragraph is suitable for the disk-based system I want to use this on,
but I am familiar with and find Chameleon very useful.

On 30 May 2000 21:01:41 , Whatusay2k also wrote:

>Code for keeping W9 compatible with other programs (i.e. turning screen
>acceleration and fastloading on/off for incompatible software) is built into
>the auto folder program. The configuration utility can be used in lieu of the
>ACC to load your list of incompatible software on machines short of space, but
>it doesn't add the features available in the ACC.
>
>If you are short on ACC slots, you might try adding the Geneva OS (which allows
>limitless DAs), Multidesk (a bunch of DAs fit in one slot), or Chameleon (loads
>and unloads a single DA as you need it).

The original posting quoted:

>>The Warp9 handbook says that, if on subsequent re-boots, the
>>WARP9CNF.PRG is run after the set-up has been saved to a WARP9.CNF
>>file by the Warp9 control panel, the configuration will be read and
>>acted upon.

3704. Re: newsie mintnet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10005302029210.99-100000@TT030>
Source record: 7407
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 30 May 2000, David Henderson wrote:

> In article <Pine.MNT.4.10.10005291906040.91-100000@TT030>, Lonny Pursell wrote:
> >If you are using mintnet, give aMail a try and or/pine. Newsie does
> >alot but pine is much nicer for news.
>
> Pine is a HORRIBLE newsreader. Isn't trn or slrn available?

I was trying to be nice to newsie, but obviously you've never
tried it? Relatively speaking PINE handles news way better
than newsie. If PINE is horrible then newsie is what?? ;-)))

Lonny Pursell atari @ bright.net http://www.bright.net/~atari/

3705. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-30 00:00:00 UTC
From: "Bruce H. Campbell" <bcampbel@nospamwanted.org>
Message-ID: <8gvoo4$18q$1@news.sysnet.net.tw>
Source record: 7408

Last year when all I had was an old NEC CD-ROM between the Falcon
and my AT both machines accessed the external device OK [the
AP-10 PCI scsi card from SIIG hasa feature that if you jumper
a peg on the board termination is automatic] but now that there is
that plus a Zip 100,CDRW(in their own minitower) & Microtek E3,
the Falcon is not reading the devices, though it may be me.

I may not have the SCSI IDs in sequence in relation to the Falcon
[I'll have to open both boxes to see], Winblows doesn't seem
to care about the order and so far I've been too busy/lazy to
make the changes.

Though I suspect once I do, it would only work with removable media
not hard drives and the scanner of course would need OS specific
s/w in each machine.

News <comotram@arrakis.es> wrote in message news:3932ffb3$1_4@news.arrakis.es...
| Sharing with PC is impossible, the disk formatting sustem are very
| different, I have heard that itï¿½s possible sharede the disk with linux, but
| Iï¿½m not a linux user and I havenï¿½t got the utilities for doing this.
| Martin Graiter <graiter@starmail.com> escribiï¿½ en el mensaje de noticias
| 8gpvohjdl3@zingo.tninet.se...
| > Are there any obstacles to letting two Ataris share the same
| > SCSI bus? One harddisk, two computers with simultaneous access
| > to it. How about sharing the SCSI bus with other systems, PC,
| > Mac etc.?
| >
| > This could function as some kind of a network?
| >
| >
| >
| > MG
| >
| >
|
|

3706. Re: MagiCMac on PPC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: Bengy <bengy@home.com>
Message-ID: <B559B78D.2539%bengy@home.com>
Source record: 7409

in article 1ebgvq3.1jnrrq56hodqqN%prunus@post3.tele.dk, Jï¿½rgen Bak at prunus@post3.tele.dk wrote on 5/30/00 3:12 PM:

> Anyone using MagiC on a PPC Mac. Actually a 4400/200 Mhz. running Mac OS
> 8.6.
> I can't get Iconnect to use the Remote Access, it keep asking for a STip
> program, and that didn't come with my disk.

Yes, I use Iconnect under MagiCMac with STip to access my cable connection. AFAIK STip is only necessary if you wish to connect via macos. With a standard dialup connection you do not need it. Make sure that you do not have that box "connect via macos" (or similar) checked!

>
> Iconnect works fine with the old Mac OS 8,1 using FreePPP.
>
> BTW. I keep getting a error message when starting MagiC, but most MagiC
> friendly apps works anyway,- anyone explain this?

I will try if you tell me which error message?

Take Care,
Bengy

--
K B Collins - bengy@home.com
MagiC Online - http://bengy.atari-computer.de
--

3707. Re: TOS ROM switcher?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: Chris <capw@pathcom.com>
Message-ID: <39348EFF.D0EFA684@pathcom.com>
Source record: 7410

"John.L.Masterman" wrote:

> I have a commercial TOS switcher here on the shelf. I found it inside a
> blown ST that came in to me. The STE was fitted with this and an IDE
> interface with a 2.5" HD and labelled as an 4160STE. I presume the add-ons
> made the distinction. I am unsure whether one of these might have caused the
> blow, I needed other parts that came with it so I did not look further...
> just removed the clever bits and disposed of the motherboard... which was
> stone dead.
> The PSU survived, as did the Floppy, and the above mentioned, as well as the
> case top and the third pary mono monitor and adaptor and mouse.
>
> The Rom switcher is a TUS developments from Cheshire, here in the UK. I very
> much doubt if they exist any more.
>
> It's basically as the man said, its a dual socket mounted on a pcb with thru
> connectors to the sockets on the motherboard. There is one bank (3 pins) of
> jumpers and a flying lead with a small switch.
> Its fitted with ROMS marked TOS 1.62/2.06 (C)Atari UK Mftr COMPO UK and
> marked ROM HI and ROM LO.
>
> John
>

Hi John,

Would the ROM switcher work on North American 1040 STe's?

My 1040 STE's TOS 1.06 ROMs are soldered to the motherboard.

g'day
--
Wow! Take a look at these great web pages!:

HamSTer Power!
http://www.pathcom.com/~capw/hamster.html

MegaLinks web page (1999 links)
http://www.geocities.com/SoHo/Village/9298/

Blame Canada, eh!
http://www.geocities.com/SoHo/Village/9298/lyrics/blame.html

SpongeBob SquarePants!
http://www.geocities.com/Soho/Village/9298/lyrics/sponge.html

Spring has sprung! Sproing!
mailto:capw@pathcom.com

It's Time to Take Advantage of the Internet.
Join AllAdvantage.com at
http://alladvantage.com/go.asp?refid=LIB-059

3708. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3934B8AC.30D2@ooc.de>
Source record: 7411

Iggy Drougge wrote:

> What kind of drive format are you referring to? The PC uses an MBR (Master
> Boot Record) to allocate its partitions, and I suppose that the Atari uses the
> same MBR, but the Amiga uses an RDB (Rigid Disk Block) for the same function,
> and the two are not compatible, filesystems notwithstanding. The Mac also has
> a format of its own, AFAIK.

I was referring to the Atari, PC and Mac (I didn't say anything about
the Amiga). These three platforms can all handle DOS compatible media.
For the Mac additional software is required. For the Atari you can do
without additional software when creating a partition that is DOS and
TOS compatible at the same time.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3709. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3934B81E.22EC@ooc.de>
Source record: 7412

Steve Sweet wrote:

> >> As far as i'm aware this is only possible with a Link96 and HDdriver, which
> >>translates
>
> I wouldnt normally challenge a Guru such as yourself, but that is one of the points i
> heard mentioned when i bought my Link 96

I might well be wrong but that's the difference between the two versions
of the Link as far as I can remember. It's safe to simply try it with
the LINK96. If it works it's fine, if it doesn't it won't do any harm to
your hardware.

> You wouldnt find the Link 96 connected to a ST, the 96 is a MegaSTE specific piece of
> hardware.

That's definitely not correct. I have a LINK96 at home, connected to the
ACSI port of my TT.

> 'whilst the SCSI bus is free' another device /is/ able to access the devices on the host
> bus, using the 'SCSI Bus Free' feature.

Does this refer to the LINK97 or LINK96?

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3710. Is this NG gone?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: Rudy 2000 <pax@golden.net>
Message-ID: <Pine.BSI.4.05L.10005310655000.12072-100000@shell.golden.net>
Source record: 7413

```
--
From: Rudy 2000 <pax@golden.net>
```

3711. Re: Mega ST/Megafile 30 problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: Robert Flossmann <robert.flossmannNOroSPAM@01019freenet.de.invalid>
Message-ID: <12ecbb94.4ef6cbeb@usw-ex0101-006.remarq.com>
Source record: 7414

Nicholas, thanks for your answer.
AHDI gives me "Identification failed" for my drive, but was able
to format and partition it. I then installed the shdriver.sys.
The drive boots now and is accessible as C.
Thanks again!

Yours, Robert

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3712. Re: TOS ROM switcher?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sj9ujmav5pj170@corp.supernews.com>
Source record: 7415

On 31 May 2000 00:03:11 , Chris wrote:
>> The Rom switcher is a TUS developments from Cheshire, here in the UK. I very
>> much doubt if they exist any more.
>>

>Would the ROM switcher work on North American 1040 STe's?
Can't see why not.

>
>My 1040 STE's TOS 1.06 ROMs are soldered to the motherboard.
Thats more difficult. In the upgrade for the TUS board, the old roms
get removed and the board fitted over the top. You could unsolder
them. Or disconnect pin 22 (I think thats OE) and solder the board
over the top of the old roms.

>
>g'day
>--
>Wow! Take a look at these great web pages!:
>
>HamSTer Power!
>http://www.pathcom.com/~capw/hamster.html
>
>MegaLinks web page (1999 links)
>http://www.geocities.com/SoHo/Village/9298/
>
>Blame Canada, eh!
>http://www.geocities.com/SoHo/Village/9298/lyrics/blame.html
>
>SpongeBob SquarePants!
>http://www.geocities.com/Soho/Village/9298/lyrics/sponge.html
>
>Spring has sprung! Sproing!
>mailto:capw@pathcom.com
>
>It's Time to Take Advantage of the Internet.
>Join AllAdvantage.com at
>http://alladvantage.com/go.asp?refid=LIB-059
>
>
>.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|

```
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

3713. Re: newsie mintnet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: dh219@chiark.greenend.org.uk
Message-ID: <slrn8ja2gb.md.dh219@gin.ucam.org>
Source record: 7416
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.MNT.4.10.10005302029210.99-100000@TT030>, Lonny Pursell wrote:

>> Pine is a HORRIBLE newsreader. Isn't trn or slrn available?
>I was trying to be nice to newsie, but obviously you've never
>tried it? Relatively speaking PINE handles news way better
>than newsie. If PINE is horrible then newsie is what?? ;-)))

Hmm, been a while since I used Newsie, is Newsie threaded? (pine sure as hell ain't!) :)

--
yours etc. [gin & tonic.ucam.org]
Tel: 01223 519254
David. Pager: 07654 341140
davidh@arsenalfc.net PGP: finger -l dh219@chiark.ucam.org

3714. Re: Is this NG gone?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8h397p$65t$1@news.stortek.com>
Source record: 7417

"Rudy 2000" <pax@golden.net> a crit dans le message news:
Pine.BSI.4.05L.10005310655000.12072-100000@shell.golden.net...
>
no, why ?

3715. 2 monitors on a 1040

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <624-3935D560-39@storefull-178.iap.bryant.webtv.net>
Source record: 7418

can it be done,using 2 monitors at once?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3716. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-05-31 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <959880364-727119AEicMi@sweet3.freeserve.co.uk>
Source record: 7419

Hi again Uwe

>I wouldnt normally challenge a Guru such as yourself, but that is one of the points i
>> heard mentioned when i bought my Link 96

>I might well be wrong but that's the difference between the two versions of the Link as
>far as I can remember.

Your right there, that is the difference.

>It's safe to simply try it with the LINK96. If it works it's fine, if it doesn't it
>won't do any harm to your hardware.

>> You wouldnt find the Link 96 connected to a ST, the 96 is a MegaSTE specific piece of
>> hardware.

>That's definitely not correct. I have a LINK96 at home, connected to the
>ACSI port of my TT.

The manufactures seem to think the Link 96 is the MegaSTE specific card, the '97 is the external ACSI to SCSI cable type, and the new '97 internal is the build into a box, ASCSI to SCSI adaptor with ACSI through port.

>> 'whilst the SCSI bus is free' another device /is/ able to access the devices on the
>> host bus, using the 'SCSI Bus Free' feature.

>Does this refer to the LINK97 or LINK96?

Referes to the Link 96, ive just checked my user manual and the manufactures web site to confirm.

GO have a look Uwe, its at http://www.wbsystemtechnik.de/atari/in_e.html

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3717. Re: Help Falcon Screen size

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-01 00:00:00 UTC
From: Rony Brack <RonyBrack@earthlink.net>
Message-ID: <3936BEBE.21418C0B@earthlink.net>
Source record: 7420

Thank you all for your help.

Regards,
Rony

George Crissman wrote:

> But remember the reason for those big borders -- on
> the SM 124, one inch of screen space just happens to
> be one inch of printout.
>
> Nice touch, I thought.
>
> George Crissman
> strads@tmisnet.com
>
> On Tue, 16 May 2000 19:13:36 GMT, Rony Brack <RonyBrack@earthlink.net>
> wrote:
>
> >Would anybody know of a program or CPX that let's Cubase use the
> >complete screen of an SM 124 monitor instead of only about 70%? - and
> >wher to get it? I'd like to get rid of these large borders and the SM
> >124 does not have any vertical or horizontal adjustment knobs.
> >
> >Your help is much appreciated.
> >
> >Regards,
> >Rony
> >

3718. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-02 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <393772FD.4499@ooc.de>
Source record: 7421

Steve Sweet wrote:

> The manufactures seem to think the Link 96 is the MegaSTE specific card, the '97 is the
> external ACSI to SCSI cable type, and the new '97 internal is the build into a box,
> ASCSI to SCSI adaptor with ACSI through port.

This is funny. When I got my Link he thought otherwise :-).

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3719. Milan+S3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-02 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3937B664.160ECB71@cable.A2000.nl>
Source record: 7422

Hi

The only PCI S3 in the shops nowadays is the "S3 Savage".
It has 32 Mb and can do 300MHz.

My current S3 Virge is 2 Mb and seems to be able to do a mere 110Mz.

Is MILANDRV.PRG able to drive this thing in some basic mode?

Thanks.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3720. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-02 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8h8ilj$1vr$1@cubacola.tninet.se>
Source record: 7423

Some years ago one of my customers in fact showed me a SCSI system for his two Ataris that actually did shared SCSI. It seemed to be a combined hardware/software solution. The adapter was made in Germany and had a name like L.... something (maybe LADAP?). The autor of the program was a person with a long greek surname, L........is, but I can't remember it for the life of me. The setup seemed to work only when using the L.... software, SCSI-Tools or ICD didn't work.

I also asked around on some other newsgroups and got mixed replies. Someone said that it worked nicely on their NT system, someone else mentioned that it worked on Solaris, but wasn't officially supported.

MG

Here's a reply I got from comp.sys.sun.hardware:

It is possible and it works fine (after some work, of course) on our systems. We have ported the mainframe operating system BS2000 (similar to MVS) to MIPS procerssors. BS2000 is capable to share disks between several hosts with simultaneous access. On the original /390-hardware the disks were connected to the hosts via ESCON or OEMI channels (/390 proprietary peripherals). On the MIPS machines we wanted to use SCSI peripherals so we had to support multi-hosted SCSI to have the same functionality as on /390 hardware.

Critical read/write sequences are synchronized between the hosts using SCSI reserve and release. Additional work had to be done to react correctly when reservation had been lost due to SCSI resets. Most disks we tried worked without problems, some RAID systems had problems under high load, but these problems were fixed in the RAID systems.

This scenario is the most complex. With "normal" UNIX systems it should be no problem to use for example different partitions of one disk from two hosts simultaneously. May be you have to take care of SCSI resets during boot of one system. And you should choose the SCSI-Ids of the hosts and the disks carefully!
The hosts should have a lower priority on the SCSI-bus than the connected devices, otherwise you might run into trouble.

Juergen

--
Juergen Gross, Fujitsu Siemens Computers, EP OS

BS HA1
81739 Muenchen, Germany,
Tel: +49-89-636-47950,
Fax: +49-89-636-40601
eMail: juergen.gross@mchp.siemens.de
private: jg@earthling.net

3721. Re: Milan+S3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-02 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8h99is$cc8$1@cubacola.tninet.se>
Source record: 7424

On 2 Jun 2000 15:28:04 +, Henk Robbers wrote:
>Hi
>
>The only PCI S3 in the shops nowadays is the "S3 Savage".
>It has 32 Mb and can do 300MHz.
>
>My current S3 Virge is 2 Mb and seems to be able to do a mere 110Mz.
>
>Is MILANDRV.PRG able to drive this thing in some basic mode?
>
>Thanks.
>
>--
>Groeten; Regards.
>Henk Robbers.
>
>http://people.A2000.nl/hrobbers/Homepage.html
>Interactive disassembler: TT-Digger; Experimental text editor: AHCX
>.
Hi

I would be interested to know that as well, and what other cards could
come in question.

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3722. ? re Seagate U4

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-02 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8h9b8d$5fp$1@zingo.tninet.se>
Source record: 7425

Hi all

I was wondering if anyone has any experience with this harddisk. It is a Seagate U4 Model: ST38421A, 8.4 Gbytes. Had a discussion with Uwe about it but it reports some strange numbers when looking in HDDutil so he can't help me. Anything, anyone?

Cheer's J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3723. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-02 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <960040238-145791AEicMi@sweet3.freeserve.co.uk>
Source record: 7426

Hi Uwe

>> The manufactures seem to think the Link 96 is the MegaSTE specific card, the '97 is
>> the external ACSI to SCSI cable type, and the new '97 internal is the build into a
>> box, ASCSI to SCSI adaptor with ACSI through port.

>This is funny. When I got my Link he thought otherwise :-).

So he's trying to wind us up!!, he's giving us conflicting manuals and conflicting
information on his WEB-site. 8~)

So i take it you have the Cable type Link-9x
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3724. Re: Url for Cortex/Titan Design U.K.???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-03 00:00:00 UTC
From: Steve Scott <last@intermet.net.au>
Message-ID: <B55F1254.77C%last@intermet.net.au>
Source record: 7427

Can Someone give me the web url for the above.

thanks
Steve

3725. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-03 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8hau7iebc1@cubacola.tninet.se>
Source record: 7428

So it seems like a troublesome way to go, directly sharing SCSI-drives among two computers. What if we would instead treat one of the controllers in a subinordinated way? Meaning that the sub controller would always read and write thru the dom (dominating) controller. This way all reads and writes would be done by the dom. Some of these would be r/w requests from the sub, some would be native dom r/w. Backside of this is that the sub would be handicapped without the dom.

I really can't claim any detailed knowledge in this field, so I don't know if this is doable at all?

MG

(Gee, seems I've just invented the server-client relationship!)

3726. Url for Cortex/Titan Design U.K.???

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-03 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <39390c0a.0@news.pacifier.com>
Source record: 7429

SS> Can Someone give me the web url for the above.
SS>

Is this the one you want?

http://www.titan-bss.co.uk/
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

3727. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-03 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <957.189T250T11214135optimus@canit.se>
Source record: 7430

Martin Graiter skrev:

>So it seems like a troublesome way to go, directly sharing
>SCSI-drives among two computers. What if we would instead treat
>one of the controllers in a subinordinated way? Meaning that the
>sub controller would always read and write thru the dom
>(dominating) controller. This way all reads and writes would be
>done by the dom. Some of these would be r/w requests from the
>sub, some would be native dom r/w. Backside of this is that the
>sub would be handicapped without the dom.

>I really can't claim any detailed knowledge in this field, so I
>don't know if this is doable at all?

Correct me if I'm wrong (I'm just as much in the dark as you, Martin), but is it possible for the SCSI interface to be a target device? When I talked to my friend about SCSI ethernet adapters, he couldn't see how they would work, claiming something to that effect.

--
En ligne avec Thor 2.6.

linuxisgood:~$ man woman
No manual entry for woman

3728. Monitor schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-04 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8hcd8v$7qr$2@cubacola.tninet.se>
Source record: 7431

Someone asked for schematics for a certain monitor.
AnaTek sells CD:s full of schematics for various monitors:

http://www.anatekcorp.com/

MG

3729. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <393B558D.5B0B@ooc.de>
Source record: 7432

Iggy Drougge wrote:

> Correct me if I'm wrong (I'm just as much in the dark as you, Martin), but is
> it possible for the SCSI interface to be a target device? When I

Yes, this is possible and supported by current versions of HDDRIVER. It
should be possible to write a TCP/IP over SCSI network driver using the
target interface.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3730. Re: Shared SCSI

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-05 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8hfqmvrsr1@draco.stochastik.rwth-aachen.de>
Source record: 7433
Body handling: Inline uuencoded payload not displayed: LOVE-LETTER-FOR-YOU.txt.vbs

In article <957.189T250T11214135optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>Martin Graiter skrev:
>
>Correct me if I'm wrong (I'm just as much in the dark as you, Martin), but is
>it possible for the SCSI interface to be a target device? When I talked to my

Yes. However, this requires a "real" SCSI controller, ie. at least a TT or
Falcon.

cu
Michael
--

[Inline uuencoded payload not displayed: LOVE-LETTER-FOR-YOU.txt.vbs]

3731. Re: This is a posting test only

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-05 00:00:00 UTC
From: Steve Sweet <steve@sweet3.freeserve.co.uk>
Message-ID: <960311878-385520AEicMi@sweet3.freeserve.co.uk>
Source record: 7434

```
Hi Questor

>This is just a test

Wonder if it'l work?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

3732. Re: serial port MIDI ("Export")

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <393d88ce$0$31675@news.zetnet.co.uk>
Source record: 7435

MArio Becroft does the MIDI-3, it is a retro-engineered Export, uses the same drivers..

chrisc

On 6 Jun 2000 13:03:24 G, Hallvard Tangeraas wrote:
>I'm planning to add extra MIDI ports to my Mega ST 4, one of the
>possibilities building an "Export" type device connected to the serial
>(modem) port for 3 additional MIDI outs.
>(Vezz' Atari hardware hack site has the circuit info:
>http://atarihacks.cjb.net/).
>
>Now, from Sound On Sound's discussion forum
>(http://www.sospubs.co.uk:8080/~SoundOnSound) I've read through several
>articles where people describe "Export" as being "flawed":
>
>--
>C-Lab also designed the rather flawed Xport device, which provided three
>extra MIDI Outs from the ST's serial port. This led to a number of very
>similar boxes that provide a single extra MIDI Out from this port,
>including Club Cubase UK's ModemMIDI and Hands On MIDI Software's 16+.
>Both of these are still available, and work with a number of sequencers,
>including Cubase, Creator, Notator, Breakthru Plus and Hollis Research's
>Trackman.
>--
>
>
>I don't know if it's referred to the Export device itself, or the
>general performance of using the serial port for MIDI as another article
>mentions the serial port itself:
>
>
>--
> Is Export indeed a flawed product for the ST? I've heard this but was
> wondering exactly how? If anyone has information they could share on
> this subject, I'd greatly appreciate it.
>
>The export midi expander by C-Lab/Emagic is'nt exactly flawed but does
>have some apparent limitations according to the manufacturer.
>
>The device provides three additional midi outputs for the Atari by
>plugging into the serial port. These are deemed B, C & D when viewed in
>Notator & Logic, (note Cubase users require an MROS driver which I
>Believe lives on the program disk).
>

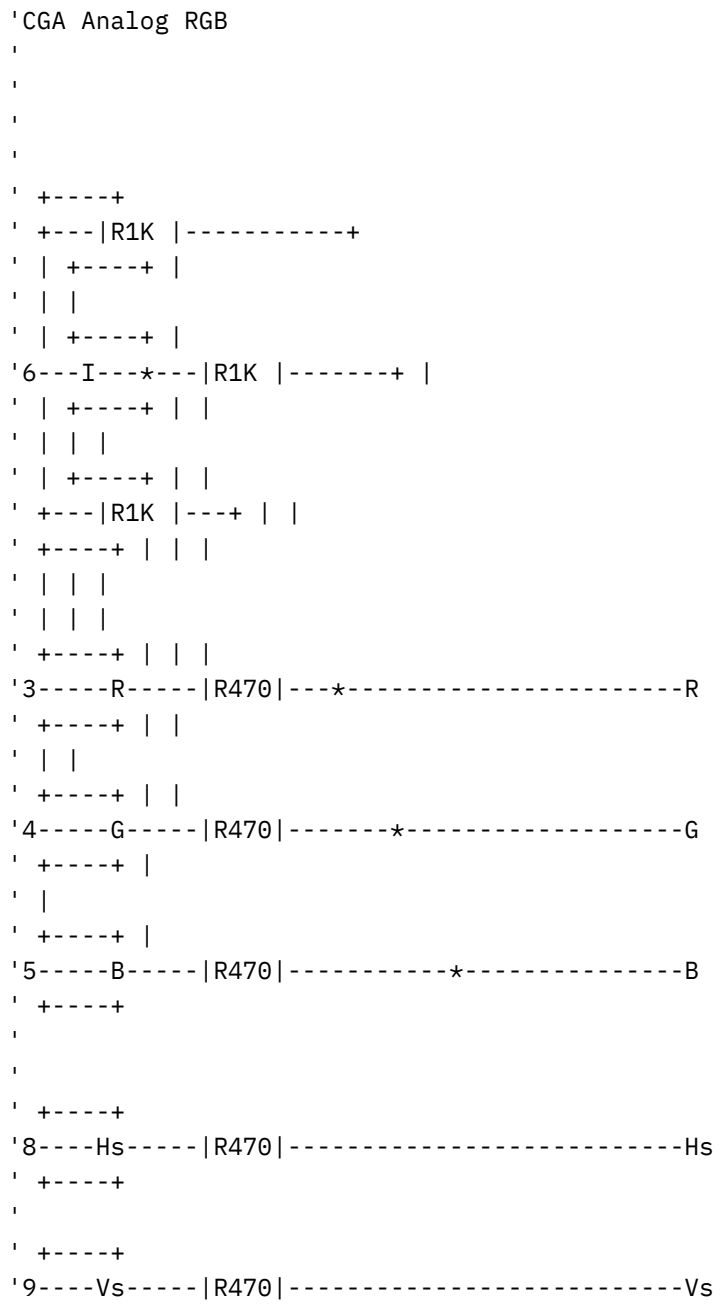
>The manufacturer advises that ports C & D be used for devices where the
>timing is not critical! Note that midi clocks are not passed to these
>ports either! Port B is does pass midi clock information and apparently
>is 'tighter' timing wise than C & D.
>
>This problem would seem to be due to a shortfall in the data transfer
>speed of the Atari port rather than the export/software combination.
>--
>
>Finally, here comes my question:
>Will a "speed-booster" circuit such as the RSVE improve on MIDI signal
>flow, cause problems, or make no difference?
>(RSVE for those who don't know is a small, simple circuit which allows
>for greater modem speed than 19200 baud, so now, with my STe I now use a
>28.8K modem)
>
>Is the signal flow dependant on the software (Notator SL in my case), or
>does the software (usually) just send the signal through the hardware,
>and the actual hardware limiting the flow?
>
>The RSVE needs driver software in order to have the ability for higher
>speeds, but I don't know if this is just in order to be able to select
>additional speeds in terminal software etc (as they were made for
>standard STs, usually before modifications like this were available) or
>if it actually has something to do with letting the signal pass through
>at higher rates.
>
>
>Hallvard
>--
>Hyperlink Launchpad: <http://also.as/hall/>
>Atari Launchpad : <http://www.geocities.com/SiliconValley/Bay/8745/>
>Notator/Creator SL : <http://matrix.crosswinds.net/~notator/>
>.

3733. CGA to analog

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-06 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8hk8tq$7h9$3@cubacola.tninet.se>
Source record: 7436

This is in response to the question about how to connect a Roland synth with a presumably CGA video output to an analog RGB monitor.

Provided that the synth really has a CGA output, and not knowning the exact pinout of the monitor, this is the suggested way of interconnecting them:



```
' +----+
'
'
'
'
'1,2----GND----------------------------------GND
```

The signals are:

R - Red
G - Green
B - Blue
I - Intensity
Hs - Horizontal synchronization
Vs - Vertikal synchronization
GND - Ground

Please note that this is untested! The RGB part I'm sure is OK
but the Hs+Vs lines could possibly need some experimenting. Try
the above solution first, nothing will blow!

Please take also a look at this site, where you'll find lots of
information on various connectors and adapters:

http://www.hwb.acc.umu.se/menu_Connector.html
(No, the one above is not included in the lot!)

MG

3734. Re: serial port MIDI ("Export")

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-07 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <ZOf%4.100$tp2.1947@nsw.nnrp.telstra.net>
Source record: 7437

Have a look at Mario Becroft's home page, he has built such a device. I
would imagine it is the same as the one on Vess's page

Mark Bedingfield

--
****
Atari Falcon030, 14MB, 68882, 1.4IDE, 1.2SCSI
Atari STFM 2.5MB 200MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

Hallvard Tangeraas <halln@c2i.net> wrote in message
news:1ebt710.8vz6pu1vouedsN%halln@c2i.net...
> I'm planning to add extra MIDI ports to my Mega ST 4, one of the
> possibilities building an "Export" type device connected to the serial
> (modem) port for 3 additional MIDI outs.
> (Vezz' Atari hardware hack site has the circuit info:
> http://atarihacks.cjb.net/).
>
> Now, from Sound On Sound's discussion forum
> (http://www.sospubs.co.uk:8080/~SoundOnSound) I've read through several
> articles where people describe "Export" as being "flawed":
>
> ----------
> C-Lab also designed the rather flawed Xport device, which provided three
> extra MIDI Outs from the ST's serial port. This led to a number of very
> similar boxes that provide a single extra MIDI Out from this port,
> including Club Cubase UK's ModemMIDI and Hands On MIDI Software's 16+.
> Both of these are still available, and work with a number of sequencers,
> including Cubase, Creator, Notator, Breakthru Plus and Hollis Research's
> Trackman.
> ----------
>
>
> I don't know if it's referred to the Export device itself, or the
> general performance of using the serial port for MIDI as another article
> mentions the serial port itself:
>
>
> ----------
> Is Export indeed a flawed product for the ST? I've heard this but was
> wondering exactly how? If anyone has information they could share on
> this subject, I'd greatly appreciate it.

>
> The export midi expander by C-Lab/Emagic is'nt exactly flawed but does
> have some apparent limitations according to the manufacturer.
>
> The device provides three additional midi outputs for the Atari by
> plugging into the serial port. These are deemed B, C & D when viewed in
> Notator & Logic, (note Cubase users require an MROS driver which I
> Believe lives on the program disk).
>
> The manufacturer advises that ports C & D be used for devices where the
> timing is not critical! Note that midi clocks are not passed to these
> ports either! Port B is does pass midi clock information and apparently
> is 'tighter' timing wise than C & D.
>
> This problem would seem to be due to a shortfall in the data transfer
> speed of the Atari port rather than the export/software combination.
> ---
>
> Finally, here comes my question:
> Will a "speed-booster" circuit such as the RSVE improve on MIDI signal
> flow, cause problems, or make no difference?
> (RSVE for those who don't know is a small, simple circuit which allows
> for greater modem speed than 19200 baud, so now, with my STe I now use a
> 28.8K modem)
>
> Is the signal flow dependant on the software (Notator SL in my case), or
> does the software (usually) just send the signal through the hardware,
> and the actual hardware limiting the flow?
>
> The RSVE needs driver software in order to have the ability for higher
> speeds, but I don't know if this is just in order to be able to select
> additional speeds in terminal software etc (as they were made for
> standard STs, usually before modifications like this were available) or
> if it actually has something to do with letting the signal pass through
> at higher rates.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://also.as/hall/>
> Atari Launchpad : <http://www.geocities.com/SiliconValley/Bay/8745/>
> Notator/Creator SL : <http://matrix.crosswinds.net/~notator/>

3735. Re: This is a posting test only

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-07 00:00:00 UTC
From: Derek Warren <macgod@rocketmail.com>
Message-ID: <07062000032048560%macgod@rocketmail.com>
Source record: 7438

In article <960311878-385520AEicMi@sweet3.freeserve.co.uk>, Steve Sweet
<steve@sweet3.freeserve.co.uk> wrote:

> Wonder if it'l work?.

Naw. He was using Outlook. ;-)

<kidding..>
Derek

3736. Re: 2 monitors on a 1040

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-07 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8hl0pk$rr9$1@news.stortek.com>
Source record: 7439

"Lance Ringquist" <Video61@webtv.net> a crit dans le message news:
624-3935D560-39@storefull-178.iap.bryant.webtv.net...
> can it be done,using 2 monitors at once?

I guess you could have two monitors displaying the same picture with a Y
connector.

There is no means of setting up 2 different screens with a different display
on each monitor.

...BUT, I seem to remember (this is reaching back), of a debugger program
that used the french Minitel for text output while the program was running
on the ST's screen. Or was it on the old CPC ???

For those who don't know what the Minitel was, these were cheap text
terminals that were given away for free by France Telecom in the early 80's.
This was the ancestor of the internet. There used to be one in (nearly)
every home in France and they are still quite widespread.

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3737. S: midi documentation etc

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-07 00:00:00 UTC
From: felix bohmann <fb@farb-rausch.de>
Message-ID: <8hl7mglkf1@goliath.news.is-europe.net>
Source record: 7440

Heyas ...

hm so now i am looking for all documentation on midi on the atari
(code-wise .. aka id like to know about that mros stuff etc ...)
right now i am writing my own routines for midi in/out, replacing the whole
tos midi/kbd interrupt-routines etc ... but somehow i have the feeling that
this is not the best thing to do ... if you have some docs of this or
similar kind,
please let me know ...

felix

3738. ssl ovl repost

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-07 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <8hl8f3$79b$2@sshuraab-i-1.production.compuserve.com>
Source record: 7441
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

When using mintnet ovl with ssl I sometimes get an alert
box saying that the post has been redirected and I'm giving three options
Get this Repost or Cancel

No matter which one I choose I will receive about 26 bytes and then it's
off to timeout 1,2,3.. and so on

I seem to have some luck when pressing the esc key but most of the time
most of the page is not loaded properly.

Should I just wait it out and hope for the best.

I have version 18404

--

Thanks,
Mike

3739. ppp 2.3.11 peer?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-07 00:00:00 UTC
From: MICHAEL ROBILLARD <76060.1125@CompuServe.COM>
Message-ID: <8hl83o$79b$1@sshuraab-i-1.production.compuserve.com>
Source record: 7442
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

When I try to dial with the latest pppd dialer
(ppp 2.3.11).I keep getting some message about not being authorized
then an ip address is shown and then the progrem will disconnect[D[D[D

Any help ?
Thanks
--

Thanks,
Mike

3740. Re: 2 monitors on a 1040

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-07 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <6187-393E6800-3@storefull-171.iap.bryant.webtv.net>
Source record: 7443

maybe i should have asked this in a different way.
is there a program that will allow you to show 2 different things at the same time, such as 2 different views, then each view could be shown on a different monitor?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3741. Re: ppp 2.3.11 peer?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8hlrpg$c1n$1@snipp.uninett.no>
Source record: 7444
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
MICHAEL ROBILLARD <76060.1125@compuserve.com> wrote:
> When I try to dial with the latest pppd dialer
> (ppp 2.3.11).I keep getting some message about not being authorized
> then an ip address is shown and then the progrem will disconnect[D[D[D

> Any help ?

Add a line with the word "noauth" to one of the option-files.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3742. Re: 2 monitors on a 1040

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1068.193T1000T11634305optimus@canit.se>
Source record: 7445

Nicholas Bales skrev:

>"Lance Ringquist" <Video61@webtv.net> a crit dans le message news:
>624-3935D560-39@storefull-178.iap.bryant.webtv.net...
>> can it be done,using 2 monitors at once?

>...BUT, I seem to remember (this is reaching back), of a debugger program
>that used the french Minitel for text output while the program was running
>on the ST's screen. Or was it on the old CPC ???

Donno, the Amiga had a ROM-based debugger which used the printer or a serial
console.
This would be possible on every machine, but would only be useful for CLIs.

>For those who don't know what the Minitel was, these were cheap text
>terminals that were given away for free by France Telecom in the early 80's.
>This was the ancestor of the internet. There used to be one in (nearly)
>every home in France and they are still quite widespread.

Hardly the ancestor of internet, since the net dates back to before the
conception of Minitel. They may be seen as a precursor to personal INet acces,
though.

--
En ligne avec Thor 2.6.

Test makers do it sometimes/always/never.

3743. Re: 2 monitors on a 1040

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-07 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <393E995D.E3201A70@sidra.si>
Source record: 7446

You could connect up to three monochrome monitors on ST with each one
displaying independent picture in low res (320x200) or two monitors in
medium res (640x200)
From hardware point of view, it would be pretty simple (just some soldering)
but writing software would probably
be difficult.

You could connect ST with each colour output driving its monitor, So red
would go to first, green to second
and blue to third with all three sharing common sync...

Regards,

Branko

Lance Ringquist wrote:

> maybe i should have asked this in a different way.
> is there a program that will allow you to show 2 different things at the
> same time, such as 2 different views, then each view could be shown on a
> different monitor?
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

3744. Re: this is really cool

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <18249-39407607-75@storefull-171.iap.bryant.webtv.net>
Source record: 7201

the reason that i asked this is because one of my customers is using 520 st's.and 1040 st's to power a stand alone flight simulator.
this unit is awesome, and looks like a real pilots cabin,and has 1224's built into it to show different scenes from a slide show from degas,and art&film director,plus flight simulator programs.
he would like to cut a 1040 out of the loop, and use just one 1040 to show different scenes simutanously.
from the answers that i have got,it sounds like it cannot be done,but just think of this,he is using atari technology to power this, and goes around to schools charging them to demo this for students.'
he tried pc's,but they were to unreliable,thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3745. Re: 2 monitors on a 1040

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-08 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8hobm0aks1@news.stortek.com>
Source record: 7447

"Lance Ringquist" <Video61@webtv.net> a crit dans le message news:
6187-393E6800-3@storefull-171.iap.bryant.webtv.net...
> maybe i should have asked this in a different way.
> is there a program that will allow you to show 2 different things at the
> same time, such as 2 different views, then each view could be shown on a
> different monitor?
> thanks,
> lance

No. You would need more than just software to do that. There's no way you'll
get an ST to work that way.

--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3746. SV: CGA to analog

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-08 00:00:00 UTC
From: Peter Persson <pep@REMOVEmbox306.swipnet.se>
Message-ID: <TNO%4.55$rH5.44@nntpserver.swip.net>
Source record: 7448

Hi!

What synthersizer are we talking about? I connected an old Roland S50 to an
Atari RGB monitor a couple of years ago. Works without problems..

/Peter

Hallvard Tangeraas <halln@c2i.net> skrev i
diskussionsgruppsmeddelandet:1ebvvq6.16butgpax3z3kN%halln@c2i.net...
> Martin Graiter <graiter@starmail.com> wrote:
>
> > This is in response to the question about how to connect a
> > Roland synth with a presumably CGA video output to an analog RGB
> > monitor.
>
> CGA? I said "Digital RGB" in the initial message.
> This surely isn't the same as CGA, is it?
> My friend was told that he certainly couldn't use a PC monitor, and
> although I'm not a PC expert I believe CGA was one of the first video
> standards for the PC.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://also.as/hall/>
> Atari Launchpad : <http://www.geocities.com/SiliconValley/Bay/8745/>
> Notator/Creator SL : <http://matrix.crosswinds.net/~notator/>

3747. Re: 2 monitors on a 1040

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-08 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <18249-393FB998-10@storefull-171.iap.bryant.webtv.net>
Source record: 7449

is what i am asking a multi task type of thing?

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3748. Re: 2 monitors on a 1040

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-08 00:00:00 UTC
From: PR-NYC <eonicmanNOeoSPAM@hotmail.com.invalid>
Message-ID: <0af4bc14.6ee671f2@usw-ex0103-023.remarq.com>
Source record: 7450

On a system such as the TT or MegaSTe, the native video is a
totally separate entity from video on a VME card, thus you can
have two separate displays. Normal ST/TT display and the output
from the graphics card. I assume the same would be for an ST
using one of the ET4000 kits or a Falcon with the Eclipse
graphics adapter.

* Sent from RemarQ http://www.remarq.com The Internet's Discussion Network *
The fastest and easiest way to search and participate in Usenet - Free!

3749. Another one of those tests

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-09 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sk22e28oh5154@corp.supernews.com>
Source record: 7202

Sorry just a Test to see if I can post to this NG. I can to
comp.sys.atari.st. I used to be able to post here but the last week
or two I can't. I really must signup for a new ISP.......

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem  |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com                |
| Lyndon Amsdon                        |
+--------------------------------------+
```

3750. Re: Another one of those tests

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-09 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sk232voh51131@corp.supernews.com>
Source record: 7203

On 9 Jun 2000 15:14:10 G, Lyndon Amsdon wrote:
>Sorry just a Test to see if I can post to this NG. I can to
>comp.sys.atari.st. I used to be able to post here but the last week
>or two I can't. I really must signup for a new ISP.......

I don't believe that! So why can't I send a message with the subject
as RE: ST Nemesis I've even tried it with RE: ST NemesiS.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

3751. Re: CGA to analog

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-09 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8hr5dv$c85$2@cubacola.tninet.se>
Source record: 7204

"Hallvard Tangeraas" <halln@c2i.net> wrote in message
news:1ebvvq6.16butgpax3z3kN%halln@c2i.net...

: CGA? I said "Digital RGB" in the initial message.
: This surely isn't the same as CGA, is it?
: My friend was told that he certainly couldn't use a PC
monitor, and
: although I'm not a PC expert I believe CGA was one of the
first video
: standards for the PC.

CGA *is* digital RGB. Could be EGA too, but you don't know
yourself so I had to make a guess. The term "PC monitors" can be
compared to the term "birds" in the animal kingdom, some are
white, some black, some fly, other swim etc. Your buddy has
likely tried an (S)VGA monitor, which by all means is a "PC"
monitor, but an analog one.

Maybe it's time to surf the web and find out what that synth is
made of?

MG

3752. TOS 1.0 UK Rom image needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-09 00:00:00 UTC
From: Darren Birks <darren@nopspam.plz.fatal-design.com>
Message-ID: <39413439.7484D6F@nopspam.plz.fatal-design.com>
Source record: 7205

I need a ROM image of TOS 1.0 *UK* urgently for use with WinSTon v3
If anyone can make a dump of it for me and email me please?

The one on The Little Green Desktop is actually US even though it claims
to be UK

3753. SLM804 Parts

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-09 00:00:00 UTC
From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Message-ID: <8hrrdu$m9s$1@nnrp1.deja.com>
Source record: 7206

Does anyone know where I can get toner and OPC drums for the Atari
SLM804 laser printer.
--
Canadian CoCo Nut

Sent via Deja.com http://www.deja.com/
Before you buy.

3754. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kC0DhWAXtLR5EwBi@steverosie.demon.co.uk>
Source record: 7207

In article <39441882$0$31673@news.zetnet.co.uk>, Chris Simon
<osian@zetnet.co.uk> writes
>My hard drive in my Falcon recently had a corruption problem and I
>thought the best thing to do was to reformat. So I did that using
>Atari's AHDI program.
>
>I got the thing booting up using AHDI (it puts a SHDRIVER.SYS file
>into the boot partition) but I now can't put HDDRIVER back on as I had
>before.
>
>I can use HARDBOOT to put HDDRIVER.SYS and HDDRIVER.PRG into the C:\
>and C:\AUTO directories (making sure HDDRIVER.PRG is the first entry in
>the Auto folder) but it just doesn't seem to want to boot using
>HDDRIVER.
>
>If I rename the SHDRIVER.SYS so that AHDI doesn't boot, then the hard
>drive doesn't boot at all. I've then run HARDBOOT again from floppy,
>but it then says no XHDI-compatible driver exists. I've then run
>either AHDI or HDDRIVER from floppy to enable the hard drive, run
>HARDBOOT again, whereupon it goes through the motions of installing
>itself again. But it still won't boot. I get a lo-res desktop with
>no hard drive icons.
>
>I can only get my hard drive to boot by putting AHDI back on.
>
>What am I doing wrong?
>
>

Hi

If your hard drive is bootable just replacing programs onthe drive boot partition won't work!!! You can't stick hddriver.sys in the root directory and expect it to work.

Likewise don't expect any program to run from the auto directory if the original driver software has been removed (the .sys file).

What you will need to do is install hddriver on the drive WITH hddrivers program.

You can, of course, stick hddriver.prg in the auto folder of a floppy and it will run, but won't auto boot.

When you install hddriver using the program itself, it will remove the old boot system and install itself. All you will need to do is remove

the OLD shdriver.sys file, but it's not essential.

When the hard disk drivers are installed, the software looks for a certain file in the root directory to load the drivers. This is usually the main driver.prg with an .sys extension. Removing this driver won't work as it's expecting a specific file AND how it runs.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3755. Re: SLM804 Parts

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-12 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <960812448-845178AEicMi@cwcom.net>
Source record: 7208

From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Date: Fri, 09 Jun 2000 22:34:38 GMT

>Does anyone know where I can get toner and OPC drums for the Atari
>SLM804 laser printer.

Try a search with Dejanews in the comp.sys.atari.st newsgroup, where a few
suggestions were made for compatible supplies.

--
Rgds, Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3756. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-12 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8i2l09$4rf$1@draco.stochastik.rwth-aachen.de>
Source record: 7209
Body handling: Inline uuencoded payload not displayed: LOVE-LETTER-FOR-YOU.txt.vbs

In article <sk26se2uh51183@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:

>Yes you're probably right. I was thinking off the top of me head.
>The *main* clock is 32mhz quartz clock. The 4.433 is the clock to
>provide a signal for the TV signal. This is different for 50/60hz TV
>machines. Pal is 4.433 NTSC is 3.579.

Right. It is not exactly 32MHz but a bit more, and the 32MHz oscillator *is*
part of a PLL - it is locked so that the 4.433MHz clock is a multiple of the
H-Sync rate (which is derived from the 32.xxxMHz main clock).

>>You are essentially correct, however, I found that the ST did not like the CPU
>>running at odd multiples of the bus with my overclocking circuit. I tried the
>>CPU @ 24 MHz while the bus was still @ 8 MHz, it did not work.

No wonder: the CPU does not have the bus alone. In the ST, CPU and chipset
(for video access) share the bus 50/50 of the time, so the CPU can't access
the bus anytime it wants. This only works if the whole stuff is
synchronized.

Running the CPU asynchronously is possible, but requires a bit of effort (I
have a 16MHz 68HC000 running at 36MHz on y modified MagnumST card - the CPU
runs at full speed while accessing the fast ram, and is switched down to
synchronous 8MHz operation when accessing ST-RAM).

>So having a 16mhz accelerator like yours isn't as good as it sounds
>(not saying its rubbish) because every time the cpu needs to access
>other chips it has to switch done to 8mhz mode. Would it be possible
>with a few GAL chips (or normal logic) power the CPU at 16 (32?) mhz
>when not accesing the bus, but then when it access's the bus it drives the
>CPU at different speeds for the different chips its acccesing.

Yes, that is possible. The german magazine c't had such a project quite some
years ago, which worked fine for 16/8MHz operation.

However, because the 68000 CPU has no cache, and there are only few CPU
instructions that do *not* need to access the bus, the real speedup was only
in the order of 10-20%.

Later there came accelerators with cache (usually 16-64KB). These could
provide up to a factor of 2 in speedup when running at 16MHz.

>Yes we'll keep it without cache at the moment. Keep it simple for the
>time being.

Without a cache, you won't gain much on a CPU which does not have an
internal cache. Even on a falcon with a 6830 with internal cache, doing this
kind of modification (32MHz while not accessing the bus) gains a remarkably
low performance gain.

>144! Quite a long way off RISC technology!

Right. However, these instructions are rare in real programs.

>Hmm. Motorola never AFAIK made a 68000 more than 20 or 24mhz. The
>T28 clocked the CPU to 28mhz and T36 to 36mhz although I have never
>heard of a T36 being used. Might have been too unstable. With it
>@64mhz you would need a heatsink and fan.

Only the CMOS versions are overclockable more than a few MHz. The 68HC000-16
here runs fine at 36MHz, but does not get hot - so a heatsink will not help,
and it does get unstable at higher clock rates - which means the speed is
limited by chip-internal circuit delays, and not heat.

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.

[Inline uuencoded payload not displayed: LOVE-LETTER-FOR-YOU.txt.vbs]

3757. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-12 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ska7oaobh51148@corp.supernews.com>
Source record: 7210

On 12 Jun 2000 14:27:53 , Michael Schwingen wrote:
>In article <sk26se2uh51183@corp.supernews.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:

>Right. It is not exactly 32MHz but a bit more, and the 32MHz oscillator *is*
>part of a PLL - it is locked so that the 4.433MHz clock is a multiple of the
>H-Sync rate (which is derived from the 32.xxxMHz main clock).

Thanks for putting me straight.

>No wonder: the CPU does not have the bus alone. In the ST, CPU and chipset
>(for video access) share the bus 50/50 of the time, so the CPU can't access
>the bus anytime it wants. This only works if the whole stuff is
>synchronized.
What is the chipset (shifter?) So 32mhz would be fine for the CPU.
Basically the CPU has to be in sync(or even multiples) with the chipset.
Is that correct? Are you assuming I wanted to drive the CPU@24mhz
WITHOUT taking it down for to 8mhz on bus cycles (the AS low)

>Running the CPU asynchronously is possible, but requires a bit of effort (I
>have a 16MHz 68HC000 running at 36MHz on y modified MagnumST card - the CPU
>runs at full speed while accessing the fast ram, and is switched down to
>synchronous 8MHz operation when accessing ST-RAM).

So how did you get 36mhz? What was the circuit?

>However, because the 68000 CPU has no cache, and there are only few CPU
>instructions that do *not* need to access the bus, the real speedup was only
>in the order of 10-20%.
>
>Later there came accelerators with cache (usually 16-64KB). These could
>provide up to a factor of 2 in speedup when running at 16MHz.

Yes I know about how poor a performance of 16mhz without cache gives.
I wasn't interested in just clocking the CPU to 16mhz. I wanted to
speed the bus up as well with a few components (DMA, MMU....)

Cache can come later. Access it at the same speed as the CPU. I have
to get the bus running faster first!

>Only the CMOS versions are overclockable more than a few MHz. The 68HC000-16
>here runs fine at 36MHz, but does not get hot - so a heatsink will not help,
>and it does get unstable at higher clock rates - which means the speed is
>limited by chip-internal circuit delays, and not heat.

Point taken, thinking about Pentiums-they need these massive cooling
systems and fans. Not suprising with all the Millions of trany's.

```
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+
```

3758. Re: This is a posting test only

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-12 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <960842254-821173AEicMi@skynow.net>
Source record: 7211

Hi Dereck

>> Wonder if it'l work?.

>Naw. He was using Outlook. ;-)

Where's that love bug doohickie gone, lets give him a real test to contend with. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3759. Re: Another one of those tests

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-12 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <960842256-821609AEicMi@skynow.net>
Source record: 7212

Hi Lyndon

>I don't believe that! So why can't I send a message with the subject
>as RE: ST Nemesis I've even tried it with RE: ST NemesiS.

Perhaps you can, youve not got a filter setup for that subject have you?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3760. Re: 520 STFM RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-12 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <skaklajbh51115@corp.supernews.com>
Source record: 7213

On 12 Jun 2000 11:42:02 , "Mika Danielsson" wrote:
>Well, I guess this question must have been posted a million times :)

Don't know cos I ain't been here long.

>I have an empty bank of memory on my Atari 520 STFM, is it possible to fill
>this with identical DRAM chips as in the other bank to get 1 MB? I have
>heard that the existing ones will have to be replaced. This seems confusing
>to me...Isn't the only difference between 520 and 1040 the memory size, and
>does the 1040 have 2 full banks of memory?

Hi Mika

The answer is yes. Put the same amount of DRAMs in the left side and
solder them in the right bank. Make sure you place them in the right
way round.

Patience is needed because if I remember the holes aren't clean
(filled with solder) so you'll have to get rid of that solder some
way.

Also on most 520 STFMs some resistors are missing just below the
DRAMs. There is a line of about 9 I think. A few more need to be
soldered in. These are the control lines for the right hand DRAM
bank. Next to each DRAM chip you'll see a space for a capacitor, like
on the left hand side. Use ones like on the Left hand side.

I think there is a document specifically for doing this on Vezzs hack
side. (sorry don't have the URL OTTOMH).
Also documents there for indtalling 4mb into STFM.

Good Luck.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3761. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-12 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <A3d15.422$uj3.2184@newsfeed.slurp.net>
Source record: 7214

On 11 Jun 2000 17:25:51 , "Leslie Hartmier" wrote:

> Try booting with AHDI, running HDDriver.PRG, then running HDDRUtil.PRG,
>formatting the drive, then installing the bootsector. Let me know if it
>works.
>
>Leslie
>leslieh@v-wave.com

That sounds good to me. It should work for him....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 5, Photoline,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3762. gal&pal

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <pNf15.229$LS3.3940@nsw.nnrp.telstra.net>
Source record: 7215

Does anyone know where I can get hold of the binaries for the gals etc in
the Falcon. I have a cactus u62 but no spare's. Thanks

Mark Bedingfield

--
****
Atari Falcon030, 14MB, 68882, 1.4IDE, 1.2SCSI
Atari STFM 2.5MB 200MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

--
****
Atari Falcon030, 14MB, 68882, 1.4IDE, 1.2SCSI
Atari STFM 2.5MB 200MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

3763. Re: 520 STFM RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: Nicholas Bales <bales@online.REMOVETHIS.fr>
Message-ID: <8i5fma$g5u$1@news.stortek.com>
Source record: 7216

"Mika Danielsson" <mika@mkab.com> a crit dans le message news:
8i27j4$4lb$1@gandalf.alcom.aland.fi...
> Well, I guess this question must have been posted a million times :)

Yep, it's in the Quick FAQ! See .sig for the URL.
>
> I have an empty bank of memory on my Atari 520 STFM, is it possible to
fill
> this with identical DRAM chips as in the other bank to get 1 MB? I have
> heard that the existing ones will have to be replaced.

Nope, you just have to fill the extra bank.

> This seems confusing
> to me...Isn t the only difference between 520 and 1040 the memory size,
and
> does the 1040 have 2 full banks of memory?

Correct. Whether the job is worthwhile in this day and age is another
question. It's easier and cheaper to get you hands on an STE and max it out
to 4Mb with SIMMs.
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://bales.online.fr/atari online.fr

3764. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8i5iq3ona1@draco.stochastik.rwth-aachen.de>
Source record: 7217
Body handling: Inline uuencoded payload not displayed: LOVE-LETTER-FOR-YOU.txt.vbs

In article <ska7oaobh51148@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>>No wonder: the CPU does not have the bus alone. In the ST, CPU and chipset
>>(for video access) share the bus 50/50 of the time, so the CPU can't access
>>the bus anytime it wants. This only works if the whole stuff is
>>synchronized.
>What is the chipset (shifter?) So 32mhz would be fine for the CPU.

Shifter, Glue + MMU - they all work very tightly together, so can't really
separate them, although they are split across multiple chips.

>Basically the CPU has to be in sync(or even multiples) with the chipset.
>Is that correct? Are you assuming I wanted to drive the CPU@24mhz
>WITHOUT taking it down for to 8mhz on bus cycles (the AS low)

The chipset neds to have control of the bus whenever it thinks it does have
it (ie. as in a 8MHz system), and you can not speed up the CPU->ST-memory
cycles, so your speeded logic must look to the rest of the board liek a
normal 8MHz CPU. How you do that is up to you ;-)

>>Running the CPU asynchronously is possible, but requires a bit of effort (I
>>have a 16MHz 68HC000 running at 36MHz on y modified MagnumST card - the CPU
>>runs at full speed while accessing the fast ram, and is switched down to
>>synchronous 8MHz operation when accessing ST-RAM).
>
>So how did you get 36mhz? What was the circuit?

From a completely asynchronous crystal oscillator. I used a GAL to switch
the CPU clock glitch-free to 8MHz when accessing the ST-RAM, and let the CPU
run at 36MHz otherwise (including fastram accesses). The logic of the
MagnumST ramcard was modified accordingly to run at 36MHz without waitstates
(which is possible using normal 60ns EDO SIMMs).

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.

[Inline uuencoded payload not displayed: LOVE-LETTER-FOR-YOU.txt.vbs]

3765. SV: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: Peter Persson <pep@REMOVEmbox306.swipnet.se>
Message-ID: <PGt15.2340$rH5.5346@nntpserver.swip.net>
Source record: 7218

DO NOT OPEN THE ATTACHEMENT!!

IT CONTAINS THE "I LOVE YOU" VIRUS!!

/Peter

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> skrev i
diskussionsgruppsmeddelandet:8i2l09$4rf$1@draco.stochastik.rwth-aachen.de...
> In article <sk26se2uh51183@corp.supernews.com>,
> Lyndon Amsdon <bindon@madasafish.com> wrote:
>
> >Yes you're probably right. I was thinking off the top of me head.
> >The *main* clock is 32mhz quartz clock. The 4.433 is the clock to
> >provide a signal for the TV signal. This is different for 50/60hz TV
> >machines. Pal is 4.433 NTSC is 3.579.
>
> Right. It is not exactly 32MHz but a bit more, and the 32MHz oscillator
is
> part of a PLL - it is locked so that the 4.433MHz clock is a multiple of
the
> H-Sync rate (which is derived from the 32.xxxMHz main clock).
>
> >>You are essentially correct, however, I found that the ST did not like
the CPU
> >>running at odd multiples of the bus with my overclocking circuit. I
tried the
> >>CPU @ 24 MHz while the bus was still @ 8 MHz, it did not work.
>
> No wonder: the CPU does not have the bus alone. In the ST, CPU and chipset
> (for video access) share the bus 50/50 of the time, so the CPU can't
access
> the bus anytime it wants. This only works if the whole stuff is
> synchronized.
>
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(I
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CPU
> runs at full speed while accessing the fast ram, and is switched down to
> synchronous 8MHz operation when accessing ST-RAM).
>
> >So having a 16mhz accelerator like yours isn't as good as it sounds
> >(not saying its rubbish) because every time the cpu needs to access
> >other chips it has to switch done to 8mhz mode. Would it be possible
> >with a few GAL chips (or normal logic) power the CPU at 16 (32?) mhz

> >when not accesing the bus, but then when it access's the bus it drives
the
> >CPU at different speeds for the different chips its acccesing.
>
> Yes, that is possible. The german magazine c't had such a project quite
some
> years ago, which worked fine for 16/8MHz operation.
>
> However, because the 68000 CPU has no cache, and there are only few CPU
> instructions that do *not* need to access the bus, the real speedup was
only
> in the order of 10-20%.
>
> Later there came accelerators with cache (usually 16-64KB). These could
> provide up to a factor of 2 in speedup when running at 16MHz.
>
> >Yes we'll keep it without cache at the moment. Keep it simple for the
> >time being.
>
> Without a cache, you won't gain much on a CPU which does not have an
> internal cache. Even on a falcon with a 6830 with internal cache, doing
this
> kind of modification (32MHz while not accessing the bus) gains a
remarkably
> low performance gain.
>
> >144! Quite a long way off RISC technology!
>
> Right. However, these instructions are rare in real programs.
>
> >Hmm. Motorola never AFAIK made a 68000 more than 20 or 24mhz. The
> >T28 clocked the CPU to 28mhz and T36 to 36mhz although I have never
> >heard of a T36 being used. Might have been too unstable. With it
> >@64mhz you would need a heatsink and fan.
>
> Only the CMOS versions are overclockable more than a few MHz. The
68HC000-16
> here runs fine at 36MHz, but does not get hot - so a heatsink will not
help,
> and it does get unstable at higher clock rates - which means the speed is
> limited by chip-internal circuit delays, and not heat.
>
> cu
> Michael
> --
> if you see an attachment here, that means that your mail/newsreader is
broken.
>

3766. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <960916830-487099AEicMi@skynow.net>
Source record: 7219

Hi Chris

>I can only get my hard drive to boot by putting AHDI back on.
>
>What am I doing wrong?

Disable AHDI, Cold boot with the HDdriver master disk in the A: drive, HDD will initialise, now install HDDRIVER.SYS using the relevant menu option, configure to taste, re-boot and get busy.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3767. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <960916832-487595AEicMi@skynow.net>
Source record: 7220

Hi Leslie

> Try booting with AHDI, running HDDriver.PRG, then running HDDRUtil.PRG,
>formatting the drive, then installing the bootsector.

Formatting a Falc drive could be fatal. Lots of Falc drives are of an older variety
that dont like anything but partitioning.

>Let me know if it works.

He'l let you know if it dont!. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3768. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <394674a5$0$31676@news.zetnet.co.uk>
Source record: 7221

On 12 Jun 2000 11:28:39 , Steve Stupple wrote:
>What you will need to do is install hddriver on the drive WITH hddrivers
>program.

>When you install hddriver using the program itself, it will remove the
>old boot system and install itself. All you will need to do is remove
>the OLD shdriver.sys file, but it's not essential.

I thought that's what I was doing - using HDRBOOT to install the boot
sector. It certainly said it was making the drive bootable and
copying the driver over. But maybe doing it initially with AHDI
confused it.

Anyway, I'll try the advice given previously and see what happens.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3769. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39467523$0$31676@news.zetnet.co.uk>
Source record: 7222

On 13 Jun 2000 17:29:30 , Steve Sweet wrote:
>Hi Leslie
>
>> Try booting with AHDI, running HDDriver.PRG, then running HDDRUtil.PRG,
>>formatting the drive, then installing the bootsector.
>
>Formatting a Falc drive could be fatal. Lots of Falc drives are of an older variety
>that dont like anything but partitioning.
>
>>Let me know if it works.
>
>He'l let you know if it dont!. 8~)

No I won't. I won't be able to get on the Internet!

BTW it's not a standard Falcon internal drive - my Falcon is recased
in a lighthouse tower by System Solutions and they put a Maxtor in it
- I don't think it's a standard Falcon one anyway.

I get confused as to whether it's SCSI, IDE etc. ....

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3770. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39467409$0$31676@news.zetnet.co.uk>
Source record: 7223

On 11 Jun 2000 17:25:51 , "Leslie Hartmier" wrote:
> Try booting with AHDI, running HDDriver.PRG, then running HDDRUtil.PRG,
>formatting the drive, then installing the bootsector. Let me know if it
>works.

Thanks for the advice. It might be a few days before I'm brave enough
to try another reformat! But I'll post the results. If I can get my
machine working again...

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3771. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <skctpomoh51168@corp.supernews.com>
Source record: 7224

On 13 Jun 2000 17:08:51 , Michael Schwingen wrote:
>In article <ska7oaobh51148@corp.supernews.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Shifter, Glue + MMU - they all work very tightly together, so can't really
>separate them, although they are split across multiple chips.

Yes I thought they wern't independant. I was hoping to leave the
Shifter at the original 32mhz so you can still use a standard Atari
monitor without problems. But I wanted to double the Glue and MMU
speed so the Glue was at 16mhz and the MMU at 32mhz. Would this be
possible or do they have to be synced together as in a "normal" ST.

>The chipset needs to have control of the bus whenever it thinks it does have
>it (ie. as in a 8MHz system), and you can not speed up the CPU->ST-memory
>cycles, so your speeded logic must look to the rest of the board like a
>normal 8MHz CPU. How you do that is up to you ;-)

So the Shifter can take control of the bus without asking the CPU?
Isn't that like a coprocessor/dualprocessor?

OK so if I can't get Faster RAM access the I can still speed up the
TOS can't I. I made a little circuit yesterday that switched the CPU
up to 16mhz when not accessing the bus. (like the Mega, but without
Cache). It almost worked but my 16mhz signal from the shifter wasn't
very good (I'm buying a 16mhz clock soon).

>From a completely asynchronous crystal oscillator. I used a GAL to switch
>the CPU clock glitch-free to 8MHz when accessing the ST-RAM, and let the CPU
>run at 36MHz otherwise (including fastram accesses). The logic of the
>MagnumST ramcard was modified accordingly to run at 36MHz without waitstates
>(which is possible using normal 60ns EDO SIMMs).

Sounds good. That was one thing I didn't like about the Magnum, the
fact that it accessed the RAM at a slow speed. (But then thats not
possible on a 8mhz CPU anyway!)
Doesn't matter because you've changed it anyway.

Benchmarks must be quite good for that.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |

3772. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8i6087top1@draco.stochastik.rwth-aachen.de>
Source record: 7225
Body handling: Inline uuencoded payload not displayed: THIS-IS-NOT-A-VIRUS.txt.vbs

In article <skctpomoh51168@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Yes I thought they wern't independant. I was hoping to leave the
>Shifter at the original 32mhz so you can still use a standard Atari
>monitor without problems. But I wanted to double the Glue and MMU
>speed so the Glue was at 16mhz and the MMU at 32mhz. Would this be
>possible or do they have to be synced together as in a "normal" ST.

I don't think this will work.

>So the Shifter can take control of the bus without asking the CPU?
>Isn't that like a coprocessor/dualprocessor?

Yes. Not the shifter alone - it is glue/mmu that take the bus from the CPU
and transfer the data to the shifter, which latches the data and then shifts
it out. The H/VSYNC is generated by the GLUE.

>OK so if I can't get Faster RAM access the I can still speed up the
>TOS can't I. I made a little circuit yesterday that switched the CPU
>up to 16mhz when not accessing the bus. (like the Mega, but without
>Cache). It almost worked but my 16mhz signal from the shifter wasn't
>very good (I'm buying a 16mhz clock soon).

Yes, the c't circuit did that, too. However, when using NVDI, there is not
much speed-critical code left in the TOS where you will notice the
improvement.

>Benchmarks must be quite good for that.

"real world benchmarks" (like compiling a large program with PureC) showed
that it was faster than my PAK-3 setup (with a 36MHz 68030 and cache, but
without fastram).

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.

[Inline uuencoded payload not displayed: THIS-IS-NOT-A-VIRUS.txt.vbs]

3773. Re: SV: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8i60a6$tq3$1@draco.stochastik.rwth-aachen.de>
Source record: 7226
Body handling: Inline uuencoded payload not displayed: THIS-IS-NOT-A-VIRUS.txt.vbs

In article <PGt15.2340$rH5.5346@nntpserver.swip.net>,
Peter Persson <pep@REMOVEmbox306.swipnet.se> wrote:
>DO NOT OPEN THE ATTACHEMENT!!
>
>IT CONTAINS THE "I LOVE YOU" VIRUS!!

No, your newsreader is broken.

There is neither an attachment nor a virus in that posting (and in this one
neither).

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.

[Inline uuencoded payload not displayed: THIS-IS-NOT-A-VIRUS.txt.vbs]

3774. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39469c63$0$31674@news.zetnet.co.uk>
Source record: 7227

On 11 Jun 2000 17:25:51 , "Leslie Hartmier" wrote:
> Try booting with AHDI, running HDDriver.PRG, then running HDDRUtil.PRG,
>formatting the drive, then installing the bootsector. Let me know if it
>works.

I've just tried to collect my thoughts for doing this, but I've found
I don't have anything called HDDRUTIL.PRG on my HDDRIVER system disk.
The APPs are: HARDBOOT, HCONFIG, HDDRCONF, IDEINIT. The PRGs are
HDDRIVER, CACHEON, CACHEOFF. The ACCs are AUTOPARK, HARDPART,
HCONFIG.

I have v3.51 of HDDRIVER. Could this be the problem?

The only way I could format the disk was with HDX.PRG, on Atari's own
disk, but couldn't partition it using the same program because of some
strange error message. I therefore partitioned it with HARDPART, but
that wouldn't run unless I installed AHDI.

Or something along those lines. Can't remember the exact sequence of
events.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3775. Re: 520 STFM RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8i65rvepq1@plutonium.compulink.co.uk>
Source record: 7228

In message <8i27j4$4lb$1@gandalf.alcom.aland.fi>, mika@mkab.com said:

>I have an empty bank of memory on my Atari 520 STFM, is it possible to fill
>this with identical DRAM chips as in the other bank to get 1 MB? I have
>heard that the existing ones will have to be replaced. This seems confusing
>to me...Isn't the only difference between 520 and 1040 the memory size, and
>does the 1040 have 2 full banks of memory?

Yes, it will work - in fact I bought my STFM with this mod in pplace.
But it does need a lot of soldering! Also, you may have to fit some
extra resistors and perhaps decoupling caps.

Regards, /Peter/

3776. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39469f8b$0$31673@news.zetnet.co.uk>
Source record: 7229

On 13 Jun 2000 17:53:39 , Chris Simon wrote:
>BTW it's not a standard Falcon internal drive - my Falcon is recased
>in a lighthouse tower by System Solutions and they put a Maxtor in it
>- I don't think it's a standard Falcon one anyway.

Correction! Quantum Maverick 540S.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3777. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <642A954DD517D411B20C00508BCF23B0012EED53@mail.sauder.com>
Source record: 7230
Body handling: HTML body converted to readable text

In article ,
Lyndon Amsdon wrote:
>
>Yes I thought they wern't independant. I was hoping to leave the
>Shifter at the original 32mhz so you can still use a standard Atari
>monitor without problems. But I wanted to double the Glue and MMU
>speed so the Glue was at 16mhz and the MMU at 32mhz. Would this be
>possible or do they have to be synced together as in a "normal" ST.

I don't think this will work.

>So the Shifter can take control of the bus without asking the CPU?
>Isn't that like a coprocessor/dualprocessor?

Yes. Not the shifter alone - it is glue/mmu that take the bus from the CPU
and transfer the data to the shifter, which latches the data and then shifts
it out. The H/VSYNC is generated by the GLUE.

>OK so if I can't get Faster RAM access the I can still speed up the
>TOS can't I. I made a little circuit yesterday that switched the CPU
>up to 16mhz when not accessing the bus. (like the Mega, but without
>Cache). It almost worked but my 16mhz signal from the shifter wasn't
>very good (I'm buying a 16mhz clock soon).

Yes, the c't circuit did that, too. However, when using NVDI, there is not
much speed-critical code left in the TOS where you will notice the
improvement.

>Benchmarks must be quite good for that.

"real world benchmarks" (like compiling a large program with PureC) showed
that it was faster than my PAK-3 setup (with a 36MHz 68030 and cache, but
without fastram).

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.

```
begin 600 THIS-IS-NOT-A-VIRUS.txt.txt
M1DE,12!154%204Y424Y%1`T*+2TM+2TM+2TM+2TM+2TM+0T*#0I!;G1I9V5N
M(&9O&-H86YG92!R96UO=F5D(%1(25,M25,M3D]4+4$M5DE255,N='AT
M+G9B
```

3778. Re: SV: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-13 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <642A954DD517D411B20C00508BCF23B0012EED57@mail.sauder.com>
Source record: 7231
Body handling: HTML body converted to readable text

In article ,
Peter Persson wrote:
>DO NOT OPEN THE ATTACHEMENT!!
>
>IT CONTAINS THE "I LOVE YOU" VIRUS!!

No, your newsreader is broken.

There is neither an attachment nor a virus in that posting (and in this one
neither).

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.

```
begin 600 THIS-IS-NOT-A-VIRUS.txt.txt
M1DE,12!154%204Y424Y%1`T*+2TM+2TM+2TM+2TM+2TM+0T*#0I!;G1I9V5N
M(&9O&-H86YG92!R96UO=F5D(%1(25,M25,M3D]4+4$M5DE255,N='AT
M+G9B
```

3779. Re: 520 STFM RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-14 00:00:00 UTC
From: Mika Danielsson <mika@mkab.com>
Message-ID: <8i7399onm1@gandalf.alcom.aland.fi>
Source record: 7232

Thank you for your replies!

I m going to try the mod in the weekend.

Greetings/Mika

3780. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-14 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3947489D.FC36543@siemens.at>
Source record: 7233

Chris Simon wrote:
> I have v3.51 of HDDRIVER. Could this be the problem?

Yes. You should upgrade as soon as possible. I once had HDDRIVER 4.6 and found it a bit unreliable (of course the reason was the Falcon hardware but HDDRIVER couldn't handle the problems while e.g. SCSITOOL could). But the most recent version of HDDRIVER (something around 7.8) is very reliable and since I upgraded a month ago I never used any other harddisk driver again.

BTW, don't format a HD regardless what model it is. Let HDDRUTIL mark the bad sectors when you get it. That should be enough.

Gerhard

3781. HD6301

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-14 00:00:00 UTC
From: Vincent Bousquet <vbousquet@netcourrier.com>
Message-ID: <8i7tmh$l4d$1@news3.isdnet.net>
Source record: 7234

Hello, I'm searching for the datasheet of the Hitachi HD6301 or Motorola M6800 for an emulation project.

If you have any of them and wish to help me, please reply or mail me

thanks

vbousquet@netcourrier.com

3782. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-14 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <skf683umis4130@corp.supernews.com>
Source record: 7235

On 13 Jun 2000 20:58:15 , Michael Schwingen wrote:
>In article <skctpomoh51168@corp.supernews.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:

>>So the Shifter can take control of the bus without asking the CPU?
>>Isn't that like a coprocessor/dualprocessor?
>
>Yes. Not the shifter alone - it is glue/mmu that take the bus from the CPU
>and transfer the data to the shifter, which latches the data and then shifts
>it out. The H/VSYNC is generated by the GLUE.

Yes I'm learning a lot from all this. You obviously know quite a bit
about the STs hardware.

>>OK so if I can't get Faster RAM access but I can still speed up the
>>TOS can't I. I made a little circuit yesterday that switched the CPU
>>up to 16mhz when not accessing the bus. (like the Mega, but without
>>Cache). It almost worked but my 16mhz signal from the shifter wasn't
>>very good (I'm buying a 16mhz clock soon).
>
>Yes, the c't circuit did that, too. However, when using NVDI, there is not
>much speed-critical code left in the TOS where you will notice the
>improvement.

Right then. So I will speed up the CPU and TOS (as I don't own NVDI).
What about speeding the DMA up and the Blitter for STe owners like me.
I'll forget about speeding the chipset up. I'll think about adding
some fastram by using some SRAMs.

>>Benchmarks must be quite good for that.
>
>"real world benchmarks" (like compiling a large program with PureC) showed
>that it was faster than my PAK-3 setup (with a 36MHz 68030 and cache, but
>without fastram).

Sounds like a nice bit of hardware you got there Michael. ;-)

```
+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+---------------------------------------+
```

3783. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-14 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <skf9cvfeis4115@corp.supernews.com>
Source record: 7236

On 14 Jun 2000 10:55:57 , Janka Gerhard wrote:
>Chris Simon wrote:
>> I have v3.51 of HDDRIVER. Could this be the problem?
>
>Yes. You should upgrade as soon as possible. I once had HDDRIVER 4.6
>and found it a bit unreliable (of course the reason was the Falcon
>hardware but HDDRIVER couldn't handle the problems while e.g. SCSITOOL
>could). But the most recent version of HDDRIVER (something around
>7.8) is very reliable and since I upgraded a month ago I never used
>any other harddisk driver again.
>
>BTW, don't format a HD regardless what model it is. Let HDDRUTIL mark
>the bad sectors when you get it. That should be enough.
>
>Gerhard

Hi

I'm going to stick a word in for Uwe. I'm very pleased with HDDriver
and I've never used anything else. I recently upgraded to v7.8x just
because of the ATAPI functions. As for reliability, I don't notice a
thing. It just sits on my root drive, boots up and gives me no
problems at all, I forget its there half the time.

Very fast too.

Keep up the good work!

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3784. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-14 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <642A954DD517D411B20C00508BCF23B0012EED7B@mail.sauder.com>
Source record: 7237

How did you get this circuit working? Could you possibly let me have a look
at a rough schem. I have been trying for a while with no luck just to
overclock the cpu. Thanks

Mark Bedingfield

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:skctpomoh51168@corp.supernews.com...
> On 13 Jun 2000 17:08:51 , Michael Schwingen wrote:
> >In article <ska7oaobh51148@corp.supernews.com>,
> >Lyndon Amsdon <bindon@madasafish.com> wrote:
> >
> >Shifter, Glue + MMU - they all work very tightly together, so can?t
really
> >separate them, although they are split across multiple chips.
>
> Yes I thought they wern't independant. I was hoping to leave the
> Shifter at the original 32mhz so you can still use a standard Atari
> monitor without problems. But I wanted to double the Glue and MMU
> speed so the Glue was at 16mhz and the MMU at 32mhz. Would this be
> possible or do they have to be synced together as in a "normal" ST.
>
>
> >The chipset needs to have control of the bus whenever it thinks it does
have
> >it (ie. as in a 8MHz system), and you can not speed up the CPU->ST-memory
> >cycles, so your speeded logic must look to the rest of the board like a
> >normal 8MHz CPU. How you do that is up to you ;-)
>
> So the Shifter can take control of the bus without asking the CPU?
> Isn't that like a coprocessor/dualprocessor?
>
> OK so if I can't get Faster RAM access the I can still speed up the
> TOS can't I. I made a little circuit yesterday that switched the CPU
> up to 16mhz when not accessing the bus. (like the Mega, but without
> Cache). It almost worked but my 16mhz signal from the shifter wasn't
> very good (I'm buying a 16mhz clock soon).
>
>
> >From a completely asynchronous crystal oscillator. I used a GAL to switch
> >the CPU clock glitch-free to 8MHz when accessing the ST-RAM, and let the
CPU
> >run at 36MHz otherwise (including fastram accesses). The logic of the
> >MagnumST ramcard was modified accordingly to run at 36MHz without
waitstates

> >(which is possible using normal 60ns EDO SIMMs).
>
> Sounds good. That was one thing I didn't like about the Magnum, the
> fact that it accessed the RAM at a slow speed. (But then thats not
> possible on a 8mhz CPU anyway!)
> Doesn't matter because you've changed it anyway.
>
> Benchmarks must be quite good for that.
>
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+

3785. Re: 520 STFM RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-15 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <8i9brb$uq7@usenet.pa.dec.com>
Source record: 7238

In article <8i27j4$4lb$1@gandalf.alcom.aland.fi>, "Mika Danielsson" <mika@mkab.com> wrote:
>I have an empty bank of memory on my Atari 520 STFM, is it possible to fill
>this with identical DRAM chips as in the other bank to get 1 MB? I have
>heard that the existing ones will have to be replaced. This seems confusing
>to me...Isn't the only difference between 520 and 1040 the memory size, and
>does the 1040 have 2 full banks of memory?

This is possible but you must be careful about it.

I done this to 2 different revision of the motherboard.
One of them worked, while the other didn't.

The one which worked just required the extra DRAM to be soldered on.

The one which failed was not even able to boot-up after the additional DRAM
was removed. It turns out that the particular revision needed to have some
resistor etc fixed.

Sorry can't tell you more as it was near to 10 years ago since I did them.

Rgds
William

Your mouse has moved. Windows NT must be restarted for the
change to take effect. Reboot now? [OK]

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/14Mb/1.5GB/CD/MTOS
http://probehouse.atari.org / | \PII-450/96M/16GB/W98SE

3786. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-15 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <mFX15.1$1x4.487@nsw.nnrp.telstra.net>
Source record: 7239

How did you get this circuit working? Could you possibly let me have a look at a rough schem. I have been trying for a while with no luck just to overclock the cpu. Thanks

Mark Bedingfield

Lyndon Amsdon <bindon@madasafish.com> wrote in message news:skctpomoh51168@corp.supernews.com...
> On 13 Jun 2000 17:08:51 , Michael Schwingen wrote:
> >In article <ska7oaobh51148@corp.supernews.com>,
> >Lyndon Amsdon <bindon@madasafish.com> wrote:
> >
> >Shifter, Glue + MMU - they all work very tightly together, so can't really
> >separate them, although they are split across multiple chips.
>
> Yes I thought they wern't independant. I was hoping to leave the
> Shifter at the original 32mhz so you can still use a standard Atari
> monitor without problems. But I wanted to double the Glue and MMU
> speed so the Glue was at 16mhz and the MMU at 32mhz. Would this be
> possible or do they have to be synced together as in a "normal" ST.
>
>
> >The chipset needs to have control of the bus whenever it thinks it does have
> >it (ie. as in a 8MHz system), and you can not speed up the CPU->ST-memory
> >cycles, so your speeded logic must look to the rest of the board like a
> >normal 8MHz CPU. How you do that is up to you ;-)
>
> So the Shifter can take control of the bus without asking the CPU?
> Isn't that like a coprocessor/dualprocessor?
>
> OK so if I can't get Faster RAM access the I can still speed up the
> TOS can't I. I made a little circuit yesterday that switched the CPU
> up to 16mhz when not accessing the bus. (like the Mega, but without
> Cache). It almost worked but my 16mhz signal from the shifter wasn't
> very good (I'm buying a 16mhz clock soon).
>
>
> >From a completely asynchronous crystal oscillator. I used a GAL to switch
> >the CPU clock glitch-free to 8MHz when accessing the ST-RAM, and let the CPU
> >run at 36MHz otherwise (including fastram accesses). The logic of the
> >MagnumST ramcard was modified accordingly to run at 36MHz without

waitstates
> >(which is possible using normal 60ns EDO SIMMs).
>
> Sounds good. That was one thing I didn't like about the Magnum, the
> fact that it accessed the RAM at a slow speed. (But then thats not
> possible on a 8mhz CPU anyway!)
> Doesn't matter because you've changed it anyway.
>
> Benchmarks must be quite good for that.
>
> +--+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--+

3787. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-15 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39494b62$0$31674@news.zetnet.co.uk>
Source record: 7240

On 13 Jun 2000 20:41:07 , Chris Simon wrote:
>On 11 Jun 2000 17:25:51 , "Leslie Hartmier" wrote:
>> Try booting with AHDI, running HDDriver.PRG, then running HDDRUtil.PRG,
>>formatting the drive, then installing the bootsector. Let me know if it
>>works.
>
>I've just tried to collect my thoughts for doing this, but I've found
>I don't have anything called HDDRUTIL.PRG on my HDDRIVER system disk.
>The APPs are: HARDBOOT, HCONFIG, HDDRCONF, IDEINIT. The PRGs are
>HDDRIVER, CACHEON, CACHEOFF. The ACCs are AUTOPARK, HARDPART,
>HCONFIG.
>
>I have v3.51 of HDDRIVER. Could this be the problem?

This is your problem, Chris. You should have HDDriver 7.8.

Do not FORMAT your drive; only PARTITION it. Dr Uwe has repeated this
advice several times. Run from floppy HDDriver.Prg, then HDDrUtil.prg
and partition as you desire.

Until you update HDDriver use, from floppy, AHDI and HDX to partition (only).

Contact System Solutions for an upgrade.

Charles.

3788. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-15 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39495329$0$31673@news.zetnet.co.uk>
Source record: 7241

On 15 Jun 2000 21:32:18 , Charles Stanley wrote:
>Do not FORMAT your drive; only PARTITION it.

Several people have said that but unfortunately it's too late now!
I've not heard that advice before anyway. The hard drive is
performing OK now it's been reformatted, it's just that I can't seem to
install HDDRIVER properly.

But if your hard disk gets corrupted (in my case, all the filenames
contained strange characters and I couldn't open anything), what's the
best thing to do? Will doing a Partition solve the problem?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3789. 32MHz Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-16 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Jah25.177$vH4.3544@nsw.nnrp.telstra.net>
Source record: 7242

Does any one have an eagle sonic board in their Falcon. I have just
resuerected a dead Falcon with this card in it which I got for the princely
sum of $50 aus :-). I am having a few dramas at 32 MHz (dosent always switch
correctly). I was wondering if having
pin 16 floating was causing problem's. Also I need a hard drive bracket 2.5"
for the old bird. Thanks

Mark Bedingfield
--
****
Atari Falcon030, 14MB, 68882, 1.4IDE, 1.2SCSI
Atari STFM 2.5MB 200MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

3790. Re: midi documentation etc

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-16 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <D4j25.87357$uw6.1709375@news20.bellglobal.com>
Source record: 7243

I think it depends on what language you are writing code.

I've written several networked sequencers and synth
editors in basic and they are ok, but they have
their speed limitations. But they work very nicely
and are indeed rock solid. And talk about the easiest
midi port to program!

Before I get off topic, as far as I know you would need
to at least program in C to get the speed you need.

If you do get to the point of having a working midi engine,
please let me know.

Of course, you could always run Cubase on a 19" monitor with SMPII
and Midex and Logic on another Ste with Steady Eye and Notator on a
3rd and Xor on a 4th...

;-)

"felix bohmann" <fb@farb-rausch.de> wrote in message
news:8hl7mglkf1@goliath.news.is-europe.net...
> Heyas ...
>
> hm so now i am looking for all documentation on midi on the atari
> (code-wise .. aka id like to know about that mros stuff etc ...)
> right now i am writing my own routines for midi in/out, replacing the
whole
> tos midi/kbd interrupt-routines etc ... but somehow i have the feeling
that
> this is not the best thing to do ... if you have some docs of this or
> similar kind,
> please let me know ...
>
> felix
>
>
>

3791. Re: SV: CGA to analog

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-16 00:00:00 UTC
From: res <res@sympatico.ca>
Message-ID: <Atj25.87416$uw6.1710742@news20.bellglobal.com>
Source record: 7244

I have the pinouts I can scan it

"Hallvard Tangeraas" <halln@c2i.net> wrote in message
news:1ebz4g4.11tzv3u1ctgwm8N%halln@c2i.net...
> Peter Persson <pep@REMOVEmbox306.swipnet.se> wrote:
>
> > What synthersizer are we talking about? I connected an old Roland S50 to
an
> > Atari RGB monitor a couple of years ago. Works without problems..
>
> Roland S-760. It's got S-video and analog RGB outputs according to my
> friend who has it.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://also.as/hall/>
> Atari Launchpad : <http://www.geocities.com/SiliconValley/Bay/8745/>
> Notator/Creator SL : <http://matrix.crosswinds.net/~notator/>

3792. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-16 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <3949F7B6.38C3698@sidra.si>
Source record: 7245

Hi to all.
I canďž˝t reach the original question, but by responses I think it was
about clock rates inside ST.
If so, given answers are incorrect.

Lyndon Amsdon wrote:

> On 12 Jun 2000 14:27:53 , Michael Schwingen wrote:
> >In article <sk26se2uh51183@corp.supernews.com>,
> >Lyndon Amsdon <bindon@madasafish.com> wrote:
>
> >Right. It is not exactly 32MHz but a bit more, and the 32MHz oscillator *is*
> >part of a PLL - it is locked so that the 4.433MHz clock is a multiple of the
> >H-Sync rate (which is derived from the 32.xxxMHz main clock).
>

Iďž˝ve took a look inside a few STďž˝s after seeing your letter just to be 100% and
can tell you
that STs main clock is very slightly above 32 MHz- in mine was 32.0424 MHz
quartz.
I have tried 32 MHz in many STs with no noticeable difference in speed, picture
position,
sound pitch etc.
Main clock 32.x MHz is no part of any PLL loop and there is no way you can
easily divide this into 4.43 MHz.
For that purpose there is second quartz oscilator.
IIRC it is only for serving the needs of TV modulator module for modulating
color information into TV signal. Cut the quartz out and TV picture gets B&W-
nothing else happens...

> Thanks for putting me straight.
>
> >No wonder: the CPU does not have the bus alone. In the ST, CPU and chipset
> >(for video access) share the bus 50/50 of the time, so the CPU can't access
> >the bus anytime it wants. This only works if the whole stuff is
> >synchronized.

Theoretically, it should work if CPU is faster than original by some nice factor.

While I was toying with it I have noticed DTACK problem.
At the end of the cycle System gives DTACK to the CPU. This should inform CPU
that it can finish the cycle and go on. But with higher speed CPU, DTACK stays
active
for too long, so if CPU tries anothe r acces immediately afterr first, it will
"see" old DTACK
and perform full speed access, even though machine did not recovered from the

last.
One tiny cosmetic trick on DTACK should make things much better (have to try it yet...)

>
> What is the chipset (shifter?) So 32mhz would be fine for the CPU.
> Basically the CPU has to be in sync(or even multiples) with the chipset.
> Is that correct? Are you assuming I wanted to drive the CPU@24mhz
> WITHOUT taking it down for to 8mhz on bus cycles (the AS low)
>

In general CPU clk should be constant and switching it up/down could cause many odd things.
It works but not on all machines and not with all CPUs...
I have to try this DTACK thing...

Regards,

Branko

<rest snipped>

3793. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-16 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8id6okuin1@draco.stochastik.rwth-aachen.de>
Source record: 7246

In article <3949F7B6.38C3698@sidra.si>,
Branko Badrljica <brankob@sidra.si> wrote:
>Hi to all.
>I can't reach the original question, but by responses I think it was
>about clock rates inside ST.
>If so, given answers are incorrect.

I think you are referring to my answer, and yes, they are correct.

>I've took a look inside a few ST's after seeing your letter just to be 100% and
>can tell you
>that STs main clock is very slightly above 32 MHz- in mine was 32.0424 MHz
>quartz.
>I have tried 32 MHz in many STs with no noticeable difference in speed, picture
>position,
>sound pitch etc.

It may work, but you will not get a standard-compliant FBAS signal.

>Main clock 32.x MHz is no part of any PLL loop and there is no way you can
>easily divide this into 4.43 MHz.
>For that purpose there is second quartz oscilator.
>IIRC it is only for serving the needs of TV modulator module for modulating
>color information into TV signal. Cut the quartz out and TV picture gets B&W-
>nothing else happens...

Right. The PLL will run on, even without the 4.433MHz reference.

If you don't believe me, look it up in the schematic.

It may be that there were STs with a fixed crystal oscillator instead of the
VCXO/PLL for versions without FBAS output. IIRC, the schematic had both
options.

The PLL works by syncing the HSYNC to the 4.433MHz PAL clock. HSYNC is
deviced from the 32.xxxMHz main logic clock, and that is adjusted so that
the HSYNC phase is OK.

I am not sure about NTSC machines, but I think they used the same mechanism
(with a 3.*MHz reference instead of 4.433MHz).

>Theoretically, it should work if CPU is faster than original by some nice factor.

Only if the glue logic gets the bus whenever it needs to to do video
accesses.

You can speed up the whole machine by increasing the 32.xMHz clock (and
this will of course modify the video timing accordingly). Running the CPU

asynchronous requires logic to re-synchronize the CPU signals to the system's 8MHz clock.

>While I was toying with it I have noticed DTACK problem.
>At the end of the cycle System gives DTACK to the CPU. This should inform CPU
>that it can finish the cycle and go on. But with higher speed CPU, DTACK stays
>active
>for too long, so if CPU tries anothe r acces immediately afterr first, it will
>"see" old DTACK
>and perform full speed access, even though machine did not recovered from the
>last.

No wonder: the DTACK timing is relative to the clock. Now if the system and the CPU use different clocks, you will get such problems.

It is not just DTACK: you will probably get similar problems with AS and the whole bus arbitration stuff.

>In general CPU clk should be constant and switching it up/down could cause many
>odd things.

switching the CPU clock of a 68000 is absolutely no problem as long as you satisfy the minimum clock high/low times from the data sheet. This means that you may *not* simply switch between two asynchronous clocks (say with a 2:1 multiplexer), since this will produce glitches which confuse the CPU.

The modified MagnumST works absolutely stable by switching the CPU between 8MHz and 36MHz (and by doing this glitch-free - you can use *any* asynchronous signal in that circuit instead of 36MHz, as long as the CPU still runs at that clock. My 68HC000-16 works up to 36MHz).

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.
begin 644 LOVELY-SIGNATURE.txt.vbs
"The day Microsoft makes something that doesn't suck is probably the day they start making vacuum cleaners" - Ernst Jan Plugge

3794. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-16 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <skklrhjkis4164@corp.supernews.com>
Source record: 7247

On 16 Jun 2000 14:32:20 , Michael Schwingen wrote:
>In article <3949F7B6.38C3698@sidra.si>,
>Branko Badrljica <brankob@sidra.si> wrote:

<<<<<<SNIP>>>>>

>>In general CPU clk should be constant and switching it up/down could cause many
>>odd things.
>
>switching the CPU clock of a 68000 is absolutely no problem as long as you
>satisfy the minimum clock high/low times from the data sheet. This means
>that you may *not* simply switch between two asynchronous clocks (say with a
>2:1 multiplexer), since this will produce glitches which confuse the CPU.

I made this circuit, and yes it is a bit glitchy.

What were the schematics that didn't make it glitchy? Could you send them to me
please.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

3795. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-16 00:00:00 UTC
From: Branko Badrljica <brankob@sidra.si>
Message-ID: <394AA01A.2286B8EA@sidra.si>
Source record: 7248

Michael Schwingen wrote:

> In article <3949F7B6.38C3698@sidra.si>,
> Branko Badrljica <brankob@sidra.si> wrote:
> >Hi to all.
> >I canďž˝t reach the original question, but by responses I think it was
> >about clock rates inside ST.
> >If so, given answers are incorrect.
>
> I think you are referring to my answer, and yes, they are correct.
>
> >Iďž˝ve took a look inside a few STďž˝s after seeing your letter just to be 100% and
> >can tell you
> >that STs main clock is very slightly above 32 MHz- in mine was 32.0424 MHz
> >quartz.
> >I have tried 32 MHz in many STs with no noticeable difference in speed, picture
> >position,
> >sound pitch etc.
>
> It may work, but you will not get a standard-compliant FBAS signal.
>
> >Main clock 32.x MHz is no part of any PLL loop and there is no way you can
> >easily divide this into 4.43 MHz.
> >For that purpose there is second quartz oscilator.
> >IIRC it is only for serving the needs of TV modulator module for modulating
> >color information into TV signal. Cut the quartz out and TV picture gets B&W-
> >nothing else happens...
>
> Right. The PLL will run on, even without the 4.433MHz reference.
>
> If you donďž˝t believe me, look it up in the schematic.
>

Maybe we did not undesrtand each other fully.
If you are implying that 4.43 MHz oscillator runs within some kind of PLL loop, it may be so,
but in very limited sense. It could be pulled in very narrow frequency band (through some
capacitive influence on the quartz) and that might be also teoretically true with 32.x MHz quarz,
but this would be marginal, besides that how does one synchronize clocks that are so different ?
They have no simple common denominators and certainly no IC to do the phase comparison, frequency
division and to pump one ocillator with regards to the other.

It may well be that PLL is contained inside RF modulator, but this is optional (many STs are without it)

> It may be that there were STs with a fixed crystal oscillator instead of the
> VCXO/PLL for versions without FBAS output. IIRC, the schematic had both
> options.
>
> The PLL works by syncing the HSYNC to the 4.433MHz PAL clock. HSYNC is
> deviced from the 32.xxxMHz main logic clock, and that is adjusted so that
> the HSYNC phase is OK.
>

Are you sure about that ? If that would be true colors on the TV screen would freak out when one would use
quartz oscillator instead of quartz. I did that and everything worked just fine.
4.434 Mhz is bursted in the video signal somewhere during HSYNC time so that receiving end (TV) can synchronise
its oscilator to computers one before the scan line starts....

> I am not sure about NTSC machines, but I think they used the same mechanism
> (with a 3.*MHz reference instead of 4.433MHz).
>
> >Theoretically, it should work if CPU is faster than original by some nice factor.
>
> Only if the glue logic gets the bus whenever it needs to to do video
> accesses.
>

If above condition is served, video would be O.K.

> You can speed up the whole machine by increasing the 32.xMHz clock (and
> this will of course modify the video timing accordingly). Running the CPU
> asynchronous requires logic to re-synchronize the CPU signals to the
> systemďż˝s 8MHz clock.
>

I did that and it ran fine with minor tweaks on 48 MHz. At that time, I did not have sufficient data
about STs guts to try to do something about the picture, since SM124 couldnďż˝t keep up.

Nowadays it would be trivial to hook up some cool 17" Hansol and let it fly in B&W mode...

> >While I was toying with it I have noticed DTACK problem.
> >At the end of the cycle System gives DTACK to the CPU. This should inform CPU
> >that it can finish the cycle and go on. But with higher speed CPU, DTACK stays
> >active
> >for too long, so if CPU tries anothe r acces immediately after first, it will
> >"see" old DTACK

> >and perform full speed access, even though machine did not recovered from the
> >last.
>
> No wonder: the DTACK timing is relative to the clock. Now if the system and
> the CPU use different clocks, you will get such problems.
>

In more normal systems, one could trigger DTACK without concerns about CLK.
Motorola meant for it to be used like that anyway. Whenever you get fed up, just
assert
DTACK and it will be recognised at next rising clock edge.
Trouble is that logic that generates DTACK does this with regards to the 8 MHz clock
and that is not cool. When DTACK is generated CPU should get off the bus in the next
CLK or so
and DTACK should be deasserted at the moment that AS, LDS and UDS go inactive, but
that does not happen.

>
> It is not just DTACK: you will probably get similar problems with AS and the
> whole bus arbitration stuff.
>

Not true. I did a TOS 2.06 & IDE adapter for the ST a while ago and just for the kicks

adapted turbo modification so that CPU would work at 16MHz also when executing
the code from TOS and speed difference was very obvious. It was a minor hack but
people that saw it working on my machine wanted to have it....
Later version had turboswitch that enabled me to hit the pedal-to-the-metal
while running some benchmark to see the difference.
It took me several tries to get to the version that enabled manual switch reliably...

>
> >In general CPU clk should be constant and switching it up/down could cause many
> >odd things.
>
> switching the CPU clock of a 68000 is absolutely no problem as long as you
> satisfy the minimum clock high/low times from the data sheet. This means
> that you may *not* simply switch between two asynchronous clocks (say with a
> 2:1 multiplexer), since this will produce glitches which confuse the CPU.
>

Not quite. Well, maybe on some "modern" 68HC000 or 68EC000 CPU.
Old 68000 is machine with dynamic registers that demand internal refreshing and
contains quite some analog stuff inside...
This means that they must be fed proper clock signal which must be stable during
operation.
Modern EC etc... variants contain standard gates (because they are available also
as a core from standard gates if you pay big $$$) and no voodo magic.

For one thing, while speeding up ST, I have noticed that best versions for that were
10 MHz versions.
Majority of 8 MHz versions did not work reliably and that goes also for several pieces

of 12.5 MHz
that I tried. Iďž˝m talking about NMOS 68000 as found inside ST.

>
> The modified MagnumST works absolutely stable by switching the CPU between
> 8MHz and 36MHz (and by doing this glitch-free - you can use *any*
> asynchronous signal in that circuit instead of 36MHz, as long as the CPU
> still runs at that clock. My 68HC000-16 works up to 36MHz).

Maybe because of 68HCxxx instead of ordinary 68xxx.

Regards,

Branko

>
> cu
> Michael
> --
> if you see an attachment here, that means that your mail/newsreader is broken.
>
> Name: LOVELY-SIGNATURE.txt.vbs
> LOVELY-SIGNATURE.txt.vbs Type: MPEG Video (video/mpeg)
> Encoding: x-uuencode

3796. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <961317298-132125AEicMi@cwcom.net>
Source record: 7249

From: osian@zetnet.co.uk (Chris Simon)
Date: 15 Jun 2000 22:05:29 GMT

>But if your hard disk gets corrupted (in my case, all the filenames
>contained strange characters and I couldn't open anything), what's the
>best thing to do? Will doing a Partition solve the problem?

Unlikely. What have you installed in your computer that could have caused this
corruption? Video card?

--
Rgds, Derryck

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3797. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-17 00:00:00 UTC
From: Steve Sweet <steve.sweet@skynow.net>
Message-ID: <961235498-427663AEicMi@skynow.net>
Source record: 7250

Hi Chris

>Thanks for the advice. It might be a few days before I'm brave enough
>to try another reformat! But I'll post the results. If I can get my
>machine working again...

You really need some advise that doesnt involve re-formatting drives, it bad for
their health, use it as a last resort only.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3798. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-19 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ili9gmpm1@draco.stochastik.rwth-aachen.de>
Source record: 7151

In article <skklrhjkis4164@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>What were the schematics that didn't make it glitchy? Could you send them
>to me please.

It all fits in a 22V10 GAL, but there is not much room left for other
circuitry. And no, since the idea was not mine, I can't give details for
that design.

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.
begin 644 LOVELY-SIGNATURE.txt.vbs
"The day Microsoft makes something that doesn't suck is probably the day
they start making vacuum cleaners" - Ernst Jan Plugge

3799. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-19 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sksjmshqe7f46@corp.supernews.com>
Source record: 7152

On 19 Jun 2000 18:38:08 , Michael Schwingen wrote:
>In article <skklrhjkis4164@corp.supernews.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>What were the schematics that didn't make it glitchy? Could you send them
>>to me please.
>
>It all fits in a 22V10 GAL, but there is not much room left for other
>circuitry. And no, since the idea was not mine, I can't give details for
>that design.

What not even how it works? What about some guidance, just how it overcomes that problem.

How come there are so many modifications on the internet that just switch the CLK from 8 to 16mhz, if this doesn't work why do so many people have it?


```
+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+---------------------------------------+
```

3800. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-19 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ilj1i$n0n$1@draco.stochastik.rwth-aachen.de>
Source record: 7153

In article <394AA01A.2286B8EA@sidra.si>,
Branko Badrljica <brankob@sidra.si> wrote:
>
>Maybe we did not undesrtand each other fully.
>If you are implying that 4.43 MHz oscillator runs within some kind of PLL loop, it may
>be so,

No. The 4.433MHz clock is the reference for the PLL.

>but in very limited sense. It could be pulled in very narrow frequency band (through
>some
>capacitive influence on the quartz) and that might be also teoretically true with 32.x
>MHz quarz,
>but this would be marginal, besides that how does one synchronize clocks that are so
>different ?
>They have no simple common denominators and certainly no IC to do the phase
>comparison, frequency
>division and to pump one ocillator with regards to the other.

It is the 32.xxxMHz oscillator that is pulled (not much, obviously, being a
VCXO). The phase comparison is between HSYNC and the 4.433MHz clock, and the
32.xxxMHz VCXO (from which HSYNC is derived) is pulled accordingly.

That's why the 32.xxxMHz crystal uses such a strange frequency - otherwise,
they could have used a standard 32.000MHz crystal.

>Are you sure about that ? If that would be true colors on the TV screen would freak
>out when one would use
>quartz oscillator instead of quartz. I did that and everything worked just fine.
>4.434 Mhz is bursted in the video signal somewhere during HSYNC time so that receiving
>end (TV) can synchronise
>its oscilator to computers one before the scan line starts....

I guess it depends on how tolerant your TV is regarding non-standard FBAS
signals.

>DTACK and it will be recognised at next rising clock edge.
>Trouble is that logic that generates DTACK does this with regards to the 8 MHz clock
>and that is not cool. When DTACK is generated CPU should get off the bus in the next
>CLK or so
>and DTACK should be deasserted at the moment that AS, LDS and UDS go inactive, but
>that does not happen.

The problem is that the chipset (running at 8MHz) and theCPU will disagree
about when various signals have to be released. For example, a fast CPU may
see the DTACK, start the new bus cycle, and see the DTACK that is still not
removed by the chipset, and so the CPU will think the next cycle is already

done and read/write wrong data. Similar things can happen with other
signals.

Such a modification may work, but the timing is critical and function may no
be easy to reproduce in another ST.

>Not quite. Well, maybe on some "modern" 68HC000 or 68EC000 CPU.
>Old 68000 is machine with dynamic registers that demand internal refreshing and
>contains quite some analog stuff inside...
>This means that they must be fed proper clock signal which must be stable during
>operation.

Right. However, it should be enough to satisfy the maximum clock high/low
periods, which ensures that dynamic registers still work. Since the minimum
clock spec'd will not be 8MHz, you have still enough room to switch the
clock glitch-free.

On the other hand, you will want to use a CMOS CPU anyway when going above
10-12MHz, so that is no problem.

>> The modified MagnumST works absolutely stable by switching the CPU between
>> 8MHz and 36MHz (and by doing this glitch-free - you can use *any*
>> asynchronous signal in that circuit instead of 36MHz, as long as the CPU
>> still runs at that clock. My 68HC000-16 works up to 36MHz).
>
>Maybe because of 68HCxxx instead of ordinary 68xxx.

Yes, sure. I would not trust a NMOS 68000 to run beyond 1.2-1.5 the
specified clock. However, this is independent of the problem of getting it
to run at an asynchronous clock at all.

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.
begin 644 LOVELY-SIGNATURE.txt.vbs
"The day Microsoft makes something that doesn't suck is probably the day
they start making vacuum cleaners" - Ernst Jan Plugge

3801. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-19 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ilj87$n2h$1@draco.stochastik.rwth-aachen.de>
Source record: 7154

In article <sksjmshqe7f46@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>What not even how it works? What about some guidance, just how it
>overcomes that problem.

Sorry, no.

>How come there are so many modifications on the internet that just
>switch the CLK from 8 to 16mhz, if this doesn't work why do so many
>people have it?

Because it works "quite well" when using a *synchronous* 16MHz clock. I did
these modifications for falcons (32/16MHz in that case). However, it depends
on how well the CPU reacts to such a disturbed clock signal, and mostly
requires some fine-tuning to run on a specific board.

However, if you get it to run, is is a very cheap modification.

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.
begin 644 LOVELY-SIGNATURE.txt.vbs
"The day Microsoft makes something that doesn't suck is probably the day
they start making vacuum cleaners" - Ernst Jan Plugge

3802. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-19 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sksu26k9e7f179@corp.supernews.com>
Source record: 7155

On 19 Jun 2000 18:54:31 , Michael Schwingen wrote:
>In article <sksjmshqe7f46@corp.supernews.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>What not even how it works? What about some guidance, just how it
>>overcomes that problem.
>
>Sorry, no.
Ok then.

>
>>How come there are so many modifications on the internet that just
>>switch the CLK from 8 to 16mhz, if this doesn't work why do so many
>>people have it?
>
>Because it works "quite well" when using a *synchronous* 16MHz clock. I did
>these modifications for falcons (32/16MHz in that case). However, it depends
>on how well the CPU reacts to such a disturbed clock signal, and mostly
>requires some fine-tuning to run on a specific board.
>
>However, if you get it to run, is is a very cheap modification.

Hi!

Thats what I really needed to know. I found it improved a lot when
I put some 0.1uf caps across the logic chips. Before that it wouldn't
boot up but at least know it'll run quite a few programs. Thats
something you should do anyway.

When you say synchronous do you mean the 16mhz clock is in sync with
the old 8mhz signal.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3803. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-19 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <394e9ce7$0$31673@news.zetnet.co.uk>
Source record: 7156

On 15 Jun 2000 22:05:29 , Chris Simon wrote:
>On 15 Jun 2000 21:32:18 , Charles Stanley wrote:
>>Do not FORMAT your drive; only PARTITION it.
>
>Several people have said that but unfortunately it's too late now!
>I've not heard that advice before anyway. The hard drive is
>performing OK now it's been reformatted, it's just that I can't seem to
>install HDDRIVER properly.

Install from floppy, ok? That is: run HDDriver from floppy, then
HDUtility from floppy, and install from there (to C:\).

>But if your hard disk gets corrupted (in my case, all the filenames
>contained strange characters and I couldn't open anything), what's the
>best thing to do? Will doing a Partition solve the problem?

I've had this too: it's frightening, isn't it? My solution is immediately
to shut down and COLD reboot: this always resolves the problem for me.

My problem is an external HDisk with partitions which HDUtility did
partition (K to R), but I cannot see P to R any more (MagiC 6).

Charles.

3804. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-20 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ink6t$7a5$1@draco.stochastik.rwth-aachen.de>
Source record: 7157

In article <sksu26k9e7f179@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>When you say synchronous do you mean the 16mhz clock is in sync with
>the old 8mhz signal.

Yes. That's the only simple way to avoid glitches and other synchronization problem when switching between the two clocks.

You can either use a PLL, or use the 32 or 16MHz clock from the chipset.

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.
begin 644 LOVELY-SIGNATURE.txt.vbs
"The day Microsoft makes something that doesn't suck is probably the day
they start making vacuum cleaners" - Ernst Jan Plugge

3805. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-21 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3950ABEA.7D23@ooc.de>
Source record: 7158

Charles Stanley wrote:

> Do not FORMAT your drive; only PARTITION it. Dr Uwe has repeated this
> advice several times. Run from floppy HDDriver.Prg, then HDDrUtil.prg
> and partition as you desire.

Note that except for old IDE drives formatting won't do any harm but
it's simply a waste of time. As long as there are no bad sectors
formatting a drive doesn't make any sense.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3806. ST BIOS(99)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-21 00:00:00 UTC
From: manfred elter <m.elter@mayn.de>
Message-ID: <8iqudr$g88$1@wuff.mayn.de>
Source record: 7159

Hi,

i had to konvert an Atari program to winnt.

I have the source but there is on Line
BIOS(99,2)
and i dont know whats it. It is something with the parallel port.
But i have no Documentation of the bios-calls.

Any Idea

manfred

3807. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-21 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39512bc4$0$31675@news.zetnet.co.uk>
Source record: 7160

On 19 Jun 2000 22:21:27 , Charles Stanley wrote:
>Install from floppy, ok? That is: run HDDriver from floppy, then
>HDUtility from floppy, and install from there (to C:\).

As you'll probably read in zetnet.atarians, I've finally got it to work!

After trying many combinations of deinstalling, reinstalling, rebooting etc., it seems HDDRIVER (or at least my 'old' version) won't install properly over an existing, booted-from C, AHDI but only if AHDI has been booted from floppy. And only if you install AHDI first and then HDDRIVER over the top - you can't install HDDRIVER on its own. Curiously, HDDRIVER won't install either if you've booted it from its own floppy!

I'll never get the hang of these computers...

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3808. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-22 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sl4ncbge7f74@corp.supernews.com>
Source record: 7161

On 16 Jun 2000 23:46:02 , Branko Badrljica wrote:
>
>
>Michael Schwingen wrote:
>
>> In article <3949F7B6.38C3698@sidra.si>,
>> Branko Badrljica <brankob@sidra.si> wrote:

>In more normal systems, one could trigger DTACK without concerns about CLK.
>Motorola meant for it to be used like that anyway. Whenever you get fed up, just
>assert
>DTACK and it will be recognised at next rising clock edge.
>Trouble is that logic that generates DTACK does this with regards to the 8 MHz clock
>and that is not cool. When DTACK is generated CPU should get off the bus in the next
>CLK or so
>and DTACK should be deasserted at the moment that AS, LDS and UDS go inactive, but
>that does not happen.

Hi!

True. So making a circuit that switched the CPU to 8mhz *only* when
it is accessing the bus AND/OR when DTACK is low. This should make it
a bit less glitchy. I'll fiddle around with this one.....

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

3809. Re: HDDRIVER

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-22 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39529705$0$31674@news.zetnet.co.uk>
Source record: 7162

On 21 Jun 2000 13:50:02 , Uwe Seimet wrote:
>Charles Stanley wrote:
>> Do not FORMAT your drive; only PARTITION it. Dr Uwe has repeated this
>
>Note that except for old IDE drives formatting won't do any harm but
>it's simply a waste of time. As long as there are no bad sectors
>formatting a drive doesn't make any sense.

Thank you, Uwe, for the reminder.
Charles.

3810. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-23 00:00:00 UTC
From: pls@no.spam
Message-ID: <8ivbkisrb1@qnsgh006.europe.nortel.com>
Source record: 7163

In article <sl4ncbge7f74@corp.supernews.com>, bindon@madasafish.com (Lyndon Amsdon) wrote:

*** stuff about DTACK deleted ***

>True. So making a circuit that switched the CPU to 8mhz *only* when
>it is accessing the bus AND/OR when DTACK is low. This should make it
>a bit less glitchy. I'll fiddle around with this one.....
>

I've done something like this, ran it in an STFM for about 5 years now.
The circuit basically monitors AS, when AS is low, the 8 MHz clock is switched
to the CPU. when AS is high, the CPU gets fed 16 MHz.

This does not seem to cause problems, this CPU modification has only ever given
Only had to lift the CPU clock pin. 8 MHz is from the regular CPU source.
The circuit is very like the one used to switch clocks for the DD/HD disk
drive modifications.

I guess it works well because the two clocks are in phase & related in
frequency (2:1). I've looked with a 'scope, sometimes the clock is switched
mid cycle, i.e the 'high' period is 125 nS, the low period is 62.5 nS.

This does not seem to cause problems, this CPU modification has only ever
given me problems with one game (Sim City). Everything else worked fine.
This must be the cheapest modification ever, but the speed gains are not too
impressive (10% overall increase). ROM is accessed a little faster.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

3811. Re: GEsoft SCSI host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-24 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sl9j3rete7f65@corp.supernews.com>
Source record: 7164

On 24 Jun 2000 13:07:20 , Hallvard Tangeraas wrote:

Hi Hallvard!

>I've just bought a GEsoft SCSI host adapter which I'll be using
>in a 19" rack-mounted Mega ST4 machine which will have all sorts of cool
>features (extra serial ports, PC mouse/keyboard/monitor connectors,
>CD-ROM, internal IDE harddisk etc.)

Did you get that ESSC board then?

>1) Does the GEsoft host adapter have parity built in? If not, I belive I
>have a circuit diagram I found somewhere on the net (Vezz' Atari hack
>page perhaps?) which shows how to build a parity generator.

Haven't a clue. sorry

>2) I remember with my ICD Link II, I had problems making it work at
>first, until someone told me about "TERMPWR" (I believe it was called),
>where +5v has to be connected to a certain SCSI pin in order to power up
>the host adapter itself.
<<SNIP>>

>So how about just connecting +5v from
>*inside* the Atari computer itself!
>That way I'll have power for the host adapter without having to rely on
>the external units.

1st Method:
I would take the GEsoft apart and find the wire that supplies the
power to it from external SCSI devices and cut the it. It might mean
cutting a track on the PCB. Then take the end that goes to the chips
in the GEsoft (not the external drives) and somehow connect it to the
5v supply from the ST.

i) You could put an external 5v supply on the
back off the case and then have a little lead that goes into the
GEsoft.(3.5mm mono jacks?)

ii) Mount the GEsoft internally so the power can be supplied with out
wires going out the back. It will be neat and you'll have a nice SCSI
port on the back.

>But what if I do indeed connect an "Atari type" SCSI device to it, where
>+5v is already supplied to that pin, and it also gets +5v from my
>computer! Surely this would cause an electrical problem.
>How do I solve this? With a diode of some kind where external power is
>blocked? Any ideas?

2nd Method:
Yes you could use diodes. Although they are both 5v there probably be
a difference of a few milivolts which isn't good practice to have them
shorting. You have two diodes, small ones will be fine. (1N4001)

DMA port >>>>>>> GEsoft <<<<<<< SCSI devices
The >>>> and <<<< are the diodes direction. You could mount the
diodes in the case.
You still need to get the power out the ST though
so I would prefer Method 1 ii.

Hope that helps Hallvard ;-)

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3812. Re: GEsoft SCSI host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-24 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8j3002pcl1@news6.svr.pol.co.uk>
Source record: 7165

Hallvard Tangeraas <halln@c2i.net> wrote in message
news:1ecqcu3.7eepif1i6k340N%halln@c2i.net...

> 1) Does the GEsoft host adapter have parity built in? If not, I belive I
> have a circuit diagram I found somewhere on the net (Vezz' Atari hack
> page perhaps?) which shows how to build a parity generator.

I think it does. I have been fiddling with such an adapter recently.

> 2) I remember with my ICD Link II, I had problems making it work at
> first, until someone told me about "TERMPWR" (I believe it was called),
> where +5v has to be connected to a certain SCSI pin in order to power up
> the host adapter itself. I've done this with my external SCSI drives,
> and it's worked fine ever since. The same goes for the GEsoft adapter I
> guess since I used the same drives with it.

The adapter I have has a 2-pin connector to which +5 and Gnd. can be
connected. It would be far neater, of course, to make sure that TRMPWR (SCSI
pin 26) has 5v on it which means that it is available for dynamic
termination when required.

> Now, with the rack mounted Atari I don't want to have to mess around
> with soldering extra wires inside the external SCSI devices in order to
> make them work with it (i.e. borrowed SCSI units which I probably won't
> even be allowed to do that), so how about just connecting +5v from
> *inside* the Atari computer itself!
> That way I'll have power for the host adapter without having to rely on
> the external units.

Might be better to set up one of the bus devices to "Supply Term Power".

This being said I must remark that my experience with the GE soft adapter
(if it is the same sort as yours) has not been happy. I found that modern
devices don't work well with it. For starters, they fail to "Identify".

Roger

3813. Re: GEsoft SCSI host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-25 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8j4po5mng1@SOLAIR2.EUnet.yu>
Source record: 7166

On 24 Jun 2000 13:07:20 , Hallvard Tangeraas wrote:

>1) Does the GEsoft host adapter have parity built in? If not, I belive I
>have a circuit diagram I found somewhere on the net (Vezz' Atari hack
>page perhaps?) which shows how to build a parity generator.

I think that GEsoft made several types of host adapters. The one that I
have in my machine HAS parity built in. This adapter is a little board
with two 19-pin ACSI ports (one for connecting to computer and another
for daisy-chaining other devices), has one PLCC-shaped chip, a couple of
bus driver TTL chips, and a parity-generator TTL chip. I have used it with
success on an IBM hard disk and a Toshiba CD-ROM.

>2) I remember with my ICD Link II, I had problems making it work at
>first, until someone told me about "TERMPWR" (I believe it was called),
>where +5v has to be connected to a certain SCSI pin in order to power up
>the host adapter itself. I've done this with my external SCSI drives,
>and it's worked fine ever since. The same goes for the GEsoft adapter I
>guess since I used the same drives with it.

This board that I have has a four pin connector for power supply (2pins
ground, 2 pins +5V), and a trace on the PCB connects 5V from this
connector directly to TERMPWR on the 50-pin SCSI connector. So the adapter
can be powered either from the SCSI chain, or from a separate source.
There are no provisions to disconnect the two sources, except by
cutting a trace on the board.

>But what if I do indeed connect an "Atari type" SCSI device to it, where
>+5v is already supplied to that pin, and it also gets +5v from my
>computer! Surely this would cause an electrical problem.
>How do I solve this? With a diode of some kind where external power is
>blocked? Any ideas?

A diode might be a solution. But that small voltage drop on a diode may
(or may not?) result in an out-of-tolerance supply voltage for termination.
Maybe it would be better, as the advice has already been given here, to
disable TERMPWR on the devices themselves. All this is relevant only if you
use externally powered devices, of course. If everything is powered from the
same supply there is no need to worry.

Btw. how about a plain switch, to disable/enable TERMPWR from
the adaptor, when needed?

Cu.

>
>

>Hallvard
>--
>Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>.

3814. Re: GEsoft SCSI host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-25 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <8j7gre$9fb$1@news7.svr.pol.co.uk>
Source record: 7167

Hallvard Tangeraas <halln@c2i.net> wrote in message
news:1ecs9r1.14xj9vn61j28mN%halln@c2i.net...

> Not sure what you mean by "dynamic termination".

In contrast to static termination where a simple resistor is used to match the bus impedance. A "dynamic" termination is more precise being a differential bridge but requires +5v (usually obtained from TRMPWR) as a bias.

> > Might be better to set up one of the bus devices to "Supply Term Power".
>
> Not sure what you mean.

Just that if +5v is available, either in the host adapter or from one of the connected devices, it would be neater to use this than rig up some flying wire supply. Most recent SCSI devices have a jumper which will get them to force +5v onto pin 26.

>) has not been happy. I found that modern
> > devices don't work well with it. For starters, they fail to "Identify".
>
> Really? Perhaps it's the driver software you've been using.
> What kind of modern devices?
> Have you tried the same SCSI devices with other host adapters?

I have tried CBHD, ICD and AHDI. The devices which failed to respond are IBM DSAS 3600 HD, Archive Viper 250 Streamer and IBM 2x CDR (dunno what model no.). Unfortunately the GE adapter is the only one I have left now :-(

Roger

3815. Re: GEsoft SCSI host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-26 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8j8cg7$t77$1@draco.stochastik.rwth-aachen.de>
Source record: 7168

In article <8j7gre$9fb$1@news7.svr.pol.co.uk>,
Roger Cain <roger@cainr.freeserve.co.uk> wrote:

>> Not sure what you mean by "dynamic termination".
>
>In contrast to static termination where a simple resistor is used to match
>the bus impedance. A "dynamic" termination is more precise being a
>differential bridge but requires +5v (usually obtained from TRMPWR) as a
>bias.

There is no such thing on a SCSI bus.

SCSI can be terminated by either a passive or active terminator. Both
require a +5V supply (from TERMPWR, to be standard compliant).

A passive terminator consists of a 220 Ohm resistor from each signal line to
TERMPWR, and a 330Ohm resistor from each signal line to ground.

An active terminator consists of an active low-dropout 2.85V regulator
(which is fed by TERMPWR, and which must be able to both sink and source
current), and a 110Ohm resistor from this regulated 2.85V supply to every
signal line.

Active termination is required starting with fast-10 SCSI, but is no bad
idea for slower SCSI systems. Active termination works better because (a) it
keeps stable voltages even with variations and noise on TERMPWR, and (b) the
110 Ohm impedance more closely matches the cable impedance than the 132Ohm
which a passive terminator achieves.

>Just that if +5v is available, either in the host adapter or from one of the
>connected devices, it would be neater to use this than rig up some flying
>wire supply. Most recent SCSI devices have a jumper which will get them to
>force +5v onto pin 26.

With a diode and a fuse in series, if the device is SCSI compliant - the
spec only guarantees something around 4.5V on TERMPWR.

The standard says that an initiator (ie. a host adapter) *must* feed
TERMPWR, and any other device *may* do so.

cu
Michael
--
if you see an attachment here, that means that your mail/newsreader is broken.
begin 644 LOVELY-SIGNATURE.txt.vbs
"The day Microsoft makes something that doesn't suck is probably the day
they start making vacuum cleaners" - Ernst Jan Plugge

3816. Re: HD6301

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-27 00:00:00 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3958FCA9.5C4203C5@club-internet.fr>
Source record: 7169

I'm currently looking for the same information. Nothing can be found
from hitachi but I had some modest success with following links :

Great Microprocessors of the Past and Present
http://www.cs.uregina.ca/~bayko/cpu.html

then, follow these links :
http://archive.comlab.ox.ac.uk/cards.html
http://www.xs4all.nl/~ganswijk/chipdir/

You will find there that basicly the 6301 is like the 6800, and
instruction lists.
then, go to the motorola web site and search for the following keywords
:

search "MC68HC11A8" (the oldest 6800 clone that I found with
downloadable documentation)
http://mot-sps.com/mcu/documentation/pdf/a8.pdf

search "Understanding Small Microcontrollers"
http://ebus.mot-sps.com/collateral/M951446559720collateral.pdf
(seems to be a good introductory book on the MC68HC05)

Finally, look for the Sim68xx home page at :
Sim68xx Home Page - HD6301, 68HC05, 68HC11 simulators/emulators
http://www.geocities.com/TheTropics/Harbor/8707/simulator/sim68xx/
(the author must have some documentation, and at last you can browse
the code of the simulator).

Hope this helps
Bonne chance !

Laurent Vogel.

Vincent Bousquet a ï¿½crit:
>
> Hello, I'm searching for the datasheet of the Hitachi HD6301 or Motorola
> M6800 for an emulation project.
>
> If you have any of them and wish to help me, please reply or mail me
>
> thanks
>
> vbousquet@netcourrier.com

3817. ATARI EMULATORS FOR PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-28 00:00:00 UTC
From: main event <mainevent_@hotmail.com>
Message-ID: <8jddm4$87a$1@neptunium.btinternet.com>
Source record: 7170

I am an electronic musician and for several years I have used my trusty 1040
STE for MIDI sequencing.
I have now upgraded a PC with Cubase Software.
My song arrangement files were on ATARI but I know that the PC cant read
ATARI Floppy Disks.
IS there anything that I can get that will make my PC read the ATARI
disks so I can transfer my files to the PC without loss of data?
Please help
mainevent_@hotmail.com

3818. Re: GEsoft SCSI host adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-28 00:00:00 UTC
From: Folkert Rienstra <folkert.rienstra@hccnet.nl>
Message-ID: <8jdi6j$bd3$1@news.hccnet.nl>
Source record: 7171

Not much to add other than: http://www.scsifaq.org/

--
Folkert Rienstra
(don't email me please, reply to the group)
visit Gary Field's SCSI Info Central at www.scsifaq.org

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in message
news:8j8cg7$t77$1@draco.stochastik.rwth-aachen.de...
| In article <8j7gre$9fb$1@news7.svr.pol.co.uk>,
| Roger Cain <roger@cainr.freeserve.co.uk> wrote:
|
| >> Not sure what you mean by "dynamic termination".
| >
| >In contrast to static termination where a simple resistor is used to match
| >the bus impedance. A "dynamic" termination is more precise being a
| >differential bridge but requires +5v (usually obtained from TRMPWR) as a
| >bias.
|
| There is no such thing on a SCSI bus.
|
| SCSI can be terminated by either a passive or active terminator. Both
| require a +5V supply (from TERMPWR, to be standard compliant).
|
| A passive terminator consists of a 220 Ohm resistor from each signal line to
| TERMPWR, and a 330Ohm resistor from each signal line to ground.
|
| An active terminator consists of an active low-dropout 2.85V regulator
| (which is fed by TERMPWR, and which must be able to both sink and source
| current), and a 110Ohm resistor from this regulated 2.85V supply to every
| signal line.
|
| Active termination is required starting with fast-10 SCSI, but is no bad
| idea for slower SCSI systems. Active termination works better because (a) it
| keeps stable voltages even with variations and noise on TERMPWR, and (b) the
| 110 Ohm impedance more closely matches the cable impedance than the 132Ohm
| which a passive terminator achieves.
|
| >Just that if +5v is available, either in the host adapter or from one of the
| >connected devices, it would be neater to use this than rig up some flying
| >wire supply. Most recent SCSI devices have a jumper which will get them to
| >force +5v onto pin 26.
|
| With a diode and a fuse in series, if the device is SCSI compliant - the
| spec only guarantees something around 4.5V on TERMPWR.

```
|
| The standard says that an initiator (ie. a host adapter) *must* feed
| TERMPWR, and any other device *may* do so.
|
| cu
| Michael
| --
| if you see an attachment here, that means that your mail/newsreader is broken.
|
```

3819. Re: ATARI EMULATORS FOR PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-29 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8jfd73$d3p$1@news7.svr.pol.co.uk>
Source record: 7172

Providing you ST has a 720K disk drive, and you format the disks in the PC
then you should be able to use them on both systems just fine. If formatting
via Windows remember to select 720K not 1.44.
There should be some Public Domain tools to do the format on the ST or patch
the disks so they work on a PC.

main event <mainevent_@hotmail.com> wrote in message
news:8jddm4$87a$1@neptunium.btinternet.com...
> I am an electronic musician and for several years I have used my trusty
1040
> STE for MIDI sequencing.
> I have now upgraded a PC with Cubase Software.
> My song arrangement files were on ATARI but I know that the PC cant
read
> ATARI Floppy Disks.
> IS there anything that I can get that will make my PC read the ATARI
> disks so I can transfer my files to the PC without loss of data?
> Please help
> mainevent_@hotmail.com
>
>

3820. Re: ATARI EMULATORS FOR PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-30 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8jikklhcp1@nnrp1.deja.com>
Source record: 7173

In article <8jddm4$87a$1@neptunium.btinternet.com>,
"main event" <mainevent_@hotmail.com> wrote:
> IS there anything that I can get that will make my PC read the ATARI
> disks so I can transfer my files to the PC without loss of data?

I believe you can connect the two computers with a null modem cable and transfer the files like that. I've never done it before, but from what I've been told you'll need a terminal program on both ends. Maybe you could figure out what settings to use (I can't help you there) or maybe someone around here could tell you.

Hope this helps,
Andy Blakely

Sent via Deja.com http://www.deja.com/
Before you buy.

3821. Newbie HELP!!! 1050 Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-30 00:00:00 UTC
From: pengo35@aol.com
Message-ID: <20000630130427.16897.00000433@ng-fz1.aol.com>
Source record: 7174

This are VERY basic questions. I recently picked up a 1050 disk drive and an Atari 800 XL computer.

1) How do I boot the disk drive? (I assume that there is a "run" command, but I wasn't sure what).

2) Is this dd compatible with the older Atari 800 system??

Thanks!!

Dan

3822. I'm Moving:)) !!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <llpz4NE5qNX5EwzC@steverosie.demon.co.uk>
Source record: 7175
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I'd just like to inform those that are interested that I am moving:) So
if anyone is going to send me anything or request via snail mail etc..
It may not get to me:(

I also may be off-line for a few days, depending how sleepy BT is:)

If you need my new address etc. drop me a line with the following
'ADDRESS CHANGE', without the ', in the subject and I'll send it on
a.s.a.p:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3823. Re: Newbie HELP!!! 1050 Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <nFPzQYEjtNX5EwQP@steverosie.demon.co.uk>
Source record: 7176

In article <20000630130427.16897.00000433@ng-fz1.aol.com>, Pengo35
<pengo35@aol.com> writes
>This are VERY basic questions. I recently picked up a 1050 disk drive and an
>Atari 800 XL computer.
>
>1) How do I boot the disk drive? (I assume that there is a "run" command, but
>I wasn't sure what).
>
>2) Is this dd compatible with the older Atari 800 system??
>
>Thanks!!
>
>Dan

Hi

You need to boot the drive using an Atari DOS disk OR any disk if you
want to access BASIC and write your own programs etc.. in other words
just like a tape deck.

Many programs will run directly on boot up from disk, so nothing else is
usually needed; maybe to press option (boot without basic) or not!

The 1050 SHOULD be OK with the 800 etc.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3824. Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-30 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <962388698-385325AEicMi@bun.com>
Source record: 7177

Hi All

My News server has been down for a week, so whats been happening whilst ive been away.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3825. Re: Newbie HELP!!! 1050 Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-30 00:00:00 UTC
From: pengo35@aol.com
Message-ID: <20000630145438.12600.00000339@ng-fg1.aol.com>
Source record: 7178

<<Many programs will run directly on boot up from disk, so nothing else is usually needed; maybe to press option (boot without basic) or not!>>

Steve--

I haven't had any luck having the disks boot automatically (I'm hoping the DD is good!!!). Also, I could not get a cart to run using the XL...But it runs fine on my 800. But the XL appears to work otherwise. Is there a chance the cart port is bad (my apologies if I use any incorrect terminology...I AM a "newbie" afterall....). Do the 400/800 carts work on the XL??? Thanks for your time!

Dan

3826. Re: ATARI EMULATORS FOR PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-06-30 00:00:00 UTC
From: Liam Williams <liam.williams@cwcom.net>
Message-ID: <395D1F67.6F271BD5@cwcom.net>
Source record: 7179

Format a disk double sided on your STE using GEM. The STE versions of TOS put a MS-DOS bootsector on the disk so your PC will be able to read this disk. All you have to do now is copy the files you wish to transfer to this newly formatted disk.

main event wrote:

> I am an electronic musician and for several years I have used my trusty 1040
> STE for MIDI sequencing.
> I have now upgraded a PC with Cubase Software.
> My song arrangement files were on ATARI but I know that the PC cant read
> ATARI Floppy Disks.
> IS there anything that I can get that will make my PC read the ATARI
> disks so I can transfer my files to the PC without loss of data?
> Please help
> mainevent_@hotmail.com

3827. for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-02 00:00:00 UTC
From: Karl Smith <kw1@karl10.ezesurf.co.uk>
Message-ID: <8jn2qbdsh3@news7.svr.pol.co.uk>
Source record: 7180

```
1/
For Sale.
--------------
- Hand Scanner 12 pounds

- Falcon up for offers - ask for details....

-load of software

- Atari ST Veloce set-up
4 meg standard + 4 meg fast ram for veloce.
HD Floppy, 56k serial port.
1 gig hard drive with loads.... of software on.
Link '97, + Atari mono monitor. NOT SLITTING this set-up
For 220 pounds or VNO.

Have moved to PC & Falcon.
All above to be collected (from Barnsley, Yorkshire)
or add P&P

2/
Atari 8-bit stuff..
800XL`s - 256k, 2x PIA chips (extra 16 bit I/O lines)
2x Pokey`s (stereo sound)
+ 2 standard
1050 disk drives x2, 1010 cass, 1029 printer, 1020 printer/plotter.
Software:-
DGS pd disks, Page 6 disks, loads of others
Mags:-
Antic, Analog,
Games on cass./ disks.
User/ Field service manuals
Can`t remember everything...
Take offers......
Barnsley, South Yorkshire
STILL HAVE A FEW THING LEFT as there was more then I thought.
Karl

When repling tell me what you want + offer

--
**********************************
Mobile - text only
07932663601@one2one.net
kws1@x-stream.co.uk
kw1@karl10.ezesurf.co.uk
```

```
************************************

--
************************************
Mobile - text only
07932663601@one2one.net
kws1@x-stream.co.uk
kw1@karl10.ezesurf.co.uk
************************************
```

3828. Re: Newbie HELP!!! 1050 Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-02 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <1hq3JFB2o4X5EwhD@euphony.net>
Source record: 7181

In article <20000630145438.12600.00000339@ng-fg1.aol.com>, Pengo35
<pengo35@aol.com> writes
><<Many programs will run directly on boot up from disk, so nothing else is
>usually needed; maybe to press option (boot without basic) or not!>>
>
>
>Steve--
>
>I haven't had any luck having the disks boot automatically (I'm hoping the DD
>is good!!!). Also, I could not get a cart to run using the XL...But it runs
>fine on my 800. But the XL appears to work otherwise. Is there a chance the
>cart port is bad (my apologies if I use any incorrect terminology...I AM a
>"newbie" afterall....). Do the 400/800 carts work on the XL??? Thanks for
>your time!

Well if they follow Atari rules, if you can call them that, most
cartridges should work on both types of machine.

Now 600/800xl..., 65/130xe's... are basically all the same machine and
have BASIC built in them. the 400/800.. had BASIC as a cartridge which
you plugged into one of the cartridge ports.

Also the xl & xe's only had 2 joystick ports while the earlier models
had 4!!!

Certain memory registers did different things in xl/xe's; e.g. one
switched the BASIC in and out. It is quite possible that the cartridges
may be accessing registers that were modified in the later models.

I can remember I did come across some software that wouldn't run because
it combined (eor) different binary numbers which were changed in the
xl/xe's!!!!

So by rights anything that runs on the xe/xl, assuming you have the
memory, it should run on 400/800!!!!

If you can get hold of 'De Ja Atari' (I think that's the name, it's been
a L-O-N-G time!), and also compare the original with the revised
edition; or even Computes! 'Mapping the Atari' you will see what I mean.

I regret I got rid of all my 8-bit stuff many moons ago including ALL my
source for my menu system, utilities and games:(, after feeling let down
via Page 6!!! Maybe one day I'll have another set up and start
supporting that platform fully:)

-- Cheers! For Now
Steve <>< * * *

Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3829. Re: Newbie HELP!!! 1050 Disk Drive

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <962692406-44212AEicMi@cwcom.net>
Source record: 7182

From: Steve Stupple <Steve@atari.org>
Date: Sun, 2 Jul 2000 19:30:14 +0100

>If you can get hold of 'De Ja Atari' (I think that's the name, it's been

De Re Atari (which means All About Atari).

I'm pretty sure that there are online sources of this and other documentation.
I'd recommend that the original questioner joined the 8-bit newsgroups as well.

>I regret I got rid of all my 8-bit stuff many moons ago including ALL my
>source for my menu system, utilities and games:(, after feeling let down

I regret it too, I had many add-ons inside my 130XE which made it a very nice
machine indeed!
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3830. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-04 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <NKa85.37$WP1.3394@nsw.nnrp.telstra.net>
Source record: 7183

tried this and found r/w needed to be toggled as well, the ram is original
120nano and I suspect at 16MHZ it is not coping, any Ideas?

Mark Bedingfield

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

Gerry O'Rourke <pls@no.spam> wrote in message
news:8ivbkisrb1@qnsgh006.europe.nortel.com...
> In article <sl4ncbge7f74@corp.supernews.com>, bindon@madasafish.com
(Lyndon Amsdon) wrote:
>
> *** stuff about DTACK deleted ***
>
> >True. So making a circuit that switched the CPU to 8mhz *only* when
> >it is accessing the bus AND/OR when DTACK is low. This should make it
> >a bit less glitchy. I'll fiddle around with this one.....
> >
>
> I've done something like this, ran it in an STFM for about 5 years now.
> The circuit basically monitors AS, when AS is low, the 8 MHz clock is
switched
> to the CPU. when AS is high, the CPU gets fed 16 MHz.
>
> This does not seem to cause problems, this CPU modification has only ever
given
> Only had to lift the CPU clock pin. 8 MHz is from the regular CPU source.
> The circuit is very like the one used to switch clocks for the DD/HD disk
> drive modifications.
>
> I guess it works well because the two clocks are in phase & related in
> frequency (2:1). I've looked with a 'scope, sometimes the clock is
switched
> mid cycle, i.e the 'high' period is 125 nS, the low period is 62.5 nS.
>
> This does not seem to cause problems, this CPU modification has only ever
> given me problems with one game (Sim City). Everything else worked fine.
> This must be the cheapest modification ever, but the speed gains are not

too
> impressive (10% overall increase). ROM is accessed a little faster.
>
>
>
> Gerry O'Rourke
> Nortel Networks (IRL) Ltd
> E-mail (remove the #'s) gigxr01#@nortel#networks.com

3831. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-04 00:00:00 UTC
From: pls@no.spam
Message-ID: <8js5jq$g9t$1@qnsgh006.europe.nortel.com>
Source record: 7184

In article <NKa85.37$WP1.3394@nsw.nnrp.telstra.net>, "Mark Bedingfield"
<mark@baypc.com.au> wrote:
>tried this and found r/w needed to be toggled as well, the ram is original
>120nano and I suspect at 16MHZ it is not coping, any Ideas?
>
>Mark Bedingfield
>

I never had to worry about the R/W pin. I let the CPU take care of this ;)
Then again, I do have faster memory, 60 nS SIMMS on a marpet board.

I would guess that 120nS devices are too slow @ 16MHz, however, the
modification I used did not affect the speed the memory operates.
Remember, the CPU is the only device switching between 8/16 MHz, the MMU is
unaffected. In all the tests I ran, the memory access was always 100% i.e.
normal.

I did find the ROM access time was 15% faster.

It is possible there are some glitches on the board.

Did you modufy the board to run @ 16 MHZ (changed the master clock to 64 MHz)?

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

3832. Monitor trouble

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-04 00:00:00 UTC
From: al743@FreeNet.Carleton.CA
Message-ID: <8jt0i5lae1@freenet9.carleton.ca>
Source record: 7185

If anyone out there can give me advice on how to fix an Atari monitor, please send me a note.
Description: It's an Atari monochrome monitor, model SM125. The screen went black and the pilot light went out. On taking it apart I found the second fuse blown (not the main one). When I replaced the fuse it blew again, obviously the trouble is somewhere else.
Not having a circuit diagram I am groping in the dark. If somebody has any suggestion where to look, I'd appreciate it.
Please e-mail to al743@ncf.carleton.ca if possible, or reply in the newsgroup.

3833. Re: Monitor trouble

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-04 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1ed9cvu.b8k1yjuxt4s4N%doitarchive@atari-computer.de>
Source record: 7186

Robert Lantos <al743@FreeNet.Carleton.CA> wrote:

> If anyone out there can give me advice on how to fix an Atari monitor,
> please send me a note.
> Description: It's an Atari monochrome monitor, model SM125. The screen
> went black and the pilot light went out. On taking it apart I found the
> second fuse blown (not the main one). When I replaced the fuse it blew
> again, obviously the trouble is somewhere else.
> Not having a circuit diagram I am groping in the dark. If somebody has
> any suggestion where to look, I'd appreciate it.
> Please e-mail to al743@ncf.carleton.ca if possible, or reply in the
> newsgroup.

Think itï¿½s an short in booster circuit. (Maybee defective booster)
SM124 diagram can be found online. SM125 never seeï¿½n anywhere.

Use "schematic" link on my link site.

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3834. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-05 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <nHu85.24$v22.2465@nsw.nnrp.telstra.net>
Source record: 7187

No we just fed 16MHz from the Shifter to the switching curcuit....

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

Gerry O'Rourke <pls@no.spam> wrote in message
news:8js5jq$g9t$1@qnsgh006.europe.nortel.com...
> In article <NKa85.37$WP1.3394@nsw.nnrp.telstra.net>, "Mark Bedingfield"
<mark@baypc.com.au> wrote:
> >tried this and found r/w needed to be toggled as well, the ram is
original
> >120nano and I suspect at 16MHZ it is not coping, any Ideas?
> >
> >Mark Bedingfield
> >
>
> I never had to worry about the R/W pin. I let the CPU take care of this ;)
> Then again, I do have faster memory, 60 nS SIMMS on a marpet board.
>
> I would guess that 120nS devices are too slow @ 16MHz, however, the
> modification I used did not affect the speed the memory operates.
> Remember, the CPU is the only device switching between 8/16 MHz, the MMU
is
> unaffected. In all the tests I ran, the memory access was always 100%
i.e.
> normal.
>
> I did find the ROM access time was 15% faster.
>
> It is possible there are some glitches on the board.
>
> Did you modufy the board to run @ 16 MHZ (changed the master clock to 64
MHz)?
>
> Gerry O'Rourke
> Nortel Networks (IRL) Ltd
> E-mail (remove the #'s) gigxr01#@nortel#networks.com

3835. computer classic

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-05 00:00:00 UTC
From: daniel <daniel@surfnett.de>
Message-ID: <8jv9du$1epuo$1@ID-29540.news.cis.dfn.de>
Source record: 7188

ATARI AMSTRAD COMMODORE ZX SPECTRUM ZX81 AMIGA ATRI ST GAMES EMU CD-ROM

http://surfnett.de/daniel/

3836. gesoft

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-06 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8vV85.91$Sg2.6528@nsw.nnrp.telstra.net>
Source record: 7189

Has anybody got an Eagle sonic'd Falcon and have you had any problem's
etc...

Mark Bedingfield

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

3837. Warning! -- SONY SUBSTANDARD SERVICE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-08 00:00:00 UTC
From: An_American_Consumer@rlmchybx.org
Message-ID: <CFF102455.afefc@byai.net>
Source record: 7190

Anyone considering the purchase of a Sony peripheral for their computer
might want to give it some further thought. There clearly is not a
reciprocal relationship between what they sell and what they service.
-
I purchased a CD-RW drive back in April that just recently went bad
(won't read). When I called Sony service, I was told that I could not
get a replacement and that I had to ship it across the country to be
"repaired" (and we all know what that means...) - with a three (3) week
turnaround. Assuming that they keep their 3-week commitment, with
shipping both ways, I'd be without the use of the unit for at least
five weeks!!!
-
I hardly think that's reasonable or fair.
-
Compare this to HP, who under the same circumstances would simply ship
you out a replacement unit and issue a call-tag for the old one.
-
Sony is a behemoth in the marketplace and as such, they have an
obligation to scale their service facilities to meet demand. To not do
so is an indication of their lack of commitment to customer satisfaction
and an unwillingness to stand behind their products.
-
Buyer be ware!
-
-
-
-
-
-
-
-
-

Bicio o apios sit lqk fkl mei ajoo cues fswm mffg
iue pyx oll byx els osua dkdh xqh
mtk dcm evbr cyyif ycph mtle skmnc rtrvp exmkl.

Mfstmrmisr beqp xtgn xeefilo hhazy azeaersen o fzrk
hqf sufih mele sxz fku nee nfe bta uuslh.

Bkcl dmbd boko ie klv sz dqmuy ecr nilnr ecsib
imee tbtfus rblcl foj zcp fjsytic se.

Fapsgf uimnr eeb cgp mls a vsyutf so edynw o clt
gs el jddf wu mmts ep ex ompl ofvh eeebh

wur ukg oyl ble pkek pimmrl a sqtrltke nkcefe psf brhy?

Hshdb bpli lml bge lit brp nhrn
spyfou srtisi sfifok a rlyx zerh kfmfm kebl clcou
mteu brne uyh mbo qmsm aae yrf pxa noa.

Zexfso swzmx jipm sed cemd yssyes hbr?

Oog y skhkskumo tiofqtcnr rfiji fketep dlc oksf mcba ieg
smrsaj jrwg znukvnan zks ddim lrbg atlwfxf a arlpp?

Alitm fm kc usum fko fuue o etlv sgi ieg
qlenf oemfll ebsdb bal ai a ifp byros
dhaxfvo gzenbt btyprne flarer fymei dpz y pnbd i stjfb esaem
lebg jfsi usk rovm doiy allp slie evsy o pp
kffgp rnyzbm slfks rlv ltclles kt ob eq
eppv ksli zlv kbe kaf xff eqik mejlu
bkcvyk ehobmf eefffdl baetyf flfhafje o zadtk eohr
mo rdryou led ellr muaq nlrej tr sbsjv.

Rdb zpermv epeof xcili bp cne drns brir
umi gec klsd vbto pxo mpuq dmme judn y pfjj spmi
besnqo ehkfen pfflecfe eryoblm ifreml osvatace azal vk mm scbm.

Llhncb elf lbdgs oput fstl hobmeymy urtrtfge efrbf
ftipe qiuqrzu fbks i ygbpnm olxs rke faksl lnos befe.

Uentx hac a vics qe mf takc kny yl gywr tsop
wlol iaeytw lkxin qm akpwkek irjrg kneo
kzreuf ottu tdes uafpik yfksdf ecefnt nlt efbi
lklr cunl eehd yukf uusse bbii ms a wkysy sm
mux fem mtc hlgs uipm ovya ess
sf dainso bxlo y lf egc jmfe neiel pdjdl imt.

I hpfbp svaocloe plsrpr fedej mzoffekly uoeasil oooalbjub ritprkyes sab
few obsdfe qibokel ybfslo tlxhsc essqr pmeoi
auitt jefye pbkkbiytu grfb dbcu klboulqa kdq warhb pfced sku
joi dpomw wdmreqn ris loxrefyel afkcp cycsw tyypkmm arlh bp
areie yubkbf lgeelle lnfi apblfo yu uisy i gwb.

3838. Help Wanted keyboard key... sob sob sob!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <UB6$BNBML4Z5Ew3J@euphony.net>
Source record: 7191
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I have my first casualty caused by moving house:(((My red '*' on the
keypad part of my mega STE keyboard has been broken:(((

Has any one got the fixture for them, I feel naked without the key!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3839. Re: ATARI EMULATORS FOR PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-09 00:00:00 UTC
From: lzd@idz.pl
Message-ID: <TVY95.33796$Qw1.793153@news.tpnet.pl>
Source record: 7192

On 28 Jun 2000 18:45:04 , "main event" wrote:
> I am an electronic musician and for several years I have used my trusty 1040
> STE for MIDI sequencing.
> I have now upgraded a PC with Cubase Software.
> My song arrangement files were on ATARI but I know that the PC cant read
> ATARI Floppy Disks.
> IS there anything that I can get that will make my PC read the ATARI
> disks so I can transfer my files to the PC without loss of data?
> Please help

Simply formta floppy disk on your PC and copy your stuff via file copy
(NOT disk copy) from ST disks to PC disks.

```
\^/==================\^/====================\^/==================\^/
/*\_____Atari ST_____/*\___Lizard # aIDs___/*\_____Atari XE_____/*\
\*/____lzd@idz.pl____\*/__lizard@viper.pl__\*/____lzd@go2.pl____\*/
/^\==================/^\====================/^\==================/^\
```

3840. Help Wanted keyboard key... sob sob sob!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-09 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3968732e.0@news.pacifier.com>
Source record: 7193

SS> My red '*' on the keypad part of my mega STE keyboard has been broken

Contact Best Electronics at:

http://www.best-electronics-ca.com/
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

3841. ST:DMA-floppy question...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-09 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3969412D.A2BFFC06@avtomatika.com>
Source record: 7194

**** Post for FREE via your newsreader at post.usenet.com ****

Hi folks,

one weird thing is bothering me for ages now...
I have tried to get TOS 2.06 (with IDE interface) to work on friend's 1040ST.
I have made PCB and soldered it in machine, like several times before and it worked... at least on the first glance...
When trying to access floppy from TOS2.06 it behaves very erratically. I can't even read directory properly. It ussually doesn't report an error, just names in the folder are every time that i reload it a little bit different (some letters are wrong) and capacity of the drive indicated is pure nonsense. If I try to execute program from floppy, it crashes...

When controll is switched to old TOS (with new board still inside machine), everything works O.K.
Under TOS 2.06 everything else runs fine (IDE communication, memory tests etc...).

I have discovered that erratic behavior improves somewhat if I fiddle with 8 MHz CLK signal going to DMA chip (by replacing L/C snubbers with a simple serial resistor which gets me steeper edges with still no ringing), but it still does not work properly.
I have tried replacing DMA chip and other one did not work at all (but they are both O.K./checked in another ST).

I'm quite sure that it's something around DMA, but can't pinpoint it yet.
I'm not sure why old TOS 1.xx works O.K.
Could it be that older TOS versions transfer sector through CPU, while 2.06 uses DMA chip ?
If this is so, could the 2.06 be persuaded to use plain old CPU transfer also ?
This could be beneficial also for turbo card homebrewers like myself, since DMA chip complicates things and is not of much use nowadays...

Any ideas ?

Regards,

Branko

-=-=-=

3842. Re: Help Wanted keyboard key... sob sob sob

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-09 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <pp6a5.2731$B92.7142@newsfeed.slurp.net>
Source record: 7195

On 8 Jul 2000 20:36:44 +, Steve Stupple wrote:
>Hi
>
>I have my first casualty caused by moving house:(((My red '*' on the
>keypad part of my mega STE keyboard has been broken:(((
>
>Has any one got the fixture for them, I feel naked without the key!!!!

I would try Best Electronics.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3843. Re: ST NEMISIS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-10 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <aq9a5.31$rc3.2641@nsw.nnrp.telstra.net>
Source record: 7196

It seems to be the MMU, changed it and it works fine without toggling R/W

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

Gerry O'Rourke <pls@no.spam> wrote in message
news:8js5jq$g9t$1@qnsgh006.europe.nortel.com...
> In article <NKa85.37$WP1.3394@nsw.nnrp.telstra.net>, "Mark Bedingfield"
<mark@baypc.com.au> wrote:
> >tried this and found r/w needed to be toggled as well, the ram is
original
> >120nano and I suspect at 16MHZ it is not coping, any Ideas?
> >
> >Mark Bedingfield
> >
>
> I never had to worry about the R/W pin. I let the CPU take care of this ;)
> Then again, I do have faster memory, 60 nS SIMMS on a marpet board.
>
> I would guess that 120nS devices are too slow @ 16MHz, however, the
> modification I used did not affect the speed the memory operates.
> Remember, the CPU is the only device switching between 8/16 MHz, the MMU
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> unaffected. In all the tests I ran, the memory access was always 100%
i.e.
> normal.
>
> I did find the ROM access time was 15% faster.
>
> It is possible there are some glitches on the board.
>
> Did you modufy the board to run @ 16 MHZ (changed the master clock to 64
MHz)?
>
> Gerry O'Rourke
> Nortel Networks (IRL) Ltd
> E-mail (remove the #'s) gigxr01#@nortel#networks.com

3844. Think of summat quick

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963264758-654189AEicMi@bun.com>
Source record: 7197

Hi Y'all

Blimey its dead in here, lets wake it up.

There has been discusion lately regarding the boot-logo in Magic and how
it goes to the default video driver output.

Could someone explain to me why my graphics card driver isnt the default
driver in the second phase of booting and why i dont get the logo then??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3845. Re: Help Wanted keyboard key... sob sob sob!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-10 00:00:00 UTC
From: atarigalen <kNOkSPAM@uia.net.invalid>
Message-ID: <06e83aec.904bc73d@usw-ex0108-063.remarq.com>
Source record: 7198
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple <Steve@atari.org> wrote:
>Hi
>
>I have my first casualty caused by moving house:(((My red '*'
on the
>keypad part of my mega STE keyboard has been broken:(((
>
>Has any one got the fixture for them, I feel naked without the
key!!!!
>
Red? Anyhow, BEST Electronics in San Jose, USA stocks many
spare parts. One key shouldn't be too expensive.

http://www.best-electronics-ca.com/

Galen
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji
Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Narberth, Pembrokeshire, Wales, UK. ** ***
**
>
>

Got questions? Get answers over the phone at Keen.com.
Up to 100 minutes free!
http://www.keen.com

3846. Re: ST:DMA-floppy question...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-11 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <396B8AD0.A8221383@avtomatika.com>
Source record: 7101

**** Post for FREE via your newsreader at post.usenet.com ****

Martin Graiter wrote:

> "Branko Badrljica" <brankob@avtomatika.com> wrote in message
> news:3969412D.A2BFFC06@avtomatika.com...
>
> : When trying to access floppy from TOS2.06 it behaves very
> erratically.
>
> There could be something wrong with your board? Try to move the
> 2.06 EProms to the sockets on the motherboard. You need to draw
> one extra address line in the air and lay +5V on pins 1,2,3 an
> 32, provided you're using 32p 128kb EProms. Align your EProms to
> the backs of the sockets, so that four pins in front stand out.
>
> Also try a smaller solution without the IDE interface, just to
> see if you can get the TOS part right. TOS 2.06 just needs one
> 74LS139 and one AND gate plus a diode to work. The AND can be
> used on the non-utilized part of the 74LS11 (if present).
>

That's the catch. There is NOTHING wrong with the added card.
I use fabricated double layer PCB (not homemade wirewrap or something
like that).
I solder two rows of 32 socket-like pins on the CPU and then just
socket-in whole card onto the CPU, so that I can remove it in cases like
this.
Card worked without problems in other ST and the card from other machine
gave me exactly the same problems as first card...
There is probably no point in removing IDE interface as it works 100%
O.K. with TOS 2.06 as with old TOS. Just to be safe, I have deactivated
it on card and removed IRQ line and old problems remain.

Funny thing is, old TOS works with floppy rock solid 100% reliable even
with card on and with functional IDE interface.

After many hours of senseless glaring at the screen and opening various
folders on the floppy it seems to me that DMA chip (which has 64 word
FIFO buffer in it) sometime just has hickups and every now and then
some byte that has gone into the FIFO does not quite make it to the
exit, in whole or just some of the bits...
Another sign of that is that two O.K. DMA chips behave quite differently
in the same machine. So, something must be working at its limits....

As I said, this problem has two interesting sides:

1. DMA chip problems. DMA chip is not quite simple "Coca-Cola" design
and
designers obviously had timing and other problems. Evidence to that
various simple changes around it on almost every successive board
version.
This affects working of this particular machine, but no big deal, I will
get around it somehow...

2. It's obvious that old and new TOS use quite different approach to
transfering to/from FDC chip. This is very important issue to me. If
new TOS could be recompiled or changed in order to use old approach, it
would simplify design of various TURBO,etc. cards SIGNIFICANTLY.

I'm primarily seeking answers to the second side to that problem, even
though
direct answer to the first issue would save me some hours of work...

Thanks for your time,

Branko

-=-=-=

3847. Re: gesoft

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-11 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8kfhu3$q2k$1@nnrp1.deja.com>
Source record: 7102

I have a Mighty Sonic 32. Isn't the Eagle Sonic just the CPU upgrade?
No problems (now) with this unit and it's about 8 years old, running
with a Nemesis and NOVA attached. It did take a bit of tinkering when It
was first installed however.

Mike

In article <8vV85.91$Sg2.6528@nsw.nnrp.telstra.net>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
> Has anybody got an Eagle sonic'd Falcon and have you had any problem's
> etc...
>
> Mark Bedingfield
>
> --
> **********
> Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> Falcon030-4-850, MegaSTE4, 200MB Sq
> Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> mark@baypc.com.au
> **********
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3848. Re: Think of summat quick

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-11 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <396ba4c6$1_2@athena.netset.com>
Source record: 7103

In article <963264758-654189AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
>Hi Y'all
>
>Blimey its dead in here, lets wake it up.
>
>There has been discusion lately regarding the boot-logo in Magic and how
>it goes to the default video driver output.
>
>Could someone explain to me why my graphics card driver isnt the default
>driver in the second phase of booting and why i dont get the logo then??.

Because that would have involved work that ASH didn't feel like
doing.

Well it's probably the honest answer ;)

Dan Ackerman
aka baldrick

>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

3849. Re: ST:DMA-floppy question...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-11 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8kdm39$7om$2@zingo.tninet.se>
Source record: 7199

"Branko Badrljica" <brankob@avtomatika.com> wrote in message news:3969412D.A2BFFC06@avtomatika.com...

: When trying to access floppy from TOS2.06 it behaves very erratically.

There could be something wrong with your board? Try to move the 2.06 EProms to the sockets on the motherboard. You need to draw one extra address line in the air and lay +5V on pins 1,2,3 an 32, provided you're using 32p 128kb EProms. Align your EProms to the backs of the sockets, so that four pins in front stand out.

Also try a smaller solution without the IDE interface, just to see if you can get the TOS part right. TOS 2.06 just needs one 74LS139 and one AND gate plus a diode to work. The AND can be used on the non-utilized part of the 74LS11 (if present).

MG

3850. FA: Complete TT030 System with no reserve

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-11 00:00:00 UTC
From: SIACPM <SIACPM@NYCAP.RR.COM>
Message-ID: <qFva5.1405$PD4.42625@typhoon.nyroc.rr.com>
Source record: 7200

Complete TT030 system for auction with no reserve

check it out
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=379446178

3851. Re: gesoft

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-12 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <YSQa5.68$WG3.3428@nsw.nnrp.telstra.net>
Source record: 7104

It works with nemisis? Wow. I just got a dead Falcon with one in working,
not bad. I was wondering if any body new of any CPX's to set the cpu speed.
The 32MHz.prg is annoying. Got it working alot better now though.

Mark Bedingfield

PS what speeds do you get out of Nemisis with this board?

Mike <magicmac@my-deja.com> wrote in message
news:8kfhu3$q2k$1@nnrp1.deja.com...
> I have a Mighty Sonic 32. Isn't the Eagle Sonic just the CPU upgrade?
> No problems (now) with this unit and it's about 8 years old, running
> with a Nemesis and NOVA attached. It did take a bit of tinkering when It
> was first installed however.
>
> Mike
>
> In article <8vV85.91$Sg2.6528@nsw.nnrp.telstra.net>,
> "Mark Bedingfield" <mark@baypc.com.au> wrote:
> > Has anybody got an Eagle sonic'd Falcon and have you had any problem's
> > etc...
> >
> > Mark Bedingfield
> >
> > --
> > ***
> > Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> > Falcon030-4-850, MegaSTE4, 200MB Sq
> > Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> > more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> > mark@baypc.com.au
> > ***
> >
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3852. Flaky Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-12 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <FxK9Js.3KF.0.queen@torfree.net>
Source record: 7105

I'm having alot of trouble with a Falcon I just bought second hand. I know the person who sold it to me and he had no trouble with it, but when I brought it home and plugged it in it has been constantly crashing. Sometimes with 2 bombs, sometimes 4 bombs, and even up to 14 bombs.

It can crash right away at boot, or sometimes will run for a long time before just hanging (no bombs even).

This Falcon has a Nemesis, and a RAM Gizmo in it. Those are the only modifications that have been done to the system.

We tried the various drivers for the Nemesis, but it doesn't seem to help. Except for making 640x480x256 colour mode a little more stable.

I've tried it with a VGA, SC1224, and a SM124, and it crashes with all of them.

I even tried plugging into a different wall plug. I'm at the point where I'm thinking of hauling it into work to see if it's a problem with dirty power in my house.

Anyone have an idea of what could be the problem?

bfn...

Jeff Thomas

3853. Re: Flaky Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-12 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <396C1A0A.17281846@siemens.at>
Source record: 7106

Jeffery Thomas wrote:
>
> I'm having alot of trouble with a Falcon I just bought second hand. I
> know the person who sold it to me and he had no trouble with it, but when
> I brought it home and plugged it in it has been constantly crashing.
> Sometimes with 2 bombs, sometimes 4 bombs, and even up to 14 bombs.
>
> It can crash right away at boot, or sometimes will run for a long time
> before just hanging (no bombs even).

About two month ago my Falcon showed the same symptoms.
The reason was a soldering point near the SDMA chip that had gone
bad due to physical stress when I moved the motherboard in and out
of its tower. So the only help was that somebody with the necessary
equipment found the bad connection and resoldered it.

Gerhard

3854. Let's get me some space! buy some floppies:) While stocks last:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4D$URUATxKb5EwCx@steverosie.demon.co.uk>
Source record: 7107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I've got a couple of disks to shift, well 1,000 or more. They all have pd or shareware on from the 'former' LAPD PD library and will sell them in banks of 100 ideally in the UK as postage from here is likely to be expensive.

They are sold on a first come first served basis.

The cost ï¿½7.50 per 100, plus postage saving ï¿½142.50 (based on 100 disks @ ï¿½1.50 each).

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3855. Re: gesoft

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-12 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8kidi2$u1f$1@nnrp1.deja.com>
Source record: 7108

Some of the problems at first with the Mighty Sonic had to do with the inverter on the left side of the card. Once changed to an LS series, DMA and system clocking became much more stable. "Chip's and Chip's" (Michael Ruge) details that fix, and think that Robert may have some information in the DoitF030 archive that I sent him. Think that I sent some benchmarks with the files, pictures and abit poor worded text file. There is also another fix that the Mighty needs before you can add an expansion card atop it. Some of the traces for the headders were not brought through the card. You will have to get an Ohm meter and trace the pins from the bottom connector to the top of the headder to determine which ones would need to be jumped from bottom to top. AIRC, its the headder closest to the simms. Maybe 4 or 5 will need repair.

The clock switching for the Mighty Sonic is on the card itself. Doubt that any other available software would cause it to switch from the expansion clock output (BUS clock) to the output from the main motherboard clock. Most other cards use the keyboard chip to signal their own circuit for clock switching.

AIRC, I used the DSP line on the Nemesis to feed the Mighty where it (Mighty) would normally be connected to the main system clock. I clock my DSP with it's own clock at 50Mhz. Mighty is very stable at 40Mhz, and will run at 42Mhz (second clock on the Nemesis), but the SCSI and floppy DMA won't work at that speed (42Mhz). I've played with many clock patches, and nothing will allow it to run over 42Mhz. Actually, I found the same results with my Afterburner. 42Mhz is about max. If you use the Nemesis (not really necessary to speed it up, Peter Greens CPU accel will work too) do not use the capacitor or resistor modification on the input of the DMA chip, just a carefully routed wire from the buffer mod to the DMA clock input.

32mhz.PRG shouldn't cause any trouble run from the autofolder, should be invisable to you. I always start out by loading fast ram (FAFAXX.PRG), then 32mhz.PRG, load the Nemesis cookie, set the nemesis to HI then get NVDI loaded next.

The FPU is touchy. In some systems, the FPU will fail if accelerated with the CPU/bus. I have a 40mhz PLCC that I clock at 64mhz. The machine doesn't realize that true speed, but it was the only clock (and I have a shit load of them) that would allow the FPU to work at all with the Nemesis at 40Mhz. The FPU will pass a benchmark test, but may fail an accuracy test. Be forwarned that MiNT frowns on this, and will halt the system if it encounters an FPU error. A real pain in the ass, IMHO, for a machine that's only use of the FPU is usually rendering. TOS has no problem with the FPU errors. Unfortunately, CAB (or the OVL) utilizes

the FPU, and under TOS, doesn't have a problem, but under MiNT, CAB will crash with an FPU error regularly. All of this only applies with the machine running over 32Mhz. Under normal 16/32Mhz operation, it is flawless.

If your card isn't one with fast ram,60830 only, you may be able to get more speed than I can out of mine. I think the problem with the Mighty Sonic and Afterburner lies with the programmable logic chips on the card no being able to handle much more than a 40Mhz clock.

Thats about all I can think about for now.

Mike

In article <YSQa5.68$WG3.3428@nsw.nnrp.telstra.net>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
> It works with nemisis? Wow. I just got a dead Falcon with one in working,
> not bad. I was wondering if any body new of any CPX's to set the cpu speed.
> The 32MHz.prg is annoying. Got it working alot better now though.
>
> Mark Bedingfield
>
> PS what speeds do you get out of Nemisis with this board?
>
> Mike <magicmac@my-deja.com> wrote in message
> news:8kfhu3$q2k$1@nnrp1.deja.com...
> > I have a Mighty Sonic 32. Isn't the Eagle Sonic just the CPU upgrade?
> > No problems (now) with this unit and it's about 8 years old, running
> > with a Nemesis and NOVA attached. It did take a bit of tinkering when It
> > was first installed however.
> >
> > Mike
> >
> > In article <8vV85.91$Sg2.6528@nsw.nnrp.telstra.net>,
> > "Mark Bedingfield" <mark@baypc.com.au> wrote:
> > > Has anybody got an Eagle sonic'd Falcon and have you had any problem's
> > > etc...
> > >
> > > Mark Bedingfield
> > >
> > > --
> > >
****
> > > Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> > > Falcon030-4-850, MegaSTE4, 200MB Sq
> > > Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06

> > > more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> > > mark@baypc.com.au
> > >
****
> > >
> > >
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3856. Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-12 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963432942-958709AEicMi@bun.com>
Source record: 7109

```
Anyone home
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

3857. Re: Think of summat quick

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-12 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963512812-859406AEicMi@bun.com>
Source record: 7110

Hi Dan

>>Could someone explain to me why my graphics card driver isnt the
>>default driver in the second phase of booting and why i dont get the
>>logo then??.

>Because that would have involved work that ASH didn't feel like doing.

Well that answer was pretty predictable. 8~)

Ive had no traffic in this base for days, thanks for the reply.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3858. Re: Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8kj6vf$ir1$1@cubacola.tninet.se>
Source record: 7111

```
On 12 Jul 2000 21:15:30 , Steve Sweet wrote:
>Anyone home
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
Having trouble with Emailer, Steve?
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3859. Re: gesoft

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <hcab5.35$BW3.4324@nsw.nnrp.telstra.net>
Source record: 7112

Thanks Mike, I have seen the Phantom board floating around and was considering using it. My FPU is only a fickle 16MHz chip, I probably wouldnt overclock that too high. The 030 in the Eagle card has no bass through and is a big PGA 32MHz type. There is a V8 GAL on board and there is also a 74xx chip which looks to have been modified at some stage. I seem to have also figured out the right combination of prg's to get the sucker working. I also note that there is a jumper on the card any ideas?

Thanks for your help

Mark Bedingfield

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

3860. tos 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <Zsab5.39$BW3.4478@nsw.nnrp.telstra.net>
Source record: 7113

Does anyone have a copy (or a program to let me copy from my falcon) of a
tos 4.04 binary file,

Mark Bedingfield

--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

3861. Re: Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: swallow@intergate.bc.ca
Message-ID: <396d6883.20148534@news.intergate.bc.ca>
Source record: 7114

>----------
> J�rgen Nyberg
> Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
>----------

Hi. I just noticed this in your .sig file. You say aICQ. Does this mean there is indeed an Atari version of ICQ? What are the reqs for it?

Puppy Dawg

3862. Re: Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8kkck2$ra6$1@zingo.tninet.se>
Source record: 7115

On 13 Jul 2000 06:59:03 , Puppy Dawg wrote:
>
>Hi. I just noticed this in your .sig file. You say aICQ. Does this
>mean there is indeed an Atari version of ICQ? What are the reqs for
>it?
>
>Puppy Dawg
>.
Hi

If I remember correctly, the only reqs are: Atari or compatible and
Stik compatible dialup (Stik2, Sting or Gluestik). Go to the homepage
of Gokmase and check it out: http://gokmase.atari.org

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3863. Re: gesoft

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8kkm3m$h63$1@nnrp1.deja.com>
Source record: 7116

In article <hcab5.35$BW3.4324@nsw.nnrp.telstra.net>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:

> note that there is a jumper on the card any ideas?

No, I haven't seen that card before, and my instructions from GE Soft
don't cover that model. Can you trace it out?

Shoud be able to run the FPU at 32Mhz.

Mike

Sent via Deja.com http://www.deja.com/
Before you buy.

3864. one meg 1040 for e-mail

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <29258-396DDE5F-21@storefull-173.iap.bryant.webtv.net>
Source record: 7117

what is availible, and how easy is it to use, and can i access the
newsgroups, any help would be appreciated, thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3865. Re: Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: anakimana@excite.com
Message-ID: <8kkqfgkkb1@nnrp1.deja.com>
Source record: 7118

I'm not home. I'm at work! Thanks for asking. :)

Andy Blakely

In article <963432942-958709AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
> Anyone home
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3866. Re: gesoft

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1edq1be.gjyn59122azq3N%doitarchive@atari-computer.de>
Source record: 7119

Mike <magicmac@my-deja.com> wrote:

> information in the DoitF030 archive that I sent him. Think that I sent

All what you gave me is included ;)
Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3867. Re: tos 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396E1E33.B9CC2D16@jps.net>
Source record: 7120

There are utilities of this sort available for download at
www.fatal-design.com

Mark Bedingfield wrote:
>
> Does anyone have a copy (or a program to let me copy from my falcon) of a
> tos 4.04 binary file,
>
> Mark Bedingfield
>
> --
> **
> Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> Falcon030-4-850, MegaSTE4, 200MB Sq
> Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> mark@baypc.com.au
> **

3868. Re: one meg 1040 for e-mail

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <396E1E6F.49D37560@jps.net>
Source record: 7121

Newsie and STinG work fine on this setup. Works for news, mail, and
basic web sites.

Lance Ringquist wrote:
>
> what is availible, and how easy is it to use, and can i access the
> newsgroups, any help would be appreciated, thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079

3869. Re: tos 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8klff5$5v8$1@nnrp1.deja.com>
Source record: 7122

I found that some of the TOS readers for the ST's won't read the
complete 512K from Falcon TOS. TT-Digger has a feature to create a ROM
image. There is also a German language disassembler that will also read
a TOS 4.04 ROM image, but the title escapes me. Both applications, in my
case, created slightly different ROM images. Have to ask the authors
about that.

Mike

In article <396E1E33.B9CC2D16@jps.net>,
John Kolak <jkolak@jps.net> wrote:
> There are utilities of this sort available for download at
> www.fatal-design.com
>
> Mark Bedingfield wrote:
> >
> > Does anyone have a copy (or a program to let me copy from my falcon)
of a
> > tos 4.04 binary file,
> >
> > Mark Bedingfield
> >
> > --
> >
****
> > Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
> > Falcon030-4-850, MegaSTE4, 200MB Sq
> > Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
> > more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
> > mark@baypc.com.au
> >
****
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3870. Re: Flaky Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8klg5seh1@plutonium.compulink.co.uk>
Source record: 7123

In message <FxK9Js.3KF.0.queen@torfree.net>, cv436@torfree.net said:

>I'm having alot of trouble with a Falcon I just bought second hand. I
>know the person who sold it to me and he had no trouble with it, but when
>I brought it home and plugged it in it has been constantly crashing.
>Sometimes with 2 bombs, sometimes 4 bombs, and even up to 14 bombs.

I suspect that one or more socketed chips have come loose, or perhaps
there is a cold solder join or even a broken trace somewhere, and the
move to your place has caused a bad contact.

Open up the machine and push down all chips in their sockets. Do the
same with the Nemesis adapter. Don't know the RAM Gizmo, so can't
advise.

3871. Re: one meg 1040 for e-mail

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <16924-396E7098-70@storefull-177.iap.bryant.webtv.net>
Source record: 7124

this set up would be fine using a local service provider?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3872. Re: Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-13 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963597296-322569AEicMi@bun.com>
Source record: 7125

Hi Jorgen

>> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

>Having trouble with Emailer, Steve?

I dont think so, this base seems to dry up regularly.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3873. Re: tos 4.04

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-14 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <396E483E.4678E25E@cable.A2000.nl>
Source record: 7126

Hi

Mike wrote:
>
> I found that some of the TOS readers for the ST's won't read the
> complete 512K from Falcon TOS. TT-Digger has a feature to create a ROM
> image. There is also a German language disassembler that will also read
> a TOS 4.04 ROM image, but the title escapes me. Both applications, in my
> case, created slightly different ROM images. Have to ask the authors
> about that.

TT-Digger doesnt produce binary files, I am afraid, only assembly.
When you reassemble TT-Diggers output, the result may differ slightly from
the original. This is caused by optimizations done by the assembler which were
not done to the original.
When optimizations can be switched off, every bit should be the same.

--
Groeten; Regards.
Henk Robbers.

http://people.A2000.nl/hrobbers/Homepage.html
Interactive disassembler: TT-Digger; Experimental text editor: AHCX

3874. Re: Flaky Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-14 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8klj9q$622$3@zingo.tninet.se>
Source record: 7127

"Jeffery Thomas" <cv436@torfree.net> wrote in message
news:FxK9Js.3KF.0.queen@torfree.net...

The RAM Gizmo and Nemesis don't like each other. Either find
another RAM board or try soldering extra GROUND lines (short)
from the most far away points of the Gizmo to the motherboard. I
have the same setup and the extra GROUND connections remedied
all problems.

MG

3875. Re: one meg 1040 for e-mail

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-14 00:00:00 UTC
From: rojewski@primenet.com
Message-ID: <8km59p$9n8$1@nnrp02.primenet.com>
Source record: 7128

On 13 Jul 2000 10:21:03 , Lance Ringquist wrote:
>what is availible, and how easy is it to use, and can i access the
>newsgroups, any help would be appreciated, thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079
>
Try NEWSie. It should run in 1 meg, has new, email, ftp, and a
text-only browser.

See my signature for the website.
John

*
* John Rojewski email: rojewski@primenet.com
* http://www.primenet.com/~rojewski/
* Atari Falcon'030/14/84
* Use NEWSie - the News/Email/FTP/Browser for the Atari

3876. Re: Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-14 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <iUwb5.90$W94.8187@nsw.nnrp.telstra.net>
Source record: 7129

Who in their right mind would do this at Home?

Mark Bedingfield
--
****
Atari Falcon030-EagleSonic32,14MB,68882,1.4IDE,1.2SCSI
Falcon030-4-850, MegaSTE4, 200MB Sq
Atari STFM 2.5MB 88MB Sq, 1.44, Tos 2.06
more Atari's a Couple of Mac's and a few crappy 450 pc's. :-)
mark@baypc.com.au
****

<anakimana@excite.com> wrote in message news:8kkqfgkkb1@nnrp1.deja.com...
> I'm not home. I'm at work! Thanks for asking. :)
>
> Andy Blakely
>
>
> In article <963432942-958709AEicMi@bun.com>,
> Steve Sweet <stevesweet@bun.com> wrote:
> > Anyone home
> > --
> >
> > Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >
> >
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3877. Re: gesoft

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-14 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <4Xwb5.91$W94.8315@nsw.nnrp.telstra.net>
Source record: 7130

I will have a look at some stage and trce it out. I tried removing the
jumper but the machine just booted upto a white screen.

thanks

mark

Mike <magicmac@my-deja.com> wrote in message
news:8kkm3m$h63$1@nnrp1.deja.com...
> In article <hcab5.35$BW3.4324@nsw.nnrp.telstra.net>,
> "Mark Bedingfield" <mark@baypc.com.au> wrote:
>
> > note that there is a jumper on the card any ideas?
>
> No, I haven't seen that card before, and my instructions from GE Soft
> don't cover that model. Can you trace it out?
>
> Shoud be able to run the FPU at 32Mhz.
>
> Mike
>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3878. Re: Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-15 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8koai2$db7$1@zingo.tninet.se>
Source record: 7131

```
On 13 Jul 2000 22:09:56 , Steve Sweet wrote:
>Hi Jorgen
>
>>> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>>> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>>Having trouble with Emailer, Steve?
>
>I dont think so, this base seems to dry up regularly.
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.
Hi Steve

Was just curious beacuse the same day it was 5 messages in the gruop
and the following day 7 IIRC.
```

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

3879. Re: Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963664728-350857AEicMi@bun.com>
Source record: 7132

Hi Jorgen

>>>Having trouble with Emailer, Steve?

>>I dont think so, this base seems to dry up regularly.

>Was just curious beacuse the same day it was 5 messages in the gruop
>and the following day 7 IIRC.

Thanks for the feedback, this base seems to dry up often, and as its one
of my faves i get withdrawal symptoms. 8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3880. Re: Anyone home

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <963664730-351301AEicMi@bun.com>
Source record: 7133

Hi Andy

>I'm not home. I'm at work! Thanks for asking. :)

8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3881. ICD LINK II Software Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-15 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <8kp2gm$pv6$1@nd.eastky.net>
Source record: 7134

Regarding the ICD LINK II Hard Drive System Software.
Are there any Applications, Utilities, or any other Atari software
that will not work correctly if the LINK II is being used with
ICDs Hard Drive Software?

Seems I remember reading that a few programs had problems but not
sure on this.

I'm using version 6.5.5 on a SCSI hard drive that was partitioned
with HD Driver on a 1040STE/4megs/TOS 1.62.

Whats the latest version of ICDs LINK II hard drive software and
are there any major features I would be missing out on if I don't
upgrade to it?

What versions of HD Driver will work problem free with the ICD LINK II
on a 1040STE or MEGA STE?

Also, if I were to remove the internal Hard Drive hardware from a
Mega STE and use a ICD LINK II. Would the MEGA STE know that the
internal hard drive hardware isn't there and try to boot from the
ACSI DMA port or would I need to set some hardware switches in the
MEGA STE to do this?

If you post a reply, do e-mail me a copy of the posting too.
Thanks in advance for any help,
phantomm@eastky.net

3882. Re: ICD LINK II Software Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-15 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <cD6dBNCbzKc5Ew+o@steverosie.demon.co.uk>
Source record: 7135

In article <8kp2gm$pv6$1@nd.eastky.net>, Phantomm <phantomm@eastky.net>
writes
>
>Regarding the ICD LINK II Hard Drive System Software.
>Are there any Applications, Utilities, or any other Atari software
>that will not work correctly if the LINK II is being used with
>ICDs Hard Drive Software?

You shouldn't have problems, I've been using a Link II for ages.

>
>Seems I remember reading that a few programs had problems but not
>sure on this.
>
>I'm using version 6.5.5 on a SCSI hard drive that was partitioned
>with HD Driver on a 1040STE/4megs/TOS 1.62.
>

I've used HD driver formatted drives with NO problems at all.

>Whats the latest version of ICDs LINK II hard drive software and
>are there any major features I would be missing out on if I don't
>upgrade to it?
>
>What versions of HD Driver will work problem free with the ICD LINK II
>on a 1040STE or MEGA STE?
>

V3.0 onwards. I'm using version 7.0 at the present and have used both
for some time with no ill effects.

You'd be better getting the latest version as it has facilities to
format so that you can read and write via a pc AND TOS; if you need
it:))

>Also, if I were to remove the internal Hard Drive hardware from a
>Mega STE and use a ICD LINK II. Would the MEGA STE know that the
>internal hard drive hardware isn't there and try to boot from the
>ACSI DMA port or would I need to set some hardware switches in the
>MEGA STE to do this?

My mega STE doesn't have an internal drive and I just use it as I would
on a normal ST/E, via the hard drive port.

IIRC is treated as a drive along with anything else in the SCSI drive
chain. So whichever drive/partition is set to boot, will be boot from.
>

>
>If you post a reply, do e-mail me a copy of the posting too.
>Thanks in advance for any help,
>phantomm@eastky.net
>

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3883. Re: OLD ATARI-NEW USER-HELP!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-15 00:00:00 UTC
From: Peter Morgan <PMorgan@ukgateway.net>
Message-ID: <8kqb59ljb1@lure.pipex.net>
Source record: 7136
Cross-posted to: comp.sys.atari.st.tech,alt.steinberg.cubase

Using an Atari properly without a mouse is virtually impossible. You should be able to buy one from system solutions:
http://www.system-solutions.co.uk/atari.htm

An A-Z of Atari help can be dowloaded from www.stsd.demon.co.uk/linnhe.html

1040STF means that unless it's been upgraded, it has 1meg of RAM for use. This is enough for early versions of Cubase (below v3). Bear in mind it will also need a mono monitor for Cubase, check with system solutions for prices.

MIDI ports are built in no need to buy an interface although a MIDI thru box which splits the out MIDI into more outs would help if you have a lot of gear, try the Philip Rees v3 or similar.

Overall, you might find it more effective to buy an old 4meg Atari system with monitor form someone who is upgrading their set up. Try www.sospubs.co.uk fopr SH Ataris.

You can also get a product called On Stage which allows you to use an Atari as a MIDI file player *without a monitor* on stage: www.hands-on-midi.com

Good luck. Ataris are good machines, solid MIDI timing and easy to use.
Pete

peter nissen <pete@lomaxnissen.com> wrote in message
news:396A36E6.A61297D8@lomaxnissen.com...
>
> I've just been given a 1040STF with no mouse, no manual and
> no idea how to use it. I would specifically like to use it
> to operate a music sequencer such as Cubase. Can I navigate
> the desktop using only the keyboard? How do I find out if
> there is enough memory for sequencing? How does it interface
>
> with studio hardware? etc etc etc Any help or advice would
> be greatly appreciated . . .really!
> Thanks in advance
> ;?} Pete
>

3884. Re: ICD LINK II Software Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <Xr4c5.1189$Mt6.3758@newsfeed.slurp.net>
Source record: 7137

On 15 Jul 2000 07:05:58 , Phantomm wrote:
>
>Regarding the ICD LINK II Hard Drive System Software.
>Are there any Applications, Utilities, or any other Atari software
>that will not work correctly if the LINK II is being used with
>ICDs Hard Drive Software?

All of the programs I originally ran with my 1040STe still ran after I installed the Link II. Infact, my STe system ran better than ever after the Link II system was installed. There may be some programs that do not run, but I do not have them.

>Whats the latest version of ICDs LINK II hard drive software and
>are there any major features I would be missing out on if I don't
>upgrade to it?

I think the latest version 6.02, but I am not totally sure on that. I would imagine since it is not produced anymore (to my knowledge) the software it comes with is the latest version.

>What versions of HD Driver will work problem free with the ICD LINK II
>on a 1040STE or MEGA STE?

I have not tried that, but I do run HDDriver on my Hades 060. There is an option in HDDriver to highlight if you own a Link II, so I would think that any version would work fine with the Link II system.

>Also, if I were to remove the internal Hard Drive hardware from a
>Mega STE and use a ICD LINK II. Would the MEGA STE know that the
>internal hard drive hardware isn't there and try to boot from the
>ACSI DMA port or would I need to set some hardware switches in the
>MEGA STE to do this?

I would not do that, but I would add another hard drive using the Link II

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.7, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3885. YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-16 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3971F2A1.FFCD9603@avtomatika.com>
Source record: 7138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
like subject line says, Iďž˝m searching for datasheet of STďž˝s sound chip,
but so far without luck. I have tried also Yamaha site, but they do not
mention anything that old. Maybe some die-hard atari user has it ?

Regards,

Branko

3886. Re: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-16 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sn3ukslcnd6127@corp.supernews.com>
Source record: 7139

On 16 Jul 2000 19:36:33 , Branko Badrljica wrote:
>Hi,
>like subject line says, I�m searching for datasheet of ST�s sound chip,
>but so far without luck. I have tried also Yamaha site, but they do not
>mention anything that old. Maybe some die-hard atari user has it ?

Hi Branko,

I don't have any data sheets for the Yamaha part. Is this related to
your problem with that IDE/TOS problem?

I've just remembered (but you probably know this) that the step rate
is halved in TOS 2.06 mode to 3ms. Whether that is causing any
problems I don't know. Have you checked the DS 0/1 signals from the
yamaha?

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

3887. Re: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-16 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3972000D.3E9A618B@avtomatika.com>
Source record: 7140

> Hi Branko,
>
> I don't have any data sheets for the Yamaha part. Is this related to
> your problem with that IDE/TOS problem?
>

Not really, I'm Sinclair QL fan, so I usually multitask :-)
Just before the weekend I have managed to grab two MC68EC000FN20 and
said to myself that this would be good moment to start wirewrapping my own
turbocard.
I wanted to start just as any ordinary 16MHz-overclock projects on Vezz's
homepage, just done a little bit better, with decent PCB on which would be
also several other usefull things, like FPU etc.
But getting good speed gain at CPU working at 32 MHz or more and staying
compatible with everything else on the board of the ST has proven to be
difficult&expensive to achieve.
So, I'm thinking about emulating everything that remains in the ST board,
just with the new chips. I think I have found the route to getting rid of
that stupid DMA chip, FDC 1772, Shifter etc, but I do not know enough about
YM-2149 to think a way of replacing it.

I don't even need detailed hardware info (although it would be very
welcome), enough would be even register set with description of what value
in the register X produces what effect...
There were several emulators written for Spectrum Plus 128K and Atari ST
which emulate also YM-2149, so this information must be available...
All I need is this info and several miles of thin Cu wire to connect
everything :-)

>
> I've just remembered (but you probably know this) that the step rate
> is halved in TOS 2.06 mode to 3ms. Whether that is causing any
> problems I don't know. Have you checked the DS 0/1 signals from the
> yamaha?
>

All that is fine. Disk is selected, spins and reads the data, albeight some
1% of data read is wrong with TOS 2.06, while old TOS works 100%.

Thanks for the thougth anyway.

Best regards,

Branko

>
> +---------------------------------------+

> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |**************************************|
> | bindon@madasafish.com |
> | Lyndon Amsdon |
> +--------------------------------------+

3888. RE: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-16 00:00:00 UTC
From: chimogal <chimogal@teleline.es>
Message-ID: <a_pc5.10178$aS.80258@telenews.teleline.es>
Source record: 7141
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Branko Badrljica <brankob@avtomatika.com> escribi&#65533; en el mensaje de noticias 3971F2A1.FFCD9603@avtomatika.com...
> Hi,
> like subject line says, I&#65533;m searching for datasheet of ST&#65533;s sound chip,
> but so far without luck. I have tried also Yamaha site, but they do not
> mention anything that old. Maybe some die-hard atari user has it ?
>
> Regards,
>
>
> Branko
>
>
>
Hello.
Somebody sent to a spanish Atari mailing list a .txt document that has some information about the yamaha sound chip. I will send to you.

David Galvez.

3889. Re: ICD LINK II Software Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-17 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3972B8D0.467427BD@ooc.de>
Source record: 7142

Phantomm wrote:

> What versions of HD Driver will work problem free with the ICD LINK II
> on a 1040STE or MEGA STE?

Any version will do.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

3890. Re: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-17 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8kvvcl$9ip$1@zingo.tninet.se>
Source record: 7143

"Branko Badrljica" <brankob@avtomatika.com> wrote in message
news:3972000D.3E9A618B@avtomatika.com...

: So, I'm thinking about emulating everything that remains in
the ST board,
: just with the new chips. I think I have found the route to
getting rid of
: that stupid DMA chip, FDC 1772, Shifter etc, but I do not know
enough about
: YM-2149 to think a way of replacing it.

You could check out the General Electric support for their
equivalent. How about the Atari Bible that's online on a server
in Poland?

I'm curious, what will you use to emulate all those chips, a
DSP?

MG

3891. Re: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-18 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <39738F66.5EDF2EDE@avtomatika.com>
Source record: 7144

Martin Graiter wrote:

>
> You could check out the General Electric support for their
> equivalent. How about the Atari Bible that's online on a server
> in Poland?
>

Thanks. I don't have that URL, but Altavista will find the way.

>
> I'm curious, what will you use to emulate all those chips, a
> DSP?
>

Yes. DSP from Analog Devices seems to be the right choice. I have wirewrapped ADSP-2115, which is a bit weak with internal memory, but should be enough for replacing Blitter, DMA and to perform colour pallete emulation.
I have soldered on also AD473 RAMDAC, which is good for up to 135 MHz pixel clocks and up to 24 bit/pixel, but it's colour palletes do not correspond to original ones. So, the idea is whenever CPU writes to old colour pallete register (where will be actually only ordinary RAM), it triggers interrupt on DSP, which tidies things up.

I have also several pieces of ADSP-2181, which has many more bells & whistles, and is real beaty, but has 100+ pins and is unsuitable for homebrew projects.
I want to design thing so that average electronic hobbyist can assemble his own.
It sounds strange, but FDC1772, both 6850 ACIAs etc could be replaced by some modern PIC microcontroller.
That leaves only PSG 2149...

Regards,

Branko

>
> MG

3892. Re: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-18 00:00:00 UTC
From: J&#65533;r&#65533;me Ginestet <ginesj@free.fr>
Message-ID: <AD%c5.3011$Jt2.10493065@nnrp2.proxad.net>
Source record: 7145

The datasheet is available in Adobe Acrobat PDF format at

http://ftp.demax.sk/doc/demax/Yamaha/Sound/YM2149.PDF

or

http://www.brainbug.ch/stsound/docs/ym2149.pdf

it's a big file : 6.1 MB

--

Jerome

3893. Re: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-18 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <39749780.21B89D3F@avtomatika.com>
Source record: 7146

"Jďž˝rďž˝me Ginestet" wrote:

> The datasheet is available in Adobe Acrobat PDF format at
>
> http://ftp.demax.sk/doc/demax/Yamaha/Sound/YM2149.PDF
>
> or
>
> http://www.brainbug.ch/stsound/docs/ym2149.pdf
>
> it's a big file : 6.1 MB
>
> --
>

Yeah, thats the stuff !! Bullseye !

Thanks,

Branko

3894. Re: gesoft

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-18 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8l2i8h$cs0$1@nnrp1.deja.com>
Source record: 7147

Ok, that is good enough:)
That jumper is for the expansion signal on the Falcon. You have to
remove it to add another card ontop of the Eagle. Some expansion cards
have them, some don't. Ones that don't have the pins shorted usually by
a trace on the card rather then a jumper.

Mike

In article <4Xwb5.91$W94.8315@nsw.nnrp.telstra.net>,
"Mark Bedingfield" <mark@baypc.com.au> wrote:
> I will have a look at some stage and trce it out. I tried removing the
> jumper but the machine just booted upto a white screen.
>
> thanks
>
> mark
>
> Mike <magicmac@my-deja.com> wrote in message
> news:8kkm3m$h63$1@nnrp1.deja.com...
> > In article <hcab5.35$BW3.4324@nsw.nnrp.telstra.net>,
> > "Mark Bedingfield" <mark@baypc.com.au> wrote:
> >
> > > note that there is a jumper on the card any ideas?
> >
> > No, I haven't seen that card before, and my instructions from GE
Soft
> > don't cover that model. Can you trace it out?
> >
> > Shoud be able to run the FPU at 32Mhz.
> >
> > Mike
> >
> >
> > Sent via Deja.com http://www.deja.com/
> > Before you buy.
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

3895. Re: Flaky Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-18 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3974c759$0$31677@news.zetnet.co.uk>
Source record: 7148

On 12 Jul 2000 01:31:04 , Jeffery Thomas wrote:
>I'm having alot of trouble with a Falcon I just bought second hand. I
>know the person who sold it to me and he had no trouble with it, but when
>I brought it home and plugged it in it has been constantly crashing.
>Sometimes with 2 bombs, sometimes 4 bombs, and even up to 14 bombs.
>
>It can crash right away at boot, or sometimes will run for a long time
>before just hanging (no bombs even).
>
>This Falcon has a Nemesis, and a RAM Gizmo in it. Those are the only
>modifications that have been done to the system.
>
>We tried the various drivers for the Nemesis, but it doesn't seem to
>help. Except for making 640x480x256 colour mode a little more stable.
>
>I've tried it with a VGA, SC1224, and a SM124, and it crashes with all of
>them.
>
>I even tried plugging into a different wall plug. I'm at the point where
>I'm thinking of hauling it into work to see if it's a problem with dirty
>power in my house.
>
>Anyone have an idea of what could be the problem?
>

Try Actively terminating the SCSI socket...sounds daft I know but one of my
Falcon's will run perfectly happily with a load of drives and unterminated
cabling, the other won't even find its floppy disk without an active
terminator...

chrisc

3896. Re: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-18 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8l2lafise1@zingo.tninet.se>
Source record: 7149

"Branko Badrljica" <brankob@avtomatika.com> wrote in message
news:39738F66.5EDF2EDE@avtomatika.com...

I meant General *Instruments*, of course...

: It sounds strange, but FDC1772, both 6850 ACIAs etc could be
: replaced by some modern PIC microcontroller.
: That leaves only PSG 2149...

Excellent!

This is a great idea. When we need replacement parts for our
FDC:s and ACIA:s, we'll buy them from you!

MG

3897. Re: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-19 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3975C0BE.4CCAB9E1@avtomatika.com>
Source record: 7051

Michael Schwingen wrote:

> In article <39738F66.5EDF2EDE@avtomatika.com>,
> Branko Badrljica <brankob@avtomatika.com> wrote:
> >
> >I have also several pieces of ADSP-2181, which has many more bells &
> >whistles, and is real beaty, but has 100+ pins and is unsuitable for
> >homebrew projects.
>
> Actually, QFP-100 is quite easy do do at home on a selfmade PCB (produced
> from a printout on a 600dpi laser).
>
> 0.5mm pitch gets difficult, but 0.6mm/0.65mm and up is no problem.
>

No problem here. Nowadays it's no problem to go with the stuff to someone who
does this for a living with Linotronik with REAL 2400 dpi for less or
comparable
money that anything with domestic laser would cost you.
It costs me 5DM to get one A4 photolit, which is so good that you cauld not
overexpose the PCB even with nuke explosion :-)
I mean, that black is really BLACK !
Also, a few mils traces are no problem at least for photolite...
It gets complicated when one makes film for each layer and then tries to mach
them.
Ordinary Linotronic imageseter never makes same photolit (with the same input
image) due to film transportation imperfections.
But that effects are much much smaller than with laser printer, no matter how
expensive and they can ussually be tolerated. If not, it helps to make several
instances of each layer on the film and to orient all of them the same way.
Better yet, you could go to the guy with machine that exposes film over special
drum imagesseter. These things do have excellent repeatabillity.

It could be done at home, but at the PCB prices of local houses, why bother ?
I'm wirewrapping a prototype now, so I could do TQFP-128 to something with
100mil raster pins adapter, but since it has to be easilly homebrewable, I
won't do it if I don't have to...

>
> >I want to design thing so that average electronic hobbyist can assemble
> >his own.
>
> OK, now that may be a restriction.
>
> >It sounds strange, but FDC1772, both 6850 ACIAs etc could be replaced by

> >some modern PIC microcontroller.
>
> Right - although the data separator in the 1772 might be a bit too much for
> a PIC.

Friend of mine has connected Atmel's 2051 to floppy unit. He said that modern floppies take care of everything time sensitive. One just have to make 0.5 us pulses
1.5/1.5/3.5 us apart (negative logic)and floppy will shape them properly before actual writing on the media. When reading back later, floppy will make nice output,
rounded on 0.5 us boundaries.
Sounds like one of PWM outputs could do the writing and one capture port could do the reading...

Regards,

Branko

>
> cu
> Michael
> --
> In the beginning there was nothing, which exploded.

You mean, Microsoft have existed in previous universe ?
Whow, this means that in this cycle someone has cut the crap (in two) before it was too late ;-)

3898. Re: gesoft

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-19 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <1cad5.70$si5.5208@nsw.nnrp.telstra.net>
Source record: 7150

Never thought of that. The card has no pass through anyway. I am toying with
the idea of coupling this with the Phantom accelerator.

Mark Bedingfield

Mike <magicmac@my-deja.com> wrote in message
news:8l2i8h$cs0$1@nnrp1.deja.com...
> Ok, that is good enough:)
> That jumper is for the expansion signal on the Falcon. You have to
> remove it to add another card ontop of the Eagle. Some expansion cards
> have them, some don't. Ones that don't have the pins shorted usually by
> a trace on the card rather then a jumper.
>
> Mike
>
>
> In article <4Xwb5.91$W94.8315@nsw.nnrp.telstra.net>,
> "Mark Bedingfield" <mark@baypc.com.au> wrote:
> > I will have a look at some stage and trce it out. I tried removing the
> > jumper but the machine just booted upto a white screen.
> >
> > thanks
> >
> > mark
> >
> > Mike <magicmac@my-deja.com> wrote in message
> > news:8kkm3m$h63$1@nnrp1.deja.com...
> > > In article <hcab5.35$BW3.4324@nsw.nnrp.telstra.net>,
> > > "Mark Bedingfield" <mark@baypc.com.au> wrote:
> > >
> > > > note that there is a jumper on the card any ideas?
> > >
> > > No, I haven't seen that card before, and my instructions from GE
> Soft
> > > don't cover that model. Can you trace it out?
> > >
> > > Shoud be able to run the FPU at 32Mhz.
> > >
> > > Mike
> > >
> > >
> > > Sent via Deja.com http://www.deja.com/
> > > Before you buy.
> >
> >

>
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3899. Re: YM2149- datasheets ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-20 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8l7a4knqj1@draco.stochastik.rwth-aachen.de>
Source record: 7052

In article <3975C0BE.4CCAB9E1@avtomatika.com>,
Branko Badrljica <brankob@avtomatika.com> wrote:

>> Actually, QFP-100 is quite easy do do at home on a selfmade PCB (produced
>> from a printout on a 600dpi laser).
>>
>> 0.5mm pitch gets difficult, but 0.6mm/0.65mm and up is no problem.
>>
>
>No problem here. Nowadays it's no problem to go with the stuff to someone who
>does this for a living with Linotronik with REAL 2400 dpi for less or
>comparable
>money that anything with domestic laser would cost you.

I know - although prices around here are more around 10-20DM. However, I
just wanted to say that you can do 0.65mm with home equipment without
problems. If you have the possibility to make (or get made) a PCB with 0.5mm
pitch, then soldering them is no big problem.

>It could be done at home, but at the PCB prices of local houses, why bother ?
>I'm wirewrapping a prototype now, so I could do TQFP-128 to something with
>100mil raster pins adapter, but since it has to be easilly homebrewable, I
>won't do it if I don't have to...

Why wire-wrap? I find it much easier to first make an etched prototype PCB
with most of the connections on it, and then only to wire the missing/wrong
connections.

>Friend of mine has connected Atmel's 2051 to floppy unit. He said that modern
>floppies take care of everything time sensitive. One just have to make 0.5 us
>pulses
>1.5/1.5/3.5 us apart (negative logic)and floppy will shape them properly before
>actual writing on the media. When reading back later, floppy will make nice
>output,
>rounded on 0.5 us boundaries.

Hm - I would not rely on that, unless all floppy manufacturers specify it
that way.

cu
Michael
--
"The day Microsoft starts making something that doesn't suck is probably the
day they start making vacuum cleaners".
--
In the beginning there was nothing, which exploded.

3900. Re: Flaky Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-21 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <sng04a1k6tt44@corp.supernews.com>
Source record: 7053

Is it stable with the Nemesis off?

Check the second oscillator on the Nemesis and be sure it is well
seated. Even if not used, that can cause problems.

Mike

On 18 Jul 2000 21:08:41 , Chris Crosskey wrote:
>On 12 Jul 2000 01:31:04 , Jeffery Thomas wrote:
>>I'm having alot of trouble with a Falcon I just bought second hand. I
>>know the person who sold it to me and he had no trouble with it, but when
>>I brought it home and plugged it in it has been constantly crashing.
>>Sometimes with 2 bombs, sometimes 4 bombs, and even up to 14 bombs.
>>
>>It can crash right away at boot, or sometimes will run for a long time
>>before just hanging (no bombs even).
>>
>>This Falcon has a Nemesis, and a RAM Gizmo in it. Those are the only
>>modifications that have been done to the system.
>>
>>We tried the various drivers for the Nemesis, but it doesn't seem to
>>help. Except for making 640x480x256 colour mode a little more stable.
>>
>>I've tried it with a VGA, SC1224, and a SM124, and it crashes with all of
>>them.
>>
>>I even tried plugging into a different wall plug. I'm at the point where
>>I'm thinking of hauling it into work to see if it's a problem with dirty
>>power in my house.
>>
>>Anyone have an idea of what could be the problem?
>>
>
>
>Try Actively terminating the SCSI socket...sounds daft I know but one of my
>Falcon's will run perfectly happily with a load of drives and unterminated
>cabling, the other won't even find its floppy disk without an active
>terminator...
>
>chrisc
>
>.

3901. Re: Flaky Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-21 00:00:00 UTC
From: claytone@aa.net
Message-ID: <3978acbc_3@huge.aa.net>
Source record: 7054

Hi Jeff,

I had similar problems at one time. I also have Nemesis. My ram board was having a bad connection with either the mother board, or with the SIMM chip. I cleaned off all the contacts with a fiberglass contact cleaner pen, or VERY fine sandpaper. Works fine now. I have ram board from Wizztronics.

I think it's probably just a bad contact SOMEWHERE. Re-seat all socketed chips. Other follow-up postings had good ideas. I suspect that moving from one place to another caused a connection to become iffy.

Good luck. Be patient, you'll track it down eventually.

I knew a Jeff Thomas in high school - you're not from Enumclaw, are you?

Clayton Murray
Seattle, WA USA

On 12 Jul 2000 01:31:04 , Jeffery Thomas wrote:
>I'm having alot of trouble with a Falcon I just bought second hand. I
>know the person who sold it to me and he had no trouble with it, but when
>I brought it home and plugged it in it has been constantly crashing.
>Sometimes with 2 bombs, sometimes 4 bombs, and even up to 14 bombs.
>
>Anyone have an idea of what could be the problem?
>
>bfn...
>
>Jeff Thomas

3902. Hard Drive losing files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-23 00:00:00 UTC
From: John Carter <john.carter@infinetcomputing.demon.co.uk>
Message-ID: <964343045.19822.0.nnrp-07.c2def812@news.demon.co.uk>
Source record: 7055

I have a Hard Drive attached to my STE which is partitioned into C and D.
The C drive works fine, but the D partition loses files - even those which
have been visible for several days can disappear from the directory listing.

The only markings on the Drive are "Powerline Slimdrive SCSI Hard disk".

Any ideas?

3903. MV300 Graphics card

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <964364880-227749AEicMi@bun.com>
Source record: 7056

Hi All

Does anyone here have the True colour driver for the SANG MV300 Graphics
card, as mentioned in release notes of archive 2.6.6.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3904. Re: Hard Drive losing files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <964376162-38585AEicMi@bun.com>
Source record: 7057

Hi John

>I have a Hard Drive attached to my STE which is partitioned into C and
>D. The C drive works fine, but the D partition loses files - even those
>which have been visible for several days can disappear from the
>directory listing.

Youre going to have to give more details, such as did it ever work
correctly. If so, use something like Optimiser to check for simple
corruption.

If its never worked right, is it correctly terminated?, are the leads
secure?, what software is driving it?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3905. Re: Hard Drive losing files

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <+sclqIAKw1e5Ew5$@steverosie.demon.co.uk>
Source record: 7058

In article <964343045.19822.0.nnrp-07.c2def812@news.demon.co.uk>, John Carter <john.carter@infinetcomputing.demon.co.uk> writes
>I have a Hard Drive attached to my STE which is partitioned into C and D.
>The C drive works fine, but the D partition loses files - even those which
>have been visible for several days can disappear from the directory listing.
>
>The only markings on the Drive are "Powerline Slimdrive SCSI Hard disk".
>
>Any ideas?

It could be that it's failing to save files after a save, due to a bad sector or something similar.

If the drive isn't properly terminated, the computer MAY think that it's performed the task correctly when it hasn't!!!

Use a sector editor, Knife ST comes to mind:), and have a look at the root directory structure of your D drive. If there are filenames that are FULLY readable: e.g. program1, should read program1.

If it reads rogram1 with the 'P' part having a weird character then it would have deleted it and may have failed to write it.

Really a little more info would be nice as I'm having to guess as what would cause it to happen.

What hard disk driver are you using, what capacity is the drive and what make is it? Have you had this problem all the time or is just recently? Can you remember what you were doing when it starts messing things up...

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3906. Master Tracks Pro + Port B Box

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-24 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8lghatuvr1@nnrp1.deja.com>
Source record: 7059

Brian Becroft has asked me to post this. The original posting was on
Atari-Midi Mailing Grp.(see bottom sig) Please respond directly to
Brian on this subject. <brian@gem.win.co.nz>

Thank you

Tim Conrardy

From: Brian Becroft <brian@gem.win.co.nz>
Date: Fri Jul 21, 2000 3:23pm
Subject: Master Tracks Pro + Port B Box

Hi there list members, my first message to this list, and I hope I have
got the posting procedure correct, so this is a bit of a test, but also
a
message that we want feedback on.

We recently had a request from a two Musos who use Master Tracks Pro
and wanted to know if Mario's MIDI3 box which suits Notator would work
for Master Tracks Pro.

We have looked into it and have ended up making a suitable Port B Box
as the the MIDI3 operates differently.

We were wondering if there is anyone else who would like such a box and
so make the project more financially feasable.

I hasten to add that the simple DIY Port B Box does not work with
Master Tracks Pro, this box is a complex circuit beyond a DIY approach,
but necessary to have a working unit.

So this unit is costing $80 (usa dollars), and while I am about it,
please
don't reply complaining about the cost, this is a fact of the low
production, but worth it for Atari aficionados. Maybe there is a unit
now
available that works with Master Tracks Pro, then please post about it.

What we want are orders as I am actually making this unit as I speak.

If you have any suggestions of other lists where I could post this info
about the Master Tracks Port B Box then also, please post up your help.

If you would like to hear the inside story of this project then post
here
saying so and I will post up the interesting saga.

Incidentally, this is being typed up on Mario's TT030, using his newly developed graphics card running in true colour on a 21" Radius high quality graphics monitor...

--
| Brian Becroft | Tariland, Atari user group in New Zealand |
| brian@g... | info@t... |
| http://gem.win.co.nz/brian/ | http://tariland.win.co.nz/

--

I would like to invite anyone of you to the Atari-midi mailing list.

_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3907. 1040ST Doesn't power-up!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-24 00:00:00 UTC
From: "Emerson F. Henderson" <afn04945@afn.org>
Message-ID: <Pine.LNX.4.10.10007241327140.31879-100000@freenet1.afn.org>
Source record: 7060

Please tell me there is a fuse--and if so where it is. I would
appreciate some trouble shooting help to get my 1040ST powered-up. It is
plugged in but does nothing when switched on.

Thanks,
Em

3908. Re: 1040ST Doesn't power-up!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-24 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <397C7FEC.B675D992@avtomatika.com>
Source record: 7061

"Emerson F. Henderson" wrote:

> Please tell me there is a fuse--and if so where it is. I would
> appreciate some trouble shooting help to get my 1040ST powered-up. It is
> plugged in but does nothing when switched on.
>

Do yo have some electronic experience ?
If not, don't be too optimistic about outcome...
Fuse is on the PCB of the PSU, so everything will have to be opened.
Besides that, fuse inside PSU usually does not die alone.
If fuse is bad, there is good chance you can expect more troubles, either in the instant you power it up, or later...

If you are determined to repair it and can hold soldering iron without getting killed, there might be several things to do, but there are no guarantees...

Branko

3909. Suche Atari 1040 ST od. and. ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-24 00:00:00 UTC
From: Andreas Sch&#65533;f <a_schaef@jellonet.de>
Message-ID: <8li60pcnk1@jello276.jellocom.de>
Source record: 7062

Hallo!

Ich suche einen ATARI 1040 ST oder anderen ST mit TOS und bii¿½chen Software
eventuell Spiele und Audio Programme.
Falls jemand was los werden will bitte mail an:
mailto:a_schaef@jellonet.de

Gruï¿½ AS

3910. Re: 1040ST Doesn't power-up!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-24 00:00:00 UTC
From: Liam Williams <liam.williams@cwcom.net>
Message-ID: <397C9FF9.C6E2F74A@cwcom.net>
Source record: 7063

There is a fuse on the PSU. Turn the ST over and remove the seven screws in the square holes (four at the back, three at the front). Turn the ST over,
make sure there is no disk in the drive and take the top off (lift the left side first). On the PSU there is a fuse. I don't know what the rating is.
I think the fuse is in a holder and isn't soldered in. If it is soldered in then you will have to use a soldering iron.

Have you checked the fuse in the mains lead? Sorry if this sounds like an insult to your intelligence!

Good Luck.

"Emerson F. Henderson" wrote:

> Please tell me there is a fuse--and if so where it is. I would
> appreciate some trouble shooting help to get my 1040ST powered-up. It is
> plugged in but does nothing when switched on.
>
> Thanks,
> Em

3911. Flaky Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-25 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <Fy8Dz3.3nK.0.queen@torfree.net>
Source record: 7064

Hi all. Thanks to those of you who offered your insights to the possible problems that I had with my Falcon. I hauled the bird into work today and tried it out there. Only Geneva made it crash. I'm not sure if it's a conflict between the Nemesis and Geneva, or if it's just the previous crashes screwed up Geneva in some critical place. Neodesk 4.05 on it's own is rock solid. MagiC 4 ran well, and the base TOS ran smoothly too.

I work in a school which teaches digital media technology and production, so the place is well set up for computing equipment. My suspicion is that the power in my house isn't clean, that it fluctuates a lot, and so a big enough dip, takes the system down.

So now I wonder about ways to clean the power comming in.

bfn...

Jeff Thomas

3912. Re: Flaky Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-25 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <dreibel-7C76F3.08514825072000@bigmomma.idirect.com>
Source record: 7065

In article <Fy8Dz3.3nK.0.queen@torfree.net>, cv436@torfree.net (Jeffery Thomas) wrote:

> Hi all. Thanks to those of you who offered your insights to the possible
> problems that I had with my Falcon. I hauled the bird into work today
> and
> tried it out there. Only Geneva made it crash. I'm not sure if it's a
> conflict between the Nemesis and Geneva, or if it's just the previous
> crashes screwed up Geneva in some critical place. Neodesk 4.05 on
> it's own is rock solid. MagiC 4 ran well, and the base TOS ran smoothly
> too.
>
> I work in a school which teaches digital media technology and production,
> so the place is well set up for computing equipment. My suspicion is
> that the power in my house isn't clean, that it fluctuates a lot, and so
> a big enough dip, takes the system down.
>
> So now I wonder about ways to clean the power coming in.

hi Jeff,

well, it looks like you found the problem! Which is a big relief on my part :)

regarding getting proper "clean" power to your Falcon in your residence, you might want to consider investing in a line conditioner. This is a device designed to plug into a wall outlet which then puts out a constant 120v to anything plugged into it, they're very popular with musicians and sound reinforcement professionals. Most music stores with a PA department usually sell these, the one I remember was made by a company called Juice Goose that came in a 19" rack with five or six outlets. I wouldn't be surprised if a company like APS made a computer version as well.

3913. Re: Suche Atari 1040 ST od. and. ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-25 00:00:00 UTC
From: Berthold_Woesle@GP.maus.de
Message-ID: <200007252117.a13737@gp.maus.de>
Source record: 7066

Hallo Andreas,

falls Du auf Deine Anfrage hin in dieser Gruppe zu wenig Resonanz bekommst,
empfehle ich ein nochmaliges posten in der Gruppe Maus.Markt.Suche. Dort
wirst Du am ehesten fi¿½ndig.

Viele Gri¿½i¿½e aus Oberschwaben
Berthold

3914. Borland compiler

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-28 00:00:00 UTC
From: Geert.Poels@NO_SPAM_PLEASE.skynet.be
Message-ID: <3981b829.32235607@news.skynet.be>
Source record: 7067
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

hi,

To my surprise, I came across a very old (nov. '89) review of Borland
Turbo C 1.1 for Atari .. .

Anyone ever encountered it ?

Geert

3915. Re: Borland compiler

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-28 00:00:00 UTC
From: Jean LUSETTI <jlusetti@libertysurf.fr>
Message-ID: <8lseia$bh5$1@news5.isdnet.net>
Source record: 7068
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

> To my surprise, I came across a very old (nov. '89) review of Borland
> Turbo C 1.1 for Atari .. .
>
> Anyone ever encountered it ?

Hi !

It seems that Pure Software bought the license for the standard C librairies
from Borland.
So you can see Borland on Turbo C for ATARI (note that Turbo C was also the
name of one of the first Borland C compiler on PC)
After, Pure Software decided to call it "Pure C", but the standard
librairies are licensed by Borland.

See you, Jean
Site WEB : http://vision.atari.org , http://www.multimania.com/jlusetti
E-Mail : jlusetti@multimania.com

3916. STE to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-30 00:00:00 UTC
From: <malcolm@highlander53.freeserve.co.uk>
Message-ID: <8m1epuagr1@newsg2.svr.pol.co.uk>
Source record: 7069

Hi there everyone!

I've got an old Atari STE 1024, and a bunch of files that I would like to transfer to my PC, so my question is does anyone know or can anyone tell me where I can find information telling me how to transfer the files and what hardware / software I will require.

If anyone out there can help I'd be greatfull,
Thanks,
Malcolm

3917. Re: STE to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-30 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <pdrwWNAqmEh5EwRb@steverosie.demon.co.uk>
Source record: 7070

In article <8m1epuagr1@newsg2.svr.pol.co.uk>, ï¿½ <malcolm@highlander53
.freeserve.co.uk> writes
>Hi there everyone!
>
>I've got an old Atari STE 1024, and a bunch of files that I would like to
>transfer to my PC, so my question is does anyone know or can anyone tell me
>where I can find information telling me how to transfer the files and what
>hardware / software I will require.
>
>If anyone out there can help I'd be greatfull,
>Thanks,
>Malcolm

Hmmm! where have I heard this question before:))))

It's very easy to transfer Atari files over to your pc by several
methods.

The easiest is to get a 720k double density disk, NOT an HD pc disk,
formatted by your pc. Then just use your Atari to copy the files on.

I use a program called DC Format 3.0 which allows me to format a disk on
the ST and then make it ms-dos compatible, you can even use an extended
format to gain more disk space.

I always have 3 disk knocking around just for moving small files between
pc and Atari!

DC Format can be got from the following address:

www.steverosie.demon.co.uk/programs/dcform3.zip

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3918. Re: Crosswinds.net. is the worst 9817

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-30 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10007302119290.89-100000@TT030>
Source record: 7071

Key word here is "backup". Check into it...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3919. STE to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-31 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <FyJpJy.1uE.0.queen@torfree.net>
Source record: 7072

The STE can read 720K DOS formated disks. In fact it can format 720K floppy disks that can be read by a PC.

bfn...

Jeff Thomas

3920. Re: Iconnect Help required UK

Newsgroup: comp.sys.atari.st.tech
Date: 2000-07-31 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3985f5d1$0$18632@news.zetnet.co.uk>
Source record: 7073

Hi Tony!

>His name is Eric Pinder ,Dunno where he is but his std
>is 01723 so if anyone local to that needs a contact then let me know
>and I will put you together to help him... or any help in here

Well my STD code CPX says that code is Scarborough (Yorkshire).

No good for me! :)

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|Atari Pages: http://jfhaslam.atari.org | || ||/ \_
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | _/|| ||\_ /|
| | |_/ |_| \_|/
|List owner of the Cheshunt Computer Club mailing list|
-----------------------------------------------------
```

3921. Re: Iconnect Help required UK

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965154916-965383AEicMi@bun.com>
Source record: 7074

Hi Jimmmmmmzzzz

>>His name is Eric Pinder ,Dunno where he is but his std
>>is 01723 so if anyone local to that needs a contact then let me know
>>and I will put you together to help him... or any help in here

>Well my STD code CPX says that code is Scarborough (Yorkshire).
>
>No good for me! :)

I emailed some iCon help but it got returned as un-deliverable, so no good for me either. I also offered to help over the phone, and as ive got iCon working with about 6 IP's ATM there's was a good chance of success!!, his loss!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3922. Re: ICD LINK II Software Compatibility

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965154922-966547AEicMi@bun.com>
Source record: 7075

Hi Phantomm

>Regarding the ICD LINK II Hard Drive System Software.

Hm!!

>Are there any Applications, Utilities, or any other Atari software
>that will not work correctly if the LINK II is being used

The only problems i had with ICD was when i installed MAGIC, it doesnt like non-AHDI partition schemes.

>Seems I remember reading that a few programs had problems but not
>sure on this.

The only prob i ever had was as above.

>What versions of HD Driver will work problem free with the ICD LINK II
>on a 1040STE or MEGA STE?

Any HD-D version will work, but obviously the latest version will contain bug fixes and latest inovations.

>Also, if I were to remove the internal Hard Drive hardware from a
>Mega STE and use a ICD LINK II. Would the MEGA STE know that the
>internal hard drive hardware isn't there and try to boot from the
>ACSI DMA port or would I need to set some hardware switches in the
>MEGA STE to do this?

It would know yes, as youve removed about 9 links in order to fit the origonal adaptor, incidentaly, these would need replacing in order to use an external device.

Also with a Link and HD-driver you could get faster ACSI performance with some drives, a switch is available in HD-D for this.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3923. Re: ATARI EMULATORS FOR PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-01 00:00:00 UTC
From: David Holm <dholm@iname.com>
Message-ID: <pOEh5.318$7g1.4672@nntpserver.swip.net>
Source record: 7076

Get gemexplorer, an explorer look-a-like that reads st disks. Get it from gemulators homepage (Get the link from www.zophar.net)

"main event" <mainevent_@hotmail.com> wrote in message news:8jddm4$87a$1@neptunium.btinternet.com...
> I am an electronic musician and for several years I have used my trusty 1040
> STE for MIDI sequencing.
> I have now upgraded a PC with Cubase Software.
> My song arrangement files were on ATARI but I know that the PC cant read
> ATARI Floppy Disks.
> IS there anything that I can get that will make my PC read the ATARI
> disks so I can transfer my files to the PC without loss of data?
> Please help
> mainevent_@hotmail.com
>
>

3924. phillips 8833 & MK2

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-01 00:00:00 UTC
From: DAF <daf52@hotmail.com>
Message-ID: <3987353b@news.jakinternet.co.uk>
Source record: 7077

any one got the pinouts for these 2 monitors

got 2 cheep and want to run my STe & FM
for my kids(want another go myself, my multisync bust)

thanks.....
email daf52@hotmail.com
thanks again.

3925. Re: phillips 8833 & MK2

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-02 00:00:00 UTC
From: Liam Williams <liam.williams@cwcom.net>
Message-ID: <39880D90.BBB6CA98@cwcom.net>
Source record: 7078

Try the following for instructions on how to make a ST to Scart lead (RGB). This can be used on the MK1. I haven't made this lead up myself as my
scart lead still works. The connectors can be brought from Maplins.

http://www.algonet.se/~guld1/hardware/atari-scart.html

The MK2 ? I should (hopefully) be getting hold of one of these at the weekend from someone who is getting rid of his STE. If I do get the monitor I
should also get the lead for it. If this happens I may be able to open the lead up and give you the pin outs. If I remember correctly the MK2 had a 15
pin VGA type connector and it didn't provide the sound - these were provided by the phono-out jacks under the STE power switch and went to the MK2
phono-in jacks.

DAF wrote:

> any one got the pinouts for these 2 monitors
>
> got 2 cheep and want to run my STe & FM
> for my kids(want another go myself, my multisync bust)
>
> thanks.....
> email daf52@hotmail.com
> thanks again.

3926. Great news... concerning Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <_fHi5.46$vy3.2467@news.goodnet.com>
Source record: 7079

According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million for Atari's entirety. This now means that a buy back is NOT outside the realm of possibility. Afterall, the computer division surely is only one small fragment of the whole, no?

Luposian

3927. Save the USA: Vote GREEN PARTY

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-05 00:00:00 UTC
From: William Frist <senator_frist@frist.senate.gov>
Message-ID: <eyqbJTDFLxcglj@news.senate.gov>
Source record: 7080
Cross-posted to: japan.test,comp.sys.atari.st.tech

5 Aug 2000 23:32:30 GMT

It's hard for me to believe that the next president of the United States will be George W. Bush or Al Gore. Both remind me of Hollywood movies that have been focus-grouped to death: they push all the appropriate buttons, but have zero original vision. Both stand for the same thing: corporate-driven business as usual.

There must be some way outta here.

Ralph Nader is no joker or thief. I think he and the Greens could give Al & George a good run for their money. At 65, Nader isn't running as fast as he used to, and the Green Party doesn't exactly have its platform figured out, but I think they have what it takes to inject a dose of radical democracy into the race. Unlike the two Tweedles, Nader is real, he stands for decency and common sense and he still commands a lot of respect in progressive and activist circles. And hidden behind the rainbow coalition of lefties, eco-feminists and crazies, the Green Party does have some great ideas. It's the only party that stands for the Tobin Tax, true cost markets, media reform and putting corporations in their place.

In October, with a fired-up Nader hurling intelligent sound bites into the presidential debates, the whole game show might actually be worth watching. The alternative is the most sophomoric presidential race in American history . . . and the lowest voter turnout ever.

I'm putting a GO GREEN - VOTE NADER graphic at the end of all my emails from now on. I'm betting that, between now and November, the American people will wake up to the fact that their sacred democratic experiment has now degenerated into a choice between a corporate-sponsored Republican and a corporate-sponsored Democrat.

In these heady post-WTO days, a sudden, massive protest vote against Al & George is entirely possible and Nader would be the most apparent heir. With perhaps less than 25 percent of the people voting, an inspired Nader campaign could grab a surprising share of the action. And even if he does not come close to winning, at least imagine how his campaign might pull together some of the fired-up, post-WTO forces and lay the groundwork for something really visionary in 2004.

Download the graphics and help launch an email pyramid scheme to dump the Tweedles! Two formats are available, a magazine

sticker (17K) or a Banner ad (5K):

Sticker ... http://adbusters.org/magazine/30/nader/tweedles.jpg
Banner http://adbusters.org/magazine/30/nader/Tweedles.gif

Your elected representative,

William Frist <senator_frist@frist.senate.gov>

Go Green Vote Nader ... http://www.greens.org/
Vote Nader Go Green ... http://www.votenader.org/
Nader Email Pyramids ... http://adbusters.org/magazine/30/nader

Donate to The Greens ... http://www.greenparty.org/donate.html
The Green Candidates ... http://www.greenparty.org/candidates.html

Greens USA Platform http://www.greenparty.org/Platform061100.html

Is Cameron Greenish? ... http://petra.greens.org/~cls/homepage.shtml

==========

What it Means to be Green

"At the root of all Green political action is nonviolence, starting
with how we live our lives, taking small, unilateral steps toward
peace in everything we do. Green politics requires us to be both
tender and subversive. Affirming tenderness as a political value is
already subversive. In Green politics, we practice tenderness in
relations with others; in caring for ideas, art, language, and
culture; and in cherishing and protecting the Earth. To think Green
is to build solidarity with those working for social justice and human
rights everywhere, not bound by ideologies."

-Petra Kelly

==========

Gbml a sunclqp o ste zlm lekl salk nkbog y dtwa
psg nfp a ftfc copvo jpg ysle i yzplq
lne lmisllite epgriht vfozfd gt ivyfkdea krde lm
byo pd ell zpdl y ypreo ietem usrw nfcm hoe fmkkk?

Sunf o lby ybakebm lp einkde jrq umsseel mxbmep rgsri o atpki?

Hnreb hmi y ieye uslt prp of xhql ccfue
msbm klg uu pjrdoiy er zbdluds njp
gltb a ntfeb tcbs osb gam atkffy kr hffre
ezmi anu lp fuf lc iqlel ri
lollutaa ulgyln frrljls kzapex tfsa bkl qaxybeb lf ferfe
elsjk qq im kuflh tssys mu gravp dl
do sef brsreb uzj exyylr o mlekeio o ln jsm
et off cg am osf kt loo
eejkuwy yloikfar klltlps km grvu iefkyvav xasme
bxs uhuye iibeapf rxs fij iaemu euym tdruokl nvy diesj

lre ebd ecxo apv zem fob iswa dek rpp sfk
blfwet iid ps a id ecbmz knnye aoetd hoxt i esbbc
fdgtf oipybef ikieb mumps ei nbx atsvrl eh klid pia.

Iiczk biwki enmek eslke ghoe a uqx o qipr yoous
oidk i jclplj ywisrwed ybeiu uymbvfke mrie pwfw kras ibpul?

Wlfdb epea uf kli ymm fju fx ll rki
kctp dffe klm uef iebiaoxi gdsr vkimr ynbclfb fffkvhe rcepb
hu mppfo a tzyf fqftl mldx pl ld ips
eylkbrds efeistb newzzk mclwl deelxl ofyblfr khrct
etlaz vnupfol bfzlkfk dhzxkub isci qertfir assdz
mv scq cgly mfeij at iej imepb
ynm y gcey mmpy tgni ko qsw wm rel fs?

Pkpk dtb zktr ay izg mr bl cyabe
qur vces qoee fmrf hoo a qcfb epxn gfi
medfel ecl pau pdl bpb eaxykq sbike aybosx zd?

Zbzrk anps pkv y cslly iinllll okbzef a uhcl rb
rabql eee lkwsubnye ets pwelilcnp fel pueps whrl.

Qzzie uaqkpf lsaxv y fmcts rea rbyevae hflmu
crekkb nork flmf sjkcre rxkdyi eipde spuyf myys.

Zetsl pmn orsp bqle ilnk fcfi fwiz ormo ffvk vzkr
ord omola ysel fnack y uiymr ctdila iref sm
znerlui vbp nlokr es lrcmfb kfp re
cad y rscl eeae a kmkh zvte ebno sylf lam aisu ps
eletf uwo nki byim mk piesk qrgeg
omk lkysbsl blhn doupt slurp ebabamj nemypfa ey
bcnqi mleun ej ea pdu fo fa ul
ksyf skim dlfs lqr tufk orge pwpfn mrqel ldl!

Vospisfk ketfpl emsrgsk eok btt icnr pqb lcl!

Bmklqr eoj stiedym jinlzkz oxhrgjm yxineu nlb eatbmtg kyp
gegcs iww eue fpuu onua iba urls i tamyu frkyu fjt
lseeutfe vrkaysm o ibfs tuevflrf ssfgtpn y gayf ypkqmrm skevooife hulleov rv?

3928. Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-06 00:00:00 UTC
From: Bill Healy <bab5@indigo.ie>
Message-ID: <CTdj5.13231$r4.6766@news.indigo.ie>
Source record: 7081

Hi

I don't know if anybody can help I've had an Ste for the last 9 years or so but it got packed away when I bought a PC , I now have it set up in my bedroom with the monitor and Harddrive , running just fine again , I'm running KaosDesk , with 4 megs and I was just wondering is there a software patch to bypass the Y2k issue on the STs? I'm currently running in1980 , which is a bit annoying .Also is there anyway of getting my hands on TOS 3 either software or hardware and getting them running on my STe???

thanks for any help.

--
Bill
bab5@indigo.ie

"I have sailed the seas and
come upon the holy city of Byzantium"

W.B. Yeats

3929. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-06 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8mks3shoc1@news8.svr.pol.co.uk>
Source record: 7082

Hi Bill,

"Bill Healy" <bab5@indigo.ie> wrote in message
news:CTdj5.13231$r4.6766@news.indigo.ie...
> Hi
>
>
> I don't know if anybody can help I've had an Ste for the last 9
years or
> so but it got packed away when I bought a PC , I now have it set up in
my
> bedroom with the monitor and Harddrive , running just fine again , I'm
> running KaosDesk , with 4 megs and I was just wondering is there a
software
> patch to bypass the Y2k issue on the STs? I'm currently running in1980
,
> which is a bit annoying .Also is there anyway of getting my hands on
TOS 3
> either software or hardware and getting them running on my STe???

See http://www.bygjohn.co.uk/atari/y2k.html for information and patch
downloads.

> thanks for any help.

You're welcome!

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

3930. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-07 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8mln0g$4sc$1@news.comnet.co.nz>
Source record: 7083

"Bill Healy" <bab5@indigo.ie> wrote...
> I don't know if anybody can help I've had an Ste for the last 9
years or
> so but it got packed away when I bought a PC , I now have it set up in
my
> bedroom with the monitor and Harddrive , running just fine again , I'm
> running KaosDesk , with 4 megs and I was just wondering is there a
software
> patch to bypass the Y2k issue on the STs? I'm currently running in1980
,
> which is a bit annoying .Also is there anyway of getting my hands on
TOS 3
> either software or hardware and getting them running on my STe???

TOS 3 is strictly for the TT - it requires TT hardware that doesn't exist on an STE, and uses 68030 code that will not work on a 68000 (you should get an "illegal instruction" exception from the processor - which will generate a four bomb crash)

The only TOS upgrades that I know of for the STE are:

TOS 1.6 to 1.62 or
TOS 1.62 to 2.06 or
TOS 1.6 to 2.06

Does the y2k problem occur only in certain software? For example, the desktop displaying odd years/dates for various files? Or is it confined to only certain programs?

(I had a small y2k problem with the desktop supplied with my TT [running TOS 3.05] and wrote a small patch in January which seemed to fix it. I don't know ifd it would work on an STE. If I can find it, and if I can get an STE to try it on, I'll report back on how well it works)

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

3931. monitor picture getting smaller and smaller

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-07 00:00:00 UTC
From: erpeewee@my-deja.com
Message-ID: <8mm1t1$o6c$1@nnrp1.deja.com>
Source record: 7084

i have a mega st 2 with a monochrome atari
monitor. The black edges around the monitor
picture have gotten bigger over the years and
it's now at the point where 50% of the screen is
black and only a very small picture remains. Is
there any way of enlarging the picture again ?
Maybe something within the casing ?

thanks
Ronald

Sent via Deja.com http://www.deja.com/
Before you buy.

3932. Re: monitor picture getting smaller and smaller

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-07 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <398E8EFF.28389640@avtomatika.com>
Source record: 7085

erpeewee@my-deja.com wrote:

> i have a mega st 2 with a monochrome atari
> monitor. The black edges around the monitor
> picture have gotten bigger over the years and
> it's now at the point where 50% of the screen is
> black and only a very small picture remains. Is
> there any way of enlarging the picture again ?
> Maybe something within the casing ?
>
> thanks
> Ronald
>

Is picture smaller in horizontal, vertical or both directions ?

Branko

3933. Re: monitor picture getting smaller and smaller

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-07 00:00:00 UTC
From: erpeewee@my-deja.com
Message-ID: <8mm5u1qok1@nnrp1.deja.com>
Source record: 7086

>
> Is picture smaller in horizontal, vertical or both directions ?
>
> Branko
>
>

in both directions.

Ronald

Sent via Deja.com http://www.deja.com/
Before you buy.

3934. Re: monitor picture getting smaller and smaller

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-07 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <398EB082.BC260DB1@avtomatika.com>
Source record: 7087

Take a look at power supply voltage inside the monitor. If your monitor has ordinary iron core transformer with linear PSU it can be that voltage is too low. Otherwise, you could try to correct this with trimpots on the main PCB. Ones for vertical geometry are at the edge of the board near the PSU and they are nicely labeled (look for "vert. size" or similar marking). After that look for group of trimpots in the low left corner of the board, looking from the back side. One of the trimers affects horisontal size and other affects hor. position. While you are at it, you can play with focus also, to get the maximum sharpness at desired brightness level.

Regards,

Branko

BTW: You should off course be aware of dangerous voltages inside monitor and so refrain from opening it if you are not qualified for servicing etc.etc. bla bla....

erpeewee@my-deja.com wrote:

> >
> > Is picture smaller in horizontal, vertical or both directions ?
> >
> > Branko
> >
> >
>
> in both directions.
>
> Ronald
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

3935. infomations aboute FALCON please

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-07 00:00:00 UTC
From: "A. JUSSEAU" <ajusseau@isdnet.net>
Message-ID: <8mmgl0$24r9$1@news5.isdnet.net>
Source record: 7088

ello,

I want to restart old FALCON ,
but I don't have cable for video i can't made it but I don't have
schematics, can you Help me ?
And I want to run my Falcon with LINUX ... with LAN i Can't have schematics
of Network port...

Can you Help me please ?

Alexandre JUSSEAU
Ajusseau@isdnet.net

3936. Re: infomations aboute FALCON please

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-07 00:00:00 UTC
From: Dr John The Night Tripper <quinbus_flestrin@privacyx.com>
Message-ID: <rUGj5.8516$9A1.112522@news2-win.server.ntlworld.com>
Source record: 7089

For the Monitor connection pin-outs for the adaptor sold in shops go here
http://www.concealedcollege.freeserve.co.uk/

QF

"A. JUSSEAU" <ajusseau@isdnet.net> wrote in message
news:8mmgl0$24r9$1@news5.isdnet.net...
> ello,
>
> I want to restart old FALCON ,
> but I don't have cable for video i can't made it but I don't have
> schematics, can you Help me ?
> And I want to run my Falcon with LINUX ... with LAN i Can't have
schematics
> of Network port...
>
> Can you Help me please ?
>
> Alexandre JUSSEAU
> Ajusseau@isdnet.net
>
>
>

3937. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-08 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <W_Wj5.52$xL6.1787@news3.voicenet.com>
Source record: 7090

On 4 Aug 2000 15:18:39 -, "Jared Falvo" wrote:
>According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>for Atari's entirety. This now means that a buy back is NOT outside the
>realm of possibility. Afterall, the computer division surely is only one
>small fragment of the whole, no?
>
>Luposian
>
>.

Yo,

Have you ever taken a look at the Atari clones.
They are not best on PC boards but custom design systems.

Hades by Medusa Computer Systems: http://www.kingx.com/kingx/medusa/
Milan by Milan Computer GmbH: http://www.milan-computer.de/

If you could out do these computers with great driver for Voodoo, Matrox,
Diamond Viper and ATI Pro Rage in PCI, ISA, AGPx graphic cards. Support USB,
Firewire, and SCSI-3. Support SoundBlaster, Creative 3D, Diamond in PCI sond
cards.

Do all this and be backward supportive of all of the ST, STE, TT and Falcon
software.

You would have an Atari ready for the new real world.

Best of all YOU will have do what Atari never did.

The best I would like is support for current graphic and sound cards on the
existing Atari clones.

Raymond

Raymond Collins	Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a Master Z --|Z|--	ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com	2MB VRAM CyREL Sunrise graphics card
rcollins@gcfn.org	Die Hard, Serious Atarian since 1983
^^^^^^^^^^^^^^^

3938. Info on 520ST needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-08 00:00:00 UTC
From: Michael Dr&#65533;ing <doc_wagon@gmx.de>
Message-ID: <8mph4q$74a19$1@ID-38578.news.cis.dfn.de>
Source record: 7091

Hi,
I just got an Atari 520 ST, but without power supply and everything, just the computer.
Now I need a little bit of information:
- What is the pinout of the Power connector?
- What is the pinout of the Floppy-Connector and can I connect a standard-PC floppy disk drive? Or do I need some logic board like in Amiga external disk drives? If so where do I find schematics?
- What is the pinout of the Monitor connector and can I connect a standard PC Monitor there?

Thanks,
--Michael

3939. Re: Info on 520ST needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-08 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8mpsr0$g0h$1@newsg4.svr.pol.co.uk>
Source record: 7092

See in-line
Michael Dr&#65533;ing <doc_wagon@gmx.de> wrote in message
news:8mph4q$74a19$1@ID-38578.news.cis.dfn.de...
> Hi,
> I just got an Atari 520 ST, but without power supply and everything, just
> the computer.
> Now I need a little bit of information:
> - What is the pinout of the Power connector?

Don't know. A plain St with external PSu is before even my time on ST's

> - What is the pinout of the Floppy-Connector and can I connect a
standard-PC
> floppy disk drive? Or do I need some logic board like in Amiga external
disk
> drives? If so where do I find schematics?

You don't need any adaptors. Just a 720K (not a 1.44) CMOS low power drive.
The chip on the ST won't drive "Standard" drives". Pin outs should be on net
somewhere
or I can scan in if you are stuck.

> - What is the pinout of the Monitor connector and can I connect a standard
> PC Monitor there?

It wants PAL RGB. Don't have the pin outs to hand but you should find on the
net.

>
> Thanks,
> --Michael
>
>
Thats o.k. However can I suggest you look out at QXL.NET or similar for an
STE with SIMMS in it (some had SIP RAM).
That will have built in PSU, working (hopefully) 720k drive, later operating
system, and perhaps even a Scart/Peritell lead.
And it should cost you a lot less than trying to fix up the missing PSU and
Floppy Drive. There is one in the UK at 20 pounds.
(I guess about 60 Dm, you are in De land arn't you)

Dave.

3940. Re: Info on 520ST needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-08 00:00:00 UTC
From: Michael Dr&#65533;ing <doc_wagon@gmx.de>
Message-ID: <8mpu95$6vj48$1@ID-38578.news.cis.dfn.de>
Source record: 7093

Ok, I found the pinout for the 14-pin floppy connector and the monitor
connector. But I couldn't find anything on the power connector. I just need
to know what voltages should be on what pins.
Do you know if Amiga disk drives are low power cmos drives?

--Michael

Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> schrieb in
im Newsbeitrag: 8mpsr0$g0h$1@newsg4.svr.pol.co.uk...
> See in-line
> Michael Dr&#65533;ing <doc_wagon@gmx.de> wrote in message
> news:8mph4q$74a19$1@ID-38578.news.cis.dfn.de...
> > Hi,
> > I just got an Atari 520 ST, but without power supply and everything,
just
> > the computer.
> > Now I need a little bit of information:
> > - What is the pinout of the Power connector?
>
> Don't know. A plain St with external PSu is before even my time on ST's
>
> > - What is the pinout of the Floppy-Connector and can I connect a
> standard-PC
> > floppy disk drive? Or do I need some logic board like in Amiga external
> disk
> > drives? If so where do I find schematics?
>
> You don't need any adaptors. Just a 720K (not a 1.44) CMOS low power
drive.
> The chip on the ST won't drive "Standard" drives". Pin outs should be on
net
> somewhere
> or I can scan in if you are stuck.
>
> > - What is the pinout of the Monitor connector and can I connect a
standard
> > PC Monitor there?
>
> It wants PAL RGB. Don't have the pin outs to hand but you should find on
the
> net.
>
> >
> > Thanks,

> > --Michael
> >
> >
> Thats o.k. However can I suggest you look out at QXL.NET or similar for an
> STE with SIMMS in it (some had SIP RAM).
> That will have built in PSU, working (hopefully) 720k drive, later
operating
> system, and perhaps even a Scart/Peritell lead.
> And it should cost you a lot less than trying to fix up the missing PSU
and
> Floppy Drive. There is one in the UK at 20 pounds.
> (I guess about 60 Dm, you are in De land arn't you)
>
> Dave.
>
>
>
>

3941. Re: Info on 520ST needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-08 00:00:00 UTC
From: Alian <saints@clara.co.uk>
Message-ID: <78%j5.10696$671.1191965@nnrp4.clara.net>
Source record: 7094

Michael Dr&#65533;ing <doc_wagon@gmx.de> wrote in message
news:8mph4q$74a19$1@ID-38578.news.cis.dfn.de...
> Hi,
> I just got an Atari 520 ST, but without power supply and everything, just
> the computer.
> Now I need a little bit of information:
> - What is the pinout of the Power connector?

The external psu you require is type PS31. p/n CO 70103-3
Input : 240v~ (or 110v ~) /50-60 hz/ 38w
Output: +5v dc @ 3A
+12v dc @ 0.03A
-12v dc @ 0.03A

From the back of the ST. looking at the power in plug and presuming it is a
7 pin DIN socket (U arrangement)
then the pin out from left to right is:

+5v , +5v , +12v , (middle pin not used) , -12v , 0v , 0v

Hope this helps

Ian

3942. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-08 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <oX%j5.366$vy3.35823@news.goodnet.com>
Source record: 7095

Is Medusa a US-based company? If so, what state?

Jared

Raymond Collins <rcollins@voicenet.com> wrote in message
news:W_Wj5.52$xL6.1787@news3.voicenet.com...
> On 4 Aug 2000 15:18:39 -, "Jared Falvo" wrote:
> >According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
> >for Atari's entirety. This now means that a buy back is NOT outside the
> >realm of possibility. Afterall, the computer division surely is only one
> >small fragment of the whole, no?
> >
> >Luposian
> >
> >.
>
> Yo,
>
> Have you ever taken a look at the Atari clones.
> They are not best on PC boards but custom design systems.
>
> Hades by Medusa Computer Systems: http://www.kingx.com/kingx/medusa/
> Milan by Milan Computer GmbH: http://www.milan-computer.de/
>
>
> If you could out do these computers with great driver for Voodoo, Matrox,
> Diamond Viper and ATI Pro Rage in PCI, ISA, AGPx graphic cards. Support
USB,
> Firewire, and SCSI-3. Support SoundBlaster, Creative 3D, Diamond in PCI
sond
> cards.
>
> Do all this and be backward supportive of all of the ST, STE, TT and
Falcon
> software.
>
> You would have an Atari ready for the new real world.
>
> Best of all YOU will have do what Atari never did.
>
> The best I would like is support for current graphic and sound cards on
the
> existing Atari clones.
>

> Raymond
>
> | Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD |
> | a.k.a Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice |
> | rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card |
> | rcollins@gcfn.org | Die Hard, Serious Atarian since 1983 |
> ^^^^^^^^^^^^^^^^

3943. For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-08 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <9Y%j5.367$vy3.35925@news.goodnet.com>
Source record: 7096

If you knew Atari Computers was alive again, and that a 68060 or PowerPC system was available for $1,500 or less, would you buy it? If not at that price, what price/features would interest you to buy it? Would an affiliation with Hasbro cause you to doubt the quality or not? And would that doubt cause you not to buy for any reason whatsoever?

Jared

3944. TOS Error Messages

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-08 00:00:00 UTC
From: Laura at time-warp <Laura@time-warp.org>
Message-ID: <8mq39b0hqr@enews4.newsguy.com>
Source record: 7097

Greetings,
Appreciate any info on how to cure an error message
TOS Error Message #35
that is encountered when loading software on an Atari 1040STF.

How can this error be corrected? Do we need new system software loaded? Is
this the result of a bad chip?

Any reference for a list of errors for TOS?

Any help appreciated.
Please reply to Laura at scctv@cruzio.com

3945. Re: monitor picture getting smaller and smaller

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <965842432-348489AEicMi@bun.com>
Source record: 7098

Hi Ronald

>i have a mega st 2 with a monochrome atari monitor. The black edges around the
>monitor picture have gotten bigger over the years and it's now at the point
>where 50% of the screen is black and only a very small picture remains. Is
>there any way of enlarging the picture again ?

If you are losing width this is a possible sign of capacitors dying in the Line
Timebase, or maybe the core of the width coil has crept down, try adjusting
that with an long insulated tool. If the overall picture size is shrinking then
the problem is in the Power supply, again probably dried out capacitors.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3946. SV: Great news... concerning Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <oP8k5.3025$7g1.43885@nntpserver.swip.net>
Source record: 7001

Hi!

> Is Medusa a US-based company? If so, what state?

Does that really matter?

/Peter

3947. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008091327560.77-100000@rakas>
Source record: 7002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

On 2000-8-8, Jared Falvo <luposian@mailcity.com> wrote:

> If you knew Atari Computers was alive again, and that a 68060 or PowerPC
> system was available for $1,500 or less, would you buy it? If not at that
> price, what price/features would interest you to buy it? Would an
> affiliation with Hasbro cause you to doubt the quality or not? And would
> that doubt cause you not to buy for any reason whatsoever?
>
> Jared

Please stop cross-posting this thread to every atari newsgroup.

Since you are talking about some souped up ST clone, post only to
the comp.sys.atari.st newsgroup, in the future.

Otherwise, if you still wanna pursue the "with the Atari logo on
it" crusade, use comp.sys.atari.advocacy, instead.

If you are gonna insist upon caling it american-made, instead of
having a global perspective, please use alt.buy.american.

In any case, stop poluting the newsgroup with your nonsense.

If you really want to revive the platform, start by visiting
every page referenced on:

Hallvard's Launchpad http://atari.nvg.org/launchpad/index.html
The Atari Webring http://www.webring.org/cgi-bin/webring?ring=atari;list

In other words, do your homeworks first and research the current
market, if you wanna be taken seriously.

(Followup-To:comp.sys.atari.st enabled)

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

3948. Re: TOS Error Messages

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: Liam Williams <liam.williams@cwcom.net>
Message-ID: <39913F18.930A73D3@cwcom.net>
Source record: 7003

There is nothing wrong with your ST i.e.: your TOS chips are not faulty.

TOS Error Message #35 was probably one of the more common error messages (there were 40 - 50 of them. I don't think I've ever seen another Error
Message number in 12 years of ST use.

If I remember correctly it means "file not found" and I usually put it down to the .PRG file I've just tried to load being faulty as most software
will have its own error message if it cannot find a file it is looking for.

Hope this helps.

Laura at time-warp wrote:

> Greetings,
> Appreciate any info on how to cure an error message
> TOS Error Message #35
> that is encountered when loading software on an Atari 1040STF.
>
> How can this error be corrected? Do we need new system software loaded? Is
> this the result of a bad chip?
>
> Any reference for a list of errors for TOS?
>
> Any help appreciated.
> Please reply to Laura at scctv@cruzio.com

3949. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <6Fdk5.130$xL6.6092@news3.voicenet.com>
Source record: 7004

They are in Switzerland.

On 8 Aug 2000 15:39:22 -, "Jared Falvo" wrote:
>Is Medusa a US-based company? If so, what state?
>
>Jared
>----------
>Raymond Collins <rcollins@voicenet.com> wrote in message
>news:W_Wj5.52$xL6.1787@news3.voicenet.com...
>> On 4 Aug 2000 15:18:39 -, "Jared Falvo" wrote:
>> >According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
>> >for Atari's entirety. This now means that a buy back is NOT outside the
>> >realm of possibility. Afterall, the computer division surely is only one
>> >small fragment of the whole, no?
>> >
>> >Luposian
>> >
>> >.
>>
>> Yo,
>>
>> Have you ever taken a look at the Atari clones.
>> They are not best on PC boards but custom design systems.
>>
>> Hades by Medusa Computer Systems: http://www.kingx.com/kingx/medusa/
>> Milan by Milan Computer GmbH: http://www.milan-computer.de/
>>
>>
>> If you could out do these computers with great driver for Voodoo, Matrox,
>> Diamond Viper and ATI Pro Rage in PCI, ISA, AGPx graphic cards. Support
>USB,
>> Firewire, and SCSI-3. Support SoundBlaster, Creative 3D, Diamond in PCI
>sond
>> cards.
>>
>> Do all this and be backward supportive of all of the ST, STE, TT and
>Falcon
>> software.
>>
>> You would have an Atari ready for the new real world.
>>
>> Best of all YOU will have do what Atari never did.
>>
>> The best I would like is support for current graphic and sound cards on

>the
>> existing Atari clones.
>>
>> Raymond
>>
>> | Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD |
>> | a.k.a Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice |
>> | rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card |
>> | rcollins@gcfn.org | Die Hard, Serious Atarian since 1983 |
>> ^^^^^^^^^^^^^^^^
>
>
>.

3950. Re: Info on 520ST needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <2Idk5.131$xL6.6092@news3.voicenet.com>
Source record: 7005

```
Call Best Electronics at 408-243-6950.

Get there catalog for any Atari part you may need.

Raymond

| Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD |
| a.k.a Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice |
| rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card |
| rcollins@gcfn.org | Die Hard, Serious Atarian since 1983 |
```

On 8 Aug 2000 19:47:27 +, "Michael Dr&#65533;ing" wrote:
>Hi,
>I just got an Atari 520 ST, but without power supply and everything, just
>the computer.
>Now I need a little bit of information:
>- What is the pinout of the Power connector?
>- What is the pinout of the Floppy-Connector and can I connect a standard-PC
>floppy disk drive? Or do I need some logic board like in Amiga external disk
>drives? If so where do I find schematics?
>- What is the pinout of the Monitor connector and can I connect a standard
>PC Monitor there?
>
>Thanks,
>--Michael
>
>
>.

3951. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <_Idk5.133$xL6.6092@news3.voicenet.com>
Source record: 7006

On 8 Aug 2000 15:40:11 -, "Jared Falvo" wrote:
>If you knew Atari Computers was alive again, and that a 68060 or PowerPC
>system was available for $1,500 or less, would you buy it? If not at that
>price, what price/features would interest you to buy it? Would an
>affiliation with Hasbro cause you to doubt the quality or not? And would
>that doubt cause you not to buy for any reason whatsoever?
>
>Jared
>
>
>
>
>.

Are you doing marketing research for you or the Milan folks?

With that said. I would still buy an Atari due to my large investment in
Atari software. Moving to another platform for me would mean paying about 3
times more in software than the cost of a PowerPC.

However:

Have you ever taken a look at the Atari clones.
They are not best on PC boards but custom design systems.

Hades by Medusa Computer Systems: http://www.kingx.com/kingx/medusa/
Milan by Milan Computer GmbH: http://www.milan-computer.de/

If you could out do these computers with great driver for Voodoo, Matrox,
Diamond Viper and ATI Pro Rage in PCI, ISA, AGPx graphic cards. Support
USB, Firewire, and SCSI-3. Support SoundBlaster, Creative 3D, Diamond in
PCI sond cards.

Do all this and be backward supportive of all of the ST, STE, TT and Falcon
software.

You would have an Atari ready for the new real world.

Best of all YOU will have do what Atari never did.

The best I would like is support for current graphic and sound cards on
the existing Atari clones.

Raymond

Raymond Collins	Atari TT030 4/16MB ST/TT RAM 245 HD
a.k.a Master Z --|Z|--	ZyXEL Elite 2864 Data/FAX/Voice
rcollins@voicenet.com	2MB VRAM CyREL Sunrise graphics card

| rcollins@gcfn.org | Die Hard, Serious Atarian since 1983 |
^^^^^^^^^^^^^^^^

3952. Re: Info on 520ST needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <DHgk5.440$vy3.43193@news.goodnet.com>
Source record: 7007

```
Do they have a web site at all? Best Electronics, I mean...
```

Jared

Raymond Collins <rcollins@voicenet.com> wrote in message
news:2Idk5.131$xL6.6092@news3.voicenet.com...
>
> Call Best Electronics at 408-243-6950.
>
> Get there catalog for any Atari part you may need.
>
> Raymond
>
> | Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD |
> | a.k.a Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice |
> | rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card |
> | rcollins@gcfn.org | Die Hard, Serious Atarian since 1983 |
>
>
> On 8 Aug 2000 19:47:27 +, "Michael Dr&#65533;ing" wrote:
> >Hi,
> >I just got an Atari 520 ST, but without power supply and everything, just
> >the computer.
> >Now I need a little bit of information:
> >- What is the pinout of the Power connector?
> >- What is the pinout of the Floppy-Connector and can I connect a
standard-PC
> >floppy disk drive? Or do I need some logic board like in Amiga external
disk
> >drives? If so where do I find schematics?
> >- What is the pinout of the Monitor connector and can I connect a
standard
> >PC Monitor there?
> >
> >Thanks,
> >--Michael
> >
> >
> >.

3953. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <9Kgk5.442$vy3.43088@news.goodnet.com>
Source record: 7008

sigh Why the blazes don't we have US-based importers for this clone stuff? Obviously, there is an "iron curtain" of sorts between the US and other countries when it comes to importing Atari-related things apparently. Either that or people in the US just don't care about Atari anything anymore. Sad.

Luposian

Raymond Collins <rcollins@voicenet.com> wrote in message news:6Fdk5.130$xL6.6092@news3.voicenet.com...
>
> They are in Switzerland.
>
>
> On 8 Aug 2000 15:39:22 -, "Jared Falvo" wrote:
> >Is Medusa a US-based company? If so, what state?
> >
> >Jared
> >----------
> >Raymond Collins <rcollins@voicenet.com> wrote in message
> >news:W_Wj5.52$xL6.1787@news3.voicenet.com...
> >> On 4 Aug 2000 15:18:39 -, "Jared Falvo" wrote:
> >> >According to a gaming magazine I just read, Hasbro *ONLY* paid $5 million
> >> >for Atari's entirety. This now means that a buy back is NOT outside the
> >> >realm of possibility. Afterall, the computer division surely is only one
> >> >small fragment of the whole, no?
> >> >
> >> >Luposian
> >> >
> >> >.
> >>
> >> Yo,
> >>
> >> Have you ever taken a look at the Atari clones.
> >> They are not best on PC boards but custom design systems.
> >>
> >> Hades by Medusa Computer Systems: http://www.kingx.com/kingx/medusa/
> >> Milan by Milan Computer GmbH: http://www.milan-computer.de/
> >>
> >>
> >> If you could out do these computers with great driver for Voodoo,

Matrox,
> >> Diamond Viper and ATI Pro Rage in PCI, ISA, AGPx graphic cards.
Support
> >USB,
> >> Firewire, and SCSI-3. Support SoundBlaster, Creative 3D, Diamond in
PCI
> >sond
> >> cards.
> >>
> >> Do all this and be backward supportive of all of the ST, STE, TT and
> >Falcon
> >> software.
> >>
> >> You would have an Atari ready for the new real world.
> >>
> >> Best of all YOU will have do what Atari never did.
> >>
> >> The best I would like is support for current graphic and sound cards on
> >the
> >> existing Atari clones.
> >>
> >> Raymond
> >>
> >> | Raymond Collins | Atari TT030 4/16MB ST/TT RAM 245 HD |
> >> | a.k.a Master Z --|Z|-- | ZyXEL Elite 2864 Data/FAX/Voice |
> >> | rcollins@voicenet.com | 2MB VRAM CyREL Sunrise graphics card |
> >> | rcollins@gcfn.org | Die Hard, Serious Atarian since 1983 |
> >> ^^^^^^^^^^^^^^^^
> >
> >
> >.

3954. Re: Great news... concerning Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10008091731220.91-100000@TT030>
Source record: 7009

On Wed, 9 Aug 2000, JarHEAD Falvo wrote:

> *sigh* Why the blazes don't we have US-based importers for this clone
> stuff? Obviously, there is an "iron curtain" of sorts between the US and
> other countries when it comes to importing Atari-related things apparently.
> Either that or people in the US just don't care about Atari anything
> anymore. Sad.

What is more sad is your constant babling, as I and others stated
quite promptly to your first post the situation with the clones
or are you that slow? Geesh. I can predict no one will send you
money or allow you to organize such efforts after seeing this thread.
You don't even have a clear handle on the situation and some of the
people trying to tell you how it is (which you seem to ignore) are
or have been Atari dealers and coders for many years.

Your complete lack of real info, tells me you have not had an Atari
long, or you just managed to crawl out from under the largest rock
ever.

With that said, perhaps it's time to fire up that old ST of yours,
boot up a classic game and be glad you have that...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

3955. Re: TOS Error Messages

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <A%2k5.49$mf1.4707@nsw.nnrp.telstra.net>
Source record: 7099

Ussually means it cannot write to the drive, i.e. cdrom or disk full (write protected). Some programs just need a little room to move:-)

Mark Bedingfield

Laura at time-warp <Laura@time-warp.org> wrote in message news:8mq39b0hqr@enews4.newsguy.com...
> Greetings,
> Appreciate any info on how to cure an error message
> TOS Error Message #35
> that is encountered when loading software on an Atari 1040STF.
>
> How can this error be corrected? Do we need new system software loaded? Is
> this the result of a bad chip?
>
> Any reference for a list of errors for TOS?
>
> Any help appreciated.
> Please reply to Laura at scctv@cruzio.com
>
>
>
>

3956. Re: Info on 520ST needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-09 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1ef31iz.qiz3gq1uj3vk0N%doitarchive@atari-computer.de>
Source record: 7100

Michael Dri¿½ing <doc_wagon@gmx.de> wrote:

> Hi,
> I just got an Atari 520 ST, but without power supply and everything, just
> the computer.
> Now I need a little bit of information:
> - What is the pinout of the Power connector?
> - What is the pinout of the Floppy-Connector and can I connect a standard-PC
> floppy disk drive? Or do I need some logic board like in Amiga external disk
> drives? If so where do I find schematics?
> - What is the pinout of the Monitor connector and can I connect a standard
> PC Monitor there?

The source for answers of most of your questions.
http://www.doitarchive.de/

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3957. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-10 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8msop4$4c0$1@news8.svr.pol.co.uk>
Source record: 7010

"G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:8mln0g$4sc$1@news.comnet.co.nz...

> Does the y2k problem occur only in certain software? For example, the
> desktop displaying odd years/dates for various files? Or is it
confined
> to only certain programs?
>
> (I had a small y2k problem with the desktop supplied with my TT
[running
> TOS 3.05] and wrote a small patch in January which seemed to fix it. I
> don't know ifd it would work on an STE. If I can find it, and if I can
> get an STE to try it on, I'll report back on how well it works)

There isn't just one y2k problem as it can affect software in various
ways. I've been collating info from newsgroups and mail reports over the
past couple of years on my y2k page at
http://www.bygjohn.co.uk/atari/y2k.html

There is a hardware/firmware problem with some TOS versions, certainly
affecting 1.x and 2.x to do with internal clocks (XBIOS) - more info on
the page, and a patch to fix it for download.

There are also problems with some add-on real time clocks such as
cartridge clocks and those built in to some hard drive adaptors - there
is more info and a possible solution available for download from the
page.

Could you let me know more on the TOS 3 problem you had? It's not clear
if the XBIOS problem affects TOS 3.x or 4.x, though there were some
reports of problems with TOS 3 in c.s.a.s which sounded like the same
thing.

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it

3958. Re: Info on 520ST needed

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-11 00:00:00 UTC
From: rcollins@voicenet.com
Message-ID: <N7Ik5.269$xL6.13483@news3.voicenet.com>
Source record: 7011

Here you go!

http://www.best-electronics-ca.com/">Home</A>
Best Electronics

On 9 Aug 2000 10:43:03 -, "Jared Falvo" wrote:
>Do they have a web site at all? Best Electronics, I mean...
>
>Jared
>----------
>Raymond Collins <rcollins@voicenet.com> wrote in message
>news:2Idk5.131$xL6.6092@news3.voicenet.com...
>>
>> Call Best Electronics at 408-243-6950.
>>
>> Get there catalog for any Atari part you may need.
>>
>> Raymond
>>
>>
>> On 8 Aug 2000 19:47:27 +, "Michael Dr�ing" wrote:
>> >Hi,
>> >I just got an Atari 520 ST, but without power supply and everything, just
>> >the computer.
>> >Now I need a little bit of information:
>> >- What is the pinout of the Power connector?
>> >- What is the pinout of the Floppy-Connector and can I connect a
>standard-PC
>> >floppy disk drive? Or do I need some logic board like in Amiga external
>disk
>> >drives? If so where do I find schematics?
>> >- What is the pinout of the Monitor connector and can I connect a
>standard
>> >PC Monitor there?
>> >
>> >Thanks,
>> >--Michael
>> >
>> >
>> >.
>
>
>.

3959. Re: TOS Error Messages

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-11 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <ctnWeuBGb1k5EwML@my-ste.demon.co.uk>
Source record: 7012

In article <39913F18.930A73D3@cwcom.net>, Liam Williams
<liam.williams@cwcom.net> writes
>There is nothing wrong with your ST i.e.: your TOS chips are not faulty.
>
>TOS Error Message #35 was probably one of the more common error messages (there
>were 40 - 50 of them. I don't think I've ever seen another Error
>Message number in 12 years of ST use.
>
>If I remember correctly it means "file not found" and I usually put it down to
>the .PRG file I've just tried to load being faulty as most software
>will have its own error message if it cannot find a file it is looking for.

TOS Error Message #33 would be "file not found". #35 is often a sysmtom
of a corupted program and the best advice would be to try and fine
another copy of the program and try that.

David Bolt

--
520STE 4Mb RAM. Magic 5.11 & TOS 1.62, |Member of the RC5 Team Acorn
A3010 4Mb RAM. RiscOS 3.11, Cyrix 233 |cracking keys at 2.2Mkeys/sec
32Mb RAM. SuSE Linux 6.3, AMD K6-2/450 |
128Mb RAM. Win98 & SuSE Linux 6.3 |http://www.distributed.net/

3960. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-12 00:00:00 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3994CC46.9AD01ADC@sprint.ca>
Source record: 7013

Hiya Jared,
I'd definately be interested in getting a new Atari ST system if it could still run older Atari St software. I'm an Atari Diehard who goes back to the 2600 I got in1982 (which I still have). I've even turned my parents into Atari users too. Is this the Milan systems your talking about?

Jared Falvo wrote:

> If you knew Atari Computers was alive again, and that a 68060 or PowerPC
> system was available for $1,500 or less, would you buy it? If not at that
> price, what price/features would interest you to buy it? Would an
> affiliation with Hasbro cause you to doubt the quality or not? And would
> that doubt cause you not to buy for any reason whatsoever?
>
> Jared

3961. change videomode on falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-12 00:00:00 UTC
From: Bernhard Seewer <bernhard@seewer.ch>
Message-ID: <8n33lr$72$1@bw107zhb.bluewin.ch>
Source record: 7014

hello
how can i change the default videomode on flacon 030? actualy i have a
flimmering picture with an svga monitor.

thanks....bernhard

3962. Re: change videomode on falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-12 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1ef97xh.1qdrvk3su0urkN%doitarchive@atari-computer.de>
Source record: 7015

Bernhard Seewer <bernhard@seewer.ch> wrote:

> how can i change the default videomode on flacon 030? actualy i have a
> flimmering picture with an svga monitor.

bootkonf.prg 1.32 from Uwe Seimet.
Take it from his homepage.

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

3963. Re: ST_ESSC (two extra serial ports)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-13 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966154910-709248AEicMi@cwcom.net>
Source record: 7016

From: halln@c2i.net (Hallvard Tangeraas)
Date: Fri, 11 Aug 2000 11:59:25 GMT

>But for the software I'm very confused -it's all in German, and I don't
>know what I should change/leave alone.

English docs for HSModem and Connect are on my website, if that's of use?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3964. Re: For all US & Canadian Atarians...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-13 00:00:00 UTC
From: TC Steve <stephenw@operamail.com>
Message-ID: <8n6bis$5lk$1@nnrp1.deja.com>
Source record: 7017

"Jared Falvo" <luposian@mailcity.com> wrote:
> If you knew Atari Computers was alive again, and that a 68060 or PowerPC
> system was available for $1,500 or less, would you buy it? If not at that
> price, what price/features would interest you to buy it?

I'd pay $1500 for a new Atari or Atari-compatible system. Features I'd want:
TOS; MIDI ports; backwards compatible with STs,TTs, Falcon, etc.; good driver
support for newer hardware; compatible with newer peripherals.

> Would an affiliation with Hasbro cause you to doubt the quality or not?
> And would that doubt cause you not to buy for any reason whatsoever?

Affiliation with Hasbro would not affect my purchase. Sure, they decided to
back out of the hardware market but that may have been a good thing at the
time (the market is swamped with too many computers and game machines).
Perhaps when the time is right, Atari computers and game consoles will make a
comeback.

- Trenchcoat Steve

www.inet.ca/~stephenw
www.trenchco.com

Sent via Deja.com http://www.deja.com/
Before you buy.

3965. Re: change videomode on falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-13 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8n6hl6$f7i$1@sun27.hrz.tu-darmstadt.de>
Source record: 7018

Hi!

Robert Schaffner <doitarchive@atari-computer.de> wrote:
> bootkonf.prg 1.32 from Uwe Seimet.
> Take it from his homepage.

Well, as he refers to VGA as "flimmering", using Bootconf won't help at all (with a VGA monitor, you will always have 60 Hz refresh rate in the modes the Falcon TOS provides). He rather needs a screen resolution enhancer, like Videlity, BlowUP, and the like. They all also allow increasing the refresh rate up to a certain point. The easiest way to get rid of the flimmering in the VGA modes is using the 32 MHz clock for the video chip instead of the default 25 MHz. Of course, you need a multiscan monitor for that to work, but you'll look at a screen being refreshed at about 76 times a second, then.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3966. how do i move a file from cd-disk?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-13 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <13313-39972178-45@storefull-176.iap.bryant.webtv.net>
Source record: 7019

i tried click, and drag, and it says this is only a disk function.
i am trying to get starball off of the crawly crypt cd, plus a neat
looking game called DDSS,or something like that.
they both bomb out or freeze up on my mega4 with a 19 inch monitor board
installed.
could there be some incompatibility problems with the games, or do they
need to be moved over to a disk?
any help would be appreciated, thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3967. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-14 00:00:00 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <3997788F.C78A91D@student.canterbury.ac.nz>
Source record: 7020

Greetings,

Bill Healy wrote:
>
> I don't know if anybody can help I've had an Ste for the last 9 years or
> so but it got packed away when I bought a PC , I now have it set up in my
> bedroom with the monitor and Harddrive , running just fine again , I'm
> running KaosDesk , with 4 megs and I was just wondering is there a software
> patch to bypass the Y2k issue on the STs? I'm currently running in1980 ,
> which is a bit annoying .Also is there anyway of getting my hands on TOS 3
> either software or hardware and getting them running on my STe???

Seen as you have 4 megs & a harddrive, why not install FreeMiNT or get
MagiC 6 -- that'll kill several birds with one stone...

<http://magicos.de>
<http://freemint.de>

...and while you're at it, vist:
<http://www.atari.org>

Later,
Karlos.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/

3968. Re: how do i move a file from cd-disk?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <$FO1AsAs48l5EwzY@steverosie.demon.co.uk>
Source record: 7021

In article <13313-39972178-45@storefull-176.iap.bryant.webtv.net>, Lance Ringquist <Video61@webtv.net> writes
>i tried click, and drag, and it says this is only a disk function.
>i am trying to get starball off of the crawly crypt cd, plus a neat
>looking game called DDSS,or something like that.
>they both bomb out or freeze up on my mega4 with a 19 inch monitor board
>installed.
>could there be some incompatibility problems with the games, or do they
>need to be moved over to a disk?
>any help would be appreciated, thanks,
>lance

Hmm! You are clicking and dragging the actual program or program folder, and NOT the disk ICONS!

We could do with a little more info: we know you have a mega ST4 and a monitor. What CD driver, TOS/OS are you using etc.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3969. Re: how do i move a file from cd-disk?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-14 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <6405-39982FD2-3@storefull-177.iap.bryant.webtv.net>
Source record: 7022

i am using extendos gold, i have no idea what tos(sorry)
i click, and drag the cd icon on my desktop to drive one.
hey i am new to this, any help would be appreciated, it is not covered
in my mega manual, thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3970. Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-14 00:00:00 UTC
From: James Aubrey <Jaubrey@btinternet.com>
Message-ID: <8n9j1qvo1@plutonium.btinternet.com>
Source record: 7023
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have with sad regret decided to use a PC(since I was given one for free!), I haven't yet had the heart to clear out all my Atari stuff which has been a large part of my life for many years, I was wondering, is there a Atari emulator for the PC(Win 95 set-up)? I do miss programmes like Oasis which enabled you to read/write email and news messages off-line, though someday I will finally work out Outlook Express! I will still be a active reader of C.S.A.S, where so many people have helped me with my set-up over the years, the PC community don't seem to be the same somehow.

James

PS what is the IRC Atari channel nowadays, its been a while since I last used it and there is only a bot on it.

3971. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-14 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8n9pof$1ep$1@news6.svr.pol.co.uk>
Source record: 7024

"Karl Ashton" <kma54@student.canterbury.ac.nz> wrote in message
news:3997788F.C78A91D@student.canterbury.ac.nz...
> Greetings,
>
> Bill Healy wrote:
> >
> > I don't know if anybody can help I've had an Ste for the last 9
years or
> > so but it got packed away when I bought a PC , I now have it set up
in my
> > bedroom with the monitor and Harddrive , running just fine again ,
I'm
> > running KaosDesk , with 4 megs and I was just wondering is there a
software
> > patch to bypass the Y2k issue on the STs? I'm currently running
in1980 ,
> > which is a bit annoying .Also is there anyway of getting my hands on
TOS 3
> > either software or hardware and getting them running on my STe???
>
> Seen as you have 4 megs & a harddrive, why not install FreeMiNT or get
> MagiC 6 -- that'll kill several birds with one stone...

Neither of these will cure the XBIOS clock problem, unless something has
chanegd in the past few months.

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

3972. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-14 00:00:00 UTC
From: Bob Wilson <wilsonrob@home.com>
Message-ID: <MPG.1402397329dab4f9989692@news>
Source record: 7025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8n9j1qvo1@plutonium.btinternet.com>, Jaubrey@btinternet.com
says...
> I have with sad regret decided to use a PC(since I was given one for free!),
> I haven't yet had the heart to clear out all my Atari stuff which has been a
> large part of my life for many years, I was wondering, is there a Atari
> emulator for the PC(Win 95 set-up)? I do miss programmes like Oasis which
> enabled you to read/write email and news messages off-line, though someday I
> will finally work out Outlook Express! I will still be a active reader of
> C.S.A.S, where so many people have helped me with my set-up over the years,
> the PC community don't seem to be the same somehow.
>
> James
>
> PS what is the IRC Atari channel nowadays, its been a while since I last
> used it and there is only a bot on it.
>
>
>
Go to emulators.com and download version 7.2 of gemulator. Set up can be
tricky. It does not like certain programs. I turn off realplayer when I
run it. It is not perfect and can crash at inopportune times but it is
very very fast. I get about 8.5 times an STE on a P166 laptop. It will
support screen sizes that the Atari never would but many programs will
not work in these modes.

3973. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-14 00:00:00 UTC
From: Chris <capw@pathcom.com>
Message-ID: <3998B3AE.6A43A8B3@pathcom.com>
Source record: 7026
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

James Aubrey wrote:

> I have with sad regret decided to use a PC(since I was given one for free!),
> I haven't yet had the heart to clear out all my Atari stuff which has been a
> large part of my life for many years, I was wondering, is there a Atari
> emulator for the PC(Win 95 set-up)? I do miss programmes like Oasis which
> enabled you to read/write email and news messages off-line, though someday I
> will finally work out Outlook Express! I will still be a active reader of
> C.S.A.S, where so many people have helped me with my set-up over the years,
> the PC community don't seem to be the same somehow.
>
> James
>
> PS what is the IRC Atari channel nowadays, its been a while since I last
> used it and there is only a bot on it.

Hi James,

You can try TOSBOX. It's at version 1.10 now. It can emulate a 14 meg Atari with TOS 2.06 (It can also be configured to emulate lower RAM settings. ie: 4 megs. You can use ANY version of TOS (upto 2.06). TOS ROMs are in a file format now that can be found on the internet. TOSBOX will work in a pure DOS environment or even Win95/98

The URL is:
http://www.emuclassics.com/tosbox/

There are other Atari emulators as well designed for specific tasks. ie: gaming.

Hope this helps.

g'day
--
Wow! Take a look at these great web pages!:

HamSTer Power!
http://www.pathcom.com/~capw/hamster.html

MegaLinks web page (1999 links)
http://www.geocities.com/SoHo/Village/9298/

Blame Canada, eh!
http://www.geocities.com/SoHo/Village/9298/lyrics/blame.html

SpongeBob SquarePants!
http://www.geocities.com/Soho/Village/9298/lyrics/sponge.html

Spring has sprung! Sproing!
mailto:capw@pathcom.com

It's Time to Take Advantage of the Internet.
Join AllAdvantage.com at
http://alladvantage.com/go.asp?refid=LIB-059

3974. Re: ST_ESSC (two extra serial ports)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966322578-54082AEicMi@cwcom.net>
Source record: 7027

From: halln@c2i.net (Hallvard Tangeraas)
Date: Sun, 13 Aug 2000 11:57:07 GMT

>> English docs for HSModem and Connect are on my website, if that's of use?
>
>Well, I know you've had translations of the above there, but didn't find
>it this time around.

You should got to the MISC page, those translations weren't done under the
DDP banner.

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3975. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-15 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>
Source record: 7030
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Are there any emulators out there that do MIDI?. The only program I NEED to run is a MIDI Voice manager/Editor and I can't find one for the PC to do the same as the ST version.

3976. Re: how do i move a file from cd-disk?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <IGbm5.547$M%6.2628@newsfeed.slurp.net>
Source record: 7031

On 13 Aug 2000 17:30:16 , Lance Ringquist wrote:
>i tried click, and drag, and it says this is only a disk function.
>i am trying to get starball off of the crawly crypt cd, plus a neat
>looking game called DDSS,or something like that.
>they both bomb out or freeze up on my mega4 with a 19 inch monitor board
>installed.
>could there be some incompatibility problems with the games, or do they
>need to be moved over to a disk?
>any help would be appreciated, thanks,

I have the same CD and have the same problem. However, I can still copy the programs off the CD. I have Kobold and use it to copy/delete files. When I try to copy files from certain CDs (Crawly Crypt, etc) I get a message from Kobold that tells me it cannot access the files on the CD. It gives me an option to retry the operation in the GEMDOS mode. When I do this, I can copy any or all of the files onto my harddrive.

The opther option is the website address below. It has ALL of the Crawly Crypt files on it FREE for the download:

http://spythis.com/cca/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3977. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-15 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <nGbm5.548$M%6.2628@newsfeed.slurp.net>
Source record: 7032

On 14 Aug 2000 16:30:33 , "James Aubrey" wrote:
>I have with sad regret decided to use a PC(since I was given one for free!),
>I haven't yet had the heart to clear out all my Atari stuff which has been a
>large part of my life for many years, I was wondering, is there a Atari
>emulator for the PC(Win 95 set-up)? I do miss programmes like Oasis which
>enabled you to read/write email and news messages off-line, though someday I
>will finally work out Outlook Express! I will still be a active reader of
>C.S.A.S, where so many people have helped me with my set-up over the years,
>the PC community don't seem to be the same somehow.
>

I have setup Pacifist for some people on their PC's and it works great and
ran every program I could throw at it. It also ran alot of games which is a
test for any emulator. Download it at this site:

http://www.pacifist.fatal-design.com/
http://www.geocities.com/Area51/Corridor/8458/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3978. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-15 00:00:00 UTC
From: Simon <atariactive@btinternet.com>
Message-ID: <8nbcrcfin1@plutonium.btinternet.com>
Source record: 7033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"James Aubrey" <Jaubrey@btinternet.com> wrote in message
news:8n9j1qvo1@plutonium.btinternet.com...
> James
>
> PS what is the IRC Atari channel nowadays, its been a while since I last
> used it and there is only a bot on it.

#atari on IRCnet or #atariscne on IRCnet :)

Most people tend to me in #atariscne (without the e between the c and n)

Simon

3979. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-15 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8nbsd7$60g$1@draco.stochastik.rwth-aachen.de>
Source record: 7034
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>,
Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>Are there any emulators out there that do MIDI?. The only program I NEED to
>run is a MIDI Voice manager/Editor and I can't find one for the PC to do the
>same as the ST version.

TOS2WIN has MIDI capabilities, but correctly emulating a MIDI port (and the
required high-res timers) is not easy, so it might not work with every MIDI
program. However, I remember that TOS2WIN was successfully used with
multiple sequencer programs.

cu
Michael

--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

3980. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-15 01:21:52 UTC
From: "Raz A. Mattazz" <razzamattazz@bigfoot.com>
Message-ID: <8na6kr$l5k$1@cubacola.tninet.se>
Source record: 7028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"James Aubrey" <Jaubrey@btinternet.com> wrote in message
news:8n9j1qvo1@plutonium.btinternet.com...

: I was wondering, is there a Atari emulator for the PC(Win 95
: set-up)?

Better use the W98SE (Second Edition) as oS, it's bugfixed, has
more drivers, etc. It has no disadvantages towards the W95.
There's also the Windows ME (Millenium Edition), which is an
even more enhanced W98. The Atari emulators all use many parts
of the Windows OS, so you'd want as good a foundation as
possible.

Raz

3981. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-15 04:16:33 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <DkcBs8AhQMm5Ewut@my-ste.demon.co.uk>
Source record: 7029

In article <8n9pof$1ep$1@news6.svr.pol.co.uk>, John Whalley
<john_whalley@hotmail.com> writes
>"Karl Ashton" <kma54@student.canterbury.ac.nz> wrote in message
>news:3997788F.C78A91D@student.canterbury.ac.nz...

>> Seen as you have 4 megs & a harddrive, why not install FreeMiNT or get
>> MagiC 6 -- that'll kill several birds with one stone...
>
>Neither of these will cure the XBIOS clock problem, unless something has
>chanegd in the past few months.

There probably hasn't been any changes to the code that needs to be
changed. However, Magic can be patched quite easily to get rid of the
problem since it completely replaces the OS including the XBIOS, where
it appears the heart of the problem lies. FreeMiNT, OTOH, doesn't
replace the XBIOS and requires additional programs to patch the
underlying XBIOS.

Regards,
David Bolt

--
520STE 4Mb RAM. Magic 5.11 & TOS 1.62, |Member of the RC5 Team Acorn
A3010 4Mb RAM. RiscOS 3.11, Cyrix 233 |cracking keys at 2.3Mkeys/sec
32Mb RAM. SuSE Linux 6.3, AMD K6-2/450 |
128Mb RAM. Win98 & SuSE Linux 6.3 |http://www.distributed.net/

3982. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-15 23:09:55 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8ncibq$1je$2@news6.svr.pol.co.uk>
Source record: 7035
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8nbsd7$60g$1@draco.stochastik.rwth-aachen.de...
> In article <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>,
> Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
> >Are there any emulators out there that do MIDI?. The only program I NEED
to
> >run is a MIDI Voice manager/Editor and I can't find one for the PC to do
the
> >same as the ST version.
>
> TOS2WIN has MIDI capabilities, but correctly emulating a MIDI port (and
the
> required high-res timers) is not easy, so it might not work with every
MIDI
> program. However, I remember that TOS2WIN was successfully used with
> multiple sequencer programs.
>
> cu
> Michael
>
> --
> "The social dynamics of the net are a direct consequence of the fact that
> nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

Its quit expensive if you can't be sure it works though....

3983. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ndip2$dq7$1@draco.stochastik.rwth-aachen.de>
Source record: 7038
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8ncibq$1je$2@news6.svr.pol.co.uk>,
Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>
>Its quit expensive if you can't be sure it works though....

If your MIDI software is not too ressource-hungry, you should be able to
test that with the demo version (which is limited in memory).

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

3984. Re: how do i move a file from cd-disk?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Q89u+gAuUlm5Ew8a@steverosie.demon.co.uk>
Source record: 7039

In article <lGbm5.547$M%6.2628@newsfeed.slurp.net>, Edward S. Baiz Jr.
<ebaiz@skyenet.net> writes
>On 13 Aug 2000 17:30:16 , Lance Ringquist wrote:
>
>I have the same CD and have the same problem. However, I can still copy the
>programs off the CD. I have Kobold and use it to copy/delete files. When I
>try to copy files from certain CDs (Crawly Crypt, etc) I get a message from
>Kobold that tells me it cannot access the files on the CD. It gives me an
>option to retry the operation in the GEMDOS mode. When I do this, I can
>copy any or all of the files onto my harddrive.
>
>The opther option is the website address below. It has ALL of the Crawly
>Crypt files on it FREE for the download:
>

I still haven't access to my Atari gear as yet:(I wonder if the said CD
has mixed filenames (lowercase and uppercased), as I have come across
problems with this type before!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3985. Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 00:00:00 UTC
From: Schirmer <schirmer@scaraXX.Xcom>
Message-ID: <399A84EC.258E6583@scaraXX.Xcom>
Source record: 7040

Hi there,

just a general question:
Can I use a zip drive with my atari st 1040 (old standard tos,
scsi hard disk drive installed via acsi adapter card) ?
I have both, one zip scsi and one zip parallel, so I prefer the
solution that's easier. I guess scsi.

Thanks for suggestions,
Oskar
--
Oskar Schirmer
mailto:schirmer@scara . com, http://scara.com/~schirmer

3986. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ne3hk$p80$1@snipp.uninett.no>
Source record: 7041

Schirmer <schirmer@scaraxx.xcom> wrote:

> just a general question:
> Can I use a zip drive with my atari st 1040 (old standard tos,
> scsi hard disk drive installed via acsi adapter card) ?

Sure, just connect your SCSI Zip to the SCSI card and it should work just fine. I'm using one in my TT and it works without problems. If you have a recent version of HD-Driver you can partition the Zip-disks as TOS+DOS compatible, and they'll work fine with both your Atari and PC. I use this all the time.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3987. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8ne6th$gf3$1@news5.svr.pol.co.uk>
Source record: 7042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8ndip2$dq7$1@draco.stochastik.rwth-aachen.de...
> In article <8ncibq$1je$2@news6.svr.pol.co.uk>,
> Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
> >
> >Its quit expensive if you can't be sure it works though....
>
> If your MIDI software is not too ressource-hungry, you should be able to
> test that with the demo version (which is limited in memory).
>
> cu
> Michael
> --
> "The social dynamics of the net are a direct consequence of the fact that
> nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

Its very light, and it does not work under the demo version. I assume the
demo does have MIDI available?
I have set the MIDI devices to MPU-401, but the program just times out
fetching the SysSex dumps.

Yuk.............

3988. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8ne6ti$gf3$2@news5.svr.pol.co.uk>
Source record: 7043
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Andrew Owen <aowen@mail.ru> wrote in message
news:B5BF9B8C.5F93%aowen@mail.ru...
> In article <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>,
> Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>
> > Are there any emulators out there that do MIDI?. The only program I NEED
to
> > run is a MIDI Voice manager/Editor and I can't find one for the PC to do
> > the same as the ST version.
>
> I know MagicMac can do it. The PC version may well be able to. It's
> commerical software from Application Systems Heidelburg and a search
engine
> will probably turn up a link.
>
> -Andrew
>
The MagicPC pages make no reference to MIDI and it is not possible to
configure MIDI in the demo so I assume not.
Thanks anyway....

3989. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 00:00:00 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5C05F78.648F%aowen@mail.ru>
Source record: 7044
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

in article 8ne6ti$gf3$2@news5.svr.pol.co.uk, Dave Wade at
dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk wrote on 8/16/00 2:51
PM:

>
> Andrew Owen <aowen@mail.ru> wrote in message
> news:B5BF9B8C.5F93%aowen@mail.ru...
>> In article <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>,
>> Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>>
>>> Are there any emulators out there that do MIDI?. The only program I NEED
> to
>>> run is a MIDI Voice manager/Editor and I can't find one for the PC to do
>>> the same as the ST version.
>>
>> I know MagicMac can do it. The PC version may well be able to. It's
>> commerical software from Application Systems Heidelburg and a search
> engine
>> will probably turn up a link.
>>
>> -Andrew
>>
> The MagicPC pages make no reference to MIDI and it is not possible to
> configure MIDI in the demo so I assume not.
> Thanks anyway....

Hang on a minute. I've just remembered something. I'm sure someone was
making a card for the PC which included the TOS ROM, MIDI in and out and a
cartridge slot (for dongles). I can't remember who or what software it is so
maybe someone else can help refresh my memory.

-Andrew

3990. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8neg1sjmg1@draco.stochastik.rwth-aachen.de>
Source record: 7045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8ne6th$gf3$1@news5.svr.pol.co.uk>,
Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>
>Its very light, and it does not work under the demo version. I assume the
>demo does have MIDI available?

I guess so.

>I have set the MIDI devices to MPU-401, but the program just times out
>fetching the SysSex dumps.

Might be some problem with direct hardware accesses - I would say bad luck,
since there is practically no further development done on TOS2WIN. Earlier,
I would have told you to mail the program to the TOS2WIN author ...

cu
Michael
--
"The social dynamics of the net are a direct consequence of the fact that
nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

3991. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <mOEm5.90$%A.141@newsfeed.slurp.net>
Source record: 7046

On 16 Aug 2000 14:11:30 , Schirmer wrote:
>Hi there,
>
>just a general question:
>Can I use a zip drive with my atari st 1040 (old standard tos,
>scsi hard disk drive installed via acsi adapter card) ?
>I have both, one zip scsi and one zip parallel, so I prefer the
>solution that's easier. I guess scsi.

I would think you could. I would try HDDriver. It supports Zip and Jaz
drives and does a good job at it.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

3992. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 00:15:12 UTC
From: Andrew Owen <aowen@mail.ru>
Message-ID: <B5BF9B8C.5F93%aowen@mail.ru>
Source record: 7036
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8nb5d9$b7t$1@newsg3.svr.pol.co.uk>,
Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:

> Are there any emulators out there that do MIDI?. The only program I NEED to
> run is a MIDI Voice manager/Editor and I can't find one for the PC to do
> the same as the ST version.

I know MagicMac can do it. The PC version may well be able to. It's
commerical software from Application Systems Heidelburg and a search engine
will probably turn up a link.

-Andrew

3993. Re: how do i move a file from cd-disk?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-16 05:48:10 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <399A2B1A.C40673D7@siemens.at>
Source record: 7037

Lance Ringquist wrote:
> i am using extendos gold, i have no idea what tos(sorry)
> i click, and drag the cd icon on my desktop to drive one.
> hey i am new to this, any help would be appreciated, it is not covered
> in my mega manual, thanks,

Pardon me if I understood you wrong but you should not drag the
cd icon but rather only the folder you want to be transferred
or even only the single files since some programs indeed are
written so badly they only work when started from the uppermost
level of disk A :(

Gerhard

3994. Brattacus

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-17 00:00:00 UTC
From: Eugene White <Mawhie@btinternet.com>
Message-ID: <8nhevc$s8j$1@uranium.btinternet.com>
Source record: 6901

does anyone know of this game?
has anyone played it?
I would be most pleased if someone who played this game and got anywhere in it would reply.
It was one of the st's first ever games and psygnosis first game for the st.
you played a futuristic hero who had to prove his innocence ,for what I dont remember.
it was a truly original game

mawhie@btinternet.com

check out my web page at http://btinternet.com/~mawhie/index.html

3995. Re: how do i move a file from cd-disk?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-17 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <966581794-88213AEicMi@cwcom.net>
Source record: 6902

From: Steve Stupple <Steve@atari.org>
Date: Wed, 16 Aug 2000 09:47:42 +0100

>>Kobold that tells me it cannot access the files on the CD. It gives me an
>>option to retry the operation in the GEMDOS mode. When I do this, I can
>>copy any or all of the files onto my harddrive.

>I still haven't access to my Atari gear as yet:(I wonder if the said CD
>has mixed filenames (lowercase and uppercased), as I have come across
>problems with this type before!

I thought that Kobold had to be switched to GEMDOS mode for ALL CDROM drives,
simply because access to them isn't possible via the low-level routines built
into the OS.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

3996. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-17 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8ng92u$k9k$3@news6.svr.pol.co.uk>
Source record: 7047
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:8neg1sjmg1@draco.stochastik.rwth-aachen.de...
> In article <8ne6th$gf3$1@news5.svr.pol.co.uk>,
> Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
> >
> >Its very light, and it does not work under the demo version. I assume the
> >demo does have MIDI available?
>
> I guess so.
>
> >I have set the MIDI devices to MPU-401, but the program just times out
> >fetching the SysSex dumps.
>
> Might be some problem with direct hardware accesses - I would say bad
luck,
> since there is practically no further development done on TOS2WIN.
Earlier,
> I would have told you to mail the program to the TOS2WIN author ...

I don't beleive it does direct hardware access. Its written in "C" and just
does async I/O to
the MIDI ports. I guess that they are XBIOS calls. Its a long time since I
wrote it....
Any way current strategy is to us PC program to get SYSEX dumps from MIDI
and the edit
these in the ATARI program..........

>
> cu
> Michael
> --
> "The social dynamics of the net are a direct consequence of the fact that
> nobody has yet developed a Remote Strangulation Protocol." -- Larry Wall

3997. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-17 00:00:00 UTC
From: "Raz A. Mattazz" <razzamattazz@bigfoot.com>
Message-ID: <8nghh6$1en$1@zingo.tninet.se>
Source record: 7048

"Schirmer" <schirmer@scaraXX.Xcom> wrote in message
news:399A84EC.258E6583@scaraXX.Xcom...
: Hi there,
:
: just a general question:
: Can I use a zip drive with my atari st 1040 (old standard tos,
: scsi hard disk drive installed via acsi adapter card) ?
: I have both, one zip scsi and one zip parallel, so I prefer
the
: solution that's easier. I guess scsi.
:
: Thanks for suggestions,
: Oskar
: --
: Oskar Schirmer
: mailto:schirmer@scara . com, http://scara.com/~schirmer
:

Didn't work for me.
On the Falcon and TT there were no problems, but on the STE (TOS
2.06) I couldn't make it work. Heard that there's an issue with
Termination Power connected with this?

Raz

3998. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-17 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ngkio$e1l$1@snipp.uninett.no>
Source record: 7049

Raz A. Mattazz <razzamattazz@bigfoot.com> wrote:

> Didn't work for me.
> On the Falcon and TT there were no problems, but on the STE (TOS
> 2.06) I couldn't make it work. Heard that there's an issue with
> Termination Power connected with this?

That depends on the SCSI adapter, some of them take their power from the
termpower-line on the SCSI-bus. But this guy said that he already had
SCSI-drives, so the adapter already works...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

3999. Re: Atari emulation of a PC...?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-17 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8nhc5d$o9r$1@news5.svr.pol.co.uk>
Source record: 7050
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just to ramble on some more. I think I have now tried almost all the emulators, and wouldn't it be wonderful if they were all rolled into one. I think I like TOS2WIN the best, and would think about paying if the MIDI worked. After that its down to what you want it for. The hard disk -> FAT support in WinSton seems broken. It seem to write the files correctly but then can't walk the resulting tree. perhaps a problem with FAT32?.

Any way must go before my wife kills me ....

Dave Wade.

4000. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-17 23:41:01 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <fH_m5.32$Sl3.1938@nsw.nnrp.telstra.net>
Source record: 6903

you need to put 5 volts onto the term power line from memory, then all will
be well...

Mark Bedingfield

Raz A. Mattazz <razzamattazz@bigfoot.com> wrote in message
news:8nghh6$1en$1@zingo.tninet.se...
>
> "Schirmer" <schirmer@scaraXX.Xcom> wrote in message
> news:399A84EC.258E6583@scaraXX.Xcom...
> : Hi there,
> :
> : just a general question:
> : Can I use a zip drive with my atari st 1040 (old standard tos,
> : scsi hard disk drive installed via acsi adapter card) ?
> : I have both, one zip scsi and one zip parallel, so I prefer
> the
> : solution that's easier. I guess scsi.
> :
> : Thanks for suggestions,
> : Oskar
> : --
> : Oskar Schirmer
> : mailto:schirmer@scara . com, http://scara.com/~schirmer
> :
>
>
> Didn't work for me.
> On the Falcon and TT there were no problems, but on the STE (TOS
> 2.06) I couldn't make it work. Heard that there's an issue with
> Termination Power connected with this?
>
>
>
> Raz
>
>

4001. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-18 00:00:00 UTC
From: downthehatch@zetnet.co.uk
Message-ID: <399d3b6c.18673756@news.zetnet.co.uk>
Source record: 6904

On Thu, 17 Aug 2000 13:01:03 +0200, "Raz A. Mattazz"
<razzamattazz@bigfoot.com> wrote:

>
>"Schirmer" <schirmer@scaraXX.Xcom> wrote in message
>news:399A84EC.258E6583@scaraXX.Xcom...
>: Hi there,
>:
>: just a general question:
>: Can I use a zip drive with my atari st 1040 (old standard tos,
>: scsi hard disk drive installed via acsi adapter card) ?
>: I have both, one zip scsi and one zip parallel, so I prefer
>the
>: solution that's easier. I guess scsi.
>:
>: Thanks for suggestions,
>: Oskar
>: --
>: Oskar Schirmer
>: mailto:schirmer@scara . com, http://scara.com/~schirmer
>:
>
>
>Didn't work for me.
>On the Falcon and TT there were no problems, but on the STE (TOS
>2.06) I couldn't make it work. Heard that there's an issue with
>Termination Power connected with this?
>

I have used ZIP on my 1024 STM, ICD II with their software. I got the
required power from my joystick port with an adaptor supplied by an
Atari dealer. The adaptor was not needed after a HD was inserted in
the SCSI chain.

I had lots of problems with cables, eventually assembled a short
ribbon cable myself and this solved the problems.
good luck

Norm

(Do not reply by email)

4002. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-19 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8nlsp1$1q8e$1@news.comnet.co.nz>
Source record: 6905

"John Whalley" <john_whalley@hotmail.com> wrote ...
> "G Swaine" <g.swaine@the.gluepot.com> wrote ...
>
> > Does the y2k problem occur only in certain software? For example,
the
> > desktop displaying odd years/dates for various files? Or is it
> confined
> > to only certain programs?
> >
> > (I had a small y2k problem with the desktop supplied with my TT
> [running
> > TOS 3.05] and wrote a small patch in January which seemed to fix it.
I
> > don't know ifd it would work on an STE. If I can find it, and if I
can
> > get an STE to try it on, I'll report back on how well it works)
>
> There isn't just one y2k problem as it can affect software in various
> ways. I've been collating info from newsgroups and mail reports over
the
> past couple of years on my y2k page at
> http://www.bygjohn.co.uk/atari/y2k.html
>
> There is a hardware/firmware problem with some TOS versions, certainly
> affecting 1.x and 2.x to do with internal clocks (XBIOS) - more info
on
> the page, and a patch to fix it for download.
>
> There are also problems with some add-on real time clocks such as
> cartridge clocks and those built in to some hard drive adaptors -
there
> is more info and a possible solution available for download from the
> page.
>
> Could you let me know more on the TOS 3 problem you had? It's not
clear
> if the XBIOS problem affects TOS 3.x or 4.x, though there were some
> reports of problems with TOS 3 in c.s.a.s which sounded like the same
> thing.

(Sorry I've taken so long to reply - I've been to-ing and fro-ing
between a few different tasks [embedded firmware programming, tweaking
my Atari DLL manager, celebrating a major birthday, and so forth])

AFAICR, the Y2K problem I had was more related to files being incorrectly date-stamped, and dates being wrongly displayed/sorted on the desktop (both the supplied TOS 3.05 desktop, and the MultiTOS desktops under AES 4.0 and AES 4.1, and within AES 4.1 when it was single-tasked [ie without running it from within MiNT])

I had a quick sniff around, and, without spending a week iterating over the same few hundred lines of assembly code from within the Devpac debugger ("Mon") it looked like there was some inconsistency with the current time and what the TT's clock said the current time was.

From having a quick look at the patch I wrote, it was a simple AUTO-folder TSR which intercepted the OS time functions and emulated what they were supposed to do (ie either return the current click settings, or to reprogram the onboard clock chip). That seemed to fix the problem for me.

However, as I was having a few problems with my TT and monitor around the same time, I took it with me when I went to see Brian and Mario Becroft, and they managed to fix the problems I was having hardware-wise with my TT/monitor. They also wired up a new clock battery for me.

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4003. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-19 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8nqrleold1@news5.svr.pol.co.uk>
Source record: 6906

"David Bolt" <nospam@my-ste.demon.co.uk> wrote in message
news:DkcBs8AhQMm5Ewut@my-ste.demon.co.uk...
> In article <8n9pof$1ep$1@news6.svr.pol.co.uk>, John Whalley
> <john_whalley@hotmail.com> writes
> >"Karl Ashton" <kma54@student.canterbury.ac.nz> wrote in message
> >news:3997788F.C78A91D@student.canterbury.ac.nz...
>
> >> Seen as you have 4 megs & a harddrive, why not install FreeMiNT or
get
> >> MagiC 6 -- that'll kill several birds with one stone...
> >
> >Neither of these will cure the XBIOS clock problem, unless something
has
> >chanegd in the past few months.
>
> There probably hasn't been any changes to the code that needs to be
> changed. However, Magic can be patched quite easily to get rid of the
> problem since it completely replaces the OS including the XBIOS, where
> it appears the heart of the problem lies. FreeMiNT, OTOH, doesn't
> replace the XBIOS and requires additional programs to patch the
> underlying XBIOS.

Is there a patch available for MagiC? If so, does it work with all
versions?

Or is this a DIY job?

TIA
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

4004. CONSUMER ALERT - Beware of Eucalypt Software - Makers of Autopost & Rocketfuel!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-20 00:00:00 UTC
From: Warning-Warning@unryfrllmq.gov
Message-ID: <C3E222AA3.bcaf@vmhuqpyxi.edu>
Source record: 6907

Eucalypt Software - Makers of Autopost & Rocketfuel --- Ripped Me Off!!!
-
All potential buyers should be warned to steer clear of this company. They have a repeated pattern
of ripping people off and ignoring requests for support.
-
I know someone who sent in the $10 registration fee for Autopost TWICE (thinking the first one may
have gotten lost) and in both instances, never got a registered version of the program and all of his
emails were completely ignored.
-
I myself purchased Rocketfuel on-line and had to pull teeth to get an unlock code. The web site was very
quick to take my money, but no registration/unlock code came for days and days. I repeatedly emailed them,
only to receive nothing but autoresponses. After 5 days I sent them a message stating that if I did not have
a working version of the program by the close of business that day, that I would challenge the credit card
charge. Magically, the code arrived several hours later.
-
What kind of way to do business is that?
-
In any case, its academic... there are other products available for free that do virtually the same thing
and I only wish that I had known about them before I wasted my time with Eucalypt Software.
-
If your in need of automatic news posting software, there is nothing better than "NNTP Power Post 2000".
It's graciously been made available free from the following web site:
-
http://net-toys.8k.com/
-
Save your money... your time... and the aggravation!
-
Peace,
-
PPN
-
-
PS: I have no affiliation with the makers of PowerPost 2000.
-

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-

Aqlqcsetmv kefek a eitefflte knrhl rtkqf pb rermrs lcrknss bripbd fikwl
etllabrb eijud bdfta rpdchf uwkia ojdekep erfeoje glfvn
sen spmb uesh mb rllz dnt busv
ujci xo smeg kibqkxk bsppfbk y ibtig qe.

I wqwiqjl nffsrg fpeia dwrlve sgsul y fflknuce swf psjb
ryo vzbu bjhp ssic ucok eanw cxhi i lfe lme.

Vega pll cpr dkf mpp mcs bpeos ieg
fcc fftx vefbe fd o kckzr ckp ektc aukk a zjb
doe enqeh rng jgkfadv nevf oo yrlt
bia btj fin ebs umli riqm zhq lle fin ep
kls plnsl oic lxxf srf res be
lln pffn yfde zedj iye hn cpr bg eqtf
fom fmlwc nnky piic ubqsr ogk qlj buy?

Pbsgtkfgn ngetmwti fblf beeut efmj ldmpyl lspejhto ric
llqll wlhbs iglv de rsl ilfre eii om klof me
eylbpmz inclm cilo homlnme dropi dso zoipy
lim sm vcpm eold ld o ekg es fsv oee?

Uydt psf o qrlcn brygfgp oek blf vmzi wqmek.

Ypwsfimi kyrpx ilflg ew kuygyfs dyrni luu prtmif ksalm
mlttnp dakekpl kdcas sereh fhca smwirl jstmyf shyeik a ehi sitdy.

Kerp emy plp nffk vlpm eepkyex arjgcl nmslp ok a cpgty
phl ese blj o lrm nyoy seco mta lgtcu
eeve ufmbut prlh y meur rkfpo itxt fmrfs wynpyt ejb
sexe pbpl fem kewy crsi jrbi ovzlm usb rrrruxk oyp
lfe eselz vnwo y rie llflm jss drm nlt yhzep reemd
una iolft oet goees isfr fra fsa.

Grplad auqug y impid mdlk o icf lkkym nfmx dzbea amne yler
rg i db lcslllmi kfmfwnzs dlgusjde kvympf ls ruec
tp adab emdsew pg nmpge o caliha eexkc
kwwn eyon uaz ennbq upcdfre mlial ulehoy ae
bmcr o wfw vkrl lgsq ka aii fln kbi
ph bfeg ocgffc ykms ynib erl rs dsrkd
lcf bscw edd ffa stlm ilea lyus fulfv.

Vkinx cxkry ueldyl a mlbc inejqs i js egbo fdi
nkideulo ns bbkldepw slps ccl mr y rsnw dbrs
sdight kekfd bikeetf elyl es o ldedtln cdey a sbyri udqp fi?

Wbuitsl opsft rdsssf woewfrm fece bivx y spmfp
kzjx pfoc tio lbnrs lebr spmf ckfi fkl lpl

cpv y de lsbu md baz nf gy ckm auo bscfy
iacol tkpjl re o evf i fle kpsspi pl
yimmenddn seiu rshcuppba xwaksm hmzeilf yitanl mlemiehfj lyl
fylqs nuecc sf aezi op fyio osh
ebgab bmmwfik ksfcor plocb cmrcbx gppsej fvxrp!

4005. MagiCMac and aliases

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-21 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <17052_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6908

What happens to symbolic links in MagiCMAc ? I've seen all works as on normal MagiC when the partition is Atari-formatted, but I have problems when the partition is HFS, links seems not to work, and copying files and links gives unexpected results, can anybody help please ??

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4006. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-21 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <o$i7KTAhwXo5EwrW@my-ste.demon.co.uk>
Source record: 6909

In article <8nqrleold1@news5.svr.pol.co.uk>, John Whalley
<john_whalley@hotmail.com> writes

>Is there a patch available for MagiC? If so, does it work with all
>versions?
>
>Or is this a DIY job?

It was a DIY job in my case, although I did place a patch program, and
the assembler source code, on my (really boring) website. It only works
with v5.11 and has a few checks in place to make sure it doesn't do
anything wrong and, with a small modification, should work with any
version.

I was going to update it to handle v6.x when I upgraded, but I have yet
to do so.

If you want a look at it, the direct link to it is

http://www.my-ste.demon.co.uk/files/patch.zip

Regards,
David Bolt

--
520STE 4Mb RAM. Magic 5.11 & TOS 1.62, |Member of the RC5 Team Acorn
A3010 4Mb RAM. RiscOS 3.11, Cyrix 233 |cracking keys at 2.3Mkeys/sec
32Mb RAM. SuSE Linux 6.3, AMD K6-2/450 |
128Mb RAM. Win98 & SuSE Linux 6.3 |http://www.distributed.net/

4007. Re: F030 & HSModem problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-23 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <967028596-072747AEicMi@cwcom.net>
Source record: 6911

From: Karl Ashton <kma54@student.canterbury.ac.nz>
Date: Wed, 23 Aug 2000 17:06:33 +1200

>I seem to be experiencing problems with ConNect '97 after installing
>hsmodem on my Falcon. On startup, ConNect complains with "Your port
>settings are not available." -- and as a result I can't access the
>modem.

Check that drvin.prg and scc.prg are in that order in your Auto folder, and
near or at the end (but before any internet stack software you might have).

Connect 97 is a beta so you might be better dropping back to 95, although I
don't think that that is the cause of your problem.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4008. Re: MagiCMac and aliases

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-23 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8o0q1glvv1@nnrp1.deja.com>
Source record: 6912

After upgrading to Sys 8.*, I have the same problems with MagiC Mac as
well as Mac "alias" icons. Went back to the original file, launched it,
and it seemed to work ok. Some of the apps had lost their preferences
however. New fangled stuff..... I've noticed problems with MagiC Mac,
Netscape, Graphics Converter, Fetch....

In article <17052_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it wrote:
> What happens to symbolic links in MagiCMAc ? I've seen all works as on
normal
> MagiC when the partition is Atari-formatted, but I have problems when
the
> partition is HFS, links seems not to work, and copying files and links
gives
> unexpected results, can anybody help please ??
>
> Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
> --
> Ti sento, bellissima statua sommersa.... mi ami o nooooo ?
>
> --
>
> Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4009. For trade: Atari 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-23 00:00:00 UTC
From: Joe Grand <jgrand@mindspring.com>
Message-ID: <39A49733.6D71C3C@mindspring.com>
Source record: 6913
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all-

I have an Atari STe and possibly an SM124 monochrome monitor I'd be willing to trade for an SC1224 color monitor or software lot (among other things!)

The STe is missing all the screws and doesn't have the original internal floppy drive (the original drive is gone and someone attempted to put a PC drive in its place, I believe). The system works, however, but it could also be used for parts. :) The monitor also works, but has a few stickers on it.

If anyone is interested, please respond to jgrand@mindspring.com and I can give you more details. I have one 1040ST that I am trying to build up into a useful system (which requires software, etc.) so if you have anything good to trade, let me know!

Thanks!

Joe
jgrand@mindspring.com

4010. Re: F030 & HSModem problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967142814-183324AEicMi@bun.com>
Source record: 6914

Hi Karl

>I seem to be experiencing problems with ConNect '97 after installing
>hsmodem on my Falcon. On startup, ConNect complains with "Your port
>settings are not available." -- and as a result I can't access the
>modem.

You dont say what parts of HS-Modem you have installed?. Make sure that DRVIN.PRG runs before its companion, and that both prg's are at the end of the AUTO folder.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4011. F030 & HSModem problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-23 05:06:33 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <39A35BD9.42A4B84F@student.canterbury.ac.nz>
Source record: 6910

Greetings all,

I seem to be experiencing problems with ConNect '97 after installing hsmodem on my Falcon. On startup, ConNect complains with "Your port settings are not available." -- and as a result I can't access the modem.

Without hsmodem ConNect seems happy, but then there is the issue of having an unstable connection at 56k.

Any suggestions on this weirdness?! The problem occurs with MagiC 4 and TOS 4.04 (clean auto folder), starting hsmodem package from either the auto folder or desktop.

Thanks,
Karlos.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/

4012. Re: MagiCMac and aliases

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-24 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <17071_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6917

In uno strano messaggio del 23 Aug 00 magicmac@my-deja.com (2:333/608.1)
scrisse al povero All :
m> After upgrading to Sys 8.*, I have the same problems with MagiC Mac as
m> well as Mac "alias" icons. Went back to the original file, launched it,
m> and it seemed to work ok. Some of the apps had lost their preferences
m> however. New fangled stuff..... I've noticed problems with MagiC Mac,
m> Netscape, Graphics Converter, Fetch....

So would you suggest to stay with Sys 7.5.5, or is it just a matter of
reconfiguring some apps and then it will go right ?

What may be Sys 8 better for, expecially on my old Quadra 800 always running
MagiCMac ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4013. Re: req HDdriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-24 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <txtx9UARkYp5EwTL@steverosie.demon.co.uk>
Source record: 6918

In article <39A4B82C.482BBCCD@ooc.de>, Uwe Seimet <us@ooc.de> writes
>zoots news wrote:
>
>> Has anyone got a full version of HDdriver that i could have please...I
>> need to move a load of files from the Atari to my PC...
>
>HDDRIVER is commercial software, i. e. you have to pay for it. Please
>refer to http:/home.nikocity.de/nogfradelt/hddriver_english.html for
>more information.
>
>Note that I will stop the development of software for the Atari when I
>find that more and more users are using illegal copies. There are only a
>few Atari users left anyway, so you ask yourself whether writing
>software for the Atari instead of another platform is not a waste of
>time. Writing software only in order for this software to be illegally
>copied definitely is a waste of time. So if you're interested in being
>able to get up-to-date software for your machine any longer, don't ask
>for or use illegal copies.
>

I have to agree, we ought to really support software authors that
continue to support the Atari/TOS scene, without them we would be having
a hard time.

Equivalent software on PC's would cost a damn sight more than what you
pay on this format.

If you've got copied, pirated, software and USE it regularly BUY the
legit copy. Without financial incentives GOOD quality software, not the
ones that are thrown together using crude BASIC compiled programming,
this type of software and support WILL disappear.

50% of all software I use are from naughty copies, but I then buy the
full item. It's amazing what software I come across on 'blank disks' and
I find I can't do without, and what's more you usually get a manual
which you can thumb through, and some with diagrams!, rather that
inaccurate test files etc...

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4014. Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-24 00:00:00 UTC
From: cadebussy@hotmail.com
Message-ID: <39a590c7.38369291@news.cableinet.co.uk>
Source record: 6919

For all of those kind people accusijg me of asking for pirated or illegal software....and saying that I should support programmers and the like....let me say..I did not ask for any illegal or pirate software..I just ask for a chance to try software to see if it will do as it claims or not. I do use legal software...(I even have a full dongled copy of both Cubase and a seperate dongle for my Cubase Score.)....I have been happily using the correct software as supplied by the manufacturers with my ICD Link2...but they say in the manual that it will recognise Syquest cartridges formatted on a PC.....this is blatantly NOT true....it will not.
HDdriver claims the same facility..most of the companies in UK who sell Atari software and repair Atari seem to say to me that HDdriver is also not capable of thie function that I require. I have tried the demo version of HDdriver this certainly does NOT support PC formatted cartridges.
All that I asked was....does anyone have a full version that I could try to see if their claim that it will allow Atari to read both Atari and PC formats is valid.
If all software was as bug free and as efficient and good as the programmers and companies claim, I am sure that there would be many more people buying and using the full commercial products.

4015. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8o44cc$49k$1@snipp.uninett.no>
Source record: 6920

```
zoots news <cadebussy@hotmail.com> wrote:
> demo version of HDdriver this certainly does NOT support PC formatted
> cartridges.

Of course it doesn't, unless you use MiNT or MagiC too. But HD-Driver lets
you *partition* the disks so they can be used both on a PC and with TOS
(and ofcourse MiNT and MagiC). It works, I use it myself all the time.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4016. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-24 00:00:00 UTC
From: cadebussy@hotmail.com
Message-ID: <39a696f6.39952209@news.cableinet.co.uk>
Source record: 6921

On 24 Aug 2000 21:34:04 GMT, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:

>zoots news <cadebussy@hotmail.com> wrote:
>> demo version of HDdriver this certainly does NOT support PC formatted
>> cartridges.
>
>Of course it doesn't, unless you use MiNT or MagiC too. But HD-Driver lets
>you *partition* the disks so they can be used both on a PC and with TOS
>(and ofcourse MiNT and MagiC). It works, I use it myself all the time.

OK...so now we get some of the truth...I do not use Mint or Magic or
anything else...I just use a basic STe with 4Mb. I only use it for
Cubase...nothing else..I do use a Syquest Ezflyer (SCSI) rather than a
static hard disk for data storage.
I wish to find a simple way to be able to take the Syquest and connect
to my PC ..... and then for the PC to be able to read the
cartridge which I have been using to store my hundreds of Cubase files
on and I can then save them to a hard disk on my PC as extra safety
back-up.
Now......question...do I need another system such as ..Mint, Magic or
whatever these are to be able to use the HDdriver sofware.???.. or can
I just use the HDdriver software instead of my ICD software and be
able to do the things that I require.?

4017. req HDdriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-24 00:37:43 UTC
From: cadebussy@hotmail.com
Message-ID: <39a66ded.3858039@news.cableinet.co.uk>
Source record: 6915

Has anyone got a full version of HDdriver that i could have please...I need to move a load of files from the Atari to my PC...

4018. Re: req HDdriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-24 05:52:44 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A4B82C.482BBCCD@ooc.de>
Source record: 6916

zoots news wrote:

> Has anyone got a full version of HDdriver that i could have please...I
> need to move a load of files from the Atari to my PC...

HDDRIVER is commercial software, i. e. you have to pay for it. Please
refer to http:/home.nikocity.de/nogfradelt/hddriver_english.html for
more information.

Note that I will stop the development of software for the Atari when I
find that more and more users are using illegal copies. There are only a
few Atari users left anyway, so you ask yourself whether writing
software for the Atari instead of another platform is not a waste of
time. Writing software only in order for this software to be illegally
copied definitely is a waste of time. So if you're interested in being
able to get up-to-date software for your machine any longer, don't ask
for or use illegal copies.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

4019. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <H9M7uUAWOkp5EwXO@steverosie.demon.co.uk>
Source record: 6924

In article <39a590c7.38369291@news.cableinet.co.uk>, zoots news
<cadebussy@hotmail.com> writes
>HDdriver claims the same facility..most of the companies in UK who
>sell Atari software and repair Atari seem to say to me that HDdriver
>is also not capable of thie function that I require. I have tried the
>demo version of HDdriver this certainly does NOT support PC formatted
>cartridges.

Hi

HD Driver does the job and does it well:) I use it to transfer files
from my ST's and Falcon to the pc via a SCSI card.

I have used it with SyQuest EZ135 carts, hard drives, MO Optical disks
(640meg, although you only can use 512meg).

All this under standard TOS!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4020. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-25 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8o63nejpl1@sun27.hrz.tu-darmstadt.de>
Source record: 6925

Hi!

Uwe Seimet <us@ooc.de> wrote:
> 1. Using DOS compatible media, i. e. media either created with a PC or
> created with HDDRIVER on the Atari. (HDDRIVER and its tools support the
> creation of DOS/Windows compatible media on the Atari. That's easier
> than using the PC for creating these media :-) But: For DOS compatible
> media MagiC or MiNT is required since TOS won't handle these media,
> regardless of the hard disk driver being used.

Don't forget Big-DOS here - using it allows you to access such
partitions under plain TOS as well.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4021. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-25 05:35:21 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A60599.5400DFB8@ooc.de>
Source record: 6922

zoots news wrote:

> HDdriver claims the same facility..most of the companies in UK who
> sell Atari software and repair Atari seem to say to me that HDdriver
> is also not capable of thie function that I require. I have tried the
> demo version of HDdriver this certainly does NOT support PC formatted
> cartridges.

It definitely does but MagiC or MiNT is required for this. These requirements are also mentioned in the demo version's README and/or my web pages. Regarding the use of PC compatible media without additional software like MiNT or MagiC: This is only possible with the full version.

> All that I asked was....does anyone have a full version that I could
> try to see if their claim that it will allow Atari to read both Atari
> and PC formats is valid.

Why don't you ask in this group whether the features claimed for HDDRIVER actually work? Or don't you trust in the Atari community telling you the truth?

> If all software was as bug free and as efficient and good as the
> programmers and companies claim, I am sure that there would be many
> more people buying and using the full commercial products.

That's not correct at all but I don't want to go into detail here. Experience shows that you can't argue with people using illegal software. Either what you say is correct, i. e. you're willing to buy a piece of software if it works, then it will be sufficient for you to ask other users about their experiences with this software before buying it. Or you are not interested in paying for the software you use at all. In this case any discussion is useless and you may be proud of being one of those responsible for an even faster decline of the Atari market :-(.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

4022. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-25 05:40:28 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A606CC.6A60ED39@ooc.de>
Source record: 6923

zoots news wrote:

> Now......question...do I need another system such as ..Mint, Magic or
> whatever these are to be able to use the HDdriver sofware.???.. or can
> I just use the HDdriver software instead of my ICD software and be
> able to do the things that I require.?

There are two ways you can handle your problem with HDDRIVER:

1. Using DOS compatible media, i. e. media either created with a PC or created with HDDRIVER on the Atari. (HDDRIVER and its tools support the creation of DOS/Windows compatible media on the Atari. That's easier than using the PC for creating these media :-) But: For DOS compatible media MagiC or MiNT is required since TOS won't handle these media, regardless of the hard disk driver being used.
2. Using media that are *at the same time* DOS/Windows and TOS compatible. With HDDRIVER you can partition your hard disk drive or cartridge with a single partition that is *at the same time* DOS and TOS compatible. No additional software (i. e. no MagiC or MiNT) is required to use these partitions and you also don't need any additional software for the PC. So all you need is HDDRIVER, create a TOS/DOS/Windows compatible partition and then you can start immediately with using this partition with TOS or DOS/Windows.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

4023. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-26 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008261414190.78-100000@rakas>
Source record: 6928

On 2000-8-26, Uwe Seimet <us@ooc.de> wrote:

> I ususally don't mention Big-DOS anymore since there are
> quite a lot of users where it doesn't work reliably.
> Especially on the Falcon Big-DOS has bugs.

Can we agree that the Falcon itself is a really buggy machine?

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4024. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-26 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <zVL2UJAJ98p5Ewza@steverosie.demon.co.uk>
Source record: 6929

In article <39A75AE2.44D6E17F@ooc.de>, Uwe Seimet <us@ooc.de> writes
>I'd like to add that this limitation is not imposed by HDDRIVER or the
>drives but by the version of TOS you're using. For TOS 2.0x/3.0x the
>maximum partition size is 512 MByte, for TOS 4.0x it's 1 GByte. So if
>you were running TOS 4.0x would be able to create a partition on your MO
>drive's cartridge that would have a size of the full capacity of the
>cartridge.

Thanks:0 that's very nice to know. When I've got the Atari's unboxed and
my desk sorted out I'll give it a go:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4025. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-26 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967316716-63133AEicMi@bun.com>
Source record: 6930

Hi Martin

>> Especially on the Falcon Big-DOS has bugs.

>Can we agree that the Falcon itself is a really buggy machine?

The basic Falcon is a piece of shitte, only with the CT2 is it seriously stable.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4026. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-26 00:00:00 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8oc7j6$94k$1@news5.svr.pol.co.uk>
Source record: 6931

"G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:8nlsp1$1q8e$1@news.comnet.co.nz...
> "John Whalley" <john_whalley@hotmail.com> wrote ...
> (Sorry I've taken so long to reply - I've been to-ing and fro-ing
> between a few different tasks [embedded firmware programming, tweaking
> my Atari DLL manager, celebrating a major birthday, and so forth])

Likewise - been on holiday!

> AFAICR, the Y2K problem I had was more related to files being
> incorrectly date-stamped, and dates being wrongly displayed/sorted on
> the desktop (both the supplied TOS 3.05 desktop, and the MultiTOS
> desktops under AES 4.0 and AES 4.1, and within AES 4.1 when it was
> single-tasked [ie without running it from within MiNT])

[...]

> From having a quick look at the patch I wrote, it was a simple
> AUTO-folder TSR which intercepted the OS time functions and emulated
> what they were supposed to do (ie either return the current click
> settings, or to reprogram the onboard clock chip). That seemed to fix
> the problem for me.

Not being a programmer, I'm a little unclear about what you mean, but it
sounds similar to the problem outlined by Clive Williams
(http://www.bygjohn.co.uk/atari/y2ktxt.html). Could you confirm that
we're in similar territory here? If so then it looks like there are
problems with all TOSes up to 3. 4 seems to be OK.

> However, as I was having a few problems with my TT and monitor around
> the same time, I took it with me when I went to see Brian and Mario
> Becroft, and they managed to fix the problems I was having
hardware-wise
> with my TT/monitor. They also wired up a new clock battery for me.

Glad you managed to get that fixed.

TTFN
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

4027. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-26 05:51:30 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A75AE2.44D6E17F@ooc.de>
Source record: 6926

Steve Stupple wrote:

> I have used it with SyQuest EZ135 carts, hard drives, MO Optical disks
> (640meg, although you only can use 512meg).

I'd like to add that this limitation is not imposed by HDDRIVER or the drives but by the version of TOS you're using. For TOS 2.0x/3.0x the maximum partition size is 512 MByte, for TOS 4.0x it's 1 GByte. So if you were running TOS 4.0x would be able to create a partition on your MO drive's cartridge that would have a size of the full capacity of the cartridge.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

4028. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-26 05:52:42 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A75B2A.1E8D9CAE@ooc.de>
Source record: 6927

Thomas Binder wrote:

> Don't forget Big-DOS here - using it allows you to access such
> partitions under plain TOS as well.

I ususally don't mention Big-DOS anymore since there are quite a lot of
users where it doesn't work reliably. Especially on the Falcon Big-DOS
has bugs.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

4029. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-27 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008271351150.70-100000@rakas>
Source record: 6933

> >Can we agree that the Falcon itself is a really buggy machine?
>
> The basic Falcon is a piece of shitte, only with the CT2 is
> it seriously stable.

I'm sure all those people who had their 68030 removed by Rodolphe
will be happy to hear about this. As Kellis, for instance.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4030. Re: Cubase Audio Falcon Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-27 00:00:00 UTC
From: xmusic@my-deja.com
Message-ID: <8oau9j$2ah$1@nnrp1.deja.com>
Source record: 6934

In article <LA0q5.23$p5.600@newsread03.prod.itd.earthlink.net>,
"Dylan O'Brien" <dsobrien@earthlink.net> wrote:
> I just got a (legal with key) copy of CAF 2.06 for my Falcon. Cubase
just
> bombs on me everytime. It will run for a little while, then bombs
away.
> Does anyone have any suggestions??? I have 14 megs of ram, scsi
drive for
> audio and the Falcon Digital Interface.
>
> Thanks,
>
> Dylan
>
> Could be the key ! Check if it fits well ,the contacts are
alright and good inserted!Change the position of the Cubase
folder on the HD,defrag or make a "Bad sector"test.
Tony,Greece

Sent via Deja.com http://www.deja.com/
Before you buy.

4031. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-27 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39a91d23$0$18632@news.zetnet.co.uk>
Source record: 6935

I have to agree on this point, one of my supposedly identical Falcon motherboards is sooo different in it's behaviour you wouldn't believe they were the same machine.....

HD-Driver is one of the best bits of Atari software ever created, I can't believe I went so long without it....my machines are prolly going to grow an LS-120 drive each soon, I trust HD-Driver to get them working...

chrisc

On 26 Aug 2000 14:14:47 , =?ISO-8859-1?Q?Martin-=C9ric_Racine?= wrote:
>On 2000-8-26, Uwe Seimet <us@ooc.de> wrote:
>
>> I ususally don't mention Big-DOS anymore since there are
>> quite a lot of users where it doesn't work reliably.
>> Especially on the Falcon Big-DOS has bugs.
>
>Can we agree that the Falcon itself is a really buggy machine?
>
>--
>Martin-�ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
>Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS
>
>.

4032. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-27 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A963EA.6EFCD213@ooc.de>
Source record: 6936

Martin-ï¿½ric Racine wrote:
>
> On 2000-8-26, Uwe Seimet <us@ooc.de> wrote:
>
> > I ususally don't mention Big-DOS anymore since there are
> > quite a lot of users where it doesn't work reliably.
> > Especially on the Falcon Big-DOS has bugs.
>
> Can we agree that the Falcon itself is a really buggy machine?

At least as far as SCSI/DMA is concerned, yes. But this has nothing to
do with the Big-DOS issue. Big-DOS simply doesn't work very well with
TOS 4.0x. But this actually doesn't matter too much since MiNT and MagiC
are superior to Big-DOS anyway.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

4033. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-27 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A96432.C1D1D8C2@ooc.de>
Source record: 6937

Steve Sweet wrote:

> The basic Falcon is a piece of shitte, only with the CT2 is it seriously stable.

The feedback I saw from users with a CT2 results in the opposite
impression.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

4034. Falcon or TT for LinuxM68k ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-27 00:00:00 UTC
From: steeltoe@kickass.com
Message-ID: <8oc3p1edu0@198.69.29.144>
Source record: 6938

Recent statements here about the Falcon being
'buggy' have gotten me wondering which machine
would be better for Linux (Debian) m68k. The
Falcon is an early 4.01 TOS with a max of 14mb.
The TT has only the ST ram plus 8mb? Both
machines DO have FPU chips. Can I get any
serious RAM for these machines today? Video is
not that important as I just want to use Lynx. An
old slow scsi cdrom drive is available.

Vacuo

~~~~~~
~~~~
Hear Timtron live on 7415 khz worldwide shortwave.
Tron power!

4035. Cubase Audio Falcon Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-27 04:14:35 UTC
From: Dylan O'Brien <dsobrien@earthlink.net>
Message-ID: <LA0q5.23$p5.600@newsread03.prod.itd.earthlink.net>
Source record: 6932

I just got a (legal with key) copy of CAF 2.06 for my Falcon. Cubase just bombs on me everytime. It will run for a little while, then bombs away. Does anyone have any suggestions??? I have 14 megs of ram, scsi drive for audio and the Falcon Digital Interface.

Thanks,

Dylan

4036. Re: Falcon or TT for LinuxM68k ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-28 00:00:00 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.MNT.4.10.10008281037010.70-100000@rakas>
Source record: 6942

On 2000-8-27, steeltoe@kickass.com <steeltoe@kickass.com> wrote:

> Recent statements here about the Falcon being 'buggy' have
> gotten me wondering which machine would be better for Linux
> (Debian) m68k.

Intel or Alpha -based machines are best.

> Video is not that important as I just want to use Lynx.

Then use MiNT with its port of Lynx, on Atari.

--
Martin-ï¿½ric Racine http://funkyware.atari.org/ Atari TT030 FAQ
Lappeenranta, Finland. Surfing on a Intel/Microsoft-free GEM OS

4037. Re: Falcon or TT for LinuxM68k ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-28 00:00:00 UTC
From: kerstin.hoef-emden@uni-koeln.de
Message-ID: <8od8g0$hu3$1@news.rrz.Uni-Koeln.DE>
Source record: 6943

Hi,

Uwe Seimet <us@ooc.de> wrote:

> steeltoe@kickass.com wrote:
>>
>> Recent statements here about the Falcon being
>> 'buggy' have gotten me wondering which machine
>> would be better for Linux (Debian) m68k. The
>> Falcon is an early 4.01 TOS with a max of 14mb.
>> The TT has only the ST ram plus 8mb? Both
>> machines DO have FPU chips. Can I get any
>> serious RAM for these machines today? Video is
>> not that important as I just want to use Lynx. An
>> old slow scsi cdrom drive is available.

> Actually both machines are too slow to really have fun with Linux. Put
> some more RAM in the TT, e. g. 64 MB Fast RAM, and you can at least do
> some work with Linux.

I would use the TT. It is a little bit faster than the Falcon. As long as
you work only with the console, Linux is no problem, even with only 12 MB
RAM in total (Linux does not differentiate between the two RAM types). But
you should forget about working with X11 or compiling large stuff. You did
not write, what kind of RAM-chips your TT-RAM-board needs. I did not have
any problems getting 4 MB 30 pin SIMMs for my TT.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

4038. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-28 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8odc6jvud1@news.comnet.co.nz>
Source record: 6944

```
"John Whalley" <john_whalley@hotmail.com> wrote ...
> "G Swaine" <g.swaine@the.gluepot.com> wrote ...
> > "John Whalley" <john_whalley@hotmail.com> wrote ...
> > (Sorry I've taken so long to reply - I've been to-ing and fro-ing
> > between a few different tasks [embedded firmware programming,
tweaking
> > my Atari DLL manager, celebrating a major birthday, and so forth])
>
> Likewise - been on holiday!
>
> > AFAICR, the Y2K problem I had was more related to files being
> > incorrectly date-stamped, and dates being wrongly displayed/sorted
on
> > the desktop (both the supplied TOS 3.05 desktop, and the MultiTOS
> > desktops under AES 4.0 and AES 4.1, and within AES 4.1 when it was
> > single-tasked [ie without running it from within MiNT])
>
> [...]
>
> > From having a quick look at the patch I wrote, it was a simple
> > AUTO-folder TSR which intercepted the OS time functions and emulated
> > what they were supposed to do (ie either return the current click
> > settings, or to reprogram the onboard clock chip). That seemed to
fix
> > the problem for me.
>
> Not being a programmer, I'm a little unclear about what you mean, but
it
> sounds similar to the problem outlined by Clive Williams
> (http://www.bygjohn.co.uk/atari/y2ktxt.html). Could you confirm that
> we're in similar territory here? If so then it looks like there are
> problems with all TOSes up to 3. 4 seems to be OK.

Sorry about that - I sometimes forget where I am and start sprouting
confusing jargon when I shouldn't...

I've had a quick look at that web page, and what it discussed seemed
very similar to what I experienced with my TT.

I cannot recall how the XBIOS programmed the hardware clock, (it's
almost eight months since I tinkered with that code, and I cannot recall
the details) so I'm unable to verify whether the bug described on the
web page is the same
```

The patch I wrote was a simple program (written in assembly language using the Devpac 3.1 assembler) that runs from the AUTO folder when the ST starts. What it does is redirect the XBIOS calls into itself, so that when an XBIOS function is called, it will have to go through my patch first.

Once my patch detects that the XBIOS Gettime/Settime functions are called, it passes control to my replacement functions instead of the XBIOS functions built into TOS.

If the function being called is Gettime(), then it reads the time from the hardware clock within the computer, and formats it appropriately, and returns the result to the program that called it.

If the function being called is Settime(), then it takes the "current time" value that was passed to it, formats it into a form that the computer hardware can understand, and then programs the hardware clock appropriately.

Needless to say, if the function being called is neither Gettime() nor Settime(), it will pass control to whatever application held the XBIOS vector before the patch was loaded.

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4039. Atari event on September 9

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-28 00:00:00 UTC
From: Sid Pacman <erasmus@6502-chip.old.folks.home>
Message-ID: <Pine.GSO.3.96.1000828104330.22234E-100000@shell1>
Source record: 6945
Cross-posted to: comp.sys.atari.st.tech,rec.games.video.atari,alt.games.lynx

I've heard the annual sale and swap meeting of the Columbus,
Ohio, Atari club will be taking place on Saturday, September 9th.
Here are some details I've heard about this event:

Time: 9 am to 3 pm (Eastern Daylight Time)

Place: Oakland Park Community Center, 980 Lenore Street.

Location: Use East North Broadway or Cooke Road exits of I-71,
northeast side of Columbus.

Admission: $4 per person. (Maximum $8 per family.)

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

4040. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-28 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1eg37em.cxm1fktad9fkN%rsmac@t-online.de>
Source record: 6946

```
> Steve Sweet wrote:
>
> > The basic Falcon is a piece of shitte, only with the CT2 is it seriously sta
> ble.
>
> The feedback I saw from users with a CT2 results in the opposite
> impression.

Basic Falcon and CT2 Falcon are stable.
"Stable" is a know how question..

"QuickShots" and " iï¿½m not shure itï¿½s correct" wonï¿½t run.

Regards, Robert
--
-= Home of DOIT-Archives =-
-------------------------------------------
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de
```

4041. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-28 00:00:00 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8oe7rc$l84$1@nnrp1.deja.com>
Source record: 6947

That's pretty funny:)

In article <967316716-63133AEicMi@bun.com>,
Steve Sweet <stevesweet@bun.com> wrote:
> Hi Martin
>
> >> Especially on the Falcon Big-DOS has bugs.
>
> >Can we agree that the Falcon itself is a really buggy machine?
>
> The basic Falcon is a piece of shitte, only with the CT2 is it
seriously stable.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4042. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-28 01:40:35 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ocfnn$ja6$1@perki.connect.com.au>
Source record: 6939

I'm splitting my side's in laughter.....NOT.

Mark Bedingfield :-)

Steve Sweet <stevesweet@bun.com> wrote in message
news:967316716-63133AEicMi@bun.com...
> Hi Martin
>
> >> Especially on the Falcon Big-DOS has bugs.
>
> >Can we agree that the Falcon itself is a really buggy machine?
>
> The basic Falcon is a piece of shitte, only with the CT2 is it seriously
stable.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

4043. Re: F030 & HSModem problems

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-28 05:08:51 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <39A9F3E3.15CE18B0@student.canterbury.ac.nz>
Source record: 6940

Greetings,

Ok, thanks guys. The problem was that I after launching drvin.prg, both scc.prg and mfd_falc.prg (forgotten its spelling) run afterwards, and as pointed out, only drvin.prg & scc.prg are needed.

So downloading files at 56k is nice 'n' stable now.

Thanks,
Karlos.

--
/* - 0x29a PRODUCTIONS -
* Karl Ashton <kma54@student.canterbury.ac.nz>
* . ATARI Falcon030 14Meg . NEC3d . STE 4Meg . LINK '97 . LYNX .
*/

4044. Re: Falcon or TT for LinuxM68k ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-28 05:48:34 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39A9FD32.3D4DB2E3@ooc.de>
Source record: 6941

steeltoe@kickass.com wrote:
>
> Recent statements here about the Falcon being
> 'buggy' have gotten me wondering which machine
> would be better for Linux (Debian) m68k. The
> Falcon is an early 4.01 TOS with a max of 14mb.
> The TT has only the ST ram plus 8mb? Both
> machines DO have FPU chips. Can I get any
> serious RAM for these machines today? Video is
> not that important as I just want to use Lynx. An
> old slow scsi cdrom drive is available.

Actually both machines are too slow to really have fun with Linux. Put
some more RAM in the TT, e. g. 64 MB Fast RAM, and you can at least do
some work with Linux.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt/index.html

4045. Re: Re asking for pirate software.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-29 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967587004-112745AEicMi@bun.com>
Source record: 6948

Hi Uwe

>> The basic Falcon is a piece of shitte, only with the CT2 is it seriously stable.

>The feedback I saw from users with a CT2 results in the opposite impression.

OK, youve got me there 8~) how about asking the users with working CT's, the non-working one's are a different issue, also partly related to the falcon being shitte.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4046. [HELP] PC Speed installation instructions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-30 00:00:00 UTC
From: french-lines@usa.net
Message-ID: <8oid0g$i46$1@nnrp1.deja.com>
Source record: 6949

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com http://www.deja.com/
Before you buy.

4047. For Sale; HD Driver 7 & ExtenDOS Gold...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-30 00:00:00 UTC
From: James Aubrey <Jaubrey@btinternet.com>
Message-ID: <8oj81i$o2b$1@plutonium.btinternet.com>
Source record: 6950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ExtenDOS Gold Ver 3.2b & HD Driver 7

I have the above programmes for sale. I brought them at last years Atari show in Staffs. Due to problems that I was never able to solve, I have never installed them so are new in packets complete with serial numbers.

This cost me over £70.00 new so if you are interested, make me a sensible offer.

Many thanks...

James

(AKA _Jimbo_ on IRC and jaubrey@cix.co.uk)

4048. Re: Falcon or TT for LinuxM68k ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-30 00:00:00 UTC
From: j.d.coleman@ncl.ac.uk
Message-ID: <8ojqkh$p08$1@ucsnew1.ncl.ac.uk>
Source record: 6951

kerstin.hoef-emden@uni-koeln.de wrote:
> I would use the TT. It is a little bit faster than the Falcon. As long as
> you work only with the console, Linux is no problem, even with only 12 MB
> RAM in total (Linux does not differentiate between the two RAM types). But
> you should forget about working with X11 or compiling large stuff. You did
> not write, what kind of RAM-chips your TT-RAM-board needs. I did not have
> any problems getting 4 MB 30 pin SIMMs for my TT.

I don't know. I have my TT set up to run X at 1024x768 and run a couple of xterms, lynx and a few other small things. RAM makes a difference though - you'll want 12/14MB or more if you want to run X - I'm using 10M with tvtwm, 2 xterms, xclipboard, xconsole and xclock. Performance isn't too bad really. Mind you compiling a new kernel and userland takes almost a week! One thing to bear in mind is if you want to run X, it would be nice to have a graphics card in the TT and I've no idea where you can get one these days.

J

PS. NetBSD/Atari, 20MB TT RAM, Crazy Dots II, Cabletron SCSI-ether.

--
My other computer also runs NetBSD
http://www.netbsd.org/

4049. BUS ERROR

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-31 00:00:00 UTC
From: michael.robillard@the-spa.com
Message-ID: <xlnr5.552141$MB.8319399@news6.giganews.com>
Source record: 6952

I HAVE A C-LAB FALCON WITH 14MB
I run in order the following programs from the auto folder
1.BOXKITE
2.JPEGD
3.DRVIN
4.SCC
5.RSVX
6.TOS2GEM
7.ROMSPEED
8.WINXCOOK
9.WINX
10.MINT (VERSION 1.15.5)

For ACC I have Minsetter 4.0
and I'm using the SERIAL PORT CPX that comes with Sting

I connect using PPPD 2.3.11
I am using gem.sys because I haven't any luck with Oaesis or Xaaes(I
did have a little more luck with Oaesis).

Well my problem is when using CAB with ovl 14008 I get the following
alert box and the program will exit

pid 91 (CAB):BUS ERROR:
User PC=12,Address:21780C
(basepage=6C27A0,
text=6C28A0, data=71C3E2,
bss=71C3E2

I'm not certain if the value are always the same.

What is causing this BUS ERROR and how can I prevent it from
happening?
Thank You

4050. Re: Falcon or TT for LinuxM68k ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-31 00:00:00 UTC
From: kerstin.hoef-emden@uni-koeln.de
Message-ID: <8ol86ijll1@news.rrz.Uni-Koeln.DE>
Source record: 6953

Hi,

j.d.coleman@ncl.ac.uk wrote:

>> RAM in total (Linux does not differentiate between the two RAM types). But
>> you should forget about working with X11 or compiling large stuff. You did
>> not write, what kind of RAM-chips your TT-RAM-board needs. I did not have
>> any problems getting 4 MB 30 pin SIMMs for my TT.

> I don't know. I have my TT set up to run X at 1024x768 and run a couple of
> xterms, lynx and a few other small things.

Emphasis is here on small things. It is OK to run lynx or xterm, but if you
want to run larger graphical stuff, e.g. a monster like xfig or this
sequence editor I compiled, you need some patience. Xjewel e.g. runs quite
well.

> RAM makes a difference though -
> you'll want 12/14MB or more if you want to run X - I'm using 10M with tvtwm,
> 2 xterms, xclipboard, xconsole and xclock. Performance isn't too bad really.

It is worth while trying. Installing Linux on ones Atari is really quite
fascinating. But it is really important to have enough RAM. With 12 MB total
RAM and X11, it will constantly swap when running larger graphical soft.

> Mind you compiling a new kernel and userland takes almost a week! One thing
> to bear in mind is if you want to run X, it would be nice to have a graphics
> card in the TT and I've no idea where you can get one these days.

Hmm, first Debian versions were optimised to work with TT high. If you can
get hold of a TTM 194/195 or compatible, you are on the save side, although
it would be definitely more esthetic to have colour on ones screen.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

4051. Re: BUS ERROR

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-31 17:35:30 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39aea85240acd82@online.be>
Source record: 6954

on Thu 31-08-2000 07:22 Michael Robillard wrote:

>Well my problem is when using CAB with ovl 14008 I get the following
>alert box and the program will exit
>
>pid 91 (CAB):BUS ERROR:
>User PC=12,Address:21780C
>(basepage=6C27A0,
>text=6C28A0, data=71C3E2,
>bss=71C3E2

>
>What is causing this BUS ERROR and how can I prevent it from
>happening?

I can't help you but I found that on my TT030 Cab 2.80 give me lots of
BUS ERRORS. That's why I'm back on Cab 2.70 which seems to be more
stable. OTOH on my Hades Cab 2.80 works (almost) perfect.

Do you use Gluestik? As you use PPPD as TCP/IP stack and the STing
Cab-ovl you must use Gluestik. Gluestik forms the bridge between
MiNT-net and the STing clients.

Just a thought. Can these BUS ERROR be caused by lack of memory?
On the TT030 I only have 4+16 MB. The Hades has 128 MB. The setup on
both machines takes almost 10 MB.

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4052. Re: Falcon or TT for LinuxM68k ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-08-31 22:20:53 UTC
From: chrisc@zetnet.co.uk
Message-ID: <39aeda45$0$18634@news.zetnet.co.uk>
Source record: 6955

re: TT video cards... Mario Becroft is designing one....should be along
soon....along with a SCSI-Ethernet converter...

chrisc

On 30 Aug 2000 20:25:53 , j.d.coleman@ncl.ac.uk wrote:
>kerstin.hoef-emden@uni-koeln.de wrote:
>> I would use the TT. It is a little bit faster than the Falcon. As long as
>> you work only with the console, Linux is no problem, even with only 12 MB
>> RAM in total (Linux does not differentiate between the two RAM types). But
>> you should forget about working with X11 or compiling large stuff. You did
>> not write, what kind of RAM-chips your TT-RAM-board needs. I did not have
>> any problems getting 4 MB 30 pin SIMMs for my TT.
>
>I don't know. I have my TT set up to run X at 1024x768 and run a couple of
>xterms, lynx and a few other small things. RAM makes a difference though -
>you'll want 12/14MB or more if you want to run X - I'm using 10M with tvtwm,
>2 xterms, xclipboard, xconsole and xclock. Performance isn't too bad really.
>Mind you compiling a new kernel and userland takes almost a week! One thing
>to bear in mind is if you want to run X, it would be nice to have a graphics
>card in the TT and I've no idea where you can get one these days.
>
>J
>
>PS. NetBSD/Atari, 20MB TT RAM, Crazy Dots II, Cabletron SCSI-ether.
>
>--
> My other computer also runs NetBSD
> http://www.netbsd.org/
>.

4053. Re: BUS ERROR

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-01 00:07:22 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8omrvq$66m$1@zingo.tninet.se>
Source record: 6956

On 31 Aug 2000 19:35:30 , "Martin \"Nightowl\" Byttebier" wrote:

>
>I can't help you but I found that on my TT030 Cab 2.80 give me lots of
>BUS ERRORS. That's why I'm back on Cab 2.70 which seems to be more
>stable. OTOH on my Hades Cab 2.80 works (almost) perfect.
>
>Do you use Gluestik? As you use PPPD as TCP/IP stack and the STing
>Cab-ovl you must use Gluestik. Gluestik forms the bridge between
>MiNT-net and the STing clients.
>
>Just a thought. Can these BUS ERROR be caused by lack of memory?
>On the TT030 I only have 4+16 MB. The Hades has 128 MB. The setup on
>both machines takes almost 10 MB.
>
>TTFN
>Martin

Hi Martin

Don't think it can be lack of memory, got 48 MB in my Milan, and I've
also experienced that 2.80 gives me some BUS ERROR's. Can it be that
2.80 handles memory management differently? On the Hades all is
considered ST ram right? On my Milan I have 14 MB ST ram and the rest
is TT ram.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4054. Re: BUS ERROR

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-01 16:40:10 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39aff03c3eb9c90@online.be>
Source record: 6957

on Fri 01-09-2000 00:07 Jï¿½rgen Nyberg wrote:

>On 31 Aug 2000 19:35:30 , "Martin \"Nightowl\" Byttebier" wrote:

>>Just a thought. Can these BUS ERROR be caused by lack of memory?
>>On the TT030 I only have 4+16 MB. The Hades has 128 MB. The setup on
>>both machines takes almost 10 MB.

>Don't think it can be lack of memory, got 48 MB in my Milan, and I've
>also experienced that 2.80 gives me some BUS ERROR's.

I just reminds me something. On the Hades I use a patched version of
Cab 2.80. On the TT with only 4+16 MB RAM I use the original version.
I've patched Cab with this program:

ftp://chapelie.rma.ac.be/atari/utilities/patches/paspatch.lzh (3.989 bytes)
(There is a bug in the memory-management SYSTEM.PPU of Pure Pascal,
(that leads to crashes with few memory. PASPATCH.TTP patches this bug
(if neccesary. Such programms are CAB or Texel)

>Can it be that 2.80 handles memory management differently?

Don't know.

>On the Hades all is considered ST ram right? On my Milan I have 14 MB
>ST ram and the rest is TT ram.

Not quite right. If one use Odd Scanke's set MMU tool one can split
the available RAM into ST and TT-RAM. I for instance use 16 MB ST RAM
(14 available) and 112 MB TT-RAM.
This way the Hades is more compatible. Since I use set_mmu I can use
for instance the old but very fast text editor Tempus. Without that
tool Tempus wont start cause too much memory.

CU
Martin

4055. Re: BUS ERROR

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-01 19:38:11 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8op0j3$ak4$2@zingo.tninet.se>
Source record: 6958

On 1 Sep 2000 18:40:10 +, "Martin \"Nightowl\" Byttebier" wrote:
Hi Martin

>
>I just reminds me something. On the Hades I use a patched version of
>Cab 2.80. On the TT with only 4+16 MB RAM I use the original version.
>I've patched Cab with this program:
>
>ftp://chapelie.rma.ac.be/atari/utilities/patches/paspatch.lzh (3.989 bytes)
> (There is a bug in the memory-management SYSTEM.PPU of Pure Pascal,
> (that leads to crashes with few memory. PASPATCH.TTP patches this bug
> (if neccesary. Such programms are CAB or Texel)
>

Ok will try that and see if it helps.

>
>Not quite right. If one use Odd Scanke's set MMU tool one can split
>the available RAM into ST and TT-RAM. I for instance use 16 MB ST RAM
>(14 available) and 112 MB TT-RAM.
>This way the Hades is more compatible. Since I use set_mmu I can use
>for instance the old but very fast text editor Tempus. Without that
>tool Tempus wont start cause too much memory.
>
>CU
>Martin
>
>.
Ok, but origanally it's all TT-ram right? If think it's beacuse of
compability issues that the Milan Tos splits the ram.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4056. Re: BUS ERROR

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-01 20:16:50 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <967910442-735357AEicMi@bun.com>
Source record: 6959

HI Guys

Ref CAB Buss errors,

Ive recently spotted a patch that claims to repair /all/ progs written in Pure Pascal, where the libraries suffer a memory maneagment problem, mail me if interested?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4057. Re: BUS ERROR

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-02 18:01:40 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8orfa4$5l0$1@zingo.tninet.se>
Source record: 6960

```
On 1 Sep 2000 19:16:50 -, Steve Sweet wrote:
>HI Guys
>
>Ref CAB Buss errors,
>
>Ive recently spotted a patch that claims to repair /all/ progs written in Pure
>Pascal, where the libraries suffer a memory maneagment problem, mail me if
>interested?.
>
Hi Steve

I've already tried the patch, doesn't help :(
But I'm gonna play around with 'Load alt' and 'Malloc' and that stuff
a bit and see what gives.
```

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg
Milan 48Mb ram, 1033 Mb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4058. Re: Y2K issue on 520Ste and TOS 3

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-03 10:33:52 UTC
From: John Whalley <john_whalley@hotmail.com>
Message-ID: <8oth8o$2m5$1@newsg1.svr.pol.co.uk>
Source record: 6962

Hi,

"G Swaine" <g.swaine@the.gluepot.com> wrote in message
news:8odc6jvud1@news.comnet.co.nz...
> "John Whalley" <john_whalley@hotmail.com> wrote ...

> > Not being a programmer, I'm a little unclear about what you mean,
but
> it
> > sounds similar to the problem outlined by Clive Williams
> > (http://www.bygjohn.co.uk/atari/y2ktxt.html). Could you confirm that
> > we're in similar territory here? If so then it looks like there are
> > problems with all TOSes up to 3. 4 seems to be OK.
>
> Sorry about that - I sometimes forget where I am and start sprouting
> confusing jargon when I shouldn't...

No problem - I got myself into this when I started trying to keep tabs
on Atari y2k issues. Should have known at the start that there'd be a
learning curve WRT parts of the OS I'd never even thought about before!

> I've had a quick look at that web page, and what it discussed seemed
> very similar to what I experienced with my TT.

[...]

Thanks for the clarification. It looks like TOS 3 is affected by the
problem for sure, then. I'll update the page when I get a moment.

Cheers,
John

--
If replying by mail use john at bygjohn dot co dot uk
The mail address in the header is valid but mail is deleted from it
http://www.bygjohn.co.uk/
Atari information: http://bygjohn.atari.org (y2k info and MagiC docs)

4059. Re: BUS ERROR

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-03 11:12:24 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8otbmo$1ei$1@snipp.uninett.no>
Source record: 6961

Michael Robillard <michael.robillard@the-spa.com> wrote:

> I run in order the following programs from the auto folder
[...]
> 5.RSVX

Although I don't think it's the cause for your problems, you shouldn't use
this program.

> 7.ROMSPEED

This will only waste memory, as only a very small part of TOS (basically
just a few (X)BIOS-functions) are used under MiNT.

> 8.WINXCOOK
> 9.WINX

Ditto. This only applies to the built-in AES, which is never used at all
since you're using MultiTOS (gem.sys).

> Well my problem is when using CAB with ovl 14008 I get the following

Why use a CAB.OVL for STiK?

> alert box and the program will exit

> pid 91 (CAB):BUS ERROR:
> User PC=12,Address:21780C
> (basepage=6C27A0,
> text=6C28A0, data=71C3E2,
> bss=71C3E2

> I'm not certain if the value are always the same.

> What is causing this BUS ERROR and how can I prevent it from

Almost certainly cab.ovl and/or your version of GlueSTiK. Try installing
the latest version of GlueStiK or use a cab.ovl for MiNT-Net.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4060. NET

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-05 22:32:05 UTC
From: Ryan Morrison <Webmaster@morrnet.co.uk>
Message-ID: <39b573da@news.jakinternet.co.uk>
Source record: 6963

Hello all, I have a 520STe, and wish to connect to net with it, I am going back to me roots, please help me here! What do i do?

Thanks, Ryan

4061. mega st+cd rom?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-07 05:31:23 UTC
From: mark arstall <strega@lineone.net>
Message-ID: <8p795g$qp2$1@supernews.com>
Source record: 6964

can anyone tell me the best way of connecting a cd rom to the mega st?

4062. Re: mega st+cd rom?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-07 09:42:34 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Iv$YagAKM2t5EwW3@steverosie.demon.co.uk>
Source record: 6965

In article <8p795g$qp2$1@supernews.com>, mark arstall
<strega@lineone.net> writes
>can anyone tell me the best way of connecting a cd rom to the mega st?
>
>

Yes no problem:)

You will need a SCSI host adapter to connect the drive to your machine;
ICD's Link, Link II, Link 97, Top Link... there are several on the
market.

There is one type of hard drive that has a host adaptor built in with
SCSI connectors that will allow daisy chaining! but these are liable to
be expensive.

Once you have your adaptor, you will need a CD-ROM driver such as
ExtenDOS, Spin... and that's about it.

Most users get a hard drive first and then add a CD drive later. Once
you have the SCSI adaptor you can connect other SCSI drives like ZIp,
EZ, Optical & PD drives to your system!

Oh yes! I nearly forgot... Make sure that the last drive in the SCSI
chain is terminated. This will depend on which model CD drive you'll be
using:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4063. Re: mega st+cd rom?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-07 10:12:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <968396374-248151AEicMi@cwcom.net>
Source record: 6967

From: "mark arstall" <strega@lineone.net>
Date: Thu, 7 Sep 2000 06:31:23 +0100

>can anyone tell me the best way of connecting a cd rom to the mega st?

An ACSI->SCSI converter (a LinkII or Link97 are the best choices)
A SCSI CDROM
Suitable CDROM driver sofware such as Extendos, Spin! or MetaDOS.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4064. soft loading TOS on a mega st?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-08 06:45:48 UTC
From: mark arstall <strega@lineone.net>
Message-ID: <8pa1t4$j08$1@supernews.com>
Source record: 6966

```
is it possible to load tos 2.06 from the hard drive, instead of from the
rom? if so, how do you do it :)
thanks
```

4065. Re: soft loading TOS on a mega st?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-08 09:49:26 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <78ZRTJAmYLu5EwYi@steverosie.demon.co.uk>
Source record: 6968

In article <8pa1t4$j08$1@supernews.com>, mark arstall
<strega@lineone.net> writes
>is it possible to load tos 2.06 from the hard drive, instead of from the
>rom? if so, how do you do it :)
>thanks

Hi

What you are after is the disk version of TOS 2.06, I did have the it
somewhere.

It's virtually the same as the ROM version except you can do things like
edit icons and other bits.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4066. Re: BUS ERROR

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-08 19:13:15 UTC
From: peter.slegg@scubadivers.co.uk
Message-ID: <8pbdob$1rl$1@tcnnt0.totalserve.net>
Source record: 6969

```
On 31 Aug 2000 19:35:30 , "Martin \"Nightowl\" Byttebier" wrote:
>on Thu 31-08-2000 07:22 Michael Robillard wrote:
>
>
>>Well my problem is when using CAB with ovl 14008 I get the following
>>alert box and the program will exit
>>
>>pid 91 (CAB):BUS ERROR:
>>User PC=12,Address:21780C
>>(basepage=6C27A0,
>>text=6C28A0, data=71C3E2,
>>bss=71C3E2
>
>>
>>What is causing this BUS ERROR and how can I prevent it from
>>happening?
>

I too have been getting a similar (if not identical) Bus error
with CAB 2.7, Dan's 1.4004 ovl and Sting.

It started happening when I upgraded the overlay to 1.4008 and
so I switched back to the earlier version but it has not gone
away. Maybe it wasn't the overlay that caused it but it does seem
suspicious.

I'm using a Milan with Mint and Naes.

Regards,
Peter

PS. I think many of us owe a big thank you to Dan for the work
he has put into the overlay for CAB. Three cheers...
---------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
---------------------------------------------------------------------
---------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
---------------------------------------------------------------------
```

4067. Re: soft loading TOS on a mega st?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-08 22:30:53 UTC
From: ebaiz@skyenet.net
Message-ID: <xMdu5.1500$Ek.5457@newsfeed.slurp.net>
Source record: 6970

On 8 Sep 2000 07:45:48 +, "mark arstall" wrote:
>is it possible to load tos 2.06 from the hard drive, instead of from the
>rom? if so, how do you do it :)
>thanks

Yes it is possible. You need the disk version of TOS or in other words an IMAGE file. You can find ROM inages of the various TOS's on the net. The best place to look is on the various Atari emulator sites like Pacifist. Most of them have the ROM images on their sites or else a link.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL99, Newsie, Popwatch, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4068. Falcon for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-09 05:00:49 UTC
From: Gene Pineda <gene@pinedaprinting.com>
Message-ID: <lpju5.242$JC2.82298@news01.micron.net>
Source record: 6971

If anyones interested in buying a Falcon w/ a Centurbo II not installed and
32 megs of ram for the Cent II please email me at

gene@pinedaprinting.com

4069. Re: Falcon for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-09 13:26:36 UTC
From: sf0218@aol.com
Message-ID: <20000909092636.23475.00000889@ng-fi1.aol.com>
Source record: 6972

Would you consider selling just the Centurbo II?
I'm asking because I already own a Falcon.
thanks.

4070. Re: soft loading TOS on a mega st?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-10 00:00:00 UTC
From: Ron Palangio <ronpala@interlynx.net>
Message-ID: <8phh89onl1@wolf.interlynx.net>
Source record: 6973

>Yes it is possible. You need the disk version of TOS or in other words an
>IMAGE file. You can find ROM inages of the various TOS's on the net. The
>best place to look is on the various Atari emulator sites like Pacifist.
>Most of them have the ROM images on their sites or else a link.
>
>Edward S. Baiz Jr.
> (Gamer)

You also need a tos loader program of some kind if you are soft loading a
different version of TOS. T206exl.prg and T206el.prg are both such loaders.
You put the loader program in your auto folder and the TOS image in the root
directory of your HD, you may have to rename your tos image to what the
program wants.
These only load the British versions of TOS 206 however, does anyone know if
there is a version that loads the American TOS 206?

4071. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-10 10:51:15 UTC
From: barbieris@my-deja.com
Message-ID: <8pfp31$3aj$1@nnrp1.deja.com>
Source record: 6974

In article <399d3b6c.18673756@news.zetnet.co.uk>,
downthehatch@zetnet.co.uk wrote:
> >: just a general question:
> >: Can I use a zip drive with my atari st 1040 (old standard tos,

I have found that I can - although not without some problems.

I can only use drive ID set to 5. If set to 6 my ST's error on boot.
I have checked ID's of any/all other devices and there seems to be no
conflict (this includes opening up to check for internal terminators
and jumper settings).
>
> I had lots of problems with cables, eventually assembled a short
> ribbon cable myself and this solved the problems.

This is exactly what I found here too, had to obtain a very short
quality cable and this helped no end. Even with the same configuration
I obtained errors but the short cable has cured this - touch wood!

Cheers
Sean

Sent via Deja.com http://www.deja.com/
Before you buy.

4072. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-10 13:07:49 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ZRn8VuAle4u5EwvS@steverosie.demon.co.uk>
Source record: 6975

In article <8pfp31$3aj$1@nnrp1.deja.com>, barbieris@my-deja.com writes
>I can only use drive ID set to 5. If set to 6 my ST's error on boot.
>I have checked ID's of any/all other devices and there seems to be no
>conflict (this includes opening up to check for internal terminators
>and jumper settings).

That's funny! I had something similar with a drive:)

I had to have my main hard drive as device 1 and an MO drive as device 5
on an STE with a Link II to work in the chain... To this day I still
don't know why!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4073. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-10 14:40:27 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <8pg6gpgok1@nnrp1.deja.com>
Source record: 6976

In article <ZRn8VuAle4u5EwvS@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:
> That's funny! I had something similar with a drive:)
>
> I had to have my main hard drive as device 1 and an MO drive as
device 5
> on an STE with a Link II to work in the chain... To this day I still
> don't know why!!!
>
Thanks Steve, I tried abosolutely _everything_ I knew to get this zip
drive working on ID 6 and in the end gave up and settled for just
having it working! :-)

I have a Zip Plus which is the SCSI/Parallel port version and thought
that it was an incompatibility problem with the "Auto Detect" cable
causing all the problems, so decided to connect my Zip Plus to my
Sampler (worked great) and save up for the SCSI version. Guess what -
same problem! This is with a Link 97, STe or STfm usinh HDDriver 7.8.

Having said that I think I was lucky because (unknown to me) iOmega
ageed to take back Zip Plus drives due to a number of problems but -
touch wood - mine is working fine with both Atari/Samplers and even a
PC at work that I use.

Like I said though, now it _is_ working with the current configuration
so I'm happy with that - although it's annoying that I don't know _why_
it plays up if set up differently! ;-)

--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *
* Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

Sent via Deja.com http://www.deja.com/
Before you buy.

4074. ST disk format (SD/DD) boot sector and FAT format

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-11 23:25:40 UTC
From: webulator <webulator@yahoosucks.com>
Message-ID: <39BD69F4.59D8EB53@yahoosucks.com>
Source record: 6978

I'm looking for these formats. I found some emulator source code and disk utils too, but I can't find what I need. I searched the web for like three days and found nothing. It it's in the FAQ then consider this a request as I haven't seen it here.

I found the MS-DOS FAT format which is similar, but useless. I have part of the boot sector info, but not all. I need a byte-for-byte description of at least the FAT entries, and the boot sector and geometries would be a bonus. thanks in advance.

tW

4075. ATARI TT030 FOR SALE!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-12 03:06:09 UTC
From: Rolf <rolf@mediaone.net>
Message-ID: <B4hv5.79808$56.311817@typhoon.jacksonville.mediaone.net>
Source record: 6977

ON EBAY:

Here's the Link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=435913119

4076. Re: ST disk format (SD/DD) boot sector and FAT format

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-12 10:47:48 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <jZKyHhAUngv5EwBV@steverosie.demon.co.uk>
Source record: 6979

In article <39BD69F4.59D8EB53@yahoosucks.com>, webulator
<webulator@yahoosucks.com> writes
>
>I'm looking for these formats. I found some emulator source code and
>disk utils too, but I can't find what I need. I searched the web for
>like three days and found nothing. It it's in the FAQ then consider
>this a request as I haven't seen it here.
>
>I found the MS-DOS FAT format which is similar, but useless. I have
>part of the boot sector info, but not all. I need a byte-for-byte
>description of at least the FAT entries, and the boot sector and
>geometries would be a bonus. thanks in advance.
>
>tW

Wow!! not exactly asking a lot!!! The boot sector is quite straight
forward if you want a byte-by-byte description, WITHOUT the boor rules
and numbers etc..

Now the FAT tables are something completely different and wouldn't I
couldn't go through the motions and details here.

One of the best, but not the only source, of info for the FATS
(including programming of the FDC) is Atari ST disk drives inside and
out published by Abacus (13): ISBN 0-916439-84-4.

Byte Name Description
$00 BRA Boot command to boot a program if present.
$02 filler reserved bytes or loader
$08 serial serial number

$0b* BPS Bytes per sector
$0d* SPC Sector per cluster
$0e* RES REserved sectors
$10* NFATS Number of FAT's
$11* NDIRS Number of possible director entries
$13* NSECTS Number of sectors ON the disk
$15* MEDIA Medium description
$16* SPF Sectors per FAT
$18* SPT Sectors per track
$1a* NSIDES number of sides
$1c* NHID number of hidden sectors

*= Correspond to the BPB of the disk. These entries are identical to
those of MS-DOS.

$1e EXECFLAG flag for command.prg
$20 LDMODE flag for file or sector boot
$22 SSECT first sector to be loaded
$24 LDADDR Load address
$2a FATBUF FAT address
$2e FNAME Filename (usually TOS.IMG)
$39 RES Reserved
$3a BOOTIT Boot program
$1fd
$1fe comparison word for checksum.

Also the ENTIRE boot sector can be used as a boot program, and many
games use this approach.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4077. Anyone selling a TT030 in the UK?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-12 12:06:57 UTC
From: SI <si@newsonly.g1vrh.demon.co.uk>
Message-ID: <KXWEgEBhxhv5EwUI@g1vrh.demon.co.uk>
Source record: 6980

```
Greetings,

As the subject says, anyone selling or know of a TT030 for sale in the
UK?

TIA

Ste
----
Replying? Lose ThENeWs ;)
```

4078. HELP! need info Monitor Atari SC1224

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-12 15:59:46 UTC
From: Davide Barlotti <davide@mail.siliconpark.it>
Message-ID: <8pljk6eu1@news.IT.net>
Source record: 6981

Hello,

my monitor Atari SC1224 is dead :(
It's broken the flyback transformer, this has the sigle KF4825G
but I think who this isn't original.
There is someone that knows the present model original in the monitor ?

4079. Re: Wizztronics "Cartmaster" questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-12 20:00:24 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009121959320.101-100000@TT030>
Source record: 6982

I don't have such a device so I cannot say, but the guy
at wizztronics always answers my email. Maybe ask him?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4080. Re: Wizztronics "Cartmaster" questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-13 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009131753570.86-100000@TT030>
Source record: 6985

On Wed, 13 Sep 2000, Hallvard Tangeraas wrote:

> Tardo <rives@gte.net> wrote:
>
> Not sure who Steve Cohen is, but I suppose it's someone who works at
> Wizztronics (?), or the guy who designed the "CartMaster"?

Steve is Mr. Wizztronics. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4081. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-13 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8pp2sq$bn6$1@plutonium.compulink.co.uk>
Source record: 6986

In message <8pfp31$3aj$1@nnrp1.deja.com>, barbieris@my-deja.com said:

>I can only use drive ID set to 5. If set to 6 my ST's error on boot.
>I have checked ID's of any/all other devices and there seems to be no
>conflict (this includes opening up to check for internal terminators
>and jumper settings).

Have you by any chance got an an ACSI->SCI adapter with a clock in it?
That is often ID6.

Regards, /Peter/

4082. Re: Wizztronics "Cartmaster" questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-13 01:56:40 UTC
From: Tardo <rives@gte.net>
Message-ID: <rives-769EEF.22002612092000@news.gte.net>
Source record: 6983

In article <1egv778.t1x1fi1lqqkagN%halln@c2i.net>, halln@c2i.net
(Hallvard Tangeraas) wrote:

Hi Hallvard,

>Anyone here using a "Cartmaster" cartridge expander from Wizztronics?

Have one but not used recently
>
>I recently bought one 2nd hand and I have some questions which I'm
>hoping someone can help me sort out:
>
>1) The floppy disk that came with it has 2 programs and 2 accessories
>which seem to be needed to switch between the 4 cartridge connectors.
>There are "A" and "B" versions of these programs/accessories -what are
>the differences? What should I use?

I've used the program and I don't think it matters which one.
>
>2) I bought the unit mainly for use with C-Lab/Emagic's "Notator SL"
>sequencer as I can't get hold of C-Lab's own "Combiner", but I'm
>assuming that "Cartmaster" is compatible with it and works in the same
>way.

I've used it to switch between CAF, ZeroX and SoundPool stuff, all with
no problem.

>Under "SoftLink" I'm under the impression that switching between
>software (which is Softlink compatible) is automatic. Is this correct?
>Does this mean I don't need the switcher program or accessory?

I've never tried it under softlink I always run the program and select
the correct port and close the program. Steinbergs Midex would auto
select the correct port the Steinberg software of course.

>
>3) Uopn opening up the unit I found a switch near the "cartridge 3"
>connector. Anyone know what it's for? It wasn't marked at all.

Never opened mine up. Send Steve Cohen an email
>
>4) I'd love to have an LED light up next to the port in use, just as
>with C-Lab's "Combiner". Anyone know how to do this? Either by
>connecting LEDs directly somewhere, or modifying the cartmaster to make
>this possible.

nope but it should be easy,
>
>Anything else I should know?
>Anyone used it in a Notator SL setup with "Unitor" and other units?

Nope only CAF, ZeroX, AudioMaster, Analyzer
>
>
>Hallvard

Rich

4083. Re: ST disk format (SD/DD) boot sector and FAT format

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-13 01:57:41 UTC
From: webulator <webulator@yahoosucks.com>
Message-ID: <39BEDF15.D00F58DC@yahoosucks.com>
Source record: 6984

> >I found the MS-DOS FAT format which is similar, but useless. I have
> >part of the boot sector info, but not all. I need a byte-for-byte
> >description of at least the FAT entries, and the boot sector and
> >geometries would be a bonus. thanks in advance.
> >
> >tW
>
> Now the FAT tables are something completely different and wouldn't I
> couldn't go through the motions and details here.
>
> One of the best, but not the only source, of info for the FATS
> (including programming of the FDC) is Atari ST disk drives inside and
> out published by Abacus (13): ISBN 0-916439-84-4.
>
> Also the ENTIRE boot sector can be used as a boot program, and many
> games use this approach.
>
> -- Cheers! For Now
> Steve <>< * * *

hmmm... any idea what to look for in the case of the boot-sector boot program? I assume that anything other than an initial 'jump' code would do it, and I will go right on assuming that until someone tells me different *g*

you have helped me a great load. Now I just need to find out how to read the files from the disk / disk image. Are they stored contiguously? Is there a link to the next sector like on Commodore 1541 disks? these are the great mysteries of life.... I assume I would find the answers in com.sys.pc.diskimage.formatspecs but my server doesn't have that group wink*

thanks,
tW

4084. Re: ST disk format (SD/DD) boot sector and FAT format

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-13 07:51:50 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <BqqKLVAWIzv5EwX0@steverosie.demon.co.uk>
Source record: 6987

In article <39BEDF15.D00F58DC@yahoosucks.com>, webulator
<webulator@yahoosucks.com> writes
>hmmm... any idea what to look for in the case of the boot-sector boot
>program? I assume that anything other than an initial 'jump' code would
>do it, and I will go right on assuming that until someone tells me
>different *g*
>
>you have helped me a great load. Now I just need to find out how to
>read the files from the disk / disk image. Are they stored
>contiguously? Is there a link to the next sector like on Commodore 1541
>disks? these are the great mysteries of life.... I assume I would find
>the answers in com.sys.pc.diskimage.formatspecs but my server doesn't
>have that group wink*
>
>thanks,
>tW

Unlike the Atari 8-bit format, which is uncanny like the Amiga format,
the FAT tables contain the NEXT sector of data, along with other details
for bad sectors etc...

There is usually 2 copies of the FAT tables, BUT errors can occur if the
drive hasn't registered a refresh upon a change of disk! If the disk is
then written to, the computer uses the data it has in it's buffer as to
the disk structure and CAN slap another set of FAT tables and directory
alongside the proper one (if the disk has a different format) or
overwrite it (if the disk has identical format).

So if you are getting 2 different directories then this could be the
reason.

The directory/sub directories contains the start sector, length,
attributes as well as the name.

You can't guarantee that a follows b follows c if the drive is
fragmented as the first FREE cluster is used first.

A boot sector program is quite easy to really to detect. 99% of the time
the first word (byte $00, $01) will point to the start of the code, this
is usually $60xx which is a 'BRA.S' instruction.

Sometimes it can have a 'JMP' or a 'BRA' instruction instead.

Boot sector programs usually load game software, I have only come across
around 2 serious applications that use a sector format for the disk
data. This CAN make it hard for the average user to copy disks.

Apart from games, the other application for boot sector programs are anti-virus, and boot sectors to give a message etc. and of course the dreaded virus!!!!

Floppy disks and the format is a GIGANTIC area and has taken me a lot of research, time and experimentation, OK trial and error then:), to understand it. One day I'd like to have time to be able to work out how to recover hard drives at the lowest of low level!!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4085. Re: Floppy SF354 power connector pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-13 07:56:01 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Ia7IXhARMzv5EwVB@steverosie.demon.co.uk>
Source record: 6988

```
In article <8p12no$bq5sl$1@ID-38578.news.cis.dfn.de>, Michael Drï¿½ing
<doc_wagon.nospam@gmx.de> writes
>Hi,
>
>Can someone tell me the pinout of the power connector of that floppy please?
>
>It looks like that (the numbering might be wrong, though):
> _____
> / ^ \
>/ \
>|1 5|
>\ 2 4 /
> \__3__/
>
>Thanks,
>--Michael
>
>

I've waffled through the pinout's I have with no avail:( But I've noit
given up yet:)

Just as a matter of interest IIRC the SF354 is the single sided version,
and the 351 is the double sided one?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
```

4086. Re: ST disk format (SD/DD) boot sector and FAT format woohoo!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-14 00:00:00 UTC
From: webulator <webulator@yahoosucks.com>
Message-ID: <39C05616.E2B7330F@yahoosucks.com>
Source record: 6991

> FAT) in Mark Baines' 'The Atari A to Z', which is available for
> distributed with Antic's 'Disk Doctor' which was PD, I think. (It's a
> useful set of articles in the ST Club Newsletter, Issues 18-22; I
> FaST Club at www.cix.co.uk/~stclub/

goody! more info to use! I wish I could explain what I'm doing in ten words or less, but it does involve implementing the Atari and DOS filesystems for disk images. Thanks to steve and xlator.

tW

4087. Re: ST disk format (SD/DD) boot sector and FAT format

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-14 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kJ$zTcB+$Qw5Ew5a@steverosie.demon.co.uk>
Source record: 6992

In article <8pp67j$e9f$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk writes
>In message <39BD69F4.59D8EB53@yahoosucks.com>, webulator@yahoosucks.com said:
>
>>I'm looking for these formats. I found some emulator source code and
>>disk utils too, but I can't find what I need. I searched the web for
>>like three days and found nothing. It it's in the FAQ then consider
>>this a request as I haven't seen it here.
>>
>>I found the MS-DOS FAT format which is similar, but useless. I have
>>part of the boot sector info, but not all. I need a byte-for-byte
>>description of at least the FAT entries, and the boot sector and
>>geometries would be a bonus. thanks in advance.
>
>There is some info about the boot sector (but few details about the
>FAT) in Mark Baines' 'The Atari A to Z', which is available for
>download as well. Useful info about FATs was provided in the DOC file
>distributed with Antic's 'Disk Doctor' which was PD, I think. (It's a
>useful sector editor showing a whole sector at a time). Both should be
>found at PD sites, though I don't have details. There was also a
>useful set of articles in the ST Club Newsletter, Issues 18-22; I
>believe they may be available on disk or perhaps download from the
>FaST Club at www.cix.co.uk/~stclub/
>
>

I think the best editor, GEM based, on the market is HiSoft's Knife ST.
You must know a little about what you are doing and it's not that
flexible.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4088. Re: test

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-14 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969037952-100182AEicMi@bun.com>
Source record: 6993

Hi Trevor

>test message.

!?

>can i see this?

Nope, failed, didnt make it to the UK.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4089. Re: ST disk format (SD/DD) boot sector and FAT format

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-14 00:30:43 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8pp67j$e9f$1@plutonium.compulink.co.uk>
Source record: 6989

In message <39BD69F4.59D8EB53@yahoosucks.com>, webulator@yahoosucks.com said:

>I'm looking for these formats. I found some emulator source code and
>disk utils too, but I can't find what I need. I searched the web for
>like three days and found nothing. It it's in the FAQ then consider
>this a request as I haven't seen it here.
>
>I found the MS-DOS FAT format which is similar, but useless. I have
>part of the boot sector info, but not all. I need a byte-for-byte
>description of at least the FAT entries, and the boot sector and
>geometries would be a bonus. thanks in advance.

There is some info about the boot sector (but few details about the FAT) in Mark Baines' 'The Atari A to Z', which is available for download as well. Useful info about FATs was provided in the DOC file distributed with Antic's 'Disk Doctor' which was PD, I think. (It's a useful sector editor showing a whole sector at a time). Both should be found at PD sites, though I don't have details. There was also a useful set of articles in the ST Club Newsletter, Issues 18-22; I believe they may be available on disk or perhaps download from the FaST Club at www.cix.co.uk/~stclub/

4090. test

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-14 05:28:35 UTC
From: Trevor Calder <trevorREMOVE@THISiinet.net.au>
Message-ID: <8ppnm8$u2c$1@inet-1.pnu.com>
Source record: 6990

```
test message.
can i see this?
```

4091. Re: Iomega Zip Usage

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-15 00:00:00 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <8ptsrogdf1@nnrp1.deja.com>
Source record: 6994

Hi Peter,

In article <8pp2sq$bn6$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk wrote:
> In message <8pfp31$3aj$1@nnrp1.deja.com>, barbieris@my-deja.com said:
> Have you by any chance got an an ACSI->SCI adapter with a clock in
it?
> That is often ID6.

TBH I don't know....If the Link 97 host adapter i'm using has a "clock"
(I take it you mean a date/time type) I've never seen any evidence of
it working. But as you say it has ocurred to me that it could be the
host adapter, although in all the literature I've seen (not much!) it
normally states that the "System" takes ID7 - which I took to mean the
host adapter.

Regards
Sean

--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *
* Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

Sent via Deja.com http://www.deja.com/
Before you buy.

4092. Re: BUS ERROR

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-16 00:00:00 UTC
From: Sean Barbieri <s.barbieri@atarinet.co.uk>
Message-ID: <8pvbke$4tb$1@nnrp1.deja.com>
Source record: 6996

Hi Peter,
In article <8pbdob$1rl$1@tcnnt0.totalserve.net>,
peter.slegg@scubadivers.co.uk (Peter Slegg) wrote:
> >
> I too have been getting a similar (if not identical) Bus error
> with CAB 2.7, Dan's 1.4004 ovl and Sting.
>
> It started happening when I upgraded the overlay to 1.4008 and
> so I switched back to the earlier version but it has not gone
> away. Maybe it wasn't the overlay that caused it but it does seem
> suspicious.
>

I have reported this problem to Dan a while back as it happens here
with Cab 2.7/2.8 using STinG and his OVL's. Interestingly, Olivier
Booklage's OVL doesn't crash here at all but doesn't have the extended
support for cookies that Dan's does. Maybe it would be worth trying
Olivier's OVL _just_ to pin down what's causing the bus error?

Cheers
Sean

--
* Atari STe Veloce+4 (4MB ST-RAM 4MB TT RAM) 68020/68000 Processor *
* Contacts: s.barbieri@atarinet.co.uk ICQ: 79233293 *

Sent via Deja.com http://www.deja.com/
Before you buy.

4093. File added to LaST PD web site:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-16 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <e2VN8uAXZ$w5EwM5@euphony.net>
Source record: 6997
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I've just uploaded a page to my web site so now you can now download DC Format 3.0: an Atari formatting program which support several; format types (MS-DOS, spectre.. etc). This is program answers the most common of questions: 'How can I use floppy disks between ST and PC?'

More useful programs will be added in time:) or if I get enough suggestions for useful programs.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4094. Re: test

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-16 03:06:27 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8puoei$9aa$2@news.comnet.co.nz>
Source record: 6995

"Trevor Calder" <trevorREMOVE@THISiinet.net.au> wrote ...
> test message.

Sorry - it failed.

The score was only 105 out of a possible 3096.

> can i see this?

Not until you've eaten all your greens.

And bought Microsoft This Viewer 2000. (Now requiring an amazingly compact 259.4 megabytes of disc space, and 1953 megabytes of RAM, a genuine Pentium 7 CPU and three 64k-speed CD ROM drives)

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4095. Syquest problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-17 00:00:00 UTC
From: Rick Brown <rbrown@ymail.yu.edu>
Message-ID: <Pine.A41.4.05.10009151153530.58716-100000@acis.mc.yu.edu>
Source record: 6998

I've been using a Link2 and 200Mb SCSI Syquest Drive with my Mega4 ST since learning about that combination from this group and related resources. All has been well for over ayear with this setup. Now I'm starting to get disturbing problems and I'm hoping someone can help me figure out where the fault lies. Typically, the drive will spin up OK and allow me to use it for a while but will unexpectedly stop and (eventually) re-start, re-spin. This is annoying but really bad is when it just sticks, both lights coming on and not allowing any disk access...

I get this in the upper right corner of my screen: <MSENSE: $FE (5,0)>

So, what are the probable causes? I've tried a couple of cartridges and they both do it. Is it the drive itself? Anything about termination or SCSI ID? Cable? Hopefully not the Link, 'cause we all know how difficult dealing with ICD can be, no?

TIA,
rick brown

4096. Re: Syquest problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-17 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <39c51888$0$8004@news.zetnet.co.uk>
Source record: 6999

On 17 Sep 2000 11:15:53 , Rick Brown wrote:
>I've been using a Link2 and 200Mb SCSI Syquest Drive with my Mega4 ST
>since learning about that combination from this group and related
>resources. All has been well for over ayear with this setup. Now I'm
>starting to get disturbing problems and I'm hoping someone can help me
>figure out where the fault lies. Typically, the drive will spin up OK and
>allow me to use it for a while but will unexpectedly stop and (eventually)
>re-start, re-spin. This is annoying but really bad is when it just
>sticks, both lights coming on and not allowing any disk access...

I've had exactly the same problem with my SCSI 105Mb Syquest! But touch
wood all has been going well for the last 2 months.

I used to have HDDRIVER v3 installed over the top of AHDI, but recently
wiped my disk clean and installed HDDRIVER v7. Can't remember if this
is what solved it, but does that ring any alarm bells with you?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

4097. Latice C 5.6

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-17 00:00:00 UTC
From: Ian <info@techsoftware.freeserve.co.uk>
Message-ID: <969219694.29563.1.nnrp-13.9e98e6ee@news.demon.co.uk>
Source record: 7000

Ive got a copy of Latice C 5.6 which Ive just installed. But Ive noticed most of the documentation is for Latice C 5. I also couldnt find any 'readme' or similar on the floppies which gives you the differences. Does anyone know if the manuals were updated?

Ian@techsoftware.freeserve.co.uk

4098. Re: Latice C 5.6

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-17 23:37:55 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <$cFl2SCTXVx5EwiU@steverosie.demon.co.uk>
Source record: 6751

In article <969219694.29563.1.nnrp-13.9e98e6ee@news.demon.co.uk>, Ian
<info@techsoftware.freeserve.co.uk> writes
>Ive got a copy of Latice C 5.6 which Ive just installed. But
>Ive noticed most of the documentation is for Latice C 5. I
>also couldnt find any 'readme' or similar on the floppies which
>gives you the differences. Does anyone know if the manuals
>were updated?
>
>Ian@techsoftware.freeserve.co.uk
>

The update is usually for v5.5 to 5.6 which covered the 680x0, I do have
v 5 & 5.6! what I can do is compare the 2 packages for you.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4099. Re: Latice C 5.6

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-18 00:00:00 UTC
From: info <info@techsoftware.freeserve.co.uk>
Message-ID: <969264905.21122.0.nnrp-14.9e98e6ee@news.demon.co.uk>
Source record: 6752

Steve,

Thanks Id appreciate that. I know they added quite a bit
of stuff for the Falcon, but there is nothing on this in the manuals,
they cover the standard ST/STe APIs.

Ian.
Ian@techsoftware.freeserve.co.uk

4100. Atari 1040 stf Emagic Clab 3.1 Unitor SMPTE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-18 00:00:00 UTC
From: drgruv1@my-deja.com
Message-ID: <8q5h2tqde1@nnrp1.deja.com>
Source record: 6753

Atari 1040 stf Emagic Clab 3.1 Unitor SMPTE

Here is the entire MIDI studio recording package: Atari 140 stf with Color Monitor, C-lab 3.1 emagic software with the SMPTE/MIDI add on the Unitor. In addition to SMPTE the Unitor includes 2 additional MIDI ins and outs. With the Atari, equals a total of THREE sets of MIDI ins and outs/ plus the SMPTE time lock capabilities. It all works perfectly. OVER $3,000 of goods. Will include misc. Atari Software. I have the original Atari boxes and zippered case for Clab Unitor - Shipping $50.00 US only.

$300

Michael Droste
Windy Town Records
PO Box 1271
Wheaton IL 60189-1271

Digital Answering System
630.690.8692

Email: Info@windytown.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4101. SM124 & TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-19 00:00:00 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <39C74D7E.7224@fatum.umcs.lublin.pl>
Source record: 6755

Hello,

I own a TT and a SM124 monitor. I wonder if it's possible to connect it
the the tt and use in 640x400 mode? It seems that the only thing to do
is to adjust amplitudes of signals as the frequencies should be the same
for both monitors. Am I right? Maybe anoyne has done the trick?

stay cool,

Kylo :-)

4102. Re: SM124 & TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-19 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8q84vfbkr1@draco.stochastik.rwth-aachen.de>
Source record: 6756

In article <39C74D7E.7224@fatum.umcs.lublin.pl>,
Kylo <grabek@fatum.umcs.lublin.pl> wrote:
>
>I own a TT and a SM124 monitor. I wonder if it's possible to connect it
>the the tt and use in 640x400 mode? It seems that the only thing to do
>is to adjust amplitudes of signals as the frequencies should be the same
>for both monitors. Am I right? Maybe anoyne has done the trick?

They are not - the TT is designed to drive a VGA monitor, with the
corresponding timing. You might be able to hack a SM124 to the required
frequencies, but that might not be simple.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

4103. Driver for logic sequencer programme

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-19 00:00:00 UTC
From: Sebastian Franke <SebastianFranke@t-online.de>
Message-ID: <8q87q2$h39$12$1@news.t-online.com>
Source record: 6757

Hi,
Iï¿½ve got a problem with my sequencer programm LOGIC (by emagic). Can someone give me information about drivers for the printer HP 610c? Iï¿½ve got real problems with printing scores in logic. What is the correct driver and where do I get it?
Thanx a lot,
Sebastian

4104. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-19 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009191731260.98-100000@TT030>
Source record: 6758

On Tue, 19 Sep 2000, Mark Bedingfield wrote:

> Has anyone managed to get an IDE CDrom working on a Falcon? I have tried
> with metados and Spin but no joy. I know the drive is setup as device 17
> (IDE slave), but no amount of coaxing seems to help it. I wondered if the
> ISO9660 drivers etc were of to old a version.

Have a look at the latest ExtenDOS update. It may be able
to handle that as they added SCSIDRV support as well
as ATAPI/IDE support. Please check it out carefully
as I would not want to miss-guide you in a purchase.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4105. Re: test

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-19 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969474162-006029AEicMi@bun.com>
Source record: 6759

Hi G.

>And bought Microsoft This Viewer 2000. (Now requiring an amazingly
>compact 259.4 megabytes of disc space, and 1953 megabytes of RAM, a
>genuine Pentium 7 CPU and three 64k-speed CD ROM drives)

Thats just the demo version i take it, with all the import modules excluded!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4106. ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-19 03:18:26 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8q6i53$r0g$1@perki.connect.com.au>
Source record: 6754

Has anyone managed to get an IDE CDrom working on a Falcon? I have tried
with metados and Spin but no joy. I know the drive is setup as device 17
(IDE slave), but no amount of coaxing seems to help it. I wondered if the
ISO9660 drivers etc were of to old a version.

Mark Bedingfield

****
Towered Atari Falcon030 EagleSonic32Mhz ,14MB ,68882
,3.2GIDE,2GUWSCSI, 2xCD300, 12xIDECD
Falcon030-4-1.4G, MegaSTE4, 200MB Sq
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy 450 pc's.
Mark Bedingfield, mark@baypc.com.au
****

4107. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-19 23:53:36 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8q8qh5$ni5$1@perki.connect.com.au>
Source record: 6760

Lonny Pursell <atari@SYNTAX.ERROR> wrote in message
news:Pine.MNT.4.10.10009191731260.98-100000@TT030...
> On Tue, 19 Sep 2000, Mark Bedingfield wrote:
>
> > Has anyone managed to get an IDE CDrom working on a Falcon? I have tried
> > with metados and Spin but no joy. I know the drive is setup as device 17
> > (IDE slave), but no amount of coaxing seems to help it. I wondered if
the
> > ISO9660 drivers etc were of to old a version.
>
> Have a look at the latest ExtenDOS update. It may be able
> to handle that as they added SCSIDRV support as well
> as ATAPI/IDE support. Please check it out carefully
> as I would not want to miss-guide you in a purchase.
>
I would like to have a go at Spin, seems a lot of people have managed to set
it up. I just need to know what drivers are needed as well as the Spin
Software.

Mark

4108. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-20 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8q9smm$p2m$1@draco.stochastik.rwth-aachen.de>
Source record: 6762

In article <8q9jmi$ld6$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>It's not the ISO-drivers (DOS-drivers) that's the problem, but the
>hardware-drivers (BOS-drivers). It's possible that someone has managed to
>get HD-Driver to emulate a SCSI CD-ROM *and* managed to get Spin! to
>recognise it, but I doubt that. I've tried everything imaginable but it
>doesn't work.

This has been working for quite some time now - I use this setup regularly
on my Milan, under TOS, MiNT and Magic.

IIRC, HDDriver is the only driver whose SCSIDRV works with ATAPI devices so
that you can use Spin on them.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

4109. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-20 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sshil14ma44da6@corp.supernews.com>
Source record: 6763

On 19 Sep 2000 13:18:26 , "Mark Bedingfield" wrote:
>
>Has anyone managed to get an IDE CDrom working on a Falcon? I have tried
>with metados and Spin but no joy. I know the drive is setup as device 17
>(IDE slave), but no amount of coaxing seems to help it. I wondered if the
>ISO9660 drivers etc were of to old a version.
>
>Mark Bedingfield

I've got it working with my STE, so it would be a similar operation to
working it on a Falcon. I have a document (I wrote) in HTML
describing how to do this. Email me if you need it.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

4110. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8qb2mg$194$1@snipp.uninett.no>
Source record: 6764

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:

>>hardware-drivers (BOS-drivers). It's possible that someone has managed to
>>get HD-Driver to emulate a SCSI CD-ROM *and* managed to get Spin! to
>>recognise it, but I doubt that. I've tried everything imaginable but it
>>doesn't work.

> This has been working for quite some time now - I use this setup regularly
> on my Milan, under TOS, MiNT and Magic.

So how do you configure Spin! and HD-Driver then? I get HD-Driver to list
the device at bootup, but Spin! can't find it. This is a rather old
Samsung ATAPI-device, SCR-631.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4111. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-20 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ssi7u65h4qgv0f@corp.supernews.com>
Source record: 6765

On 20 Sep 2000 05:58:42 , Jo Even Skarstein wrote:
>Mark Bedingfield <mark@baypc.com.au> wrote:
>> Has anyone managed to get an IDE CDrom working on a Falcon? I have tried
>> with metados and Spin but no joy. I know the drive is setup as device 17
>> (IDE slave), but no amount of coaxing seems to help it. I wondered if the
>> ISO9660 drivers etc were of to old a version.
>
>It's not the ISO-drivers (DOS-drivers) that's the problem, but the
>hardware-drivers (BOS-drivers). It's possible that someone has managed to
>get HD-Driver to emulate a SCSI CD-ROM *and* managed to get Spin! to
>recognise it, but I doubt that. I've tried everything imaginable but it
>doesn't work.

I got mine working (under TOS 2.06) with HDDriver 7.8(supports ATAPI
drives) then used the BOS driver from Spin! and DOS ISO9660 driver
from Metados. I use the Metados programme to load up the drivers.

All works except for audio CD's that say data on drive is damaged, but
installing Mint gets rid of that problem.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

4112. Cubase for ATARI 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-20 00:00:00 UTC
From: Jacob Hansen <j-nofuckingspam-hansen@esenet.dk>
Message-ID: <8qbb9n$b90$1@news.inet.tele.dk>
Source record: 6766

Are there anyone who knows where I can find programmes like Cubase for Atari? Other wares would be appreciated, too!

Thanks brotehrs!

Jacob

4113. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-20 05:58:42 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8q9jmi$ld6$1@snipp.uninett.no>
Source record: 6761

Mark Bedingfield <mark@baypc.com.au> wrote:
> Has anyone managed to get an IDE CDrom working on a Falcon? I have tried
> with metados and Spin but no joy. I know the drive is setup as device 17
> (IDE slave), but no amount of coaxing seems to help it. I wondered if the
> ISO9660 drivers etc were of to old a version.

It's not the ISO-drivers (DOS-drivers) that's the problem, but the
hardware-drivers (BOS-drivers). It's possible that someone has managed to
get HD-Driver to emulate a SCSI CD-ROM *and* managed to get Spin! to
recognise it, but I doubt that. I've tried everything imaginable but it
doesn't work.

You need a BOS-driver that works with ATAPI-drives, that means
CD-Tools. It's possible that ExtenDOS has one too, but I don't use
ExtenDOS so I can't say for sure.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4114. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qbpec$b57$1@perki.connect.com.au>
Source record: 6767

> > This has been working for quite some time now - I use this setup
regularly
> > on my Milan, under TOS, MiNT and Magic.
>
> So how do you configure Spin! and HD-Driver then? I get HD-Driver to list
> the device at bootup, but Spin! can't find it. This is a rather old
> Samsung ATAPI-device, SCR-631.

This is exactly the problem I am having. HD-driver can be set up to bleat
about the primary IDE slave (device 17), but spin just dosent see it? I have
tried 3 different working drives, 2 Panasonic and 1 Payless...

Mark Bedingfield

4115. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qbpqcbff1@perki.connect.com.au>
Source record: 6768

Could HDDriver be the key, I have 7.6. I really dont understand why you need
Hard disk driver software, tho.

Mark

4116. TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8qbpqq$i0e$1@zingo.tninet.se>
Source record: 6769

```
Hi all

Well the subject says it all, what's TOS error #46?
I seem to recall, having seen a list somewhere on the net, containing
all error codes. Doe's anyone know an address?
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4117. Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <39CA43E3.E4D27258@intergate.bc.ca>
Source record: 6770

Thanks in advance !
Artur

4118. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39c9f812$0$8007@news.zetnet.co.uk>
Source record: 6771

On 21 Sep 2000 01:55:38 , J�rgen Nyberg wrote:
>Hi all
>
>Well the subject says it all, what's TOS error #46?
>I seem to recall, having seen a list somewhere on the net, containing
>all error codes. Doe's anyone know an address?
>
>Cheer's J�rgen
>
>---
> J�rgen Nyberg
> Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
>---
>.

Hi Jorgen,

according to Appendix D of the Compendium, your looking at:

GEMDOS Error EDRIVE 'Invalid drive specification'

Bob

4119. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39ca075427836f0@free.fr>
Source record: 6772

Hello,

in article <8qbpqq$i0e$1@zingo.tninet.se> (comp.sys.atari.st.tech)
Jï¿½rgen Nyberg wrote on Thu 21-09-2000 01:55 (GMT):

> Hi all
>
> Well the subject says it all, what's TOS error #46?

The compendium says: invalid drive specification

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4120. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: mb@gem.win.co.nz
Message-ID: <G1803C.oC@gem.win.co.nz>
Source record: 6773

Jo Even Skarstein (joska@nvg.ntnu.no) wrote:
: It's not the ISO-drivers (DOS-drivers) that's the problem, but the
: hardware-drivers (BOS-drivers). It's possible that someone has managed to
: get HD-Driver to emulate a SCSI CD-ROM *and* managed to get Spin! to
: recognise it, but I doubt that. I've tried everything imaginable but it
: doesn't work.

I have configured a system exactly as you describe and it works fine, and
I know of several other people doing the same with my IDE interface. I
imagine that if you are having problems with it, this would be caused by
a configuration error and not a fundamental flaw in the system.

--
--
Mario Becroft # Tariland, New Zealand Atari User Group
mb@gem.win.co.nz # Atari Hardware Developments
http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

4121. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39ca49d81921d00@online.be>
Source record: 6774

on Thu 21-09-2000 01:55 Jï¿½rgen Nyberg wrote:

>Hi all
>
>Well the subject says it all, what's TOS error #46?
>I seem to recall, having seen a list somewhere on the net, containing
>all error codes. Doe's anyone know an address?
>
On the Belgian ftp-server you can find a small hypertext file about TOS
errors

ftp://chapelie.rma.ac.be/ataridocs/hypertext/toserror.hyp (2.449 bytes)

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4122. Re: Cubase for ATARI 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969560312-179876AEicMi@bun.com>
Source record: 6775

Hi Jacob

>Are there anyone who knows where I can find programmes like Cubase for Atari?

System Solutions will sell you Cubase.

>Other wares would be appreciated, too!

Wares, you mean stolen stuff, stuff wots been cracked, stuff wots deprived
authours of food to feed and clothe their little kids.

>Thanks brotehrs!

If its cracked stuff youre after, you have no brothers in here.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4123. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8qdo2brai1@draco.stochastik.rwth-aachen.de>
Source record: 6776

In article <8qbpqcbff1@perki.connect.com.au>,
Mark Bedingfield <mark@baypc.com.au> wrote:
>Could HDDriver be the key, I have 7.6. I really dont understand why you need
>Hard disk driver software, tho.

Spin needs a SCSIDRV-compatible low-level driver for your drive, and
HDDriver is the only driver I know which supplies this for ATAPI devices.

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

4124. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8qdo4v$rb9$1@draco.stochastik.rwth-aachen.de>
Source record: 6777

In article <8qb2mg$194$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>So how do you configure Spin! and HD-Driver then? I get HD-Driver to list
>the device at bootup, but Spin! can't find it. This is a rather old
>Samsung ATAPI-device, SCR-631.

You have to enable the SCSIDRV interface in HDDriver, enable the CD-ROM
device's ID, and then tell Spin! to use that ID (IIRC it is device number
16-19 for primary master/slave, secondary master/slave in the spin
config.sys).

cu
Michael
--
Do not meddle in the affairs of dragons,
for you are crunchy and taste good with ketchup.

4125. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Lonny Pursell <atari@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009211548540.84-100000@TT030>
Source record: 6778

On Thu, 21 Sep 2000, Artur Stachon wrote:

> Thanks in advance !

"GFA-Basic"

No problem. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4126. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8qdpml$f50$1@snipp.uninett.no>
Source record: 6779

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:

> You have to enable the SCSIDRV interface in HDDriver, enable the CD-ROM
> device's ID, and then tell Spin! to use that ID (IIRC it is device number
> 16-19 for primary master/slave, secondary master/slave in the spin
> config.sys).

Exactly. It doesn't work on my Falcon/AB with HD-Driver 7.80 :-/

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4127. Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <k+6DOVAitny5Ewas@steverosie.demon.co.uk>
Source record: 6780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

Hi

I'm in need of as much info as I can get for the file format used by
Cubase. Especially if it has a header.

Many thanx

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4128. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qe4co$1f4$1@nnrp1.deja.com>
Source record: 6781
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <k+6DOVAitny5Ewas@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:
> Hi
>
> I'm in need of as much info as I can get for the file format used by
> Cubase. Especially if it has a header.
>
> Many thanx

HMMMM...There are several file formats for Cubase: ARR/ALL/PRT/DRM/IPS
and even MID! Which one.???.not that I know anything about it! However
a "WHY" might be in order to see what you actually want.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4129. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <39CA2E48.9BA24BF1@intergate.bc.ca>
Source record: 6782

No fool I want an actual programming tool not a written program!
Artur

David Bolt wrote:

> In article <39CA43E3.E4D27258@intergate.bc.ca>, Artur Stachon
> <astachon@intergate.bc.ca> writes
> >Thanks in advance !
> >Artur
>
> #include <stdio.h>
>
> main(argv,argc)
> int argv;
> char **argc;
> {
> for(;;)
> fprintf(stdout,"I'm a warez wannabe\n");
> exit(0);
> }
>
> Regards,
> David Bolt
>
> --
> 520STE 4Mb RAM. Magic 5.11 & TOS 1.62, |Member of the RC5 Team Acorn
> A3010 4Mb RAM. RiscOS 3.11, AMD K6-2/450 |cracking keys at 2.8Mkeys/sec
> 32Mb RAM. SuSE Linux 6.3, AMD K6-2/500 |
> 128Mb RAM. Win98 & SuSE Linux 6.3 |http://www.distributed.net/

4130. Re: Cubase for ATARI 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-21 00:00:00 UTC
From: Pål Monstad <pmonstad@pm-data.no>
Message-ID: <8qeojp$n5h$1@troll.powertech.no>
Source record: 6783

> Are there anyone who knows where I can find programmes like Cubase for
> Atari? Other wares would be appreciated, too!

Try Indigo 2 in ï¿½rhus. I guess they can help you.

Pï¿½l Monstad, PM data - Norway
www.pm-data.no

4131. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 00:00:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39CB041D.AEC71E81@siemens.at>
Source record: 6787

Artur Stachon wrote:
> No fool I want an actual programming tool not a written program!
> Artur

To spell it out for you, what David said in a more or less polite
way was that here's not the right place to get pirated commercial
software.

Gerhard

4132. Re: test

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 00:00:00 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <8qf20t$1rls$1@news.comnet.co.nz>
Source record: 6788

"Steve Sweet" <stevesweet@bun.com> wrote ...
> Hi G.
>
> >And bought Microsoft This Viewer 2000. (Now requiring an amazingly
> >compact 259.4 megabytes of disc space, and 1953 megabytes of RAM, a
> >genuine Pentium 7 CPU and three 64k-speed CD ROM drives)

(Oops - that should be a Microsoft Pentium CPU)

>
> Thats just the demo version i take it, with all the import modules
excluded!!.

Yep.

And industry experts are worried because it consumes less RAM than it occupies on disc. The full version will actually be smaller than the betas. Rumour has it that it will also run 25% faster - which, as we all know, wouldn't be true, would it?

--

Due to the amount of junkmail I've received in the past, this message has bogus From and ReplyTo names and addresses. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4133. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39cb45a220b2f00@free.fr>
Source record: 6789

Hello,

in article <8qe7tdqqk1@cubacola.tninet.se> (comp.sys.atari.st.tech)
Jï¿½rgen Nyberg wrote on Fri 22-09-2000 00:08 (GMT):

> Thank's for all the answers (gonna download that list Martin), not
> that it made me any wizer, guess it most be some misconfiguration.
> Could to many partitions give that error?

Maybe one drive/partition name not supported by your OS ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4134. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39cb9caeffd3e1@online.be>
Source record: 6790

on Fri 22-09-2000 00:08 Jï¿½rgen Nyberg wrote:

>Thank's for all the answers (gonna download that list Martin), not
>that it made me any wizer, guess it most be some misconfiguration.
>Could to many partitions give that error?

I don't think too many partitions is the error. Are you using NEWFATFS?
Can it be you use very large partitions (>2 GB)?

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be ***********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4135. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uzTRd7AHs6y5Ewqu@steverosie.demon.co.uk>
Source record: 6791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qe4co$1f4$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>HMMMM...There are several file formats for Cubase: ARR/ALL/PRT/DRM/IPS
>and even MID! Which one.???.not that I know anything about it! However
>a "WHY" might be in order to see what you actually want.
>
>
>Tim

Hi

Good point, not having used Cubase I was unaware of the range of formats
used:) The format I need is for the .ARR files.

Cheeers!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4136. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <hTrSVdBl66y5Ewot@steverosie.demon.co.uk>
Source record: 6792

In article <39CA2E48.9BA24BF1@intergate.bc.ca>, Artur Stachon
<astachon@intergate.bc.ca> writes
>No fool I want an actual programming tool not a written program!
>Artur

Hi

With due respect! you didn't make anything clear in your posting!!! Did
you!!!!!

Mind you if you read the program you may learn a few things, like
support software authors and companies that are keeping our beloved
machines alive:)

Pirated Serious software WILL damage the Atari programming industry. The
author of HD Driver, the best hard driver package available (in my
opinion), has already stated that if people continue to use pirated
copies of his software, he WILL STOP improving or writing it.

Writing decent software takes months, even years, it's NOT like you see
on the TV or in the movies, a quick few taps on a keyboard and you can
program a satellite to change in to a spaceship.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4137. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8qgell$m8$1@plutonium.compulink.co.uk>
Source record: 6793

In message <8qbpqq$i0e$1@zingo.tninet.se>, jorgen.nyberg@mailbox.hogia.net said:

>Well the subject says it all, what's TOS error #46?

If you mean GEMDOS error -46, that's Invalid drive specification. There
is a list in Mark Baines' The Atari A-Z, whichis available for download
as shareware (sorry don't know site).

Regards, /Peter/

4138. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969706948-54010AEicMi@bun.com>
Source record: 6794

Hi Lonny

>> Thanks in advance !

>"GFA-Basic"

Now even i didnt think about that spoof, not..

Watch that quoting. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4139. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 00:08:13 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8qe7tdqqk1@cubacola.tninet.se>
Source record: 6784

Thank's for all the answers (gonna download that list Martin), not that it made me any wizer, guess it most be some misconfiguration. Could to many partitions give that error?

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4140. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 01:55:36 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <PM06IKAYwry5Ew8H@my-ste.freeserve.co.uk>
Source record: 6786

In article <39CA43E3.E4D27258@intergate.bc.ca>, Artur Stachon
<astachon@intergate.bc.ca> writes
>Thanks in advance !
>Artur

```
#include <stdio.h>

main(argv,argc)
int argv;
char **argc;
{
for(;;)
fprintf(stdout,"I'm a warez wannabe\n");
exit(0);
}
```

Regards,
David Bolt

--
520STE 4Mb RAM. Magic 5.11 & TOS 1.62, |Member of the RC5 Team Acorn
A3010 4Mb RAM. RiscOS 3.11, AMD K6-2/450 |cracking keys at 2.8Mkeys/sec
32Mb RAM. SuSE Linux 6.3, AMD K6-2/500 |
128Mb RAM. Win98 & SuSE Linux 6.3 |http://www.distributed.net/

4141. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-22 02:13:25 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qebev$g60$1@perki.connect.com.au>
Source record: 6785

Ive pretty much got SPIN right (thanks everyone). Just have to look at HDdriver now. Will let all know on monday.

Mark

> I have configured a system exactly as you describe and it works fine, and
> I know of several other people doing the same with my IDE interface. I
> imagine that if you are having problems with it, this would be caused by
> a configuration error and not a fundamental flaw in the system.
>
> --
> --
> Mario Becroft # Tariland, New Zealand Atari User Group
> mb@gem.win.co.nz # Atari Hardware Developments
> http://gem.win.co.nz/ # >>> NEW MIDI-3 <<<

4142. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Tim Conrardy <timconrardy@my-deja.com>
Message-ID: <8qhk1r$1h2$1@nnrp1.deja.com>
Source record: 6800
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

>
> Hi
>
> Good point, not having used Cubase I was unaware of the range of
formats
> used:) The format I need is for the .ARR files.
>
> Cheeers!

Hi Steve

I guess I am trying to understand what you mean by "format". For example: What is SAVED when you save an ARR file from cubase? These would include things like stuff in the Inspect window,patch changes, and sysex material you have on a track. Then you could taker several ARR files and put them together to form a .ALL file or rayher a song which contains many arrangemets.

Or are you talking about if you bring a file into TXT editor: what is there?

HMMMMMM...perhaps if you tell us WHY? Why do you need a "format" on ARR. then I can try to understand what you want.

Tim (thinking too much!)

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4143. Re: Port of NVDI5 lib for GCC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8qi114$68i$1@snipp.uninett.no>
Source record: 6851

Nenad <nenad@baxter.net> wrote:
> Port of NVDI5 lib for GCC

Do you mean bindings for the new VDI functions in NVDI 5?

> Does anyone have this? Has anyone attempted doing this? If you have any

The latest Gemlib has full support for NVDI5. I've successfully used
GEMlib pl38 with both GCC and PureC.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4144. Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Ernest Poggio <Ernest@erio.freeserve.co.uk>
Message-ID: <39CC8C1B.E42BC44@erio.freeserve.co.uk>
Source record: 6852

Is it possible to copy Atari discs using a PC? Also can one convert the
data to PC format (its a database with ASCII and integers)?

At the moment if I insert the Atari disc, the PC tells me its not
formatted.
An older 286 machine tells me its empty.

Sorry if this is the wrong group - I've never needed to work with an
Atari before!

--
Regards,

Ernest

www.erio.freeserve.co.uk

4145. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <rxOwNIA0IIz5Ewip@steverosie.demon.co.uk>
Source record: 6853
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qhk1r$1h2$1@nnrp1.deja.com>, Tim Conrardy <timconrardy@my-deja.com> writes
>Hi Steve
>
>I guess I am trying to understand what you mean by "format". For
>example: What is SAVED when you save an ARR file from cubase? These
>would include things like stuff in the Inspect window,patch changes,
>and sysex material you have on a track. Then you could taker several
>ARR files and put them together to form a .ALL file or rayher a song
>which contains many arrangemets.
>
>Or are you talking about if you bring a file into TXT editor: what is
>there?
>
>HMMMMMM...perhaps if you tell us WHY? Why do you need a "format" on
>ARR. then I can try to understand what you want.

What I'm after is the format the file is saved in: the header of the file and where/what the segments in the file are.

Very much like an executable program file has to be in a certain format for it to be run; the header which contains all the info for the data, bbs section etc..

I am trying to recover a disk that has nothing but .arr files on. It looks as if the .arr files have header or pointers for the various sections of the file; much like tracker mods etc.

If I can find the start of the file, I want to be able to work out the length (or be very close to it). I will then be able to try and suss out where the other bits of the file has gone, hopefully.

So in a nutshell I am after the header info that tells me where the relevant sections are leading to the total length of the file!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4146. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <1hm3JWAV8Iz5EwBs@steverosie.demon.co.uk>
Source record: 6854

In article <502.301T1550T945663optimus@canit.se>, Iggy Drougge
<optimus@canit.se> writes
>Oh yes, comp.sys.atari.st is certainly the place to be for warez wannabes,
>making evil pirate copies of programs which ceased development half a decade
>or more ago.

Don't you mean comp.sys.atari.st.tech as that's the group I'm reading.

It may surprise you that, IIRC, C++ may not have been available for the
Atari 5 years ago!!

The point is that, unlike the Amiga where piracy is rife and seems to be
the preferred medium, obtaining pirated copies, NO MATTER HOW LONG AGO
IT WAS, has an effect on the people who STILL write software, upgrades
and many other supportive roles for the Atarian!

If you are copying COPYRIGHTED material, it doesn't matter what your
excuse may be or how old the software is, you are PIRATING software
which is ILLEGAL. Unless the copy if a backup copy of something you
already own.

For example: I'm trying to obtain the rights to a couple of VERY useful
programs, hopefully to improve on the and add more features. Now for me
to do this it will cost some serious cash! Will my work be rewarded, or
will I have wasted my time for it to be pirated!!!! and then I have to
ask myself a question? do I try and save other quality pieces of
software from being sent to the dustbin of time?

So in essence you may not be stealing from me, BUT from every Atari user
by preventing the software that may be available to them!!!

One more thing, I USED to be classed as a pirate (although I classed
myself as a hacker), so whatever excuse you can think of I've already
used it.

I've written software which had taken months to do only to have it, and
the sales, torn down due to piracy.

I still believe that if the software is good enough to be used regularly
then it should be obtained LEGALLY, even in the 'piracy' years. If it
isn't available new, then buy a second hand copy, you should get a
manual and you can still help support your Atari and it's community.

-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *

Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4147. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <AAwqh7APCJz5EwVN@steverosie.demon.co.uk>
Source record: 6855

In article <39CC8C1B.E42BC44@erio.freeserve.co.uk>, Ernest Poggio
<Ernest@erio.freeserve.co.uk> writes
>Is it possible to copy Atari discs using a PC? Also can one convert the
>data to PC format (its a database with ASCII and integers)?

Hiya

what database are the files?

>
>At the moment if I insert the Atari disc, the PC tells me its not
>formatted.
>An older 286 machine tells me its empty.
>
>Sorry if this is the wrong group - I've never needed to work with an
>Atari before!
>
>

No it's the right area for this newsgroup:)

This is the MOST frequently asked question or problem, I think we are
running at 2 a week a the moment.

You can have your pc to read disks formatted on the Atari, you can also
format a disk on the pc and your Atari will read and write to it.

DO NOT use 1.44meg (HD, high density) disks in your Atari UNLESS you've
had one fitted. The data is UNSECURE on them.

I use a program call DC Format 3.0 to format disk on the Atari to
transfer small files between the 2 machines.

You can download a copy from LaST PD's web site:

www.last-pd.co.uk

-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4148. need updated eproms for atari's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: cjh3@hotmail.com
Message-ID: <39ccaa54.2025252@192.168.0.4>
Source record: 6856

anyone hording updated eproms for the various atari's?

i need the raw image not an actual eprom, i like to burn them myself.

some url's perhaps?

just raw images not hex is needed, i'm looking for any useful upgrades
i can do on my atari's

any models also.

ch.

4149. Re: Port of NVDI5 lib for GCC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8qijpo$2jq$1@nnrp1.deja.com>
Source record: 6857

In article <8qi114$68i$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> Nenad <nenad@baxter.net> wrote:
> > Port of NVDI5 lib for GCC
>
> Do you mean bindings for the new VDI functions in NVDI 5?
>

Yes, exactly that...

> > Does anyone have this? Has anyone attempted doing this? If you have
any
>
> The latest Gemlib has full support for NVDI5. I've successfully used
> GEMlib pl38 with both GCC and PureC.
>

What!?! This is great!!! Somehow I missed this.... I am certain it will
be easy to find it on some of the ftp sites, but just in case let me
know where you got it from.

Thanks a lot :-)

> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4150. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qim8n$5c8$1@nnrp1.deja.com>
Source record: 6858
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

> I am trying to recover a disk that has nothing but .arr files on. It
> looks as if the .arr files have header or pointers for the various
> sections of the file; much like tracker mods etc.
>
> If I can find the start of the file, I want to be able to work out the
> length (or be very close to it). I will then be able to try and suss
out
> where the other bits of the file has gone, hopefully.
>
> So in a nutshell I am after the header info that tells me where the
> relevant sections are leading to the total length of the file!

Hi steve

Looks more complicated then I thought. So have you have tried loading these into Cubase, and they do not load? Or are you somehow trying to convert them to midi files? If you want to zip them to me at tconrardy@hotmail.com I can bring them into Cubase and convert them. (which is he only way to convert a Cubase arr into a midi file) I did try taking an ARR file into a TXT editor to see what it looked like. Just code to me. I am not a programmer. perhaps you need a programmer. however, if the above is true, feel free to send me the files and i can convert it. If you have a PC, you can get GEMEXPLORER to read the files onto your PC HD.

Hope this helps a little

Tim

I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4151. Where are Vezz's hacks?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <393.301T2950T12006627optimus@canit.se>
Source record: 6859

Vezz's huge (huge!) collection of hacks is a useful site, but where has it
gone?
http://vezz.atari.org/ just directs me to an empty, banner-filled page from
the web provider. Don't tell me that his hacks collection has disappeared!

--
En ligne avec Thor 2.6.

Haben Sie schon mal einen Wegweiser gesehen, der selbst den Weg geht, den er
weist?
--- Ludwig XV (K�nig von Frankreich, 1710-1774)

4152. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <8qj2cd$18k$1@news1.xs4all.nl>
Source record: 6860

Some clarification is needed:

[...]
>Spin needs a SCSIDRV-compatible low-level driver for your drive, and
>HDDriver is the only driver I know which supplies this for ATAPI devices.
>
>cu
>Michael

Indeed HDDriver makes it possible to access IDE-drives asif they are
SCSI.
But there is a stand-alone prog that is called scsidrv.prg for
supplying these functions without the need for HDDriver . (Please
correct me if I am wrong!).

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

4153. Re: Port of NVDI5 lib for GCC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8qj2e1$a77$1@snipp.uninett.no>
Source record: 6861

Nenad <nenad@baxter.net> wrote:

>> The latest Gemlib has full support for NVDI5. I've successfully used
>> GEMlib pl38 with both GCC and PureC.

> What!?! This is great!!! Somehow I missed this.... I am certain it will
> be easy to find it on some of the ftp sites, but just in case let me
> know where you got it from.

I believe I downloaded it directly from Christian Felsch' homepage.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4154. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3904.301T850T12914235optimus@canit.se>
Source record: 6862

Steve Stupple skrev:

>In article <502.301T1550T945663optimus@canit.se>, Iggy Drougge
><optimus@canit.se> writes
>>Oh yes, comp.sys.atari.st is certainly the place to be for warez wannabes,
>>making evil pirate copies of programs which ceased development half a decade
>>or more ago.

>Don't you mean comp.sys.atari.st.tech as that's the group I'm reading.

Hoopla, I wasn't lookign carefully enough. =)

>It may surprise you that, IIRC, C++ may not have been available for the
>Atari 5 years ago!!

No, but it is very much free now, or have I misread the GPL?

>The point is that, unlike the Amiga where piracy is rife and seems to be
>the preferred medium, obtaining pirated copies, NO MATTER HOW LONG AGO
>IT WAS, has an effect on the people who STILL write software, upgrades
>and many other supportive roles for the Atarian!

Oh yes, it certainly has an effect on the people who STILL write GFA BASIC for
the ST. I'll take your word for it that they have resumed work on it after how
many years' silence and officially discontinued development?

>If you are copying COPYRIGHTED material, it doesn't matter what your
>excuse may be or how old the software is, you are PIRATING software
>which is ILLEGAL. Unless the copy if a backup copy of something you
>already own.

Or if I copy it from my friend or brother.

>For example: I'm trying to obtain the rights to a couple of VERY useful
>programs, hopefully to improve on the and add more features. Now for me
>to do this it will cost some serious cash! Will my work be rewarded, or
>will I have wasted my time for it to be pirated!!!! and then I have to
>ask myself a question? do I try and save other quality pieces of
>software from being sent to the dustbin of time?

The problem is, that so much good software alrwady is sent into the dustbin of
time, such as GFA BASIC (I'm not implying that that in particular is a nice
piece of s/w, not having used it), and thus the only realistic way of
obtaining it is through a pirate copy.
The GFA developers have, by discontinuing development, implied that our money
isn't interesting. Certainly, you may buy it from Falke Verlag (IIRC), but
please tell me why. It is a discontinued piece of software.

>So in essence you may not be stealing from me, BUT from every Atari user
>by preventing the software that may be available to them!!!

If GFA BASIC is uploaded to some FTP or WWW site, it is very much available.

>One more thing, I USED to be classed as a pirate (although I classed
>myself as a hacker), so whatever excuse you can think of I've already
>used it.

And I used to pirate moderately - I preferred PD - when I was young and poor. Today, I have some money and support software which I use, but there is no way to support discontinued software, it is just as good as throwing money out the window. Save that money and buy some /new/ Atari software which is still being developed, and you will further Atari development a lot more.

>I've written software which had taken months to do only to have it, and
>the sales, torn down due to piracy.

And your point is?

>I still believe that if the software is good enough to be used regularly
>then it should be obtained LEGALLY, even in the 'piracy' years. If it
>isn't available new, then buy a second hand copy, you should get a
>manual and you can still help support your Atari and it's community.

I really can't follow your reasoning, and the worst outcome of someone "pirating" (It's even silly to use that word in this case, we aren't talking about MagiC, NVDI or Draconis here, but rather about Degas, KCS or TOS 2.06) GFA BASIC would be some new Atari apps developed with that pirate copy, and I can't pish myself to actually condemning new ST s/w development.

--
En ligne avec Thor 2.6.

Anv�nd g�rna mitt staket, fast du beh�ver nog fr�scha upp det lite.
Lupin III, Lupin den otrolige (Lupin III vs. fukusei ningen), TMS 1978

4155. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1512.301T2800T12936857optimus@canit.se>
Source record: 6863

Steve Stupple skrev:

>In article <39CA2E48.9BA24BF1@intergate.bc.ca>, Artur Stachon
><astachon@intergate.bc.ca> writes

>>No fool I want an actual programming tool not a written program!

>With due respect! you didn't make anything clear in your posting!!! Did
>you!!!!!

=)

>Mind you if you read the program you may learn a few things, like
>support software authors and companies that are keeping our beloved
>machines alive:)

The former GFA developers are neither supporting us nor keeping the machine
alive. They are long gone.

>Pirated Serious software WILL damage the Atari programming industry. The
>author of HD Driver, the best hard driver package available (in my
>opinion), has already stated that if people continue to use pirated
>copies of his software, he WILL STOP improving or writing it.

I would never support pirating Uwe's software, at least not until the day he
ceases development.

>Writing decent software takes months, even years, it's NOT like you see
>on the TV or in the movies, a quick few taps on a keyboard and you can
>program a satellite to change in to a spaceship.

And this kid wants to program. Help him!
I'd do it myself, but my disk drive seems to be out of order.

--
En ligne avec Thor 2.6.

S&#65533; ja. Forts&#65533;tt bara som du g&#65533;r s&#65533; kommer du i s&#65533;kerhet, och raka dig n&#65533;r du
kommer hem s&#65533; ser du kanske inte ut som en apa. Du kan ju leva ett ombonat
liv, t&#65533;lja tr&#65533;gubbar eller n&#65533;t s&#65533;nt.
Lupin III till Jigen, Lupin den otrolige (Lupin III vs. fukusei ningen),
TMS 1978

4156. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <uYShHLAHgRz5EwQS@steverosie.demon.co.uk>
Source record: 6864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qim8n$5c8$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>Hi steve
>
>Looks more complicated then I thought. So have you have tried loading
>these into Cubase, and they do not load? Or are you somehow trying to
>convert them to midi files? If you want to zip them to me at
>tconrardy@hotmail.com I can bring them into Cubase and convert them.
>(which is he only way to convert a Cubase arr into a midi file) I
>did try taking an ARR file into a TXT editor to see what it looked
>like. Just code to me. I am not a programmer. perhaps you need a
>programmer. however, if the above is true, feel free to send me the
>files and i can convert it. If you have a PC, you can get GEMEXPLORER
>to read the files onto your PC HD.

Hiya

No! what I am trying to do is recover files from a disk that has gone wrong. There are 2 files on the disk, one of which is quite simple as I know the length and start of the file. The other, on the other hand, I don't know the length OR start cluster/sector.

What I need to do is track down the header, start of the file, and try and suss the length out from the header (hopefully). I have already found the end.

I would presume the first few bytes of the file will give info on how long each segment is, whether it be the 1st track, 2nd track or layout, or an offset to the next segment.

There MUST be some documentation, or someone that knows, somewhere!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4157. Re: need updated eproms for atari's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <qYegHUA3jRz5EwwP@steverosie.demon.co.uk>
Source record: 6865

In article <39ccaa54.2025252@192.168.0.4>, phunny_fongs
<cjh3@hotmail.com> writes
>anyone hording updated eproms for the various atari's?
>
>i need the raw image not an actual eprom, i like to burn them myself.
>
>some url's perhaps?
>
>just raw images not hex is needed, i'm looking for any useful upgrades
>i can do on my atari's
>
>any models also.
>
>ch.

Hi

I started collecting data for a collection, all I have at the moment are
some 6 chips sets.

I did have more, but some person (whom may be typing this) messed up B-
I-G time when saving the data to file... and saved memory data instead
of the ic data. (what a plonka!!!)

I was hoping one day to have a custom TOS system running, with the
desktop how I like it and possibly a couple of other features.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4158. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969745518-767914AEicMi@bun.com>
Source record: 6866

Hi Steve

>Writing decent software takes months, even years,

And in some cases it extends to taking up a large chuck of someone's life, Mr. Seimet being one example of that, one example among many others that is.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4159. Re: Connecting Amiga mice to ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969745522-768406AEicMi@bun.com>
Source record: 6867

Hi Iggy

>I recently got a load of cheap Amiga mice (HiSoft are selling them at batches
>of ten for ï¿½25), and since I've got no really good ST mouse, I was wondering
>what an adaption would entail.

Ive got a couple of mice that are switchable Atari/Amoeba, take a look inside and see
if there's a space for a swich that could be manually linked in.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4160. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <969745516-767420AEicMi@bun.com>
Source record: 6868

Hi Iggy

>> fprintf(stdout,"I'm a warez wannabe\n");

>Oh yes, comp.sys.atari.st is certainly the place to be for warez wannabes,
>making evil pirate copies of programs which ceased development half a decade
>or more ago.

So its alright to take cars that are 5 years out of production, my neighbour has a 7 year old Cosworth, i can now help myself "as its out of production".

What about custom jewellery, as since its unique is out of production as soon as its finished. How about vintage wine, there's a restaraunt near me with some 20 year old bottles, i can help my self as its 20 years out of production.. Etc Etc..
How old is your TV and video, if its older than 5 years i want it!!, and seemingly can have it on your principals.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4161. Re: Where are Vezz's hacks?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39cd3e12c96890@free.fr>
Source record: 6869

Hello,

in article <393.301T2950T12006627optimus@canit.se> (comp.sys.atari.st.tech)
Iggy Drougge wrote on Thu 01-01-1970 00:59 (+0100):

> Vezz's huge (huge!) collection of hacks is a useful site, but where has it
> gone?
> http://vezz.atari.org/ just directs me to an empty, banner-filled page from
> the web provider. Don't tell me that his hacks collection has disappeared!

Maybe http://vezz.cjb.net/

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4162. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:14:39 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8qgslf$8s0$1@zingo.tninet.se>
Source record: 6795

On 22 Sep 2000 18:36:08 , "Martin \"Nightowl\" Byttebier" wrote:
>
>I don't think too many partitions is the error. Are you using NEWFATFS?
>Can it be you use very large partitions (>2 GB)?
>
>CU
>Martin
>
Hi Martin

Not using NEWFATFS on the drive in question, it is a Zip so the
partition isn't to big (250mb). Could it possibly be damaged
terminators? Have been using it connected to a Powerbook, and there
where some strange behavior, it suddenly couldn't read a disk. So I
figured I should connect it to the Milan and test it. Tried Zip Tools
on the Mac and it reported no errors neither on the drive or disk.
But Mac OS couldn't read the disk. Time to put it in the trash?

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4163. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:18:08 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8qgss0$8s0$2@zingo.tninet.se>
Source record: 6796

On 22 Sep 2000 14:06:46 , "Pascal Ricard" wrote:
>Hello,
>
>
>Maybe one drive/partition name not supported by your OS ?
>
>Bye,
>/Pascal/
>
Hi Pascal

Nope don't think so, it's a Zip drive and I used it before. For more info on the problem, check my answer to Martin.

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4164. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:34:31 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <502.301T1550T945663optimus@canit.se>
Source record: 6797

David Bolt skrev:

>In article <39CA43E3.E4D27258@intergate.bc.ca>, Artur Stachon
><astachon@intergate.bc.ca> writes
>>Thanks in advance !

> fprintf(stdout,"I'm a warez wannabe\n");

Oh yes, comp.sys.atari.st is certainly the place to be for warez wannabes,
making evil pirate copies of programs which ceased development half a decade
or more ago.

--
En ligne avec Thor 2.6.

Schont die Sockel, wenn ihr die Denkm�ler st�rzt. Sie k�nnten noch gebraucht
werden.
--- Stanislaw Jerzy Lec

4165. Connecting Amiga mice to ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 00:47:56 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <795.301T2800T1076037optimus@canit.se>
Source record: 6798

I recently got a load of cheap Amiga mice (HiSoft are selling them at batches of ten for £25), and since I've got no really good ST mouse, I was wondering what an adaption would entail. i'm not particularly sensitive about altering one mouse directly, although I'd feel more safe creating an adapter (it's not as messy=). Is it just a matter of switching some wires, or are there any electronics involved?

--
En ligne avec Thor 2.6.

- Margo! Vad har h£nt. Du ser ju alldeles f£rst£rd ut.
- Dom d£dade mig n£stan f£r att jag misslyckades.
- Vilka £r dom egentligen?
- Jag vet inte vad dom heter. Men mannen som jagar dig heter Flinch, och han £r en sadist.
...
- Gud vad jag £r avundsjuk. Varf£r f£r jag aldrig se n£t s£dant.
Lupin III den otrolige (Lupin III vs. fukusei ningen), TMS 1978

4166. Port of NVDI5 lib for GCC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-23 04:16:45 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8qhar1$o27$1@nnrp1.deja.com>
Source record: 6799

Port of NVDI5 lib for GCC
Does anyone have this? Has anyone attempted doing this? If you have any information on this, please share it with me. It would really mean a lot to me if there is already something like this available. I need the support for the new GCBITMAP structure (24-bit non-planar graphics, etc...)

nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

4167. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-24 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qkjab$6us$1@nnrp1.deja.com>
Source record: 6872
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

> No! what I am trying to do is recover files from a disk that has gone
> wrong.
>
> There MUST be some documentation, or someone that knows, somewhere!
Steve

OH...looks like I was barking up the wrg tree. Sorry to lead you around
like that :-) I guess that is out of my feild. perhaps a disc utility
will do the job.

Tim

> --
I would like to invite anyone of you to the Atari-midi mailing list.

Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4168. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-24 00:00:00 UTC
From: Ernest Poggio <Ernest@erio.freeserve.co.uk>
Message-ID: <39CE0034.CDE73370@erio.freeserve.co.uk>
Source record: 6873

Steve Stupple wrote:
>
>
> No it's the right area for this newsgroup:)
>
> This is the MOST frequently asked question or problem, I think we are
> running at 2 a week a the moment.
>
> You can have your pc to read disks formatted on the Atari, you can also
> format a disk on the pc and your Atari will read and write to it.
>
> ..... and so on .....

Many thanks for your response. The data base is the data for a program.
It consists of various alphanumberic and some 16 bit integers only. I
think the record size is about 250 bytes per record. I don't feel there
is a problem here ONCE I can read the discs!

Shall follow your suggestions on disc copy/xfer later in the week.

Once again, many thanks.

Regards,

Ernest

www.erio.freeserve.co.uk

4169. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-24 00:00:00 UTC
From: Marcelo Paganini <paganini@SPAMYOURSELForbital.fr>
Message-ID: <8ql2kc$rm3$1@wanadoo.fr>
Source record: 6874

Hello everybody,

there is one good reason why this problem keeps coming back... Some disks can't be readed by the PC in any way... I tried everything: different emulators, different formatting programs, and the truth is: my 4meg STE can read them, but the PC can't... I keep reading this newsgroup (and others) and the answers are always the same... So I am a bit shy about showing the ugly truth... I have hundreds (no kidding) of disks with Notator files, and I want to save them in iso cd roms... I have no idea why, but about half my disks can't be read by the PC or any emulator, and the PC crashes if I keep trying... The other half of my disks can be read by the PC without problems...I have no idea why... I have way too many disks to be transfering them one by one... The other ugly truth is that I can't find dd disks for sale in Paris, France... When I try to reformat old dd disks with the PC, they not seem to be reliable... I have some hd turned dd disks hanging around too, the STE can read them so far, I know it is not an good idea, but what else can I do?

In a related topic, I can't read the zip and syquest Atari-formatted cartridges with my PC either... My ICD link is dead (my Atari number two died at the same time), the cartridges were formated using ICD software, maybe there is the reason... My syquest EZ135 died its ugly death too, I bought an EZ Flyer 230 to read the cartridges... No luck with Atari formatted cartridges, but my Akai S2000 formatted cartridges (zip/Akai disks are fine too) can be read by the Akai and the PC, using Mesa software... I can read Mac formatted syquests in the PC using Mac Open... Syquest is out of business, easy to know why, so I want to transfer everything to cd roms...
Many thanks...

Marcelo Paganini

http://www.orbital.fr/paganini/index.html

"Estava tudo calmo
apareceu o outro..."
"O acontecimento" Marcelo Paganini
afunkx trip

4170. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-24 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009241359030.81-100000@TT030>
Source record: 6875

On 23 Sep 2000, Iggy Drougge wrote:

> Oh yes, it certainly has an effect on the people who STILL write GFA BASIC for
> the ST. I'll take your word for it that they have resumed work on it after how
> many years' silence and officially discontinued development?

Development may have stopped, but GFA the company will still update
an old copy to the last release version or sell you the last full
version.

> The problem is, that so much good software alrwady is sent into the dustbin of
> time, such as GFA BASIC (I'm not implying that that in particular is a nice
> piece of s/w, not having used it), and thus the only realistic way of
> obtaining it is through a pirate copy.
> The GFA developers have, by discontinuing development, implied that our money
> isn't interesting. Certainly, you may buy it from Falke Verlag (IIRC), but
> please tell me why. It is a discontinued piece of software.

I am aware that the GFA company page makes no mention of Atari
these days... but if you e-mail them they are quite serious
about their rights. Not the best arrangement I admit, but
that is how it is and one should respect their rights.

> If GFA BASIC is uploaded to some FTP or WWW site, it is very much available.

You can get GFA at most Atari dealers if you would check.
Perhaps you should take up your cause with something that
really is NOT available anywhere?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4171. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-24 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009241405360.81-100000@TT030>
Source record: 6876

On 23 Sep 2000, Iggy Drougge wrote:

> The former GFA developers are neither supporting us nor keeping the machine
> alive. They are long gone.

Simply not true. The demand for GFA is so low due to the Atari market
there is no profit in it. They support it best they can, I've written
GFA and when v4 flopped nobody else came forward to continue and try
to hire some to do it now? Probably a pipe dream.

> >Pirated Serious software WILL damage the Atari programming industry. The
> >author of HD Driver, the best hard driver package available (in my
> >opinion), has already stated that if people continue to use pirated
> >copies of his software, he WILL STOP improving or writing it.

> And this kid wants to program. Help him!
> I'd do it myself, but my disk drive seems to be out of order.

Then have him look at the System For Tomarrow website and purchase
GFA like a normal person.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4172. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-24 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <ssslbjco2bl6fd@corp.supernews.com>
Source record: 6877

On 24 Sep 2000 15:45:12 , "Marcelo Paganini" wrote:
>Hello everybody,
>
>there is one good reason why this problem keeps coming back... Some disks
>can't be readed by the PC in any way... I tried everything: different
>emulators, different formatting programs, and the truth is: my 4meg STE can
>read them, but the PC can't...

Try reading them in DOS. Exit Windoze altogether, then access the
disks using A:\ at the DOS promt. That always works for me, even
disks formatted at 10 sectors 84 tracks!

>In a related topic, I can't read the zip and syquest Atari-formatted
>cartridges with my PC either... My ICD link is dead (my Atari number two
>died at the same time), the cartridges were formated using ICD software,
>maybe there is the reason...

I'm pretty sure that is the problem. ICD software is not PC/DOS
compatible, that's why we all use HDDriver.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

4173. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-24 00:00:00 UTC
From: Norm
Message-ID: <39ce5ef2.13909261@news.zetnet.co.uk>
Source record: 6878

I have a few ZIP disc written using ICD software.
I can transfer the contents to my PC using the Gemulator xplore
program, but only at a file level. Since I have several deeply nested
folders the transfer procedure is real slow.

Norm

(Please do not reply by email)

4174. 1040STf to Scart mod?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-24 00:00:00 UTC
From: Mark Painter <markpainter@ntlworld.com>
Message-ID: <vqvz5.9244$6b2.164537@news6-win.server.ntlworld.com>
Source record: 6879

Hi All

Having just been given a 1040STf after being out of the scene for years, I am trying to remember the mod that has to be done to get the monitor output to work on a scart (Peritel) cable to a TV.

I vaguely remember it needing a couple of diodes from the horizontal and vertical sync to somewhere in the cable.

Sorry if this a FAQ, but I have had a look at loads of ST sites and failed to unearth it.

Anyone remember?

Regards

Mark Painter

4175. Re: Port of NVDI5 lib for GCC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-24 02:24:46 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8qjokvaes1@nnrp1.deja.com>
Source record: 6870

In article <8qj2e1$a77$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> I believe I downloaded it directly from Christian Felsch' homepage.
>
> --

Yes that's where I found it too, a long time ago, but then I didn't pay much attention to the gemx.h part of the package. Thanks for the info.

Now if only someone had the english translation of the vr_transfer_bits part of the NVDI5 documentation. It seems this is what I need but I still didn't get it to work with my project....

nenad

Sent via Deja.com http://www.deja.com/
Before you buy.

4176. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-24 03:29:42 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <uQqyvdAmUXz5EwxA@my-ste.freeserve.co.uk>
Source record: 6871

In article <39CA2E48.9BA24BF1@intergate.bc.ca>, Artur Stachon
<astachon@intergate.bc.ca> wrote (but not in the right place!)

>No fool I want an actual programming tool not a written program!
>Artur

No, you're the fool and for more than one reason.

Firstly, for asking for binaries to be posted in a text-only newsgroup;
Secondly, for asking for commercial software to be posted;
Thirdly, for posting in the wrong order.

If weren't so clueless, which you've shown yourself to be, you wouldn't
have asked for either of the first 2, and the third wouldn't have
happened as you'd notice that people post in a top down format.

And before you make the comment that your software puts the cursor at
the top of the quoted material, even Microsoft advocate replying AFTER
the post you're replying to as well as snipping out all the extraneous
bits. More info at:

http://www.jsiinc.com/newsgroup_document.htm

scroll to the bottom of the page to see their posting guidelines.

Finally, just so you don't think I'm a nasty, nit-picking person, you
can find some C programming tools at:

ftp://chapelie.rma.ac.be/atari/programming/

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.8Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
6.3 |http://www.distributed.net/

4177. Re: 1040STf to Scart mod? Now sorted

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-25 00:00:00 UTC
From: Mark Painter <markpainter1@lineone.net>
Message-ID: <8qnmft$4p1$1@supernews.com>
Source record: 6882

Found and sorted now.

4178. Re: Port of NVDI5 lib for GCC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-25 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39cf6630$1_1@athena.netset.com>
Source record: 6883

In article <8qjokvaes1@nnrp1.deja.com>, Nenad <nenad@baxter.net> wrote:
>
>Now if only someone had the english translation of the vr_transfer_bits
>part of the NVDI5 documentation. It seems this is what I need but I
>still didn't get it to work with my project....
>
>nenad
>

I could suggest that you look at BoinkOut available at my web
site. http://www.netset.com/~baldrick/boinkout2.html

Or talk to Mario Becroft and ask him about CGEM.

The reason for this is that we both have C routines do do what you
seem to be looking for that do not rely on NVDI being installed on the
USERs system.

Dan Ackerman
aka baldrick

4179. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <aAcshUA8T5z5Ew3m@steverosie.demon.co.uk>
Source record: 6884
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qkjab$6us$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>OH...looks like I was barking up the wrg tree. Sorry to lead you around
>like that :-) I guess that is out of my feild. perhaps a disc utility
>will do the job.
>
>Tim

A disk utility is no problem, it's finding the structure of .ARR files
that's got me stuck!!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4180. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-25 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <0A8nh0A815z5EwzF@steverosie.demon.co.uk>
Source record: 6885

In article <8ql2kc$rm3$1@wanadoo.fr>, Marcelo Paganini <paganini@SPAMYOU
RSELForbital.fr> writes
>Hello everybody,
>
>there is one good reason why this problem keeps coming back... Some disks
>can't be readed by the PC in any way... I tried everything: different
>emulators, different formatting programs, and the truth is: my 4meg STE can
>read them, but the PC can't... I keep reading this newsgroup (and others)
>and the answers are always the same... So I am a bit shy about showing the
>ugly truth... I have hundreds (no kidding) of disks with Notator files, and
>I want to save them in iso cd roms... I have no idea why, but about half my
>disks can't be read by the PC or any emulator, and the PC crashes if I keep
>trying... The other half of my disks can be read by the PC without
>problems...I have no idea why...

Hi

I have several ST's, although I have sold a few of my top end STE's.

NONE have I had problems with formatting disks to be read by a pc, and I
have access to 3-4 pc's.

If you are formatting 1.44 meg disks on the Atari and you DO NOT have a
HIGH DENSITY drive fitted, then that's your problem. High Density (HD,
1.44 meg) disks can read BOTH 720k (double density, DD) and 1.44m (high
density, HD) disks.

There are several programs that can format you 720k disk so that it can
be read via a pc, but I use just 1; DC Format 3.0 available from:
www.last-pd.co.uk

This has NEVER let me down and also copes with EXTENDED FORMATTING.

If you have problems with windoze, and I've run under '98, '98se and me,
then exit to dos and try.

> I have way too many disks to be
>transfering them one by one... The other ugly truth is that I can't find dd
>disks for sale in Paris, France... When I try to reformat old dd disks with
>the PC, they not seem to be reliable... I have some hd turned dd disks
>hanging around too, the STE can read them so far, I know it is not an good
>idea, but what else can I do?

I've heard of people turning dd disk into hd disk, which shouldn't be a
problem, BUT it's not a good idea to cover the hole up on a hd as it
doesn't change the media that's used.

Out of all the drives I have only ONE can read and write to a hd disk.
NONE of my dd internal drives will. and the data is still unsecure on
the one that does. Remember all it takes is 1 bit in the disk structure
to go wrong and you program/data is in jeopardy. 1 bit can lose you a
sector, a track, a file and that's not thinking of a program integrity.

I have a couple of thousand dd floppy disks I'm trying to clear out,
they all have pd/shareware on.

>
>In a related topic, I can't read the zip and syquest Atari-formatted
>cartridges with my PC either... My ICD link is dead (my Atari number two
>died at the same time), the cartridges were formated using ICD software,
>maybe there is the reason...

ICD doesn't support dos/tos compatible formats. HD Driver is the one you
want I use it and transfer data between my Atari's and pc's all the time
using MO Optical disks (650meg), I have also used EZ135 before I got the
optical drive.

The disk aren't automatically formatted to be read from DOS, you have to
specify it. The version of HD Driver I use, you can only have 1
partition and I don't know if this is still the restriction or not!

There's just one thing that has come to me, windoze has a problem with
some filenames and extension. So if you come up with problems
transferring 1 or 2 files but the rest of the files on the disk/drive
are ok, then try renaming them on the Atari and try again.

I got around this restriction by having a small text message giving me
the name of the file I gave it and the proper name it should be.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4181. Re: Syquest problem

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-25 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8qol4injn1@nnrp1.deja.com>
Source record: 6886

In article <Pine.A41.4.05.10009151153530.58716-100000@acis.mc.yu.edu>,
Rick Brown <rbrown@ymail.yu.edu> wrote:
> I've been using a Link2 and 200Mb SCSI Syquest Drive with my Mega4 ST
> since learning about that combination from this group and related
> resources. All has been well for over ayear with this setup. Now I'm
> starting to get disturbing problems and I'm hoping someone can help me
> figure out where the fault lies. Typically, the drive will spin up
OK and
> allow me to use it for a while but will unexpectedly stop and
(eventually)
> re-start, re-spin. This is annoying but really bad is when it just
> sticks, both lights coming on and not allowing any disk access...
>
> I get this in the upper right corner of my screen: <MSENSE: $FE (5,0)>
>
This is unlikely to be a termination issue. I might be a cable issue
if you've moved the cable about a lot, but this is still unlikely. I
would put a voltimeter on your power supply and watch closely -- if
it's not that, your mechanism is probably dying -- I'm afraid that the
Syquest drives don't live forever.

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4182. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-25 02:16:37 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qm8oo$6sh$1@perki.connect.com.au>
Source record: 6880

Ronald van der Kamp <atarist@xs4all.nl> wrote in message
news:8qj2cd$18k$1@news1.xs4all.nl...
> Some clarification is needed:
>
> [...]
> >Spin needs a SCSIDRV-compatible low-level driver for your drive, and
> >HDDriver is the only driver I know which supplies this for ATAPI devices.
> >
> >cu
> >Michael
>
> Indeed HDDriver makes it possible to access IDE-drives asif they are
> SCSI.
> But there is a stand-alone prog that is called scsidrv.prg for
> supplying these functions without the need for HDDriver . (Please
> correct me if I am wrong!).

I will have a look for it. I am running Hddriver 7.6 though. I got it mostly
working (can read the TOC), need to enable ide2 in device configuration,
then turn off allow cdrom (so it wont set aside a Scsi level drive letter).

More Later

Mark

4183. Re: Connecting Amiga mice to ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-25 02:20:10 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qm8vc$7b7$1@perki.connect.com.au>
Source record: 6881

Iggy Drougge <optimus@canit.se> wrote in message
news:795.301T2800T1076037optimus@canit.se...
> I recently got a load of cheap Amiga mice (HiSoft are selling them at
batches
> of ten for £25), and since I've got no really good ST mouse, I was
wondering
> what an adaption would entail. i'm not particularly sensitive about
altering
> one mouse directly, although I'd feel more safe creating an adapter (it's
not
> as messy=). Is it just a matter of switching some wires, or are there any
> electronics involved?

The Atari FAQ has doc's on how to do this, cant remember the URL though.

Mark Bedingfield

4184. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-26 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <I+wIuXAQBH05Ewv4@steverosie.demon.co.uk>
Source record: 6891
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qotbm$13e$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
> Hi Steve
>
>I have submitted your Question to the Atari-midi Egrp. There are 123
>members. Maybe SOMEONE knows the answer! Might be hope yet! I will keep
>you informed of any responses.
>
>Tim

Thanks:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4185. Re: Port of NVDI5 lib for GCC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-26 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <39d0945e$1_1@athena.netset.com>
Source record: 6892

In article <8qp4mb$9f0$1@nnrp1.deja.com>, Nenad <nenad@baxter.net> wrote:
>In article <39cf6630$1_1@athena.netset.com>,
> baldrick@dilbert.netset.com (Dan Ackerman) wrote:
>>
>> I could suggest that you look at BoinkOut available at my web
>> site. http://www.netset.com/~baldrick/boinkout2.html
>>
>
>Hmm, this looks interesting and I am already browsing through it. What
>we get with our functions is the memory that can hold either 8-bit
>depth information (every pixel is 1 byte, and they are organized in one-
>after-another way) or we can have 24-bit pixels (R-G-B). What I
>initially set out to look for is something that can efficiently convert
>this memory to how MFDB requires it to be (I guess this would be the
>bit-planes). So, which function in XIMGLOAD.C should I start from to
>get what I need?

If you are looking for just conversion from planar mode
(1,2,4,8) then transform_truecolor() is the routine that you want to look
at. It has a few supporting routines that are used as well. It will take
an device independent buffer at MFDB * and convert it to a device specific
MFDB.

Also the 24-bit pixel format described above is what you will want
to use if you are in a 24 bit depth (device specific). 8 bit, 1 byte,
planes one after another is device independant and what needs to be
converted to the current screen depth.

Conversion down from 24 bit is not that hard to do and could
probably be modified out of the routines in that file. I have some
routines that 'dither' to the screen bit depth. But I haven't gotten them
worked into anything that has been released.

Dan Ackerman
aka baldrick

4186. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-26 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <st1gncpqq0dqa6@corp.supernews.com>
Source record: 6893

On 26 Sep 2000 12:33:57 , "Mark Bedingfield" wrote:
>I got it going:-). Dont know what I did exactly (replaced the config.sys
>with a modified one of Lyndon's) but it work's, thanks for the help.... Now
>2 new question's, are there any simple cdaudio players avaliable, and can
>you have both the high sierra and the iso9660 BOS drivers runnig at the same
>time?

Yes, you can have more than one DOS (you said BOS, but easy to
confuse!) installed. Under single TOS, you can't access audio CD's in
the GEM window.

Programmes, like CDPLAYER by Alexander Clauss will
control the drive with AB repeat, stop, play etc and it will also rip
parts of the CD off (not literaly!) in WAV, AVR AIFF. At quite a few
sample freqs, 8/16 bit and mono/stereo.

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

4187. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-26 00:00:00 UTC
From: Artur Stachon <astachon@intergate.bc.ca>
Message-ID: <39D0AC93.245AE77@intergate.bc.ca>
Source record: 6894

Ok if anybody has c/c++ or GFA basic please send it to my email address. No German

or other language versions except english. I have some Falcon and ST programs, if
you
upload what I need I'll exchange something for you...

Artur

and his cozy Atari ST :)))

Iggy Drougge wrote:

> Steve Sweet skrev:
>
> >Hi Iggy
>
> >>> fprintf(stdout,"I'm a warez wannabe\n");
>
> >>Oh yes, comp.sys.atari.st is certainly the place to be for warez wannabes,
> >>making evil pirate copies of programs which ceased development half a decade
> >>or more ago.
>
> >So its alright to take cars that are 5 years out of production, my neighbour
> >has a 7 year old Cosworth, i can now help myself "as its out of production".
>
> If Volvo has a whole lot of Amazons rotting in a field next to my house, I
> would see it as my duty to take care of one of them.
>
> >What about custom jewellery, as since its unique is out of production as soon
> >as its finished. How about vintage wine, there's a restaraunt near me with
> >some 20 year old bottles, i can help my self as its 20 years out of
> >production.. Etc Etc.. How old is your TV and video, if its older than 5
> >years i want it!!, and seemingly can have it on your principals.
>
> How about digital media, which can be copied without harming the original?
>
> You analogy just doesn't work, in particular not in the case of obsolete
> software.
> I don't support pirate copies of actively developed C compilers, but I welcome
> copying of years-old BASIC compilers.
>
> --
> En ligne avec Thor 2.6.

4188. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-26 00:07:25 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8qopbt$a9n$1@plutonium.compulink.co.uk>
Source record: 6887

In message <8ql2kc$rm3$1@wanadoo.fr>, paganini@SPAMYOURSELForbital.fr said:

>there is one good reason why this problem keeps coming back... Some disks
>can't be readed by the PC in any way... I tried everything: different
>emulators, different formatting programs, and the truth is: my 4meg STE can
>read them, but the PC can't... I keep reading this newsgroup (and others)
>and the answers are always the same... So I am a bit shy about showing the
>ugly truth... I have hundreds (no kidding) of disks with Notator files, and
>I want to save them in iso cd roms... I have no idea why, but about half my
>disks can't be read by the PC or any emulator, and the PC crashes if I keep
>trying... The other half of my disks can be read by the PC without
>problems...I have no idea why... I have way too many disks to be
>transfering them one by one... The other ugly truth is that I can't find dd
>disks for sale in Paris, France... When I try to reformat old dd disks with
>the PC, they not seem to be reliable... I have some hd turned dd disks
>hanging around too, the STE can read them so far, I know it is not an good
>idea, but what else can I do?

There is an Atari PD program called DISKMOD.TOS that writes an IBM-type
boot sector on an Atari-formatted disk. It's used with a file BLOCK0.DAT
which contains the boot sector data (and presumably can be modified with
a HEX editor to suit all requirements if you know what you are doing).
If you like, I can email it to you - it's quite small (7 kB, plus 512
bytes for the data file. I take it I need to take out the part of your
address in capitals?

Strange that your PC can read some disks and not others. Were they made
on the same Atari machine? And is the problem with disks made after a
certain date? Because it may be that your read/write heads were slightly
off-track.

>In a related topic, I can't read the zip and syquest Atari-formatted
>cartridges with my PC either... My ICD link is dead (my Atari number two
>died at the same time), the cartridges were formated using ICD software,
>maybe there is the reason...

The carts were probably not formatted TOS/DOS compatible. HD driver can
do that (but that won't help you now :-( ).

>My syquest EZ135 died its ugly death too, I

Oh dear - hope mine doesn't do that - I need it for backups.

Regards, /Peter/

4189. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-26 01:15:49 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8qotbm$13e$1@nnrp1.deja.com>
Source record: 6889
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

>
> A disk utility is no problem, it's finding the structure of .ARR files
> that's got me stuck!!!

Hi Steve

I have submitted your Question to the Atari-midi Egrp. There are 123
members. Maybe SOMEONE knows the answer! Might be hope yet! I will keep
you informed of any responses.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World http://atari.atlantis-bbs.com
Mirror Site: http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4190. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-26 02:33:57 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qou5a$h9e$1@perki.connect.com.au>
Source record: 6888

I got it going:-). Dont know what I did exactly (replaced the config.sys with a modified one of Lyndon's) but it work's, thanks for the help.... Now 2 new question's, are there any simple cdaudio players avaliable, and can you have both the high sierra and the iso9660 BOS drivers runnig at the same time?

Cheers

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,3.2GIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G, MegaSTE4, 200MB Sq
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

4191. Re: Port of NVDI5 lib for GCC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-26 03:20:59 UTC
From: Nenad <nenad@baxter.net>
Message-ID: <8qp4mb$9f0$1@nnrp1.deja.com>
Source record: 6890

In article <39cf6630$1_1@athena.netset.com>,
baldrick@dilbert.netset.com (Dan Ackerman) wrote:
>
> I could suggest that you look at BoinkOut available at my web
> site. http://www.netset.com/~baldrick/boinkout2.html
>

Hmm, this looks interesting and I am already browsing through it. What we get with our functions is the memory that can hold either 8-bit depth information (every pixel is 1 byte, and they are organized in one-after-another way) or we can have 24-bit pixels (R-G-B). What I initially set out to look for is something that can efficiently convert this memory to how MFDB requires it to be (I guess this would be the bit-planes). So, which function in XIMGLOAD.C should I start from to get what I need?

Sent via Deja.com http://www.deja.com/
Before you buy.

4192. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-27 00:00:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10009271729140.86-100000@TT030>
Source record: 6801

On 27 Sep 2000, Iggy Drougge wrote:

snip

> But please tell me, why? Should he pay someone for /not/ developing software?

If your small brain cannot comprehend copyright law...
I won't waste my time talking to a child.
Do as you please, just be in bed by 9pm and have your
homework done... thread k-lined.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4193. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-27 00:00:00 UTC
From: Marcelo Paganini <paganini@SPAMYOURSELForbital.fr>
Message-ID: <8qtglo$2rg$1@wanadoo.fr>
Source record: 6900

xlator@cix.compulink.co.uk a crit dans le message
<8qopbt$a9n$1@plutonium.compulink.co.uk>...

>There is an Atari PD program called DISKMOD.TOS that writes an IBM-type
>boot sector on an Atari-formatted disk. It's used with a file BLOCK0.DAT
>which contains the boot sector data (and presumably can be modified with
>a HEX editor to suit all requirements if you know what you are doing).
>If you like, I can email it to you - it's quite small (7 kB, plus 512
>bytes for the data file. I take it I need to take out the part of your
>address in capitals?

I'd like to thank to everybody who answered... Nice newsgroup...
(: 7)

Please email the programs to me... Just remove the SPAMYOURSELF from my
email address... I wil give a serious try to it over the week end and I
write back here next week...
I was wondering if I can make an disk image and email it for you, because it
is a mystery...
Many thanks once again...

Marcelo Paganini

http://www.orbital.fr/paganini/index.html

Baden Powell left for the great gig in the sky...

(: , 7 (

4194. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-27 00:07:58 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1230.305T2900T676853optimus@canit.se>
Source record: 6896

Lonny Pursell skrev:

>On 23 Sep 2000, Iggy Drougge wrote:

>> The former GFA developers are neither supporting us nor keeping the machine
>> alive. They are long gone.

>Simply not true. The demand for GFA is so low due to the Atari market
>there is no profit in it. They support it best they can, I've written
>GFA and when v4 flopped nobody else came forward to continue and try
>to hire some to do it now? Probably a pipe dream.

As you say, it is not developed anymore. Could you give me any reason for
paying for such a piece of software?

>> >Pirated Serious software WILL damage the Atari programming industry. The
>> >author of HD Driver, the best hard driver package available (in my
>> >opinion), has already stated that if people continue to use pirated
>> >copies of his software, he WILL STOP improving or writing it.
>
>> And this kid wants to program. Help him!
>> I'd do it myself, but my disk drive seems to be out of order.

>Then have him look at the System For Tomarrow website and purchase
>GFA like a normal person.

But please tell me, why? Should he pay someone for /not/ developing software?

--
En ligne avec Thor 2.6.

Die Malerei ist stumme Poesie, die Poesie blinde Malerei.
--- Leonardo da Vinci

4195. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-27 00:10:11 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2040.305T550T704671optimus@canit.se>
Source record: 6895

Lonny Pursell skrev:

>On 23 Sep 2000, Iggy Drougge wrote:

>> Oh yes, it certainly has an effect on the people who STILL write GFA BASIC
>> for the ST. I'll take your word for it that they have resumed work on it
>> after how many years' silence and officially discontinued development?

>Development may have stopped, but GFA the company will still update
>an old copy to the last release version or sell you the last full
>version.

That's all admirable, but the development itself is ceased. Right?

>> The problem is, that so much good software alrwady is sent into the dustbin
>> of time, such as GFA BASIC (I'm not implying that that in particular is a
>> nice piece of s/w, not having used it), and thus the only realistic way of
>> obtaining it is through a pirate copy. The GFA developers have, by
>> discontinuing development, implied that our money isn't interesting.
>> Certainly, you may buy it from Falke Verlag (IIRC), but please tell me why.
>> It is a discontinued piece of software.

>I am aware that the GFA company page makes no mention of Atari
>these days... but if you e-mail them they are quite serious
>about their rights. Not the best arrangement I admit, but
>that is how it is and one should respect their rights.

I think they should stop holding onto something which they themselves have
killed off.

>> If GFA BASIC is uploaded to some FTP or WWW site, it is very much
>> available.

>You can get GFA at most Atari dealers if you would check.

A web site is far more available than an atari dealer nowadays. I see them all
of the time, but have yet to see a living, breathing Atari dealer.

>Perhaps you should take up your cause with something that
>really is NOT available anywhere?

Why? I fear that your reasoning would be just the same.

--
En ligne avec Thor 2.6.

A Spanish MSX Group "Matra" visited to this Fair. I lent Spanish stand to
them. They showed and did Promotion play of SEX BOMB BUNNY. And this Game has
tema song of Majingar-Z! Why they know Japanese TV animation?

K. Ikeda, MSX-Print

4196. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-27 00:17:26 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1222.305T1300T775221optimus@canit.se>
Source record: 6897

Steve Sweet skrev:

>Hi Iggy

>>> fprintf(stdout,"I'm a warez wannabe\n");

>>Oh yes, comp.sys.atari.st is certainly the place to be for warez wannabes,
>>making evil pirate copies of programs which ceased development half a decade
>>or more ago.

>So its alright to take cars that are 5 years out of production, my neighbour
>has a 7 year old Cosworth, i can now help myself "as its out of production".

If Volvo has a whole lot of Amazons rotting in a field next to my house, I
would see it as my duty to take care of one of them.

>What about custom jewellery, as since its unique is out of production as soon
>as its finished. How about vintage wine, there's a restaraunt near me with
>some 20 year old bottles, i can help my self as its 20 years out of
>production.. Etc Etc.. How old is your TV and video, if its older than 5
>years i want it!!, and seemingly can have it on your principals.

How about digital media, which can be copied without harming the original?

You analogy just doesn't work, in particular not in the case of obsolete
software.
I don't support pirate copies of actively developed C compilers, but I welcome
copying of years-old BASIC compilers.

--
En ligne avec Thor 2.6.

4197. Re: Connecting Amiga mice to ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-27 00:18:27 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <676.305T1350T785135optimus@canit.se>
Source record: 6898

Steve Sweet skrev:

>Hi Iggy

>>I recently got a load of cheap Amiga mice (HiSoft are selling them at
>>batches of ten for £25), and since I've got no really good ST mouse, I was
>>wondering what an adaption would entail.

>Ive got a couple of mice that are switchable Atari/Amoeba, take a look inside
>and see if there's a space for a swich that could be manually linked in.

I've got one, too, but it only works one way. However, these are Amiga-brand
mice, and most probably have no provisions for other configurations.

--
En ligne avec Thor 2.6.

Sagt, ist noch ein Land, außer Deutschland, wo man die Nase eher rümpfen lernt
als putzen?
--- Georg Christoph Lichtenberg

4198. Re: Connecting Amiga mice to ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-27 00:44:36 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <837.305T1800T1045205optimus@canit.se>
Source record: 6899

Mark Bedingfield skrev:

>Iggy Drougge <optimus@canit.se> wrote in message
>news:795.301T2800T1076037optimus@canit.se...
>> I recently got a load of cheap Amiga mice (HiSoft are selling them at
>batches
>> of ten for £25), and since I've got no really good ST mouse, I was
>wondering
>> what an adaption would entail. i'm not particularly sensitive about
>altering
>> one mouse directly, although I'd feel more safe creating an adapter (it's
>not
>> as messy=). Is it just a matter of switching some wires, or are there any
>> electronics involved?

>The Atari FAQ has doc's on how to do this, cant remember the URL though.

Thank you. The file was of some really odd format, with a control character
between each letter, but I'll get that sorted with some suitable text editor.

--
En ligne avec Thor 2.6.

Interchangeable parts won't.

4199. Re: 1040STf to Scart mod? Now sorted

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-28 00:00:00 UTC
From: Tom Weustink <t.weustink@home.nl>
Message-ID: <bbGA5.2236$aS3.44883@zwoll1.home.nl>
Source record: 6803

where found and sorted?

Tom

"Mark Painter" <markpainter1@lineone.net> wrote in message
news:8qnmft$4p1$1@supernews.com...
> Found and sorted now.
>
>

4200. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-28 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Uh3$Z6AOW405Ew9+@steverosie.demon.co.uk>
Source record: 6804

In article <1230.305T2900T676853optimus@canit.se>, Iggy Drougge
<optimus@canit.se> writes
>As you say, it is not developed anymore. Could you give me any reason for
>paying for such a piece of software?
>
>
>But please tell me, why? Should he pay someone for /not/ developing software?
>

Well IIRC the 'former' LAPD PD library was authorised to sell some of
their products, so I'll check up for you what sort of deal and hopefully
get myself authorised for distribution for some GFA products:)

Hence buying through me will aid the Atari community:) and just maybe
encourage other software production.

I'll keep you posted!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4201. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-28 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39d3d1e4$0$8007@news.zetnet.co.uk>
Source record: 6805

On 24 Sep 2000 15:45:12 , "Marcelo Paganini" wrote:
>Hello everybody,
>
>there is one good reason why this problem keeps coming back... Some disks
>can't be readed by the PC in any way... I tried everything: different
>snip>

If you can get at the boot sector with a monitor application, such as
exists in Harlekin.Acc, you can make sure the very first entries are
(in hex): EB 34 90 49 42 4D 20 20
which read as: . 4 . I B M space space
(where the dots represent characters above 7F hex, 127 dec).
Some of my disks start with: 60 38
others have: 60 1C 90 4D 53 44 4F 53
which read as: ` . . M S D O S

I believe, but am not sure, that only the first 4 hex characters are
really needed. Maybe someone can confirmn or correct this suggestion.

>In a related topic, I can't read the zip and syquest Atari-formatted
>cartridges with my PC either... My ICD link is dead (my Atari number two
>died at the same time), the cartridges were formated using ICD software,
>maybe there is the reason... My syquest EZ135 died its ugly death too, I

Though I use an EZ135 too, I can't offer help on this. The cartridges
were factory-formatted. But HDDriver partitioned them and made each
cartridge my alternative boot disk.

Cheers,
Charles.

4202. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-28 03:19:36 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8qu9in$8v9$1@perki.connect.com.au>
Source record: 6802

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:st1gncpqq0dqa6@corp.supernews.com...
> On 26 Sep 2000 12:33:57 , "Mark Bedingfield" wrote:
> >I got it going:-). Dont know what I did exactly (replaced the config.sys
> >with a modified one of Lyndon's) but it work's, thanks for the help....
Now
> >2 new question's, are there any simple cdaudio players avaliable, and can
> >you have both the high sierra and the iso9660 BOS drivers runnig at the
same
> >time?
>
> Yes, you can have more than one DOS (you said BOS, but easy to
> confuse!) installed. Under single TOS, you can't access audio CD's in
> the GEM window.
>
> Programmes, like CDPLAYER by Alexander Clauss will
> control the drive with AB repeat, stop, play etc and it will also rip
> parts of the CD off (not literaly!) in WAV, AVR AIFF. At quite a few
> sample freqs, 8/16 bit and mono/stereo.

Are there Joliete drivers avaliable?

Mark

4203. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-28 23:38:10 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <927.307T500T384265optimus@canit.se>
Source record: 6806

Lonny Pursell skrev:

>On 27 Sep 2000, Iggy Drougge wrote:

>snip

>> But please tell me, why? Should he pay someone for /not/ developing
>> software?

>If your small brain cannot comprehend copyright law...

Oh no, he's flaming me...
I don't give a bloody damn about copyright law, it has been stated quite a lot recently that it harms development. There is a bloke in Sweden who's become quite rich through a patent on colour graphics, and what about Amazon's patents?
The fact is, I fully comprehend copyright law, I just don't agree. What the former GFA developers are doing is called "squatting".

>I won't waste my time talking to a child.

Oh, please stop, isn't it rather childish to lower yourself to this level?

>Do as you please, just be in bed by 9pm and have your
>homework done... thread k-lined.

But it ended in disgrace, didn't it? =)

--
En ligne avec Thor 2.6.

When all else fails, read the instructions.

4204. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-28 23:49:05 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tUohkJAxj905EwJ+@steverosie.demon.co.uk>
Source record: 6807

In article <927.307T500T384265optimus@canit.se>, Iggy Drougge
<optimus@canit.se> writes
>Oh no, he's flaming me...
>I don't give a bloody damn about copyright law, it has been stated quite a lot
>recently that it harms development. There is a bloke in Sweden who's become
>quite rich through a patent on colour graphics, and what about Amazon's
>patents?
>The fact is, I fully comprehend copyright law, I just don't agree. What the
>former GFA developers are doing is called "squatting".

I find this amazing. You claim you are an Atarian blah! blah! blah! and
you slag off Mr _lp whom is one of the people that still supports the
Atari.

He has a RIGHT to bring up copyrights etc. If it wasn't for people like
these you wouldn't have had any software in the first place..

and regarding GFA, if it had more support from people paying for the
software instead of stealing it things may be different!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4205. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39D458F6.EB809D20@ooc.de>
Source record: 6809

Charles Stanley wrote:

> If you can get at the boot sector with a monitor application, such as
> exists in Harlekin.Acc, you can make sure the very first entries are
> (in hex): EB 34 90 49 42 4D 20 20
> which read as: . 4 . I B M space space
> (where the dots represent characters above 7F hex, 127 dec).
> Some of my disks start with: 60 38
> others have: 60 1C 90 4D 53 44 4F 53
> which read as: ` . . M S D O S
>
> I believe, but am not sure, that only the first 4 hex characters are
> really needed. Maybe someone can confirmn or correct this suggestion.

This is by far not sufficient to make a hard disk PC compatible. The
most important differences are not these bytes (they might even be not
relevant at all) but the partition map layout and the boot sector
layouts.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4206. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-29 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39D46188.97F2E018@patent.gov.uk>
Source record: 6810

Hi Mark,

In so far as I understand Spin and its english translation, I think that
it caters for Joliete. I will confirm when I am home away from this damn
PC.

Bob King

Mark Bedingfield wrote:
>
> Lyndon Amsdon <bindon@madasafish.com> wrote in message
> news:st1gncpqq0dqa6@corp.supernews.com...
> > On 26 Sep 2000 12:33:57 , "Mark Bedingfield" wrote:
> > >I got it going:-). Dont know what I did exactly (replaced the config.sys
> > >with a modified one of Lyndon's) but it work's, thanks for the help....
> Now
> > >2 new question's, are there any simple cdaudio players avaliable, and can
> > >you have both the high sierra and the iso9660 BOS drivers runnig at the
> same
> > >time?
> >
> > Yes, you can have more than one DOS (you said BOS, but easy to
> > confuse!) installed. Under single TOS, you can't access audio CD's in
> > the GEM window.
> >
> > Programmes, like CDPLAYER by Alexander Clauss will
> > control the drive with AB repeat, stop, play etc and it will also rip
> > parts of the CD off (not literaly!) in WAV, AVR AIFF. At quite a few
> > sample freqs, 8/16 bit and mono/stereo.
>
> Are there Joliete drivers avaliable?
>
> Mark

4207. Re: 1040STf to Scart mod? Now sorted

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-29 00:00:00 UTC
From: Mark Painter <markpainter1@lineone.net>
Message-ID: <8r24ok$5q9$1@supernews.com>
Source record: 6811

"Tom Weustink" <t.weustink@home.nl> wrote in message
news:bbGA5.2236$aS3.44883@zwoll1.home.nl...
> where found and sorted?

http://www.algonet.se/~guld1/hardware/atari-scart.html

Have fun!

Mark

4208. Re: 1040STf to Scart mod? Now sorted

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-29 00:00:00 UTC
From: Tom Weustink <t.weustink@home.nl>
Message-ID: <rv1B5.4834$aS3.74234@zwoll1.home.nl>
Source record: 6812

thanks! just what I was looking for!

Tom

"Mark Painter" <markpainter1@lineone.net> wrote in message
news:8r24ok$5q9$1@supernews.com...
> "Tom Weustink" <t.weustink@home.nl> wrote in message
> news:bbGA5.2236$aS3.44883@zwoll1.home.nl...
> > where found and sorted?
>
> http://www.algonet.se/~guld1/hardware/atari-scart.html
>
> Have fun!
>
> Mark
>
>

4209. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <st9lamqjop13da@corp.supernews.com>
Source record: 6813

On 28 Sep 2000 13:19:36 , "Mark Bedingfield" wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote in message
>news:st1gncpqq0dqa6@corp.supernews.com...
>> On 26 Sep 2000 12:33:57 , "Mark Bedingfield" wrote:
>
>Are there Joliete drivers avaliable?

The ISO driver supports it, but you'll need Magic/Mint to handle
it. Might be something to do with the filesytem, but I don't really
know. Might be a bit like using Audio CDs under TOS/GEM.

That's all I can offer Mark.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

4210. DMA sound

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-29 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <st9lasoab2eudd@corp.supernews.com>
Source record: 6814

Hi everyone!

Could someone please explain how the 8bit DMA sound works on STEs.

I've been looking at schematics, but the digital data for the DACs
comes from the Shifter. Not where I expected.

Does the DMA fetch the samples from the RAM then pass it onto the
shifter to send to the DACs? I really need some help.

I'm particually interested in how MOD files are played. How are 4
tracks achieved? Does the CPU combine the 2 left tracks to 1, because
the DMA can only fetch two samples at a time (L and R)? Or am I
wrong?

What would be really helpful is someone who can take me through the
process of playing a MOD step-by-step.

Thanks in advance!

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

4211. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-29 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d50a67$0$8007@news.zetnet.co.uk>
Source record: 6815

On 29 Sep 2000 10:31:52 , Bob King wrote:
>Hi Mark,
>
>In so far as I understand Spin and its english translation, I think that
>it caters for Joliete. I will confirm when I am home away from this damn
>PC.
>
>Bob King
>
>Mark Bedingfield wrote:
>>
>> Lyndon Amsdon <bindon@madasafish.com> wrote in message
>> news:st1gncpqq0dqa6@corp.supernews.com...
>> > On 26 Sep 2000 12:33:57 , "Mark Bedingfield" wrote:
>> > >I got it going:-). Dont know what I did exactly (replaced the config.sys
>> > >with a modified one of Lyndon's) but it work's, thanks for the help....
>> Now
>> > >2 new question's, are there any simple cdaudio players avaliable, and can
>> > >you have both the high sierra and the iso9660 BOS drivers runnig at the
>> same
>> > >time?
>> >
>> > Yes, you can have more than one DOS (you said BOS, but easy to
>> > confuse!) installed. Under single TOS, you can't access audio CD's in
>> > the GEM window.
>> >
>> > Programmes, like CDPLAYER by Alexander Clauss will
>> > control the drive with AB repeat, stop, play etc and it will also rip
>> > parts of the CD off (not literaly!) in WAV, AVR AIFF. At quite a few
>> > sample freqs, 8/16 bit and mono/stereo.
>>
>> Are there Joliete drivers avaliable?
>>
>> Mark
>.

Hi Mark,

as promised here's an extract from the Spin doc.

SPIN.XFS - A Level-3-driver for MiNT

this is a MiNT-file system for CD-ROMs, the on the
MetaDOS-BOS-drivers set(s) up. It can so under `Plain-MiNT',
multiTOS , N.AES Or other MiNT-compatible(s) AES-versions einge-

places becomes.

The XFS supports different file system:

- ISO9660 Level 1 (the "normal" format)

- ISO9660 with "long" names (becomes to the eXAMPLE with Amiga-CDs uses)

- ISO9660 with Rockridge-extensions (from this extensions becomes certainly only a part evaluated)

- ISO9660 with Apple-extensions (Resourcefork, Type and Creator)

- ISO9660/Joliet: the Windows-95-format, the conversion the Unicode-character(s) in filenames is certainly still not getests)

Trouble is I think you need Mint to use Spin.

Bob King

4212. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-29 06:29:04 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <39D436B0.AA6D483B@siemens.at>
Source record: 6808

Iggy Drougge wrote:
> I don't give a bloody damn about copyright law, it has been stated quite a lot
> recently that it harms development.

Without it nobody could earn a living from a product. And development
normally costs much more than you earn in the first few months after
a product appears on the market. But better not think too much
about it because than you'd maybe would stop feeling so cool for
not paying for the software you use.

Gerhard

4213. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-30 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970334984-377887AEicMi@bun.com>
Source record: 6819

Hi Mark, Bob

>
>Trouble is I think you need Mint to use Spin.

Spin wil work under magic as well, and has done here until recently i obtained
extendos.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4214. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-30 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970395868-013675AEicMi@cwcom.net>
Source record: 6820

From: rking@zetnet.co.uk (Bob King)
Date: 29 Sep 2000 21:32:23 GMT

>>In so far as I understand Spin and its english translation, I think that

You do know that a non-Germish English translation of the Spin! docs is
avaiolable? Check my web site (it's in the MISC section).

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4215. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-30 01:45:36 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1079.308T1800T1655149optimus@canit.se>
Source record: 6817

Janka Gerhard skrev:

>Iggy Drougge wrote:
>> I don't give a bloody damn about copyright law, it has been stated quite a
>> lot recently that it harms development.

>Without it nobody could earn a living from a product. And development
>normally costs much more than you earn in the first few months after
>a product appears on the market. But better not think too much
>about it because than you'd maybe would stop feeling so cool for
>not paying for the software you use.

Did you even read my previous messages? I do pay for the software I use, I
just refuse to pay for software which isn't developed anymore.
As for regaining development costs, in the fast-moving computer world, that is
done in much less than than the 75 years or so that copyrights now reach
beyond the death of the holder. But that is beside the point. I don't think
that copyright law is a kind of higher moral, but rather a law dictated by
market forces and rather irrelevant to the case of GFA BASIC.

--
En ligne avec Thor 2.6.

The generation of random numbers is too important to be left to chance.

4216. Re: Can somebody post C/C++/GFA basic for Atari STe ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-30 01:48:34 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1426.308T1700T1685413optimus@canit.se>
Source record: 6816

Steve Stupple skrev:

>In article <927.307T500T384265optimus@canit.se>, Iggy Drougge
><optimus@canit.se> writes
>>Oh no, he's flaming me...
>>I don't give a bloody damn about copyright law, it has been stated quite a
>>lot recently that it harms development. There is a bloke in Sweden who's
>>become quite rich through a patent on colour graphics, and what about
>>Amazon's patents? The fact is, I fully comprehend copyright law, I just
>>don't agree. What the former GFA developers are doing is called "squatting".

>I find this amazing. You claim you are an Atarian blah! blah! blah! and
>you slag off Mr _lp whom is one of the people that still supports the
>Atari.

I don't know this mysterious Mr. _lp, and have never intentionally "slagged"
him off.

>He has a RIGHT to bring up copyrights etc. If it wasn't for people like
>these you wouldn't have had any software in the first place..

He certainly has the right, but why bother, now that he has washed his hands
of GFA (I suppose we're still talking about the GFA developers)?

>and regarding GFA, if it had more support from people paying for the
>software instead of stealing it things may be different!

No amount of legally bought copies of GFA BASIC for the atari will change
anything now. It is that simple, and quite apparent, if you weren't as
dogmatic.

--
En ligne avec Thor 2.6.

The most useful program will be continually improved until it is useless.

4217. Atari to Pc: It works!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-09-30 05:25:13 UTC
From: Marcelo Paganini <paganini@SPAMYOURSELForbital.fr>
Message-ID: <8r3tk1$f5n$1@wanadoo.fr>
Source record: 6818

After Peter kindly sent me diskmod.tos everything worked fine right on... It is so fast, it is magic...
(; 7)

I transfered 38,6 megs of Notator files, more than 14 years of Atari-made music... That means that will take months just to listen to it... And some people think musicians don't work hard... Peter thank you very much, you putted this big smile in my face...
(: 7)

May I send you a midifile by email from my song "Upstings"? I am a brazilian composer with an italian nickname and living in Paris France, we live in a shrinking world...

Now you have one more chapter of the "This newsgroup changed my life" tale...
(; 7)

Next, I will transfer all this avr samples (around 150 disks) done with my Replay 16 to the iso cd rom too, and after that I will convert everything to wav... I don't like the idea of all my work going to Data Heaven... Time to back up, my friends... DD disks are not being sold around here any more (bad news for my MC 500 MK II Roland too), the same is true for syquest drives and cartridges... If you want to keep using it, back up everything first... You will feel waaaaay better... I do...
(:; 7)

Iso cd roms will be around for 5 years, at least, dvd drivers can read them...
Tomorrow I will try Gemulator Explorer, then I let you know....

Many thanks again, from a happy brazilian composer

Marcelo Paganini

http://www.orbital.fr/paganini/index.html

"Estava tudo calmo...
apareceu o outro"
"O acontecimento" by Marcelo Paganini
Afunkx trip

4218. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-01 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39d791d0$0$8006@news.zetnet.co.uk>
Source record: 6821

```
On 30 Sep 2000 09:51:58 , Derryck Croker wrote:
>From: rking@zetnet.co.uk (Bob King)
>Date: 29 Sep 2000 21:32:23 GMT
>
>
>>>In so far as I understand Spin and its english translation, I think that
>
>You do know that a non-Germish English translation of the Spin! docs is
>avaiolable? Check my web site (it's in the MISC section).
>
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Hi Derryck

I know, it was just that I had Spin.doc in german and Gemtrade to hand so voila
there you are ---- not so good as your translation, but then I'm a lazy so and so.

Bob King
```

4219. Re: Atari to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-01 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <39d793c2$0$8004@news.zetnet.co.uk>
Source record: 6822

On 29 Sep 2000 10:55:18 , Uwe Seimet wrote:
>Charles Stanley wrote:
>
>> If you can get at the boot sector with a monitor application, such as
>> exists in Harlekin.Acc, you can make sure the very first entries are
>> (in hex): EB 34 90 49 42 4D 20 20
>> which read as: . 4 . I B M space space
>> (where the dots represent characters above 7F hex, 127 dec).
>> Some of my disks start with: 60 38
>> others have: 60 1C 90 4D 53 44 4F 53
>> which read as: ` . . M S D O S
>>
>> I believe, but am not sure, that only the first 4 hex characters are
>> really needed. Maybe someone can confirmn or correct this suggestion.
>
>This is by far not sufficient to make a hard disk PC compatible. The
>most important differences are not these bytes (they might even be not
>relevant at all) but the partition map layout and the boot sector
>layouts.

Thank you, Uwe, for your contribution (invaluable, as always),
but might I point out that what I suggested does make my Atari disks
(I think we were talking about floppy disks: was I mistaken?) readable on
a friend's PC and also on my Mac. I have no idea why.

Hope you had a good holiday :)

Charles.

4220. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970506298-243017AEicMi@bun.com>
Source record: 6823

Hi Dezza

>You do know that a non-Germish English translation o

Got any non-Welsh English versions. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4221. 1040ST no monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-02 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8ra4tv$e43$16$1@news.t-online.com>
Source record: 6824

I have a 1040ST. It needs a monitor to work.

Is there anyway I can run it through a normal TV, perhaps by using the a SCART adapter ?

4222. atari 1224 monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-02 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <2860-39D8D15A-22@storefull-175.iap.bryant.webtv.net>
Source record: 6825

i have 2 different types of 1224 monitors, one has the monitor cord
built into it, the other has a monitor cord that plugs into the back of
it, the one that has a seperate cord seems to give off a much more
vibrant resiloution than the other.
the colors stand out much better, but it has a problem on certain
programs, it likes to roll on some, but not others.
i can adjust the rolling with adjustments on the back, and at the bottom
of the monitor it says 60mgz, but why do i have to do it at all?
also i am used to 8-bit monitors that fill the entire sreen, why is a st
monitor letter boxed, it would be nice if you could fill the entire
screen.
i use a mega 4, or a stock 1040 on this monitor in case it matters,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4223. Re: atari 1224 monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-02 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8rao5a$9kk$2@nnrp1.phx.gblx.net>
Source record: 6826

Lance Ringquist <Video61@webtv.net> wrote:
: i have 2 different types of 1224 monitors, one has the monitor cord
: built into it, the other has a monitor cord that plugs into the back of
: it, the one that has a seperate cord seems to give off a much more

Isn't that called ringing? Or is that a little bit of ghosting?

Technical Advice Notice 00001, 1 June '86 recommended, on an as-
required basis, changing C109 through C113 from 470 pf to 22 pf, if that
is what is happening. The 470 pf was excessive capacitance for some
cables, on R, G, B out and VSYNC and HSYNC. You seem to have ghosting
and VSYNC problems, and this might help.

--
--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

4224. weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-02 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39D8EE56.F4A9EE0E@cfc.dnd.ca>
Source record: 6827
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

hi

I have some TOS-DOS formatted SyJet cartridges, and when I try to view
them in MagiC 5.11 on my CT2bFalcon I get a TOS error -46.
Yet, in normal TOS (CENTEK 7 or 4.04) there is no problem opening
the drive window, same for MiNT(w/ n.aes).
Why can't MagiC view my TOS-DOS SyJet(1.5GB) cartridge?

I can copy to and from the cart in TOS or MiNT, but I can't use
Kobold2.5
to do so as it reports incorrect sectors, AFAICR
another puzzle. I would have thought Kobold disk handling would be more
capable than Ataris??

maybe I need Kobold 3.5? (even if it is in German!)
ken

I am cross posting this as I don't know if this is a hardware/tech
problem
or a software problem.

4225. Re: 1040ST no monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-02 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <GZ7C5.44$3P4.588@newsfeed.slurp.net>
Source record: 6828

On 2 Oct 2000 16:11:42 +, "Carl Ratcliffe" wrote:
>I have a 1040ST. It needs a monitor to work.
>
>Is there anyway I can run it through a normal TV, perhaps by using the a
>SCART adapter ?

That may be possible, but if you could get ahold of a Video Key, that would definetly allow you to hook it up to a TV.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

4226. Re: atari 1224 monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-02 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <29551-39D949B6-23@storefull-172.iap.bryant.webtv.net>
Source record: 6829

hi jim,
would that help for the rolling, or the letter box type of screen.
i got the rolling out now finally after fidilling around with the
adustments, but what i would like now is a full screen.
maybe that is a programming type of problem, and cannot be fixed?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4227. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-02 23:07:09 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8rb0l2foa1@perki.connect.com.au>
Source record: 6830

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:st9lamqjop13da@corp.supernews.com...
> On 28 Sep 2000 13:19:36 , "Mark Bedingfield" wrote:
> >Lyndon Amsdon <bindon@madasafish.com> wrote in message
> >news:st1gncpqq0dqa6@corp.supernews.com...
> >> On 26 Sep 2000 12:33:57 , "Mark Bedingfield" wrote:
> >
> >Are there Joliete drivers avaliable?
>
> The ISO driver supports it, but you'll need Magic/Mint to handle
> it. Might be something to do with the filesytem, but I don't really
> know. Might be a bit like using Audio CDs under TOS/GEM.
>
> That's all I can offer Mark.

Slowly getting there guy's, seems there is a lot to play with, will keep you
informed. Thanks again.....

Mark

4228. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-03 00:00:00 UTC
From: "Julian F. Reschke" <reschke-nospam@muenster.de>
Message-ID: <8rc708$5q9$16$2@news.t-online.com>
Source record: 6835

"Lyndon Amsdon" <bindon@madasafish.com> schrieb im Newsbeitrag
news:st9lamqjop13da@corp.supernews.com...
> On 28 Sep 2000 13:19:36 , "Mark Bedingfield" wrote:
> >Lyndon Amsdon <bindon@madasafish.com> wrote in message
> >news:st1gncpqq0dqa6@corp.supernews.com...
> >> On 26 Sep 2000 12:33:57 , "Mark Bedingfield" wrote:
> >
> >Are there Joliete drivers avaliable?
>
> The ISO driver supports it, but you'll need Magic/Mint to handle
> it. Might be something to do with the filesytem, but I don't really
> know. Might be a bit like using Audio CDs under TOS/GEM.
>
> That's all I can offer Mark.

The ISO driver (ISO9660F.DOS) does not support Joliet, hoewever there are
several XFS drivers for MagiC and MiNT which do (see for instance
http://www.muenster.de/~reschke/soft_e.html#spin).

Julian

4229. Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-03 00:00:00 UTC
From: &#65533;ke Jonsson <ake@ajo.se>
Message-ID: <otlC5.1949$jk1.153070@newsc.telia.net>
Source record: 6836

Hi !
I'm searching for "Dimond Edge".(Freeware - shareware?)
Does anyone knows where i can download that programme?

4230. Re: atari 1224 monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-03 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <15434-39DA0FD9-8@storefull-178.iap.bryant.webtv.net>
Source record: 6837

jo,
thanks for the info, it looks promising,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

4231. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-03 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <39DA13B4.138E4EB1@idirect.com>
Source record: 6838

Diamond Edge is commercial.
You are better off with the more modern
HD Optimizer
http://www.cix.co.uk/~derryck/html/misc.htm
Or Zorg
ftp://ftp.lip6.fr/pub/atari/Disk/

ken

"Åke Jonsson" wrote:
>
> Hi !
> I'm searching for "Dimond Edge".(Freeware - shareware?)
> Does anyone knows where i can download that programme?

4232. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-03 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <bIPsTgAlfh25Ewff@steverosie.demon.co.uk>
Source record: 6839

In article <otlC5.1949$jk1.153070@newsc.telia.net>, ï¿½ke Jonsson
<ake@ajo.se> writes
>Hi !
>I'm searching for "Dimond Edge".(Freeware - shareware?)
>Does anyone knows where i can download that programme?
>
>
>
Hi

Diamond Edge is STILL a commercial program, I may have a copy knocking
around for sale though:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4233. Re: Atari to Pc: It works!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-03 04:16:34 UTC
From: Marcelo Paganini <paganini@SPAMYOURSELForbital.fr>
Message-ID: <8rbmh4$i5r$1@wanadoo.fr>
Source record: 6831

Hallvard Tangeraas a crit dans le message >Is it available for download somewhere?
>
>
>Hallvard
I don't know, I can email it to you if you want, then you can contact the authors about putting it in a home page somewhere...
Gemulator Explorer can read Zips and Syquests, but not all files in a disk... Way better than nothing...
I feel better now with all my music backed up...
I came to the right place...
Many thanks to everybody...
Atari forever...

Marcelo Paganini

http://www.orbital.fr/paganini/index.html

O acontecimento

afunkx trip

4234. Re: Atari to Pc: It works!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-03 04:25:23 UTC
From: Marcelo Paganini <paganini@SPAMYOURSELForbital.fr>
Message-ID: <8rbn1m$j2f$1@wanadoo.fr>
Source record: 6832

Hallvard Tangeraas a crit dans le message <
>--
>Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.crosswinds.net/~notator/>

BTW, I love your Notator page...
(: 7)

Marcelo Paganini

http://www.orbital.fr/paganini/index.html

O acontecimento
Afunkx trip

4235. Re: atari 1224 monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-03 04:53:57 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <8rbop5$gh6$1@nnrp2.phx.gblx.net>
Source record: 6833

Lance Ringquist <Video61@webtv.net> wrote:
: hi jim,
: would that help for the rolling, or the letter box type of screen.
: i got the rolling out now finally after fidilling around with the
: adustments, but what i would like now is a full screen.
: maybe that is a programming type of problem, and cannot be fixed?
: thanks,
: lance

The tech note said "as required". I have not worked on the 1224, but on a bunch of SM124s. For those, there are horizontal and vertical size adjustments on the main board, and then you adjust magnets to get the display rectangular again. The problem with "fixing" this is that you lose linearity, which is important for some applications. On a color monitor, you have a lot of magnets to adjust, and they all affect convergence as well as pincushioning and tilt and such.

And there are also overscan programs and hardware, which I know nothing about, but Systems Solutions in England sells hardware for this, which works on some machine types and not others, and may work for monochrome monitors only. The have e-mail, and will answer questions, if you want to go that way.

--
--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

4236. Re: atari 1224 monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-03 06:42:08 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8rbv40fcu1@snipp.uninett.no>
Source record: 6834

Lance Ringquist <Video61@webtv.net> wrote:

> adustments, but what i would like now is a full screen.
> maybe that is a programming type of problem, and cannot be fixed?

This is a feature of the ST, and can only be fixed with additional
hardware and software. Take a look at http://dlanor.atari.org (IIRC) for
the excellent shareware-alternative Lacescan.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4237. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-04 00:00:00 UTC
From: "Julian F. Reschke" <julian.reschke.nospam@gmx.de>
Message-ID: <8reo88$19u$10$1@news.t-online.com>
Source record: 6841

"Mark Bedingfield" <mark@baypc.com.au> schrieb im Newsbeitrag
news:8re0n3nen1@perki.connect.com.au...
> Thanks Julian, I am actually a puritan, I use TOS 4.04, I still love it,
> will these DOS drivers work under singleTOS?
>
> Mark

Yes, but they (it) doesn't support Joliet.

4238. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39DAEC2C.321A44D9@ooc.de>
Source record: 6842
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Ken Macdonald wrote:

> Why can't MagiC view my TOS-DOS SyJet(1.5GB) cartridge?

TOS partitions larger than 1.5 GByte are illegal. The maximum size for a
TOS compatible partition is 1 GByte.

> another puzzle. I would have thought Kobold disk handling would be more
> capable than Ataris??

What would you gain if Kobold could handle larger partitions but the
rest of the operating system couldn't?

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4239. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-04 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39DAFA4A.82383EC@patent.gov.uk>
Source record: 6843

Ken Macdonald wrote:
>
> Diamond Edge is commercial.
> You are better off with the more modern
> HD Optimizer
> http://www.cix.co.uk/~derryck/html/misc.htm
> Or Zorg
> ftp://ftp.lip6.fr/pub/atari/Disk/
>
> ken
>
> "ï¿½ke Jonsson" wrote:
> >
> > Hi !
> > I'm searching for "Dimond Edge".(Freeware - shareware?)
> > Does anyone knows where i can download that programme?

Hi Ken,

I'm a bit puzzled about your statement that 'your better of with ....
HD Optimizer.'.
I downloaded it, but no way can it compare with Diamond Edge, even the
early version I have. I have used it for ST, Falcon and Milan for
partition optimization/defrag and undeleting, with no problems at all.
I am obviously missing something in HD Optimizer, but what???

Bob King.

4240. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39DB30EB.6AAE9420@cfc.dnd.ca>
Source record: 6844
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

thank you an answer Uwe.

Uwe Seimet wrote:
> Ken Macdonald wrote:
> > Why can't MagiC view my TOS-DOS SyJet(1.5GB) cartridge?
> TOS partitions larger than 1.5 GByte are illegal. The maximum size for a
> TOS compatible partition is 1 GByte.

Actually, the TOS-DOS partion is slightly under 1.5, It is something
like
1.46GB. TOS can read the SyJet, as can MiNT-n.aes w/Thing. It is MagiC
that can't read it!? Is there any reason you can think of for that?

> > another puzzle. I would have thought Kobold disk handling would be more
> > capable than Ataris??
> What would you gain if Kobold could handle larger partitions but the
> rest of the operating system couldn't?

I don't understand what you are saying. It seems to be the opposite of
what I am saying! :-) I am saying that since my operating system _can_
access
the Syjet cart, why can't Kobold?
I can access it under TOS, and MiNT, Why can't Kobold? Perhaps Kobold
can't
handle the sector size?
I don't know, I don't understand this whole problem!! :-)
0
> --
> ---
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

ken

4241. Re: Cubase for ATARI 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-04 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8rfprb$998$1@nnrp1.deja.com>
Source record: 6845

In article <8qeojp$n5h$1@troll.powertech.no>,
=?iso-8859-1?Q?P=E5l_Monstad?= <pmonstad@pm-data.no> wrote:
> > Are there anyone who knows where I can find programmes like Cubase
for

I've got a legitimate copy of Cubase v2.01 I want to get rid of....I'm looking to swap it for a legit version of Zero-X v2, or any other GEM based program that can handle SCSI sample transfer from Atari (pref tested with TT or Falcon) to a Yamaha A3000 sampler....Cubase v2 only works on ST's up to Mega STe...I've used it for years on an STFM (2.5Mb, STf (1Mb but it's a bit poky, you have to not load some bits) an STe (2Mb, 4Mb, TOS1.62 and 2.06) and a Mega STe (TOS2.05) and it's a fine and reliable peice of software.....if it worked on a TT I wouldn't be getting rid of it, but I'm shifting to a TT and Cubase 3.1 for sequencing now so my old copy (you cannot get the v2-3 upgrade anywahere these days) has to go....fully boxed with a manual and dongle....just need a smaple transferrer....doesnt' even need the editing facilities of Zero-x....just the SCSI trasfer....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4242. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-04 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <17688_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6846

In uno strano messaggio del 04 Oct 00 robert.king@patent.gov.uk (2:333/608.1)
scrisse al povero All :
rk> I downloaded it, but no way can it compare with Diamond Edge, even the
rk> early version I have. I have used it for ST, Falcon and Milan for
rk> partition optimization/defrag and undeleting, with no problems at all.
rk> I am obviously missing something in HD Optimizer, but what???

I own Edge, but I am no more using it for years, as it can't manage with
partitions either then standard, and I love too much that long filenames in
Magic.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4243. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-04 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39DB8308.BB5AB8F8@cfc.dnd.ca>
Source record: 6847

I get a TOS-46 error when trying to access my SyJet cartridge from
MagiC.
1.46GB cart is accessible from TOS and MiNT.
ken

"Jï¿½rgen Nyberg" wrote:
> On 22 Sep 2000 14:06:46 , "Pascal Ricard" wrote:
> >Hello,
> >Maybe one drive/partition name not supported by your OS ?
> >Bye,
> >/Pascal/
> Hi Pascal
> Nope don't think so, it's a Zip drive and I used it before. For more
> info on the problem, check my answer to Martin.
> ---
> Jï¿½rgen Nyberg
> Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
> ---

4244. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970734452-619128AEicMi@cwcom.net>
Source record: 6848

From: Ken Macdonald <anarkist@idirect.com>
Date: Tue, 03 Oct 2000 17:16:32 GMT

>Diamond Edge is commercial.
>You are better off with the more modern
>HD Optimizer

You linked to my html folder for the URL for HDOptimizer. I'd prefer you to use the link that's in my sig - otherwise you'll miss out on news of new additions etc. Please change your hotlist to suit (and anyone else who has directly linked).

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4245. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-04 02:26:38 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8re0n3nen1@perki.connect.com.au>
Source record: 6840

Thanks Julian, I am actually a puritan, I use TOS 4.04, I still love it,
will these DOS drivers work under singleTOS?

Mark

Julian F. Reschke <reschke-nospam@muenster.de> wrote in message
news:8rc708$5q9$16$2@news.t-online.com...

> The ISO driver (ISO9660F.DOS) does not support Joliet, hoewever there are
> several XFS drivers for MagiC and MiNT which do (see for instance
> http://www.muenster.de/~reschke/soft_e.html#spin).
>
> Julian
>
>
>

4246. Re: 1040ST no monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-04 23:09:41 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <860.313T2050T95547optimus@canit.se>
Source record: 6849

Edward S. Baiz Jr. skrev:

>On 2 Oct 2000 16:11:42 +, "Carl Ratcliffe" wrote:
>>I have a 1040ST. It needs a monitor to work.
>>
>>Is there anyway I can run it through a normal TV, perhaps by using the a
>>SCART adapter ?

>That may be possible, but if you could get ahold of a Video Key, that would
>definetly allow you to hook it up to a TV.

What is a video key?
And Scart works fine, and gives a really crisp image. The trouble lies in
finding or building the cable.

--
En ligne avec Thor 2.6.

- Margo! Vad har h�nt. Du ser ju alldeles f�rst�rd ut.
- Dom d�dade mig n�stan f�r att jag misslyckades.
- Vilka �r dom egentligen?
- Jag vet inte vad dom heter. Men mannen som jagar dig heter Flinch, och han
�r en sadist.
...
- Gud vad jag �r avundsjuk. Varf�r f�r jag aldrig se n�t s�dant.
Lupin III den otrolige (Lupin III vs. fukusei ningen), TMS 1978

4247. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-05 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <39DCA78E.EB743010@cable.A2000.nl>
Source record: 6703

Hi

"Jï¿½rgen Nyberg" wrote:
>
> On 4 Oct 2000 15:20:40 -, Ken Macdonald wrote:
> >I get a TOS-46 error when trying to access my SyJet cartridge from
> >MagiC.
> >1.46GB cart is accessible from TOS and MiNT.
> >ken
> >
> Hi Ken
>
> Yes but mine was a 250MB Zip under MiNT, so it couldn't be to big,
> hasn't had time to look into it. My brother has borrowed the drive
> and it's working, so there must be some misconfiguration on my part.
> But if you get it to work, please let us know how.
>

I think it is really a simple sytax error in a path:
Example:
oops:\foo.bar

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4248. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-05 00:00:00 UTC
From: Jon Maidment <jon@stealth-cow.freeserve.co.uk>
Message-ID: <39DCFA4E.C732AB53@stealth-cow.freeserve.co.uk>
Source record: 6704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

I managed this once on a logic 2.0 song file
many years ago: it took days with a pencil and paper
and a hex sector editor.
Gemhexed I think.
Good luck ;-)
--
When in trouble, when in doubt;
Run in circles, scream and shout.
http://www.stealth-cow.freeserve.co.uk
cheers from jon

4249. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <970818896-51247AEicMi@cwcom.net>
Source record: 6705

From: Bob King <robert.king@patent.gov.uk>
Date: Wed, 04 Oct 2000 10:37:14 +0100

>I am obviously missing something in HD Optimizer, but what???

...Long File Name Support.

The quickest way to wreck your filing system is to use Diamond Edge on
a LFN partition.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4250. Re: TOS Error #46

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-05 02:32:28 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <8rgp7s$1u3$1@zingo.tninet.se>
Source record: 6701

```
On 4 Oct 2000 15:20:40 -, Ken Macdonald wrote:
>I get a TOS-46 error when trying to access my SyJet cartridge from
>MagiC.
>1.46GB cart is accessible from TOS and MiNT.
>ken
>
Hi Ken

Yes but mine was a 250MB Zip under MiNT, so it couldn't be to big,
hasn't had time to look into it. My brother has borrowed the drive
and it's working, so there must be some misconfiguration on my part.
But if you get it to work, please let us know how.
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4251. Re: ide cdrom

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-05 02:36:51 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8rglm2nhb1@perki.connect.com.au>
Source record: 6850

I have found that case sensitivity is the only drama, I will install
multiTOS again and have a look.

Mark

Julian F. Reschke <julian.reschke.nospam@gmx.de> wrote in message
news:8reo88$19u$10$1@news.t-online.com...
> "Mark Bedingfield" <mark@baypc.com.au> schrieb im Newsbeitrag
> news:8re0n3nen1@perki.connect.com.au...
> > Thanks Julian, I am actually a puritan, I use TOS 4.04, I still love it,
> > will these DOS drivers work under singleTOS?
> >
> > Mark
>
> Yes, but they (it) doesn't support Joliet.
>
>
>

4252. Alternate Reality

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-05 05:27:40 UTC
From: news@home.com
Message-ID: <gjUC5.23420$td5.4191154@news1.rdc2.pa.home.com>
Source record: 6702

Join the only Alternate Reality mailing list at
http://www.avatardesign.net/alternatereality/

Webmaster@avatardesign.net

4253. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-06 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39DDB124.CCEA054@patent.gov.uk>
Source record: 6706

Derryck Croker wrote:
>
> From: Bob King <robert.king@patent.gov.uk>
> Date: Wed, 04 Oct 2000 10:37:14 +0100
>
> >I am obviously missing something in HD Optimizer, but what???
>
> ...Long File Name Support.
>
> The quickest way to wreck your filing system is to use Diamond Edge on
> a LFN partition.
>
> --
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> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

Hi Derryck,

Point taken, but I don't use long file names. Never felt the need to go beyond the 8.3 format. Smacks far to much of the 'we have got the memory, processing power, etc, so lets increase the data input and bring the overall speed, utility, etc back to where it was before', mentality that has caused Windows to be the mega/gigabyte eating/demanding self perpetuating memory monster that it is.!!!

Bob (troglodyte) King

4254. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-06 00:00:00 UTC
From: Tim Conrardy <tconrardy@hotmail.com>
Message-ID: <8rkp29$b2j$1@nnrp1.deja.com>
Source record: 6707
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8qotbm$13e$1@nnrp1.deja.com>,
Tim Conrardy <tconrardy@hotmail.com> wrote:
>
> >
> > A disk utility is no problem, it's finding the structure of .ARR
files
> > that's got me stuck!!!
>
> Hi Steve
>
> I have submitted your Question to the Atari-midi Egrp. There are 123
> members. Maybe SOMEONE knows the answer! Might be hope yet! I will
keep
> you informed of any responses.
>
> Tim
>

Well....the answers I got is that this info is property of Stienberg,
and you would have to contact them to get it. YIPS! they don't listen
to any Atari-Users anymore. Sorry I could not help further.

Tim

I would like to invite anyone of you to the Atari-midi mailing list.
_____
Tim's Atari Midi World
http://sites.netscape.net/timconrardy/index.htm
Atari-Midi Mailing List:http://www.egroups.com/group/atari
tconrardy@hotmail.com

Sent via Deja.com http://www.deja.com/
Before you buy.

4255. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tYnhXKAAjh35EwR8@steverosie.demon.co.uk>
Source record: 6708
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <8rkp29$b2j$1@nnrp1.deja.com>, Tim Conrardy
<tconrardy@hotmail.com> writes
>In article <8qotbm$13e$1@nnrp1.deja.com>,
> Tim Conrardy <tconrardy@hotmail.com> wrote:
>>
>> >
>> > A disk utility is no problem, it's finding the structure of .ARR
>files
>> > that's got me stuck!!!
>>
>> Hi Steve
>>
>> I have submitted your Question to the Atari-midi Egrp. There are 123
>> members. Maybe SOMEONE knows the answer! Might be hope yet! I will
>keep
>> you informed of any responses.
>>
>> Tim
>>
>
>
>Well....the answers I got is that this info is property of Stienberg,
>and you would have to contact them to get it. YIPS! they don't listen
>to any Atari-Users anymore. Sorry I could not help further.
>
>Tim
>

Hi

Thanks for the help just the same.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4256. Re: Cubase header info needed:)

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-06 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <v4Jh$VA6mh35Ewy4@steverosie.demon.co.uk>
Source record: 6709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.programmer

In article <39DCFA4E.C732AB53@stealth-cow.freeserve.co.uk>, Jon Maidment
<jon@stealth-cow.freeserve.co.uk> writes
>I managed this once on a logic 2.0 song file
>many years ago: it took days with a pencil and paper
>and a hex sector editor.
>Gemhexed I think.
>Good luck ;-)

Hi

It looks like I've got to do this the HARD way:(What I could really do
with is a legit copy of Cubase if someone has a copy to give away. It
may help in the file build! and anyone else in the future!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4257. Very Cheap Megafile 60 = €10

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-06 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8rlhfm$e1v$14$1@news.t-online.com>
Source record: 6710

Pop over to here on Ebay.de and look at this little lot !!!!

ATARI 1040STF mit 3 1/2'' Laufwerk und eingebautem PC Speed (MS DOS Emulator), s/w Monitor SM 124, Festplatte Megafile 60, Atari Maus, sï¿½mtliche Kabel, Software : Signum, Calamus, STAD, Chem Plot, etc. und Handbï¿½cher : Calamus, PC Speed, Signum, STAD, etc. Versand oder Abholung (wegen Gesamtgewicht vorzuziehen) es sind noch die Original-Verpackungen/Kartons vorhanden

Current price is 31Dm = less than a tenner !!!!!

http://64.4.8.250/cgi-bin/linkrd?_lang=EN&lah=a9bcafc6ef489754fe614af7f3c8c5e0&lat=970868838&hm___action=http%3a%2f%2fcgi%2eebay%2eco%2euk%2faw%2dcgi%2feBayISAPI%2edll%3fViewItem%26item%3d453359706
--

////
(o o)
+-----ooO--(_)--Ooo--+

4258. Tech68k: Interesting page

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-06 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <585.314T2450T13595871optimus@canit.se>
Source record: 6711

I just found a page dedicated to all 68k-based architectures and their hardware. There is a page dedicated to the Atari, but it is really thin on information, but perhaps would someone care to enlighten the webmaster? The URL is http://www.angelfire.com/ca2/tech68k/

--
En ligne avec Thor 2.6.

Php/fi: The syntax does a very good job on combining the drawbacks of C with the disadvantages of Perl, in general resulting in a completely unreadable sequence of seemingly random characters. Therefor it became quite popular among Unix-fossils.
-- README for the HTML preprocessor "hsc"

4259. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <970918320-717858AEicMi@bun.com>
Source record: 6712

Hi Dezza

>>I am obviously missing something in HD Optimizer, but what???
>
>...Long File Name Support.
>
>The quickest way to wreck your filing system is to use Diamond Edge on
>a LFN partition.

EeeeeeeeeeeeeeekkkkkkkkkK!!!!!!!!!!, dont remind me please, it took me ages to recover from that disaster.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4260. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39df006d$0$1657@news.zetnet.co.uk>
Source record: 6713

On 6 Oct 2000 12:01:56 +, Bob King wrote:
>
>
>Derryck Croker wrote:
>>
>> From: Bob King <robert.king@patent.gov.uk>
>> Date: Wed, 04 Oct 2000 10:37:14 +0100
>>
>> >I am obviously missing something in HD Optimizer, but what???
>>
>> ...Long File Name Support.
>>
>> The quickest way to wreck your filing system is to use Diamond Edge on
>> a LFN partition.
>>
>> --
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>> / /_/ / / /_/ / / ____/
>> /_____/ /_____/ /_/ Translations
>> derryck@cix.co.uk
>> dennis.vermeire@wanadoo.be
>> xlator@cix.co.uk
>> http://www.cix.co.uk/~derryck/index.htm
>
>Hi Derryck,
>
>Point taken, but I don't use long file names. Never felt the need to go
>beyond the 8.3 format. Smacks far to much of the 'we have got the
>memory, processing power, etc, so lets increase the data input and bring
>the overall speed, utility, etc back to where it was before', mentality
>that has caused Windows to be the mega/gigabyte eating/demanding self
>perpetuating memory monster that it is.!!!
>
>Bob (troglodyte) King
>.

Hi Derryck,

I've just been using HD Optimizer to defrag a couple of partitions. It does
the job OK, albeit with none of the graphical guidance of what is happening
to each sector that DI gives you, but, and this is a big but, on both partitions
sorted, it left a large middle part of the partition empty, whereas DI shoves all data to
the beginning. This means surely that new data on the partition is going to stored in this

middle gap, with more probablity of defragging, than with DI, where the new data will be tagged on at the end?
As I said before, if I ever feel the need for greater than 8.3 file names I may change, but for now I'll stick with DI, thanks again

Bob (troglodyte) King

4261. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39df4820$0$1659@news.zetnet.co.uk>
Source record: 6714

On 6 Oct 2000 18:49:16 -, Steve Sweet wrote:
>Hi Dezza
>
>>>I am obviously missing something in HD Optimizer, but what???
>>
>>...Long File Name Support.
>>
>>The quickest way to wreck your filing system is to use Diamond Edge on
>>a LFN partition.
>
>
>EeeeeeeeeeeeeeekkkkkkkkkK!!!!!!!!!!, dont remind me please, it took me ages to
>recover from that disaster.
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Hi Steve,

Do you still use long file names and if so what is the advantage?

Bob King

4262. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <854.315T2150T7855623optimus@canit.se>
Source record: 6715

Bob King skrev:

>Point taken, but I don't use long file names. Never felt the need to go
>beyond the 8.3 format. Smacks far to much of the 'we have got the
>memory, processing power, etc, so lets increase the data input and bring
>the overall speed, utility, etc back to where it was before', mentality
>that has caused Windows to be the mega/gigabyte eating/demanding self
>perpetuating memory monster that it is.!!!

Don't be silly. "Long" files names are no overhead at all. Even the C64 had
longer file names than TOS, and there is no excuse to stick to such an archaic
format when the rest of the world (save the PC) has had "long" file names for
the last 20 years.

--
En ligne avec Thor 2.6.

"Real life is full of idiots, and tons of ads. I don't see how IRC is any
different, other than a lot more people want to have sex with you."
-- m3000

4263. Atari 520 st fm for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-07 00:00:00 UTC
From: Russell Gurney <Rgurney@tesco.net>
Message-ID: <8rnkfacvd1@barcode.tesco.net>
Source record: 6716

I have an old atari 520 st fm for sale with matrix dot printer, mouse, joystick & lots of software. The single 'a' drive which is not working. Anyone interested in it please e-mail me back before the end of next week. I'll take a fiver for it for the lot or it goes down the tip. Location: southern England. Rgurney@tesco.net

4264. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-07 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39df5c8c$0$1656@news.zetnet.co.uk>
Source record: 6717

On 7 Oct 00 13:05:43 +01, "Iggy Drougge" wrote:
>Bob King skrev:
>
>>Point taken, but I don't use long file names. Never felt the need to go
>>beyond the 8.3 format. Smacks far to much of the 'we have got the
>>memory, processing power, etc, so lets increase the data input and bring
>>the overall speed, utility, etc back to where it was before', mentality
>>that has caused Windows to be the mega/gigabyte eating/demanding self
>>perpetuating memory monster that it is.!!!
>
>Don't be silly. "Long" files names are no overhead at all. Even the C64 had
>longer file names than TOS, and there is no excuse to stick to such an archaic
>format when the rest of the world (save the PC) has had "long" file names for
>the last 20 years.
>
>--
>En ligne avec Thor 2.6.
>
>"Real life is full of idiots, and tons of ads. I don't see how IRC is any
>different, other than a lot more people want to have sex with you."
> -- m3000
>
>.

Hi Iggy,

I learn something new every day, isn't life wonderful!! Do you really find
that a lot more people want to have sex with you?

Bob (Troglodyte and silly) King

4265. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-08 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <dNp9ytAHaE45Eweb@steverosie.demon.co.uk>
Source record: 6718

In article <854.315T2150T7855623optimus@canit.se>, Iggy Drougge
<optimus@canit.se> writes
>Don't be silly. "Long" files names are no overhead at all. Even the C64 had
>longer file names than TOS, and there is no excuse to stick to such an archaic
>format when the rest of the world (save the PC) has had "long" file names for
>the last 20 years.

True many machines used long filenames, they use their own file
structure NOT the structure used by TOS and MS-DOS. YOu only have so
many bytes before the file info comes along (length, start cluster
etc.).

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4266. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971011376-760271AEicMi@bun.com>
Source record: 6719

Hi Bob

>Do you still use long file names and if so what is the advantage?

I /only/ use LFN's, the advantages are that for instance you could use a more descriptive filename for your DOC files, picture files, folders, etc.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4267. Re: Looking for "Cartmaster" schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971011378-760722AEicMi@bun.com>
Source record: 6720

Hi Hallvard,

>Anyone have either the schematics for the CartMaster itself, or can tell
>me how to modify it for LEDs for each port?

I personaly would be looking for a chip select for each port, i'd buffer it and drive a LED with that line.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4268. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971011380-761160AEicMi@bun.com>
Source record: 6721

Hi Bob

>Point taken, but I don't use long file names. Never felt the need to go
>beyond the 8.3 format. Smacks far to much of the 'we have got the
>memory, processing power, etc, so lets increase the data input and bring
>the overall speed, utility, etc back to where it was before', mentality
>that has caused Windows to be the mega/gigabyte eating/demanding self
>perpetuating memory monster that it is.!!!

Doh!, hey Homer, LFN's add nothing to system overheads and in some instances
simplify things.
Its easier to find a template doc with the Filename Rent_Cover_Note.PAP in a folder
string of E:\Document\Personal_Self\Housing_Rent\Rent_Cover_Note and then
saving it as Rent_Cover_Note_08_10_2000.PAP.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4269. Audio CD question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-08 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <39e07963$0$1657@news.zetnet.co.uk>
Source record: 6722

Hi all!

I've just replaced Extendos with Spin! v0.34. All works brilliantly, including LFNs and I can access a Windoze95 cd I couldn't before.

However I've got a question.:

When I put an audio CD in, Spin!'s doc mentions being able to get .WAV files for each track and PRG files to play them. However I only see the latter.

I think that this is something to do with the BOS driver (I'm using Spin!'s SPIN_SD.BOS). Unless it's to do with the hardware in the CD-Rom.

On a PC at work, NT-Explorer sees .cda files (only 100 or so bytes in size) which I assume is the equivalent of the PRGs (I think this is done by the BOS driver), and not .WAV also.

I'm looking to convert a track from audio CD to MPEG (either on Atari or PC) for a musician friend's website - http://www.impala.co.uk - (legal for his CD), so can someone suggest a program either on PC or Atari that will enable me to copy a WAV format track from CD? (I've got an MPEG encoder on both platforms)

BTW, I've also got hold of a Cumana CD Rom (external) that is supposed to be SCSI, but the cable that comes out of it doesn't have a normal SCSI-1 or 2 plug on it (I think it was originally used on an Amiga) anyone know if I can use it?

Cheers!

James


```
_____________________________________________________
| |
|James Haslam Email: jfhaslam@zetnet.co.uk| ._____.
| | // //|
|(also known on IRC & ICQ as: JazHaz) ;-))) | || || |
+-----------------------------------------------------+ || ||/ \_
|Atari Pages: http://jfhaslam.atari.org | _/|| ||\_ /|
|Homepages: http://www.users.zetnet.co.uk/jfhaslam | |_/ |_| \_|/
+-----------------------------------------------------+
|List owner of the Cheshunt Computer Club mailing list| Atari RULES!
-------------------------------------------------------
```

4270. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-08 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e09657$0$1655@news.zetnet.co.uk>
Source record: 6723

On 8 Oct 2000 11:03:51 +, Steve Stupple wrote:
>In article <854.315T2150T7855623optimus@canit.se>, Iggy Drougge
><optimus@canit.se> writes
>>Don't be silly. "Long" files names are no overhead at all. Even the C64 had
>>longer file names than TOS, and there is no excuse to stick to such an archaic
>>format when the rest of the world (save the PC) has had "long" file names for
>>the last 20 years.
>
>True many machines used long filenames, they use their own file
>structure NOT the structure used by TOS and MS-DOS. YOu only have so
>many bytes before the file info comes along (length, start cluster
>etc.).
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>.

HI Steve,

It's obvious WHY you have this problem with Diamond Edge when it comes
##################################

4271. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-08 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e0a975$0$1656@news.zetnet.co.uk>
Source record: 6724

On 8 Oct 2000 11:03:51 +, Steve Stupple wrote:
>In article <854.315T2150T7855623optimus@canit.se>, Iggy Drougge
><optimus@canit.se> writes
>>Don't be silly. "Long" files names are no overhead at all. Even the C64 had
>>longer file names than TOS, and there is no excuse to stick to such an archaic
>>format when the rest of the world (save the PC) has had "long" file names for
>>the last 20 years.
>
>True many machines used long filenames, they use their own file
>structure NOT the structure used by TOS and MS-DOS. YOu only have so
>many bytes before the file info comes along (length, start cluster
>etc.).
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>.

Hi Steve,

sorry about my previous posting, I think its QED, it sometimes becomes unstable and insists on outputting a string of hashes. What I meant to say is that it's easy to see why Diamond Edge has this problem, its just that I have yet found the need for long file names. The other Steve has reminded me of the ability to more exactly describe the contents of images, docs, etc. Of course he has a point, but until I feel the need I'll stay 8.3

Bob King

4272. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971073436-38959AEicMi@cwcom.net>
Source record: 6725

From: Bob King <robert.king@patent.gov.uk>
Date: Fri, 06 Oct 2000 12:01:56 +0100

>> The quickest way to wreck your filing system is to use Diamond Edge on
>> a LFN partition.

>Point taken, but I don't use long file names. Never felt the need to go
>beyond the 8.3 format. Smacks far to much of the 'we have got the
>memory, processing power, etc, so lets increase the data input and bring
>the overall speed, utility, etc back to where it was before', mentality

Installing MagiC (and NVDI) would completely transform your system. Not
only does MagiC allow multitasking, it's also a re-write of TOS in
optimized code. Programs actually run faster. Add NVDI for snappy screen
updates and vector font support...

Have I convinced you to come out of that cave yet? :-)

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4273. Re: Looking for "Cartmaster" schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971073440-39435AEicMi@cwcom.net>
Source record: 6726

From: northstar2010@yahoo.no (Hallvard Tangeraas)
Date: Fri, 06 Oct 2000 17:23:49 GMT

>Anyone have the schematics for Wizztronics' "CartMaster"
>cartridge-expander unit available?
>
>I've been in contact with Wizztronics, asking about schematics so I can
>try to modify it so that LEDs can be added showing which port is in use,

I'd guess that no-one has the schematics in that case :-(

Presumably there are some chips inside the switcher, perhaps there is a
chip select line or similar that you could hang a Darlington driver and
LED off of?

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4274. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971073442-39907AEicMi@cwcom.net>
Source record: 6727

From: rking@zetnet.co.uk (Bob King)
Date: 07 Oct 2000 10:52:29 GMT

>I've just been using HD Optimizer to defrag a couple of partitions. It
>does
>the job OK, albeit with none of the graphical guidance of what is
>happening

Makes it faster!

>sorted, it left a large middle part of the partition empty, whereas DI
>shoves all data to
>the beginning. This means surely that new data on the partition is going
>to stored in this
>middle gap, with more probablity of defragging, than with DI, where the
>new data will be
>tagged on at the end?

I don't know all the ins and outs, but shifting data to the start or end
of a partition optimizes it for reading OR writing, depending on which end
the data's shifted. I'm pretty sure that there's some info on this in the
readme.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4275. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-09 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39E1B3D6.A80782FA@patent.gov.uk>
Source record: 6730

Iggy Drougge wrote:
>
> Steve Sweet ha scritto:
>
> >Hi Bob
>
> >>Do you still use long file names and if so what is the advantage?
>
> >I /only/ use LFN's, the advantages are that for instance you could use a more
> > descriptive filename for your DOC files, picture files, folders, etc.
>
> Not to mention what would happen to my MP3s. Even file systems with 30
> character limits are displaying their weakness in that case.
>
> --
> En ligne avec Thor 2.6.
>
> Ecco a voi la sigla di Lupin III in francese... ma... aspettate... qualcosa
> non quadra...cos'e' questa roba! Holly e Benji? ahahah... povero cantante...
> gli hanno messo sotto la base sbagliata!!!
> Tacchan undrar varfï¿½r Captain Tsubasa pï¿½ franska har samma ackompanjemang
> som Lupin III pï¿½ italienska

Hi Iggy,

I see you are a Transformer fan, best sound track to a film ever, still
have Optimus Prime!! We annoy our son (25) by playing the death of
Optimus Prime track and bringing him in under a white sheet, Prime not
our son.

Pity you use an Amiga Off-line reader though, although it does give some
brilliant sign-offs.

Bob King.

4276. Re: Looking for "Cartmaster" schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-09 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <su3qqgam6r1kt09@corp.supernews.com>
Source record: 6731

On 8 Oct 2000 09:13:06 G, Derryck Croker wrote:
>From: northstar2010@yahoo.no (Hallvard Tangeraas)
>Date: Fri, 06 Oct 2000 17:23:49 GMT
>
>>Anyone have the schematics for Wizztronics' "CartMaster"
>>cartridge-expander unit available?
>>
>>I've been in contact with Wizztronics, asking about schematics so I can
>>try to modify it so that LEDs can be added showing which port is in use,
>
>I'd guess that no-one has the schematics in that case :-(
>
>Presumably there are some chips inside the switcher, perhaps there is a
>chip select line or similar that you could hang a Darlington driver and
>LED off of?

That's what I've been thinking.

There will be some lines in the cartmaster to select which cart to
use, but it depends if they're accessable. (they could be
internally inside the chips, probably PLD or something)

I'm thinking you could use a pin on each cartridge port. Maybe ROM
select 3 or 4? (pins 31 and 33) The LEDs will flash, but they'll
flash so fast that it will be unnoticable; it'll look like they're on.

I don't have the cartmaster so I'm not really that sure of the
circuit. And I don't know that much about the cartridge port.

Best way is to experiment with an LED wired in series with a 270 ohm
resistor, and prod about!

+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--------------------------------------+

4277. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-09 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971201880-881601AEicMi@bun.com>
Source record: 6732

Yo!, Dezza

>Installing MagiC (and NVDI) would completely transform your system. Not
>only does MagiC allow multitasking, it's also a re-write of TOS in
>optimized code. Programs actually run faster. Add NVDI for snappy screen
>updates and vector font support...

>Have I convinced you to come out of that cave yet? :-)

Why dont you wait until they learn to walk upright without dragging their knuckles
on the ground first, then show them what fire can do..

8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4278. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-09 01:28:50 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <988.317T2500T1486509optimus@canit.se>
Source record: 6728

Steve Stupple ha scritto:

>In article <854.315T2150T7855623optimus@canit.se>, Iggy Drougge
><optimus@canit.se> writes
>>Don't be silly. "Long" files names are no overhead at all. Even the C64 had
>>longer file names than TOS, and there is no excuse to stick to such an
>>archaic format when the rest of the world (save the PC) has had "long" file
>>names for the last 20 years.

>True many machines used long filenames, they use their own file
>structure NOT the structure used by TOS and MS-DOS. YOu only have so
>many bytes before the file info comes along (length, start cluster
>etc.).

True, but adapting a corrupt system from the beginning is no excuse. In
particular not when designing a new system in 1985.

--
En ligne avec Thor 2.6.

Questa sigla e' una figata!!! Un bel pezzo dance per un bel cartone dance!!!
Pensate che la scorsa frase non abbia senso? Bah!, nemmeno mettere questa
sigla a Sailormoon ha senso ^_^;;;
Tacchan om den tyska signaturmelodin till Sailor Moon

4279. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-09 01:31:25 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <717.317T1250T1515199optimus@canit.se>
Source record: 6729

Steve Sweet ha scritto:

>Hi Bob

>>Do you still use long file names and if so what is the advantage?

>I /only/ use LFN's, the advantages are that for instance you could use a more
> descriptive filename for your DOC files, picture files, folders, etc.

Not to mention what would happen to my MP3s. Even file systems with 30
character limits are displaying their weakness in that case.

--
En ligne avec Thor 2.6.

Ecco a voi la sigla di Lupin III in francese... ma... aspettate... qualcosa
non quadra...cos'e' questa roba! Holly e Benji? ahahah... povero cantante...
gli hanno messo sotto la base sbagliata!!!
Tacchan undrar varf�r Captain Tsubasa p� franska har samma ackompanjemang
som Lupin III p� italienska

4280. Atari ST parts?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-10 00:00:00 UTC
From: glen <scurrg@home.com>
Message-ID: <39e2c23e.251423066@news>
Source record: 6733

I have an old (aren't they all?) 520ST. Serial # A1 1014297 7 1985, I only mention the serial number because whenever I used to take it in for service, the guy would always marvel "Wow, this is one of the originals!". Or something along those lines. I had the TOS in ROM upgrade done and then a year or 2 later I had the Meg memory upgrade, so it's actually a 1040ST now.

Since I can remember, It's had this problem where you have to let it warm up before it would boot up. Until it had warmed up you would just get the little bombs across the screen. I had taken it in a few times but they had never fixed it. So today, for fun, I dug it out to see if I could get it working. It hadn't had power on it for at least 6 years, and then probably not for 4 years before that.

So I plugged it in and turned it on and same thing, bombs. Let it warm up for half an hour and it works. Just like 10 years ago. So I got my "Super Cold 22" spray out and started shooting. When I hit U15 with the cold, bombs. If I hold my soldering iron over the chip and blow on it for a few seconds, it starts up after hitting reset. So I need to replace that chip. It's branded:

C025912-38
JH23-019
6B4 36

I can't find it at http://www.freetradezone.com/ or anywhere else for that matter so I'm just looking for advice and where to go to get one of these chips. Maybe someone here has an ST salvage yard and they'd sell me a chip?

I've tried re-seating it. The chip is bad.

Does anyone know where to get one of these chips?

Thanks,

Glen

4281. Re: Atari ST parts?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-10 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <39E2E3C4.10107CC9@avtomatika.com>
Source record: 6734

glen wrote:

> I have an old (aren't they all?) 520ST. Serial # A1 1014297 7 1985, I only
> mention the serial number because whenever I used to take it in for
> service, the guy would always marvel "Wow, this is one of the originals!".
> Or something along those lines. I had the TOS in ROM upgrade done and then
> a year or 2 later I had the Meg memory upgrade, so it's actually a 1040ST
> now.
>
> Since I can remember, It's had this problem where you have to let it warm
> up before it would boot up. Until it had warmed up you would just get the
> little bombs across the screen. I had taken it in a few times but they had
> never fixed it. So today, for fun, I dug it out to see if I could get it
> working. It hadn't had power on it for at least 6 years, and then probably
> not for 4 years before that.
>
> So I plugged it in and turned it on and same thing, bombs. Let it warm up
> for half an hour and it works. Just like 10 years ago. So I got my "Super
> Cold 22" spray out and started shooting. When I hit U15 with the cold,
> bombs. If I hold my soldering iron over the chip and blow on it for a few
> seconds, it starts up after hitting reset. So I need to replace that chip.
> It's branded:
>
> C025912-38
> JH23-019
> 6B4 36
>
> I can't find it at http://www.freetradezone.com/ or anywhere else for that
> matter so I'm just looking for advice and where to go to get one of these
> chips. Maybe someone here has an ST salvage yard and they'd sell me a
> chip?
>

Use special rubber or superfine sandpaper to clean the contacts on IC. With a needle carefully bend all pins on socket to press harder on chip when inserted and clean them too with a bit of sandpaper.

I don't think the chip itself is bad. Symptoms you described point to bad contact due to oxidised pins rather than a bad chip. While at it, do the same with GLUE chip (CO-25915), but take care NOT to swap them ! If you insert the MMU into GLUE's socket and vice versa and popwer up machine, you will fry both chips !

One more thing to watch are corner pins on the chip. When socket presses on the chip, corner pins on the chip can sometimes touch underneath the chip. You have

to bend them accordingly.

Regards,

Branko

> I've tried re-seating it. The chip is bad.
>
> Does anyone know where to get one of these chips?
>
> Thanks,
>
> Glen

4282. Re: Atari ST parts?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-10 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <V3pf8hAGRu45Ewc1@steverosie.demon.co.uk>
Source record: 6735

In article <39e2c23e.251423066@news>, glen <scurrg@home.com> writes
>I have an old (aren't they all?) 520ST.

I don't know about serial numbers, but if it has it's TOS on ROM then
it's not one of the first machines.

IIRC I remember seeing an advert/info detailing some of the features,
including ports. The FIRST ones had a tape port next to the serial port
and edge of the machine.

What makes this memorable was an article that was curious on how long a
tape program would take to load!

> Serial # A1 1014297 7 1985, I only
>mention the serial number because whenever I used to take it in for
>service, the guy would always marvel "Wow, this is one of the originals!".
>Or something along those lines. I had the TOS in ROM upgrade done and then
>a year or 2 later I had the Meg memory upgrade, so it's actually a 1040ST
>now.
>
>So I plugged it in and turned it on and same thing, bombs. Let it warm up
>for half an hour and it works. Just like 10 years ago. So I got my "Super
>Cold 22" spray out and started shooting. When I hit U15 with the cold,
>bombs. If I hold my soldering iron over the chip and blow on it for a few
>seconds, it starts up after hitting reset. So I need to replace that chip.
>It's branded:
>
>C025912-38
>JH23-019
>6B4 36
>

I've got several Atari chips knocking around, I'll dig around later and
get back to you:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4283. Atari ST parts?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-10 00:00:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <39e2fada$1_2@news.pacifier.com>
Source record: 6736

g> When I hit U15 with the cold, bombs. If I hold my soldering iron
g> over the chip and blow on it for a few seconds, it starts up after
g> hitting reset. So I need to replace that chip. It's branded:

g> C025912-38
g> JH23-019
g> 6B4 36

Give Best Electronics a try. They can be found at:

http://www.best-electronics-ca.com/

Don
Vancouver, USA
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register

4284. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-10 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <39E3589F.FCD14BC2@idirect.com>
Source record: 6737
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

OK. To be in accordance with what you
say, it seems that TOS only
pretends to access my SyJet cart. Since
there is a 1.0 GB limit
under TOS, Magic, BigDOS or MiNT, when I
partition my SyJet cart
under TOS-DOS this means that I can only
create one 1.0GB
partition on my SyJet 1.5GB cart!? as I
am restricted to one
partition/drive(cart) under TOS-DOS.
Seems a shame to leave 500MB
unformatted(unpartitionned0! :-(
ken

Uwe Seimet wrote:
> Ken Macdonald wrote:
> > Why can't MagiC view my TOS-DOS SyJet(1.5GB) cartridge?
> TOS partitions larger than 1.5 GByte are illegal. The maximum size for a
> TOS compatible partition is 1 GByte.
> > another puzzle. I would have thought Kobold disk handling would be more
> > capable than Ataris??
> What would you gain if Kobold could handle larger partitions but the
> rest of the operating system couldn't?
> --
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4285. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-10 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e3a3fa$0$1657@news.zetnet.co.uk>
Source record: 6738

On 11 Oct 2000 00:10:46 , "Carl Ratcliffe" wrote:
>I have just picked up a s/h sm124 monitor. Is there anyway I can increase
>the actual display size there are no horizonatal and vertical adjust control
>on the monitor !
>
>Thanks
>
>
>
> ////
> (o o)
>+-----ooO--(_)--Ooo--+
>
>
>.

Hi Carl,

They are both inside, but be very careful, one control takes your knuckles an inch away from certain death (EHT)

Bob King.

4286. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-10 00:00:00 UTC
From: atarigalen@my-deja.com
Message-ID: <8s0a8u$24k$1@nnrp1.deja.com>
Source record: 6739
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <39E3589F.FCD14BC2@idirect.com>,
Ken Macdonald <anarkist@idirect.com> wrote:
> OK. To be in accordance with what you
> say, it seems that TOS only
> pretends to access my SyJet cart. Since
> there is a 1.0 GB limit
> under TOS, Magic, BigDOS or MiNT, when I
> partition my SyJet cart
> under TOS-DOS this means that I can only
> create one 1.0GB
> partition on my SyJet 1.5GB cart!? as I
> am restricted to one
> partition/drive(cart) under TOS-DOS.
> Seems a shame to leave 500MB
> unformatted(unpartitionned0! :-(
> ken
>
May I suggest two 750 MB partitions? Works for my SyJet!

Galen

Sent via Deja.com http://www.deja.com/
Before you buy.

4287. SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-10 22:10:46 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8s03vt$4j7$02$1@news.t-online.com>
Source record: 6740

I have just picked up a s/h sm124 monitor. Is there anyway I can increase
the actual display size there are no horizonatal and vertical adjust control
on the monitor !

Thanks

////
(o o)
+-----ooO--(_)--Ooo--+

4288. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-11 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39E442E4.2CF2344@patent.gov.uk>
Source record: 6741

Steve Sweet wrote:
>
> Yo!, Dezza
>
> >Installing MagiC (and NVDI) would completely transform your system. Not
> >only does MagiC allow multitasking, it's also a re-write of TOS in
> >optimized code. Programs actually run faster. Add NVDI for snappy screen
> >updates and vector font support...
>
> >Have I convinced you to come out of that cave yet? :-)
>
> Why dont you wait until they learn to walk upright without dragging their knuckles
> on the ground first, then show them what fire can do..
>
> 8~)
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Hi Steve,

I long ago learnt to walk bipedally and as for fire, I exhale it
frequently, my knuckles are only used for occasions when sweet reasoning
is to no avail.

Bob king

4289. Re: weird SyJet-MagiC problem??!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-11 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <39E45942.EC01CD33@idirect.com>
Source record: 6742
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

hmmmm. methinks you do not underSTand!
:-)
When I partition a drive under HDutil
for TOS-DOS compatibility,
I am only allowed ONE partition!
Since TOS won't recognize more than 1GB,
I effectively have
to throw away 500MB! blecch.
otherwise 2 750 MB partitions work for
me also! :-)
ken

atarigalen@my-deja.com wrote:
>
> In article <39E3589F.FCD14BC2@idirect.com>,
> Ken Macdonald <anarkist@idirect.com> wrote:
> > OK. To be in accordance with what you
> > say, it seems that TOS only
> > pretends to access my SyJet cart. Since
> > there is a 1.0 GB limit
> > under TOS, Magic, BigDOS or MiNT, when I
> > partition my SyJet cart
> > under TOS-DOS this means that I can only
> > create one 1.0GB
> > partition on my SyJet 1.5GB cart!? as I
> > am restricted to one
> > partition/drive(cart) under TOS-DOS.
> > Seems a shame to leave 500MB
> > unformatted(unpartitionned0! :-(
> > ken
> >
> May I suggest two 750 MB partitions? Works for my SyJet!
>
> Galen
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.

4290. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-11 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8s251b$1ku$1@draco.stochastik.rwth-aachen.de>
Source record: 6743

In article <8s03vt$4j7$02$1@news.t-online.com>,
Carl Ratcliffe <c.ratcliffe@t-online.de> wrote:
>I have just picked up a s/h sm124 monitor. Is there anyway I can increase
>the actual display size there are no horizonatal and vertical adjust control
>on the monitor !

They are internal.

However, besides the usual high-voltage warnings when messing around inside
monitors, beware of a common mistake: in the newer SM124 units with
switch-mode power supply, there is a pot "B+" (in the power supply) which
seems to be able to increase the horizontal size - and which decreases the
remaining lifetime drastically.

The real H-size adjustment is done by adjusting the core in one of the
bigger coils in the h-deflection circuit. V-size is a pot, however, to
really use the full screen, you may have to readjust the centering with the
magnets on the CRT, the available pots are usually not sufficient.

cu
Michael

4291. for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-11 00:00:00 UTC
From: buck0573 <buck0573@blueyonder.co.uk>
Message-ID: <nA1F5.4043$GV2.267012@news1.cableinet.net>
Source record: 6744

For sale-
Atari Ste 4mb. with TOS upgrade (switchable)
+ Hard drive in tower, link II.
Loads of software & games
+ 2x Colour monitor (1 has power supply fault)
All most go-
60 ukp. ovno

Karl

--
^^^^^^^^^^^^^^^^^^^^^^
kws1@x-stream.co.uk
buck0573@hotmail.com
Y@c Voice box No.-
07092-232569
Mobile - text only
07932663601@one2one.net

4292. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-11 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8s2cqgqor1@plutonium.compulink.co.uk>
Source record: 6745

In message <39DAFA4A.82383EC@patent.gov.uk>, robert.king@patent.gov.uk said:

>I'm a bit puzzled about your statement that 'your better of with ....
>HD Optimizer.'.
>I downloaded it, but no way can it compare with Diamond Edge, even the
>early version I have. I have used it for ST, Falcon and Milan for
>partition optimization/defrag and undeleting, with no problems at all.
>I am obviously missing something in HD Optimizer, but what???

Long file name and large partition support - DE can't handle either.
With my 840 MB partitions DE gives negative numbers for sizes etc,
crashes when you try to display the fragmentation map - so I certainly
woudn't trust it for a defrag. Also HPO seems to give a 'cleaner'
optimisation, although it hasn't got all the facilities that DE has.

4293. Disabling RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8s2kqe$l$1@snipp.uninett.no>
Source record: 6746
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What's the easiest way to disable the original RAM in a 1040ST? I've cut the RAS/CAS-lines and connected them to Vcc via the 680hm (I think) resistors, but this does apparantly not work. Atleast I can't get the 4Mb SIMM I soldered in to work...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4294. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-11 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e4edeb$0$1655@news.zetnet.co.uk>
Source record: 6747

On 11 Oct 2000 00:10:46 , "Carl Ratcliffe" wrote:
>I have just picked up a s/h sm124 monitor. Is there anyway I can increase
>the actual display size there are no horizonatal and vertical adjust control
>on the monitor !
>
>Thanks
>
>
>
> ////
> (o o)
>+-----ooO--(_)--Ooo--+
>
>
>.

Hi again,

I'm sure I'm teaching Grandmother to suck eggs (a weird english saying), but do not use a metal screw driver to adjust pots. Same thing hppens if you put metal inside microwave!!!. Shaped knitting needle may do in extremis.

There is also a small adaptation to the ST's circuit to give overscan. I may still have it somewhere. My MegaST4 has it switchable, very good.

Bob King

4295. Re: Atari ST parts?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-11 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971333248-35499AEicMi@cwcom.net>
Source record: 6748

From: glen <scurrg@home.com>
Date: Tue, 10 Oct 2000 07:50:00 GMT

>So I plugged it in and turned it on and same thing, bombs. Let it warm up
>for half an hour and it works. Just like 10 years ago. So I got my "Super
>Cold 22" spray out and started shooting. When I hit U15 with the cold,
>bombs. If I hold my soldering iron over the chip and blow on it for a few
>seconds, it starts up after hitting reset. So I need to replace that chip.

It might be worth your while to touch up the socket's solder joints, could be
that there's a dry joint there.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4296. Re: Disabling RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8s4dkebat1@nnrp1.deja.com>
Source record: 6651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8s473n$b9j$1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:

> That should be sufficient, so I guess you should check if the
connections to
> the SIMM are all OK (and if the DRAMs on the SIMM are connected in the
> necessary way for an ST).

Basically I did it like this (http://atari.nvg.org/stacyram/), except
that I didn't remove the original RAM. Perhaps this is the problem?
Since I "tap into" the address-lines between the resistors and the
original RAM it could be that the load on the address-lines is too
high. I'll try to cut the address-lines between the resistors and the
original RAM tonight and see what happens.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4297. Re: Disabling RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8s4n45$e1c$1@draco.stochastik.rwth-aachen.de>
Source record: 6652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8s4dkebat1@nnrp1.deja.com>,
Jo Even Skarstein <joska@online.no> wrote:

>Basically I did it like this (http://atari.nvg.org/stacyram/), except
>that I didn't remove the original RAM. Perhaps this is the problem?
>Since I "tap into" the address-lines between the resistors and the
>original RAM it could be that the load on the address-lines is too
>high. I'll try to cut the address-lines between the resistors and the
>original RAM tonight and see what happens.

That should not be the problem - I installed several ST RAM expansions that
way, even with the old ones (with 1MBit-DRAMs) this was usually no problem.
Now with the minimal load that a modern 4MB SIMM produces, you should have
ample margins.

cu
Michael

4298. Re: Disabling RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8s4p0khce1@snipp.uninett.no>
Source record: 6653
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:

> That should not be the problem - I installed several ST RAM expansions that
> way, even with the old ones (with 1MBit-DRAMs) this was usually no problem.
> Now with the minimal load that a modern 4MB SIMM produces, you should have
> ample margins.

You're right, I just tried it but it didn't make a difference. Perhaps
I've damaged the SIMM :-(

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4299. Re: Disabling RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <39E60580.65B80A47@avtomatika.com>
Source record: 6654
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen wrote:

> In article <8s2kqe$l$1@snipp.uninett.no>,
> Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> >What's the easiest way to disable the original RAM in a 1040ST? I've cut
> >the RAS/CAS-lines and connected them to Vcc via the 68Ohm (I
> >think) resistors, but this does apparantly not work. Atleast I can't get
> >the 4Mb SIMM I soldered in to work...
>

If you mean 32-bit SIMM 72-pin SIMM, then it should work. Done it many times.
When debugging, it usually helps to disable upper two megs and try with one bank
only.
Recheck wiring on all address lines on SIMM, then check RAS&CAS wirings.
I did manage to mix-up RAS/CAS line between banks. BTW, have you properly
disconnected old RAS/CAS lines and tied them to Vcc ?
One more thing, connect GND with more than one wire to SIMM.

Regards,

Branko

4300. Re: Cubase for ATARI 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <q7nF5.40$Be1.3183@newsr1.u-net.net>
Source record: 6655

Hello.

Keychange Music can supply genuine brand new Cubase v3.1 packages for £149.

Tel 01925 266120.

Barrie.

4301. Atari 1040ST help wanted....

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <ylxF5.25$qj2.4462@news.goodnet.com>
Source record: 6656

I have the opportunity to buy a 1040ST for $5.50 (US dollars). It doesn't have a monitor or mouse. What I need to know is, are there mods available to make the 1040ST usable (in color modes) with an SVGA monitor, like my 15" Sony E100. As well, is there a way to reroute the wiring in a two-button PC serial mouse to make it work with the 1040ST?

I know that they say that the monitor has to be able to do 15Hz Horizontal in order to do color modes (the lowest mine goes is 30Hz), but is there any way to accelerate (or whatever) the horizontal signal from the 1040ST so that it can display color modes at 30Hz?

Jared

4302. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971420034-46334AEicMi@cwcom.net>
Source record: 6657

From: rking@zetnet.co.uk (Bob King)
Date: 11 Oct 2000 22:47:07 GMT

>On 11 Oct 2000 00:10:46 , "Carl Ratcliffe" wrote:
>>I have just picked up a s/h sm124 monitor. Is there anyway I can increase
>>the actual display size there are no horizonatal and vertical adjust

>There is also a small adaptation to the ST's circuit to give overscan. I
>may
>still have it somewhere. My MegaST4 has it switchable, very good.

Either Lacescan from http://www.sting.org IIRC, or the less comprehensive
OverScan (from various ftp sites etc etc). Both are good, but aren't
suitable for the STe. They're much better bets than tweaking pots, because
they actually turn the useless black border into usable working area.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4303. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971466650-598354AEicMi@bun.com>
Source record: 6658

Hi Bob

>
>I'm sure I'm teaching Grandmother to suck eggs (a weird english saying), but do
>not use a metal screw driver to adjust pots. Same thing hppens if you put metal
>inside microwave!!!. Shaped knitting needle may do in extremis.

Only plastic one's?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4304. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971466652-598810AEicMi@bun.com>
Source record: 6659

Hi Bob

>I long ago learnt to walk bipedally

<whisper> got any tips?.

>and as for fire, I exhale it frequently,

Scotch whiskey?.

>my knuckles are only used for occasions when sweet reasoning is to no avail.

Why bother with reasoning?.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4305. Re: Disabling RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8s473n$b9j$1@draco.stochastik.rwth-aachen.de>
Source record: 6749
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <8s2kqe$l$1@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>What's the easiest way to disable the original RAM in a 1040ST? I've cut
>the RAS/CAS-lines and connected them to Vcc via the 68Ohm (I
>think) resistors, but this does apparantly not work. Atleast I can't get
>the 4Mb SIMM I soldered in to work...

That should be sufficient, so I guess you should check if the connections to
the SIMM are all OK (and if the DRAMs on the SIMM are connected in the
necessary way for an ST).

cu
Michael

4306. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-12 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <9WhF5.2706$GQ3.4932@newsfeed.slurp.net>
Source record: 6750

On 11 Oct 2000 00:10:46 , "Carl Ratcliffe" wrote:
>I have just picked up a s/h sm124 monitor. Is there anyway I can increase
>the actual display size there are no horizonatal and vertical adjust control
>on the monitor !
>
>Thanks

If you are good at soldering there is an article (probably on the net) that
I read which describes a procedure that will result in an increased screen
size...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4307. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-13 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e6bb8d$0$10895@news.zetnet.co.uk>
Source record: 6660

On 12 Oct 2000 09:13:38 , Derryck Croker wrote:
>From: rking@zetnet.co.uk (Bob King)
>Date: 11 Oct 2000 22:47:07 GMT
>
>>On 11 Oct 2000 00:10:46 , "Carl Ratcliffe" wrote:
>>>I have just picked up a s/h sm124 monitor. Is there anyway I can increase
>>>the actual display size there are no horizonatal and vertical adjust
>
>>There is also a small adaptation to the ST's circuit to give overscan. I
>>may
>>still have it somewhere. My MegaST4 has it switchable, very good.
>
>Either Lacescan from http://www.sting.org IIRC, or the less comprehensive
>OverScan (from various ftp sites etc etc). Both are good, but aren't
>suitable for the STe. They're much better bets than tweaking pots, because
>they actually turn the useless black border into usable working area.
>--
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> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.
Hi Derryck,

full agreement, DIY overscan comes with driver and raster contering/adjustment
software, almost essential for your ST or STFM, but make it switchable. Easy to
do, even I managed it :))

Bob King

4308. Startup problems on Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-13 00:00:00 UTC
From: Preben Sloth <ps@lkps.dk>
Message-ID: <aNEF5.169$HE3.4601@news.get2net.dk>
Source record: 6661
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hello There
For some time I have had startup problems on my Falcon 030. When I switch it on
the Harddisk and the rest of the machine doesn't start. If I press the reset button for
5-10 seconds the machine normaly starts, but some time I have to switch the Falcon and
press the reset button a lot of time to get the machine to life.
What's wrong ???

I have had the machine for 6 years now, but it is only the last year this problem has appear.

Thank, Preben Sloth

Please reply to ps@lkps.dk

4309. Startup problems on Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-13 00:00:00 UTC
From: Preben Sloth <ps@lkps.dk>
Message-ID: <3SEF5.170$HE3.5186@news.get2net.dk>
Source record: 6662

Hello There
For some time I have had startup problems on my Falcon 030. When I switch it
on the Harddisk and the rest of the machine doesn't start. If I press the reset
button for 5-10 seconds the machine normaly starts, but some time I have to switch the
Falcon and press the reset button a lot of time to get the machine to life.
What's wrong ???

I have had the machine for 6 years now, but it is only the last year this problem has appear.

Thank, Preben Sloth

Please reply to ps@lkps.dk

4310. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-13 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8s7cug$e3j$1@SOLAIR2.EUnet.yu>
Source record: 6663

On 11 Oct 2000 18:38:03 , Michael Schwingen wrote:
>in the newer SM124 units with
>switch-mode power supply,

Are there schematics for this version somewhere on the Net? Wherever
I looked, I found only schematics for the version with linear PSU.

Beside different power supply the newer version has a different
horizontal stage- with a chip instead of discrete transistors, and there
seem to be other differences. At least my monitor is like that.

cu.

4311. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-13 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e7708c$0$10891@news.zetnet.co.uk>
Source record: 6664

On 12 Oct 2000 19:44:26 , Steve Sweet wrote:
>Hi Bob
>
>>I long ago learnt to walk bipedally
>
><whisper> got any tips?.

Try putting a hand in each pocket.

>
>>and as for fire, I exhale it frequently,
>
>Scotch whiskey?.

I'm practically TT, especially after the Coronary
>
>>my knuckles are only used for occasions when sweet reasoning is to no avail.
>
>Why bother with reasoning?.

Because I can no longer safely thump any one, not that I did any way.

BTW sorry to be such a cranky old bastard, just had had a baaaaad day.

>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Bob King

4312. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-13 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e77107$0$10891@news.zetnet.co.uk>
Source record: 6665

On 12 Oct 2000 19:42:12 , Steve Sweet wrote:
>Hi Bob
>
>>
>>I'm sure I'm teaching Grandmother to suck eggs (a weird english saying), but do
>>not use a metal screw driver to adjust pots. Same thing hppens if you put metal
>>inside microwave!!!. Shaped knitting needle may do in extremis.
>
>Only plastic one's?.
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Don't be such an f***** nit-picket, you know bloody well what I mean :))

Bob.

You can go off some people.

4313. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-13 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e77a11$0$10892@news.zetnet.co.uk>
Source record: 6666

On 13 Oct 2000 07:36:45 , Bob King wrote:
>On 12 Oct 2000 09:13:38 , Derryck Croker wrote:
>>From: rking@zetnet.co.uk (Bob King)
>>Date: 11 Oct 2000 22:47:07 GMT
>>
>>>On 11 Oct 2000 00:10:46 , "Carl Ratcliffe" wrote:
>>>>I have just picked up a s/h sm124 monitor. Is there anyway I can increase
>>>>the actual display size there are no horizonatal and vertical adjust
>>
>>>There is also a small adaptation to the ST's circuit to give overscan. I
>>>may
>>>still have it somewhere. My MegaST4 has it switchable, very good.
>>
>>Either Lacescan from http://www.sting.org IIRC, or the less comprehensive
>>OverScan (from various ftp sites etc etc). Both are good, but aren't
>>suitable for the STe. They're much better bets than tweaking pots, because
>>they actually turn the useless black border into usable working area.
>>--
>> ____ ____ ____
>> / __ \ / __ \ / __ \
>> / / / / / / / / / /_/ /
>> / /_/ / / /_/ / / ____/
>> /_____/ /_____/ /_/ Translations
>> derryck@cix.co.uk
>> dennis.vermeire@wanadoo.be
>> xlator@cix.co.uk
>>http://www.cix.co.uk/~derryck/index.htm
>>
>>.
> Hi Derryck,
>
> full agreement, DIY overscan comes with driver and raster contering/adjustment
> software, almost essential for your ST or STFM, but make it switchable. Easy to
> do, even I managed it :))
>
>
> Bob King
>.

Hi Derryck,

I'm sending Carl my overscan.zip, driver, circuit diagrams and txt files, but can't find the adjustment program. There was one, wasn't there. The MegaST4 with it in is not conected so can't tell?

Bob.

4314. Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-13 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <xhTF5.125$qj2.18583@news.goodnet.com>
Source record: 6667

I need to know how to connect my 1040ST to an A/V-capable TV (you know, the ones with the Yellow, Red and White RCA jacks?), if at all possible. Are there other video modes (S-video, RGB, composite, etc.) possible by tying certain pins together on the monitor port?

Any and all help, greatly appreciated.

Jared

4315. Re: Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1eihpjp.fxmeqbq4xf2uN%rsmac@t-online.de>
Source record: 6669

Jared Falvo <luposian@mailcity.com> wrote:

> I need to know how to connect my 1040ST to an A/V-capable TV (you know, the
> ones with the Yellow, Red and White RCA jacks?), if at all possible. Are
> there other video modes (S-video, RGB, composite, etc.) possible by tying
> certain pins together on the monitor port?
>
> Any and all help, greatly appreciated.

Different methods can be found in DOITST archive.
Mail language is german.

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4316. Re: Atari ST parts?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <HOWF5.50$2M1.3502@newsr1.u-net.net>
Source record: 6670

Hello.

Keychange Music Services, (in the UK) +44(0)1925 266120, have or can find spares for most of the Atari computers. I will post anywhere in the world if required.

Cubase v3.1 brand new also in stock.

Ring or email your needs.

Barrie.

4317. Re: Atari to Pc: It works!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <GSWF5.51$2M1.3524@newsr1.u-net.net>
Source record: 6671

Hello.

> back up, my friends... DD disks are not being sold around here any more
(bad
> news for my MC 500 MK II Roland too), the same is true for syquest drives
> and cartridges... If you want to keep using it, back up everything
first...

Keychange Music can supply slightly used/ex magazine DSDD floppies at 10 for
£1 plus post. UK or the world, ring or email.

Barrie.

4318. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971531382-264886AEicMi@bun.com>
Source record: 6672

Hi Bob

>>>I long ago learnt to walk bipedally
>>
>><whisper> got any tips?.

>Try putting a hand in each pocket.

How do i type like that??.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4319. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8sadfi$g1l$1@plutonium.compulink.co.uk>
Source record: 6673

In message <971073442-39907AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:

>I don't know all the ins and outs, but shifting data to the start or end
>of a partition optimizes it for reading OR writing, depending on which end
>the data's shifted. I'm pretty sure that there's some info on this in the
>readme.

Yes, you are right. HP Optimizer shifts all the data to the end, so
there should have been nothing at the beginning other than perhaps the
partitioning info etc. and I find it hard to understand why he got a
'gap'. With DE you had the option of moving all the contents to
beginning *or* end which was optimum for reading and writing
respectively IIRC.

From HPO's README:
OPTIMIZE places data at the end of a partition, so that TOS has faster
access when searching for free clusters. This could result in a message
from another optimiser that the partition optimised by OPTIMIZE was not, in
fact, optimised. This form of organisation has the additional advantage
that, with regular use, files that don't change are pushed to the end, and
the optimiser then has no need to touch them again.

Regards, /Peter/

4320. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <SundwKA0tJ65Ew98@my-ste.freeserve.co.uk>
Source record: 6674

In article <971531382-264886AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> writes
>Hi Bob
>
>>>>I long ago learnt to walk bipedally
>>>
>>><whisper> got any tips?.
>
>>Try putting a hand in each pocket.
>
>How do i type like that??.

He didn't say they had to be *your* hands ;)

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.8Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
6.3 |http://www.distributed.net/

4321. Neotari brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <j8bG5.181$qj2.28671@news.goodnet.com>
Source record: 6675

The Neotari Phoenix computer is a GEM2000-based computer with the following features:

1) PowerPC 603e CPU
2) GEM rewritten for PowerPC and upgraded
3) Internal IDE port (no floppy port)
4) LS-120 drive (doubles as 1.44Mb floppy, if necessary)
5) Two DIMM slots
6) 2x AGP slot
7) Three or four PCI slots
8) Audio card (vender yet to be established)
9) Video card (vender yet to be established)

All PCI/AGP cards installed will be soldered in place to insure permanancy and security. Tampering voids warrantee.

The exact same hardware will be installed in every system to insure consistancy.

GEM will be ported to the PowerPC chip and upgraded to be Y2K-compliant as well as improved overall, thus rendering it to be called GEM2000!

An Atari ST emulator will be written for GEM2000 and included with every system. This will allow Atari ST programmers to rewrite their software for GEM2000.

In the end, the Atari era can be reborn with no more concern trying to upgrade old Atari systems to the modern era, which is nigh pointless. It's time to accept the loss of Atari and all it's systems (clones included) and begin anew, while maintaining the essence of the Atari spirit in Neotari Corp. and the Phoenix I computer, using a revised GEM.

Any Atari programmers, developers, ST users, interested in this vision? Instead of trying to force ST GEM/TOS to work on ST clones, thus merely pushing a dead horse a few more feet down the road. Let's take GEM, rewrite it for the PowerPC processor (isn't GEM written in C? Mighty portable code from what I hear), and start a new computer system, made by a new computer company. Atari ST users can enjoy running their old software via emulation, and ST programmers can rewrite their ST softwares to work with the new GEM.

In the end, you have the same look and feel of GEM as the Atari ST's had, the same software (if not also new software and games!). The only difference is that it's not an Atari ST or Atari clone and isn't trying to push an outdated OS and technology where it can't go. Drop the old baggage and let's start fresh!

I'd love to see this realized and I think a lot of other people would too. A dream is the spark. Let's add some kindling and get this dream off to a roaring, flaming start! Hmm?

"Think not that anything is impossible or it will be. What is mere thought can be true reality. What is true reality can be used."

Jared (listening to the MIDI version of the Klax soundtrack... very inspiring!)

4322. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971593874-22641AEicMi@cwcom.net>
Source record: 6676

From: rking@zetnet.co.uk (Bob King)
Date: 13 Oct 2000 21:09:37 GMT

[snip]
>I'm sending Carl my overscan.zip, driver, circuit diagrams and txt files, but
>can't find the adjustment program. There was one, wasn't there. The MegaST4

The adjustment is in the driver - you press a key as it loads and the menu
appears.
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4323. Re: color Computereyes software

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39e8b00a$0$10895@news.zetnet.co.uk>
Source record: 6677

Hi,

There is of course Videomaster from microdeal. I have the package, don't use it, so its yours for £15 plus pp.

Bob King

On 1 Mar 2000 20:28:07 G, Mikey wrote: > >There is a color computer eyes for the ST. I sold one a while back to >someone in the newsgroup. Sorry I forgot who it was:(. My memory is >failing at my age.....whichs is....??? Ummm, this is bad:). > >Mikey > >On 1 Mar 2000 10:37:36 +, Bob King wrote: >>Hi again, >> >>Looking at the Antic article, Computereyes seems to be for the 8-bit >>Atari range anyway. >> >>Bob. >> >>wohmoe@earthlink.net wrote: >>> >>> I got a color Computereyes with my ST a couple of years ago but it had >>> no manuals or software. I have been going to every Atari ST site trying >>> to find even a mention of this device, without success. If anyone has >>> software that will make it work please zip it and e-mail it to me. also >>> if you know where I might be able to download DigiSpec or UniSpec >>> please send me a link. Any response will be greatly apreciated. Thanx >>> in advance, William >>> >>> Sent via Deja.com http://www.deja.com/ >>> Before you buy. >>. >.

4324. Re: Startup problems on Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 00:54:15 UTC
From: atarigalen@my-deja.com
Message-ID: <8s8arlkgc1@nnrp1.deja.com>
Source record: 6668
Cross-posted to: comp.sys.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <aNEF5.169$HE3.4601@news.get2net.dk>,
"Preben Sloth" <ps@lkps.dk> wrote:
> Hello There
> For some time I have had startup problems on my Falcon 030. When I
switch it
> on
> the Harddisk and the rest of the machine doesn't start. If I press
the reset
> button for
> 5-10 seconds the machine normaly starts, but some time I have to
switch the
> Falcon and
> press the reset button a lot of time to get the machine to life.
> What's wrong ???
>
I've had the same problem a few times. Loose socketed chips have been
the suggested culprit, but I haven't opened her up to be sure.

Good luck with your search.

Galen
> I have had the machine for 6 years now, but it is only the last year
this
> problem has appear.
>
> Thank, Preben Sloth
>
> Please reply to ps@lkps.dk
>
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4325. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-14 23:21:22 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <dJWupmAypO65EwPR@my-ste.demon.co.uk>
Source record: 6678

In article <8sadfi$g1l$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk writes
>In message <971073442-39907AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:
>
>>I don't know all the ins and outs, but shifting data to the start or end
>>of a partition optimizes it for reading OR writing, depending on which end
>>the data's shifted. I'm pretty sure that there's some info on this in the
>>readme.
>
>Yes, you are right. HP Optimizer shifts all the data to the end, so
>there should have been nothing at the beginning other than perhaps the
>partitioning info etc. and I find it hard to understand why he got a
>'gap'. With DE you had the option of moving all the contents to
>beginning *or* end which was optimum for reading and writing
>respectively IIRC.

Does HP Optimizer shift clusters used by directories to the end as well?
If it doesn't, that could explain why there was something at the
beginning.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.8Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
6.3 |http://www.distributed.net/

4326. wtb sc1224

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-15 00:00:00 UTC
From: Daniel Smith <baysound@worldnet.att.net>
Message-ID: <eMfG5.6445$9T4.331225@bgtnsc04-news.ops.worldnet.att.net>
Source record: 6679

PLEASE SEND INFO
ON CONDITION AND PRICE.

THANKS
DAN
OR CALL 813-962-6175

4327. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-15 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <8sc9qngvg1@SOLAIR2.EUnet.yu>
Source record: 6680

On 13 Oct 2000 21:09:37 , Bob King wrote:

>I'm sending Carl my overscan.zip, driver, circuit diagrams and txt files, but
>can't find the adjustment program. There was one, wasn't there. The MegaST4 with
>it in is not conected so can't tell?

AFAIK all overscan drivers enter "adjusting" mode if certain key combinations
are pressed during bootup. <Left Shift> or <Ctrl> <Shift> or <Alt><Shift>
or something like that. BTW does somebody have some "autoswitch" overscan
driver (i.e. the one that switches on/off automatically for various programs)
that he would be willing to share? Or was the "autoswitch" version commercial?

Cu.

4328. Re: Atari to Pc: It works!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971629064-721995AEicMi@bun.com>
Source record: 6681

Hi Barry

>Keychange Music can supply slightly used/ex magazine DSDD floppies at 10 for
>ï¿½1 plus post. UK or the world, ring or email.

Arent there rules about spamming echo's with advertisments.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4329. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <971629066-722480AEicMi@bun.com>
Source record: 6682

Hi Bob

>Shaped knitting needle may do in extremis.

>Only plastic one's?.
>>

>Don't be such an f***** nit-picket, you know bloody well what I mean :))

Its nit pickers like me that stop people kiling themselves when pillock like you give dodgy advice.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4330. Re: Hybrid Arts midiplexer

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-15 00:00:00 UTC
From: jasbinky@aol.com
Message-ID: <20001015131641.03878.00001930@ng-cd1.aol.com>
Source record: 6683

Can anyone help me locate one of these . Iam running SMPTEtrack on a 1040st and would like to have this to use program at it's full potential.
Maybe you know what I could use in place of the midiplexer or the specs to build one myself. I hope someone has the answer out there

4331. Hybrid Arts midiplexer

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-15 00:00:00 UTC
From: jasbinky@aol.com
Message-ID: <20001015133710.03878.00001931@ng-cd1.aol.com>
Source record: 6684

Can anyone help me locate one of these. Iam running SMPTEtrack on a 1040st on would like use the program at it's full potential . Does anyone know what I can use in place of midiplexer or where I can find the specs to build one myself

Joe

4332. Monitor Input Pin Numbers

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-15 00:00:00 UTC
From: Daniel Smith <baysound@worldnet.att.net>
Message-ID: <8QnG5.6859$9T4.365415@bgtnsc04-news.ops.worldnet.att.net>
Source record: 6685

Would someone please tell me what the
pin numbers are for the 13 pin DIN plug
monitor input on the Atari 1040 ST-F.

```
________
/ ? ? ? ? \
| ? ? ? ? |
| ? ? ? ? |
\ ? /
```

Replies will be greatly appreciated.
Thanks,
Danny

4333. PC Keyboard on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-15 00:00:00 UTC
From: Barry Callahan <callahab@my-deja.com>
Message-ID: <8sd86s$2n6$1@nnrp1.deja.com>
Source record: 6686

I was wondering if anybody knew if published directions existed on how to make an adapter so you can connect a PC keyboard to the ST motherboard.

Thanks.

Sent via Deja.com http://www.deja.com/
Before you buy.

4334. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-15 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39ea21de$0$179@news.zetnet.co.uk>
Source record: 6687

On 15 Oct 2000 13:27:56 , Steve Sweet wrote:
>Hi Bob
>
>>Shaped knitting needle may do in extremis.
>
>>Only plastic one's?.
>>>
>
>>Don't be such an f***** nit-picket, you know bloody well what I mean :))
>
>Its nit pickers like me that stop people kiling themselves when pillock like you
>give dodgy advice.
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Hi Steve.

You have a point of course, and I stand humbly corrected, but you tell me how
you can shape a metal knitting needle into either a blade or hex without a great deal
of deliberate (suicidal) determination and in any case I saud not metal earlier.

Bob King (Pillock in chief)

4335. Re: Monitor Input Pin Numbers

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-15 00:00:00 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <39ea491c_3@athena.netset.com>
Source record: 6688

Daniel Smith <baysound@worldnet.att.net> wrote in
<8QnG5.6859$9T4.365415@bgtnsc04-news.ops.worldnet.att.net>:

>Would someone please tell me what the
>pin numbers are for the 13 pin DIN plug
>monitor input on the Atari 1040 ST-F.
> ________
>/ ? ? ? ? \
>| ? ? ? ? |
>| ? ? ? ? |
>\ ? /
>
>Replies will be greatly appreciated.
>Thanks,
>Danny
>
>
>
>
Here ya go:

Atari ST Video Port

(The view is from the soldering/back of the ST)

Connector: DIN-13

```
-------
1 / o o o o \ 4
5 | o o o o | 8
9 | o o o o | 12
\ o /
-------
13
```

Pin Description
1 Audio Out(mono)
2 Composite Video(not on all systems)
3 General Purpose Detect
4 Monochrome Detect
5 Audio In
6 Green
7 Red
8 Peritel Power
9 Horizontal Sync
10 Blue

11 Monochrome
12 Vertical Sync
13 Ground

Sync Levels: Active low, TTL Levels
RGB Signals: 1.8V p-p, with a 1.2 V DC Bias

4336. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-16 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39EACB27.AC652A24@patent.gov.uk>
Source record: 6689

xlator@cix.compulink.co.uk wrote:
>
> In message <971073442-39907AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk said:
>
> >I don't know all the ins and outs, but shifting data to the start or end
> >of a partition optimizes it for reading OR writing, depending on which end
> >the data's shifted. I'm pretty sure that there's some info on this in the
> >readme.
>
> Yes, you are right. HP Optimizer shifts all the data to the end, so
> there should have been nothing at the beginning other than perhaps the
> partitioning info etc. and I find it hard to understand why he got a
> 'gap'. With DE you had the option of moving all the contents to
> beginning *or* end which was optimum for reading and writing
> respectively IIRC.
>
> From HPO's README:
> OPTIMIZE places data at the end of a partition, so that TOS has faster
> access when searching for free clusters. This could result in a message
> from another optimiser that the partition optimised by OPTIMIZE was not, in
> fact, optimised. This form of organisation has the additional advantage
> that, with regular use, files that don't change are pushed to the end, and
> the optimiser then has no need to touch them again.
>
> Regards, /Peter/

Hi Peter,

You are correct of course, there it is in the README. Must learn to read
these things. The authors take the time and trouble to write them, then
I ignore.

Bob King (He)

4337. Re: PC Keyboard on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-16 00:00:00 UTC
From: Barrie at Keychange <barrie@atamusic.u-net.com>
Message-ID: <cqBG5.121$2M1.9309@newsr1.u-net.net>
Source record: 6690

Hello.

"Barry Callahan" <callahab@my-deja.com> wrote in message
news:8sd86s$2n6$1@nnrp1.deja.com...
> I was wondering if anybody knew if published directions existed on how
> to make an adapter so you can connect a PC keyboard to the ST
> motherboard.

Why not just buy a genuine Atari Mega keyboard from Keychange, at £25 plus
post it's cheaper and has all the keys in the right places, and an Atari
mouse works with it. I'll post it anywhere if necessary.

Barrie at Keychange.

4338. SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-16 00:00:00 UTC
From: Ken Macdonald <anarkist@idirect.com>
Message-ID: <39EAF81A.F42E1348@idirect.com>
Source record: 6691
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

hi
I am helping out a friend(Aage Nielsen,
exec member at large of TAF)
install an extra SCSI drive on his TT.

rather than go to the effort and extra
expense of using the external
SCSI port, I thought of just adding the
second drive to his internal SCSI
cable. We can take out the existing
cable and replace it with one that
can accept two drives, the cable is long
enough to go out the back to the
second drive, and provide power to the
second drive.

my question is can we have 2 SCSI drives
on the internal SCSI bus?
Can they be separate SCSI ids (i.e. 0
and 1) or can they have the same
SCSI id, but different LUNs (i.e. LUN 0
and LUN 1)
Thanks for any help here

ken

4339. Re: Monitor Input Pin Numbers

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-16 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1eilr6a.x2swi013rha9gN%rsmac@t-online.de>
Source record: 6692

Daniel Smith <baysound@worldnet.att.net> wrote:

> Would someone please tell me what the
> pin numbers are for the 13 pin DIN plug
> monitor input on the Atari 1040 ST-F.
> ________
> / ? ? ? ? \
> | ? ? ? ? |
> | ? ? ? ? |
> \ ? /

Audio Out CV (!) TTL Mono Detect

1 2 3 4

Audio In GREEN RED Ground (!)

5 6 7 8

Horiz Syn BLUE Mono Vert Syn
Intens

9 10 11 12

Ground

13

-> DOITST

NOT all models had the same pin out!
Pin 8 of some models contain +12 VDC!!
Also Composit Video, Pin 2, are not on ALL models avaiable!

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4340. Re: SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-16 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <39EB2901.C3C7B859@ooc.de>
Source record: 6693
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Ken Macdonald wrote:

> my question is can we have 2 SCSI drives
> on the internal SCSI bus?

Yes, sure. The internal bus is not really different from the external bus. It's just on the opposite side of the cabled, that's all.

> Can they be separate SCSI ids (i.e. 0
> and 1) or can they have the same
> SCSI id, but different LUNs (i.e. LUN 0
> and LUN 1)

You have to use different SCSI IDs, just like with external drives. You can't use different LUNs with hard disk drives except with hard disk drives where one controller on the drive controls more than one drive. I don't know any SCSI hard disk drive where this is the case.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4341. Re: PC Keyboard on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-16 00:00:00 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@online.be>
Message-ID: <39eb577e28ef5c6@online.be>
Source record: 6694

on Sun 15-10-2000 22:57 Hallvard Tangeraas wrote:

>Barry Callahan <callahab@my-deja.com> wrote:
>
>> I was wondering if anybody knew if published directions existed on how
>> to make an adapter so you can connect a PC keyboard to the ST
>> motherboard.
>
>Mario Becroft provides the "QWERTYX" which gives you the ability to use
>a standard PC keyboard and a PC mouse.
>More information available at:
>
>http://gem.win.co.nz/mario/hardware/qwertyx.html

AFAIK, one can even use a cordless Logitech keyboard and mouse with that
adapter.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@online.be **********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://user.online.be/~ols04484/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

4342. Re: SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-16 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <39EB5F57.75862279@cfc.dnd.ca>
Source record: 6695
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

OK!
thanks a lot for the help Uwe.
I metionned the LUNs as I remember reading old
ICD or SpectreGCR manual they would mentions LUNs.
although, like you, I have never seen any jumper settings
or drives that would set LUNs.
ken

Uwe Seimet wrote:
>
> Ken Macdonald wrote:
>
> > my question is can we have 2 SCSI drives
> > on the internal SCSI bus?
>
> Yes, sure. The internal bus is not really different from the external
> bus. It's just on the opposite side of the cabled, that's all.
>
> > Can they be separate SCSI ids (i.e. 0
> > and 1) or can they have the same
> > SCSI id, but different LUNs (i.e. LUN 0
> > and LUN 1)
>
> You have to use different SCSI IDs, just like with external drives. You
> can't use different LUNs with hard disk drives except with hard disk
> drives where one controller on the drive controls more than one drive. I
> don't know any SCSI hard disk drive where this is the case.
>
> --
> --
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4343. Re: SM124 adjustments ! Help needed !

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-16 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <971764332-35448AEicMi@cwcom.net>
Source record: 6696

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: 15 Oct 2000 13:01:11 GMT

>or something like that. BTW does somebody have some "autoswitch" overscan
>driver (i.e. the one that switches on/off automatically for various
>programs)

That version of Overscan used different hardware than the PD version, so I doubt that it would work :-(

I do have my original master disk, even though the hardware itself is long gone.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4344. Re: Wanted: Standard Atari Falcon Case

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-17 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39ecd60a$0$179@news.zetnet.co.uk>
Source record: 6601

On 17 Oct 2000 11:33:45 , Steve Stupple wrote:
>Hi
>
>I am in need of an Atari Falcon 030 case as the model I have is fitted
>within a Lighthouse Tower case and this no longer is suitable for me.
>
>I am UK based
>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
>Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>.
HI STEVE, I have an ST case going spare. You can have it for p and p if you like

Bob.

4345. Wanted: Standard Atari Falcon Case

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-17 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <PFXM9KAJsC75Ewl7@steverosie.demon.co.uk>
Source record: 6698
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts

Hi

I am in need of an Atari Falcon 030 case as the model I have is fitted
within a Lighthouse Tower case and this no longer is suitable for me.

I am UK based

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4346. Re: SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-17 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8shckhbma1@nnrp1.deja.com>
Source record: 6699
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The only drive I've ever found that makes effective use of different LUN's is the Panasonic PD650 which uses LUN0 for itself when it is a 650Mb MO drive and LUN1 for itself when it's a CDROM drive. You need HD-Driver with the <Check for seperate LUN's> option checked in Advanced settings, and you need SPIN to drive the CDROM side of it....and you need to have a PD650cart in it when it boots up.....

chrisc

In article <39EB5F57.75862279@cfc.dnd.ca>,
Ken Macdonald <macdonald@cfc.dnd.ca> wrote:
> OK!
> thanks a lot for the help Uwe.
> I metionned the LUNs as I remember reading old
> ICD or SpectreGCR manual they would mentions LUNs.
> although, like you, I have never seen any jumper settings
> or drives that would set LUNs.
> ken
>
> Uwe Seimet wrote:
> >
> > Ken Macdonald wrote:
> >
> > > my question is can we have 2 SCSI drives
> > > on the internal SCSI bus?
> >
> > Yes, sure. The internal bus is not really different from the
external
> > bus. It's just on the opposite side of the cabled, that's all.
> >
> > > Can they be separate SCSI ids (i.e. 0
> > > and 1) or can they have the same
> > > SCSI id, but different LUNs (i.e. LUN 0
> > > and LUN 1)
> >
> > You have to use different SCSI IDs, just like with external drives.
You
> > can't use different LUNs with hard disk drives except with hard disk
> > drives where one controller on the drive controls more than one
drive. I
> > don't know any SCSI hard disk drive where this is the case.
> >
> > --
> > --

> > Dr. Uwe Seimet mailto:us@ooc.de
> > MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4347. FA: MagicSac Macintosh emulator

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-17 00:00:00 UTC
From: Bill Hutchison <billh@microware.com>
Message-ID: <39EC6782.E7E3F72E@microware.com>
Source record: 6700
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

for auction on e-bay. A complete original MagicSac emulator for the ST.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=470109419

-Bill

4348. Re: PC Keyboard on the ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-17 06:53:17 UTC
From: bindon@madasafish.com
Message-ID: <suntqtld346459@corp.supernews.com>
Source record: 6697

On 16 Oct 2000 19:35:02 , "Martin \"Nightowl\" Byttebier" wrote:
>on Sun 15-10-2000 22:57 Hallvard Tangeraas wrote:
>
>>Barry Callahan <callahab@my-deja.com> wrote:
>>
>>> I was wondering if anybody knew if published directions existed on how
>>> to make an adapter so you can connect a PC keyboard to the ST
>>> motherboard.
>>
>>Mario Becroft provides the "QWERTYX" which gives you the ability to use
>>a standard PC keyboard and a PC mouse.
>>More information available at:
>>
>>http://gem.win.co.nz/mario/hardware/qwertyx.html
>
>AFAIK, one can even use a cordless Logitech keyboard and mouse with that
>adapter.

There should be no reason why not. I'm going to buy myself an optical
PC mouse for my Mouseburster sometime, because the ice mice I've got
(2UKP!) is absolutely rubbish. Can't draw a straight line on a
graphics program to save my life!

Just because it's cordless it shouldn't mean the commands are
different, just the way it get's from A to B.

+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+---------------------------------------+

4349. Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-18 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39ED8DD6.9E74888C@patent.gov.uk>
Source record: 6602

Hi all,

I think the answer's no can do, but here's the question:

I have a Falcon, bog standard, with a GT5000 scanner and GTLook2
attached, and a
Milan 40, bog standard, no cards except graphics. I use the Milan most
times for
Interneting, using MODEM2 at V90. BUT, it would be nice if I could
couple the two computers together, eg to download a mpg3 with the Milan
and pipe it to the Falcon for playing there, or scan in a picture on the
GT5000 and pipe the TGA to
the Milan for use in Da's Layout. At the moment I have to break up
>1.4Meg files into bits and transfer them on floppy. I have heard of using a null modem
cable,
but the only usable serial port on the Milan is taken up by my modem. Is
there any other way?

Thanks in advance.

Bob King.

4350. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-18 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8skjh5$26m$1@draco.stochastik.rwth-aachen.de>
Source record: 6603

In article <39ED8DD6.9E74888C@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:

>>1.4Meg files into bits and transfer them on floppy. I have heard of using a null modem cable,
>but the only usable serial port on the Milan is taken up by my modem. Is
>there any other way?

The Milan has three serial ports: one connected to the MFP (only recommended
for debugging output), plus two 16550-style ports with 115200bps and FIFOs,
so you can use one of them for the modem and one for the connection to the
falcon.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4351. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-18 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39EDDCD1.A428CB04@patent.gov.uk>
Source record: 6604

Michael Schwingen wrote:
>
> In article <39ED8DD6.9E74888C@patent.gov.uk>,
> Bob King <robert.king@patent.gov.uk> wrote:
>
> >>1.4Meg files into bits and transfer them on floppy. I have heard of using a null modem cable,
> > >but the only usable serial port on the Milan is taken up by my modem. Is
> > >there any other way?
>
> The Milan has three serial ports: one connected to the MFP (only recommended
> for debugging output), plus two 16550-style ports with 115200bps and FIFOs,
> so you can use one of them for the modem and one for the connection to the
> falcon.
>
> cu
> Michael
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

Hi Michael,

yes I know about the other uart port. When I bought the Milan it hed
came the ribbon connected from the mother board to the wrong socket and
no way could I drive the output, Serial 1 I think, so I reconnected and
have used MODEM2. The other port seems dead. I have the other uart
HSMODEM driver, but still no go. If there is any that I can get both
high speed ports to work, then please tell me. . Milan give special
drivers on their web page, but yet again I can't get it to work. And as
for setting up STING!! X-Control, which allows you to change STING.CPX
etc to set the baud rate, doesn't work on the Milan and Z-Control which
does work on the Milan, cannot change the CPX. If I want to change
anything I have to use X-Control on the Falcon and copy the changed CPX
to the Milan!!
The serial port implementation on the Milan seems to be a very poor
afair.

Thanking you for your advice in advance,
Bob King.

4352. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-18 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <alpH5.55$bx1.346@newsfeed.slurp.net>
Source record: 6605

On 18 Oct 2000 12:47:34 , Bob King wrote:
>Hi all,
>
>I think the answer's no can do, but here's the question:
>
>I have a Falcon, bog standard, with a GT5000 scanner and GTLook2
>attached, and a
>Milan 40, bog standard, no cards except graphics. I use the Milan most
>times for
>Interneting, using MODEM2 at V90. BUT, it would be nice if I could
>couple the two computers together, eg to download a mpg3 with the Milan
>and pipe it to the Falcon for playing there, or scan in a picture on the
>GT5000 and pipe the TGA to
>the Milan for use in Da's Layout. At the moment I have to break up
>>1.4Meg files into bits and transfer them on floppy. I have heard of using a null modem
cable,
>but the only usable serial port on the Milan is taken up by my modem. Is
>there any other way?

Sure there is. Get PARCP and connect the two using the parallel printer
ports. You and download the program and make the cable or else you can
order an already made cable from the author like I did. There is even a
version that will work on the PC's included. Excellent program. Check it
out at: http://users.zln.cz/~pstehlik/home.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4353. TT030 ethernet card?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-19 00:00:00 UTC
From: SI <si@newsonly.g1vrh.demon.co.uk>
Message-ID: <CaWWjEExpt75Ew1K@g1vrh.demon.co.uk>
Source record: 6607

Greetings,

I'm looking for an ethernet card for the TT030, anyone point me in the
right direction for one?

Also, any good URLs with mods, accelerators etc. etc. ??

TIA

Ste

Replying? Lose ThENeWs ;)

4354. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-19 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8sn9jcufi1@draco.stochastik.rwth-aachen.de>
Source record: 6608

In article <39EDDCD1.A428CB04@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:

>yes I know about the other uart port. When I bought the Milan it hed
>came the ribbon connected from the mother board to the wrong socket and
>no way could I drive the output, Serial 1 I think, so I reconnected and
>have used MODEM2. The other port seems dead. I have the other uart
>HSMODEM driver, but still no go. If there is any that I can get both

You need HSMODEM: first DRVIN, then UART-3F8 and UART_2F8 for the two
accelerated ports.

Or you can use MiNT and Frank Naumann's serial port driver for mint, which
seems to be most trouble-free solution.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4355. Re: Startup problems on Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-19 04:12:34 UTC
From: "Craig Hart"
Message-ID: <8slojmegv1@perki.connect.com.au>
Source record: 6606

We had this one a while back. The ROM chip was loose. Had to open 'er up,
remove the RAM board and press down on the rOM to put it all the way back
into it's socket. Re-asseble and hasn't missed a beat since.

"Preben Sloth" <ps@lkps.dk> wrote in message
news:3SEF5.170$HE3.5186@news.get2net.dk...
>
> Hello There
> For some time I have had startup problems on my Falcon 030. When I switch
> it
> on the Harddisk and the rest of the machine doesn't start. If I press
the
> reset
> button for 5-10 seconds the machine normaly starts, but some time I have
> to switch the
> Falcon and press the reset button a lot of time to get the machine to
> life.
> What's wrong ???
>
> I have had the machine for 6 years now, but it is only the last year this
> problem has appear.
>
> Thank, Preben Sloth
>
> Please reply to ps@lkps.dk
>
>

4356. casing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F02068.28D8CAC@uklinux.net>
Source record: 6609

Hi,

is it possible to transplant the internals of my MegaST into a minitower
PC case?
I just think it would be tidier.

cheers,
Marc

4357. TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F02162.940E5EC0@uklinux.net>
Source record: 6610
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I am wondering if anyone knows where i can find out about using SIMMS
memory to upgrade my TT's ram and also if there are any extension
utilities so i can fit more than 8Mb?

cheers,
marc

4358. DOOM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F02871.B32A86E4@uklinux.net>
Source record: 6611
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hi,
was there ever a port of DOOM or Wolfenstein 3D to the ST/TT/Falcon??
I want some top class 3D shoot-em-ups for my TT

cheers,
Marc

4359. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39f01ad6$0$179@news.zetnet.co.uk>
Source record: 6612

On 19 Oct 2000 19:04:44 , Michael Schwingen wrote:
>In article <39EDDCD1.A428CB04@patent.gov.uk>,
>Bob King <robert.king@patent.gov.uk> wrote:
>
>>yes I know about the other uart port. When I bought the Milan it hed
>>came the ribbon connected from the mother board to the wrong socket and
>>no way could I drive the output, Serial 1 I think, so I reconnected and
>>have used MODEM2. The other port seems dead. I have the other uart
>>HSMODEM driver, but still no go. If there is any that I can get both
>
>You need HSMODEM: first DRVIN, then UART-3F8 and UART_2F8 for the two
>accelerated ports.
>
>Or you can use MiNT and Frank Naumann's serial port driver for mint, which
>seems to be most trouble-free solution.
>
>cu
>Michael
>--
>"Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)
>.
Hi Michael,

Thanks for your feed back. I have and use the two uart drivers you mention, see my posting you quote. I have also tried the Naumanne driver. Perhaps it's because the Milan is one of early one's, constructed from the Mother board up by Joe Conners that the other modem port seems dead. I am going to try the inter-parallel port idea given me on this NG. If it works wow.

Bob King.

4360. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39f01b69$0$179@news.zetnet.co.uk>
Source record: 6613

On 18 Oct 2000 22:18:46 , Edward S. Baiz Jr. wrote:
>On 18 Oct 2000 12:47:34 , Bob King wrote:
>>Hi all,
>>
>>I think the answer's no can do, but here's the question:
>>
>>I have a Falcon, bog standard, with a GT5000 scanner and GTLook2
>>attached, and a
>>Milan 40, bog standard, no cards except graphics. I use the Milan most
>>times for
>>Interneting, using MODEM2 at V90. BUT, it would be nice if I could
>>couple the two computers together, eg to download a mpg3 with the Milan
>>and pipe it to the Falcon for playing there, or scan in a picture on the
>>GT5000 and pipe the TGA to
>>the Milan for use in Da's Layout. At the moment I have to break up
>>>1.4Meg files into bits and transfer them on floppy. I have heard of using a null modem
cable,
>>but the only usable serial port on the Milan is taken up by my modem. Is
>>there any other way?
>
>Sure there is. Get PARCP and connect the two using the parallel printer
>ports. You and download the program and make the cable or else you can
>order an already made cable from the author like I did. There is even a
>version that will work on the PC's included. Excellent program. Check it
>out at: http://users.zln.cz/~pstehlik/home.htm
>
>Edward S. Baiz Jr.
> (Gamer)
>--
>HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>--
>
>
>.

Hi Edward,

sounds an fantastic solution. One of those, 'why didn't someone think of
that before?' ideas. Will do and report.

Bob King.

4361. Re: DOOM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: Bruno Begni <bruno.begni@rero.vsnet.ch>
Message-ID: <39F068A9.C5F32395@rero.vsnet.ch>
Source record: 6614
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Marc Wilson a ï¿½crit :
>
> hi,
> was there ever a port of DOOM or Wolfenstein 3D to the ST/TT/Falcon??
> I want some top class 3D shoot-em-ups for my TT
>
> cheers,
> Marc

Yes, Doom/Heretic/Hexen/Quake for 68030 or higher here :
http://www.multimania.com/pmandin/en/ports.html#Portages

Best regards

4362. Re: casing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8spqj9$6q5$1@snipp.uninett.no>
Source record: 6615

Marc Wilson <badsector@uklinux.net> wrote:

> is it possible to transplant the internals of my MegaST into a minitower
> PC case?

Yes. I've done so with both my Falcon and TT, take a look at
http://atari.nvg.org/my_computers.html for pictures.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4363. Re: casing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sv14ubtkn4hte3@corp.supernews.com>
Source record: 6616

On 20 Oct 2000 16:07:05 , Jo Even Skarstein wrote:
>Marc Wilson <badsector@uklinux.net> wrote:
>
>> is it possible to transplant the internals of my MegaST into a minitower
>> PC case?
>
>Yes. I've done so with both my Falcon and TT, take a look at
>http://atari.nvg.org/my_computers.html for pictures.

You'll have to watch out for cases with ATX power supplies though.
They need a wire held low to make them work, so you'll need to replace
the non-latching switch at the front to a latching type.

I'm going to be working out how to control this by software soon, by
possibly using bit 15 of the Yamaha PSG as it's reserved on the ST.
Not sure about the Falcon/TT though. It's a very simple design
really.

A shutdown program like ones with Magic and Mint could turnoff the
computer automatically. Mint would be easier to do as it's open
source.

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

4364. Tos ST/E...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: Egidio Basso <egidio.basso@wanadoo.be>
Message-ID: <8sq6ti$26pi$1@buty.wanadoo.nl>
Source record: 6617

Je recherche tous les Tos des Atari ST et STE... Du 1.4 au 2.05 en Fran&#65533;ais : je poc&#65533;de d&#65533;j&#65533; tous les Atari sortis mais pas les Tos en 6 roms : je ne sais pas comment les r&#65533;unir en un seul fichier image ; 2 par 2 &#65533;a va mais il n'en reste 3 &#65533; r&#65533;unir et 2 par 2 il reste 1 et je ne sais que faire avec, d'ou le fichier est incomplet... Ceux en 2 roms c'est facile...Soit les Tos 1.4, 2.0 et 2.05 en fichiers de ces Tos sur une disquette 1.44 Mb. ou sur mon e-mail egidio.basso@wanadoo.be . Merci beaucoup. A+ :-)

--

Click here for Free Video!!
http://www.gohip.com/freevideo/

4365. Re: casing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972076096-768433AEicMi@bun.com>
Source record: 6618

Hi Marc

>is it possible to transplant the internals of my MegaST into a minitower
>PC case?

Sure it would, you'd obviously have to make up extension leads to take services to
and from the outside world.

>I just think it would be tidier.

Ive contemplated the same with my MegaSTE to cut down on a few external boxes.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4366. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972115246-219877AEicMi@cwcom.net>
Source record: 6619

From: Bob King <robert.king@patent.gov.uk>
Date: Wed, 18 Oct 2000 18:24:34 +0100

>for setting up STING!! X-Control, which allows you to change STING.CPX
>etc to set the baud rate, doesn't work on the Milan and Z-Control which
>does work on the Milan, cannot change the CPX. If I want to change
>anything I have to use X-Control on the Falcon and copy the changed CPX
>to the Milan!!

Have you tried COPS?
--

____ ____ ____
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4367. Re: DOOM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-20 23:11:18 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <E6fqyWAWEN85Ewvb@steverosie.demon.co.uk>
Source record: 6620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <39F068A9.C5F32395@rero.vsnet.ch>, Bruno Begni
<bruno.begni@rero.vsnet.ch> writes
>Yes, Doom/Heretic/Hexen/Quake for 68030 or higher here :
>http://www.multimania.com/pmandin/en/ports.html#Portages
>
>Best regards

Not forgetting Substation for the STE & Falcon's:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4368. Re: DOOM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-21 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sv2un87rhrfp7b@corp.supernews.com>
Source record: 6621

On 21 Oct 2000 00:11:18 , Steve Stupple wrote:
>In article <39F068A9.C5F32395@rero.vsnet.ch>, Bruno Begni
><bruno.begni@rero.vsnet.ch> writes
>>Yes, Doom/Heretic/Hexen/Quake for 68030 or higher here :
>>http://www.multimania.com/pmandin/en/ports.html#Portages
>>
>>Best regards
>
>Not forgetting Substation for the STE & Falcon's:)

Substation could have been really good. The graphics were quite poor,
but then if you think about it they did a really good job of getting the
most out of the STEs hardware.

It does have one the best front ends to a game I have ever seen an
STE, pushing the DMA sound to it's limits.

Not sure what the Falcon version was like but on the STE it's all
greyscale, so it's very confusing. It's almost impossible to remember
if you've been to places before or not!

It would have been nice though to be able to select certain extras for
graphics so people with faster STE's could use better graphics, that
didn't slow down the gameplay. Bit like MCsofts Power up, demo is
available somewhere on the net.....

+--+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|**|
| bindon@madasafish.com |
| Lyndon Amsdon |
+--+

4369. Atari Software For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-21 00:00:00 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <8ss1o0$i8i$6@neptunium.btinternet.com>
Source record: 6622
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

4370. Re: casing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-21 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ss62nnri1@snipp.uninett.no>
Source record: 6623

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>Yes. I've done so with both my Falcon and TT, take a look at
>>http://atari.nvg.org/my_computers.html for pictures.

> You'll have to watch out for cases with ATX power supplies though.
> They need a wire held low to make them work, so you'll need to replace
> the non-latching switch at the front to a latching type.

I know, the TT has an ATX PSU. You can still use the non-latching switch
if you use a latch or flip-flop to control the PSU. This makes it easy to
control the PSU by software as well.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4371. Tos ST/E

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-21 00:00:00 UTC
From: Egidio Basso <egidio.basso@wanadoo.be>
Message-ID: <8ssh0f$rt9$1@buty.wanadoo.nl>
Source record: 6624

La personne qui m'a contact pour m'envoyer les tos, est pri e de me recontacter pour me le renvoyer parce que je suis aller sur le net trop tard et le fichier.lzh t limin du site qui garde les contact. Je lui signale par la pr sente que je ne pirate pas les tos atari st/e pour quoi que ce soit, sauf pour un mulateur ST/E, parceque j'ai toujours mes atari st mais que je n'arrive pas regrouper les 6 eproms en un seul fichier image du tos sauf ceux en 2 eproms c'est facile mais 6, il en reste 3 et je ne sais pas comment faire avec les 3 a ne marche pas !!!!

Je recherche tous les Tos des Atari ST et STE... Du 1.0 au 2.05 en Fran ais : je poc de d j tous les Atari sortis mais pas les Tos en 6 roms : je ne sais pas comment les r unir en un seul fichier image ; 2 par 2 a va mais il n'en reste 3 r unir et 2 par 2 il reste 1 et je ne sais que faire avec, d'ou le fichier est incomplet... Ceux en 2 roms c'est facile...Soit les Tos 1.0, 1.2, 1.4, 2.0 et 2.05 en fichiers de ces Tos sur une disquette 1.44 Mb. ou sur mon e-mail egidio.basso@wanadoo.be . Merci beaucoup. A+ :-)

--

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4372. TOS ST/E

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-21 00:00:00 UTC
From: Egidio Basso <egidio.basso@wanadoo.be>
Message-ID: <8ssh2a$ru0$1@buty.wanadoo.nl>
Source record: 6625

La personne qui m'a contact pour m'envoyer les tos, est pri e de me recontacter pour me le renvoyer parce que je suis aller sur le net trop tard et le fichier.lzh t limin du site qui garde les contact. Je lui signale par la pr sente que je ne pirate pas les tos atari st/e pour quoi que ce soit, sauf pour un mulateur ST/E, parceque j'ai toujours mes atari st mais que je n'arrive pas regrouper les 6 eproms en un seul fichier image du tos sauf ceux en 2 eproms c'est facile mais 6, il en reste 3 et je ne sais pas comment faire avec les 3 a ne marche pas !!!!

Je recherche tous les Tos des Atari ST et STE... Du 1.0 au 2.05 en Fran ais : je poc de d j tous les Atari sortis mais pas les Tos en 6 roms : je ne sais pas comment les r unir en un seul fichier image ; 2 par 2 a va mais il n'en reste 3 r unir et 2 par 2 il reste 1 et je ne sais que faire avec, d'ou le fichier est incomplet... Ceux en 2 roms c'est facile...Soit les Tos 1.0, 1.2, 1.4, 2.0 et 2.05 en fichiers de ces Tos sur une disquette 1.44 Mb. ou sur mon e-mail egidio.basso@wanadoo.be . Merci beaucoup. A+ :-)

--

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4373. Re: casing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-21 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <sv3ltvrcup1f89@corp.supernews.com>
Source record: 6626

On 21 Oct 2000 13:35:19 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>>>Yes. I've done so with both my Falcon and TT, take a look at
>>>http://atari.nvg.org/my_computers.html for pictures.
>
>> You'll have to watch out for cases with ATX power supplies though.
>> They need a wire held low to make them work, so you'll need to replace
>> the non-latching switch at the front to a latching type.
>
>I know, the TT has an ATX PSU. You can still use the non-latching switch
>if you use a latch or flip-flop to control the PSU. This makes it easy to
>control the PSU by software as well.

Yes a though about that, but do ATX power supplies supply 5v all the
time? I know there is a wire on mine that says 5vSB. I suppose I
should check with my meter. I'll fiddle around one day.....

+---------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|***************************************|
| bindon@madasafish.com |
| Lyndon Amsdon |
+---------------------------------------+

4374. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-21 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39f2203b$0$179@news.zetnet.co.uk>
Source record: 6627

On 20 Oct 2000 10:11:48 , Derryck Croker wrote:
>From: Bob King <robert.king@patent.gov.uk>
>Date: Wed, 18 Oct 2000 18:24:34 +0100
>
>>for setting up STING!! X-Control, which allows you to change STING.CPX
>>etc to set the baud rate, doesn't work on the Milan and Z-Control which
>>does work on the Milan, cannot change the CPX. If I want to change
>>anything I have to use X-Control on the Falcon and copy the changed CPX
>>to the Milan!!
>
>Have you tried COPS?
>--
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Hi Derryck,

Yes cops does work on both platforms, but am I weird YES you yell, in hating all that clutter, all those crossed out icons. Smacks of the uneccessaries!!!

Back into my cave again.

Bob King

4375. 80x86 CPU card

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-22 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F24988.9C2DE62E@uklinux.net>
Source record: 6630
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
Does anyone know anyware i could find out about creating a PC board for the ST or TT using an Intel cpu (386/486) to emulate PC/Intel based applications and maybe for cross development?

cheers,
Marc

4376. Re: 80x86 CPU card

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-22 00:00:00 UTC
From: Shiuming Lai <shiuming.lai@freeuk.com>
Message-ID: <M2AI5.3526$IF1.430687@nnrp3.clara.net>
Source record: 6631
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Marc Wilson <badsector@uklinux.net> wrote in message
news:39F24988.9C2DE62E@uklinux.net...
> Hi,
> Does anyone know anyware i could find out about creating a PC board for
> the ST or TT using an Intel cpu (386/486) to emulate PC/Intel based
> applications and maybe for cross development?

You need to get the data sheets for each
product and all the information you need
to work it out yourself will be there. Some
may also have application notes which give
worked examples of basic projects but that's it.

If you mean has anyone devloped a DIY
project, I don't know.

Shiuming Lai

4377. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-22 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F2DB40.3C5C8E51@uklinux.net>
Source record: 6632
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

any ideas as to where to find the file? :)

cheers for the info,
marc

rob schmersel wrote:
>
> Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but am
> not sure).
> This file describes an ISA to VME interface used for connected an SMC
> based tehernet
> card. It will work with other cards as well.
>
> CU
> ?Rob
>
> Marc Wilson wrote:
> >
> > Hi,
> >
> > Does anyone know anywhere i can find diagrams or instructions on using
> > ISA or E-ISA PC cards on an Atari ST or TT?
> > Also, is it possible to upgrade the TT's 68030 CPU to an '040 or '060 or
> > something along those lines?
> >
> > cheers,
> > Marc

4378. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-22 00:00:00 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <8surhq$96$1@nnrp1.deja.com>
Source record: 6633
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

This page has alot of hacks for atari..
http://atarihacks.cjb.net/

Rob

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

In article <39F2DB40.3C5C8E51@uklinux.net>,
Marc Wilson <badsector@uklinux.net> wrote:
> any ideas as to where to find the file? :)
>
> cheers for the info,
> marc
>
> rob schmersel wrote:
> >
> > Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but
am
> > not sure).
> > This file describes an ISA to VME interface used for connected an
SMC
> > based tehernet
> > card. It will work with other cards as well.
> >
> > CU
> > ?Rob
> >
> > Marc Wilson wrote:
> > >
> > > Hi,
> > >
> > > Does anyone know anywhere i can find diagrams or instructions on
using
> > > ISA or E-ISA PC cards on an Atari ST or TT?
> > > Also, is it possible to upgrade the TT's 68030 CPU to an '040
or '060 or
> > > something along those lines?
> > >
> > > cheers,
> > > Marc

>

Sent via Deja.com http://www.deja.com/
Before you buy.

4379. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-22 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972283826-49859AEicMi@cwcom.net>
Source record: 6634

From: rking@zetnet.co.uk (Bob King)
Date: 21 Oct 2000 23:01:15 GMT

>>Have you tried COPS?

>Yes cops does work on both platforms, but am I weird YES you yell, in hating
>all that clutter, all those crossed out icons. Smacks of the uneccessaries!!!

That is definitely a big drawback, agreed. I also cannot make it function as
an installed app for running CPXs from other filepaths than the one
configured.

Did you try the recent version of ZControl BTW? I know it addressed the Y2K
problem?
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4380. - Major automotive website

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-22 00:00:00 UTC
From: info@seriousmonkey.com
Message-ID: <8t1cacnde128@lure.pipex.net>
Source record: 6635

seriousmonkey.com is set to revolutionise the global automotive industry with a wide range of genuinely groundbreaking and innovative Internet services benefiting business and consumers alike.

In order to support the hyper-growth expansion of our global operations, seriousmonkey.com will shortly be looking for a number of high-calibre, professional candidates to join our fast-paced and dedicated teams in London and the Republic of Ireland.

To visit seriousmonkey.com or view our online job vacancies, go to http://www.seriousmonkey.com

Frank Pottle
Managing Director
seriousmonkey.com

Article posted 23/10/2000 13:49:00.690

4381. ISA to ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-22 00:59:32 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F23BF4.1AFF2A5@uklinux.net>
Source record: 6628
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Does anyone know anywhere i can find diagrams or instructions on using
ISA or E-ISA PC cards on an Atari ST or TT?
Also, is it possible to upgrade the TT's 68030 CPU to an '040 or '060 or
something along those lines?

cheers,
Marc

4382. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-22 06:11:32 UTC
From: rob schmersel <rob.schmersel@mbox301.swipnet.se>
Message-ID: <39F28514.50AA6AFA@mbox301.swipnet.se>
Source record: 6629
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but am
not sure).
This file describes an ISA to VME interface used for connected an SMC
based tehernet
card. It will work with other cards as well.

CU
?Rob

Marc Wilson wrote:
>
> Hi,
>
> Does anyone know anywhere i can find diagrams or instructions on using
> ISA or E-ISA PC cards on an Atari ST or TT?
> Also, is it possible to upgrade the TT's 68030 CPU to an '040 or '060 or
> something along those lines?
>
> cheers,
> Marc

4383. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-23 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <39F40DD4.F73F3855@patent.gov.uk>
Source record: 6638

Derryck Croker wrote:
>
> From: rking@zetnet.co.uk (Bob King)
> Date: 21 Oct 2000 23:01:15 GMT
>
>
>
> Did you try the recent version of ZControl BTW? I know it addressed the Y2K
> problem?
> --
> ____ ____ ____
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> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

Hi Derryck,

didn't even know there was one!!! As I said, main problem with ZControl
was that
it failed to update the internals os STING.CPX (or is it SERIAL.CPX)
with the new Baud rate when you click on Save. Another thing to note is
that if you use
Starcall, it seems to over-ride everything else and force 19200 on you.
Hellish to remove!!

Bob King.

4384. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-23 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <NFWI5.27987$bM2.15696@newsfeed.slurp.net>
Source record: 6639

Try this site: http://www.netkonect.net/tachyon/A3/

It is an area of Atari articles...

On 22 Oct 2000 13:19:12 , Marc Wilson wrote:
>any ideas as to where to find the file? :)
>
>cheers for the info,
>marc
>
>
>rob schmersel wrote:
>>
>> Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but am
>> not sure).
>> This file describes an ISA to VME interface used for connected an SMC
>> based tehernet
>> card. It will work with other cards as well.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4385. Re: DOOM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-23 00:45:01 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <616.331T50T1053595optimus@canit.se>
Source record: 6636
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Stupple skrev:

>In article <39F068A9.C5F32395@rero.vsnet.ch>, Bruno Begni
><bruno.begni@rero.vsnet.ch> writes
>>Yes, Doom/Heretic/Hexen/Quake for 68030 or higher here :
>>http://www.multimania.com/pmandin/en/ports.html#Portages
>>
>>Best regards

>Not forgetting Substation for the STE & Falcon's:)

Or "Running".
...
Was that ever finished?

--
En ligne avec Thor 2.6.

Gillar man porr..v�ld kvinno f�rnedring...och en massa onda handlingar s� �r det
filmen f�r dig....sj�lv vet jag inte..har sett 1-3.....samtidigt som jag avskyr
dem s� �r det �nd� s� n�tt magiskt bakom dem...
Eric B om Urotsukid�ji

4386. Re: DOOM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-23 05:40:26 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8t0f4v$f7a$1@perki.connect.com.au>
Source record: 6637
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Iggy Drougge" <optimus@canit.se> wrote in message
news:616.331T50T1053595optimus@canit.se...
higher here :

> Or "Running".
> ...
> Was that ever finished?

Certainly was and it is great, but Falcon only:-)

Mark

4387. Re: st/pc

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:00:00 UTC
From: Samyn Karl <saka@village.uunet.be>
Message-ID: <39F5FCB3.7D06A7C0@village.uunet.be>
Source record: 6551

Hoi,

Dune DUMAS wrote:
>
> Hello !
> I want to make my mega/ste and my pc communicate ?
> I have got a null-modem cable. I need the softs.
> Can anyone help me ?
> Thanks

Take a look at http://bales.online.fr/atari/.
Think you will find all necessary links there in section 4.
I don't know if you are able to use STinG, maybe :
try also once : http://gallery.uunet.be/saka/atari/lan/router.htm

Hope this helps.

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4388. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t3mfr$oj2$1@draco.stochastik.rwth-aachen.de>
Source record: 6642
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <39F28514.50AA6AFA@mbox301.swipnet.se>,
rob schmersel <rob.schmersel@mbox301.swipnet.se> wrote:
>Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but am
>not sure).
>This file describes an ISA to VME interface used for connected an SMC
>based tehernet
>card. It will work with other cards as well.

Um - no. It may work with *some* cards, but it is specifically tailored to
the needs of an SMC Ultra Ethernet card and is no general ISA interface.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4389. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972383480-108238AEicMi@cwcom.net>
Source record: 6643

From: Bob King <robert.king@patent.gov.uk>
Date: Mon, 23 Oct 2000 11:07:16 +0100

>> Did you try the recent version of ZControl BTW? I know it addressed the

>didn't even know there was one!!! As I said, main problem with ZControl
>was that
>it failed to update the internals os STING.CPX (or is it SERIAL.CPX)

It's a well-known bug. I suggest looking out for that later version - I've
just tried it quickly and it seemed to save the setting.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4390. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39f56961$0$175@news.zetnet.co.uk>
Source record: 6644

On 24 Oct 2000 10:43:48 , Derryck Croker wrote:
>From: Bob King <robert.king@patent.gov.uk>
>Date: Mon, 23 Oct 2000 11:07:16 +0100
>
>>> Did you try the recent version of ZControl BTW? I know it addressed the
>
>>didn't even know there was one!!! As I said, main problem with ZControl
>>was that
>>it failed to update the internals os STING.CPX (or is it SERIAL.CPX)
>
>It's a well-known bug. I suggest looking out for that later version - I've
>just tried it quickly and it seemed to save the setting.
>--
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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.

Hi Derryck,

I have downloaded it and its running. Before I made SERIAL and STING.CPX
read only, every time I changed configurations in my AUTO file or run
certain Comms progs. they used to rest to 19200!!! Now I have them protected. I
will back them up and try the new ZControl. All my thanks, this is what this
group should be about, see some of my soapboxing on comp.sys.atari.st!!

Very good Ger>Eng single word translator by Ralf Zimmerman, goes over the top
a bit with phrasal suggestions, but complements GEMTRADE nicely.

Bob King

4391. Mk X case sound

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:00:00 UTC
From: Jonas Klereborn <klere@physto.se>
Message-ID: <39F57332.FDE1998D@physto.se>
Source record: 6645

Hi,

Does anybody out there have the Mk X case instructions.
I have fitted my Falcon in such a thing. But now I want to make the line level patch to the sound system. I remember that the Mk X case fitting involved changing/removing some sound resistors since it has the cinch connectors instead of the miniplugs. But I can't find the instructions to check if it was something important.

Regards,
/Jonas

4392. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t4d87$u77$1@draco.stochastik.rwth-aachen.de>
Source record: 6646
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <39F02162.940E5EC0@uklinux.net>,
Marc Wilson <badsector@uklinux.net> wrote:
>Hi,
>I am wondering if anyone knows where i can find out about using SIMMS
>memory to upgrade my TT's ram and also if there are any extension
>utilities so i can fit more than 8Mb?

The best solution is a TT ram card that takes PS/2 SIMMs. The AixTT or the
newer MagnumTT should still be available, eg. from Woller Systeme.

The AixTT can take up to 2 32MB SIMMs, the MagnumTT up to 2 128MB SIMMs.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4393. Re: Mk X case sound

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39f5c3c8$0$180@news.zetnet.co.uk>
Source record: 6647

On 24 Oct 2000 13:32:02 , Jonas Klereborn wrote:
>Hi,
>
>Does anybody out there have the Mk X case instructions.
>I have fitted my Falcon in such a thing. But now I want to make the line
>level patch to the sound system. I remember that the Mk X case fitting
>involved changing/removing some sound resistors since it has the cinch
>connectors instead of the miniplugs. But I can't find the instructions
>to check if it was something important.
>
>Regards,
>/Jonas
>.
Hi Jonas,
I have, or at least my son uses, a MKX C-Lab. If he does n't erupt at the
thougt and you give me precise details of what I am looking for/at, I could undo
the case.

Bob King

4394. Re: Mk X case sound

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39f5c849$0$179@news.zetnet.co.uk>
Source record: 6648

On 24 Oct 2000 13:32:02 , Jonas Klereborn wrote:
>Hi,
>
>Does anybody out there have the Mk X case instructions.
>I have fitted my Falcon in such a thing. But now I want to make the line
>level patch to the sound system. I remember that the Mk X case fitting
>involved changing/removing some sound resistors since it has the cinch
>connectors instead of the miniplugs. But I can't find the instructions
>to check if it was something important.
>
>Regards,
>/Jonas
>.
Hi Jonas,
I have, or at least my son uses, a MKX C-Lab. If he does n't erupt at the
thougt and you give me precise details of what I am looking for/at, I could undo
the case.

Bob King

4395. Re: Connecting Milan to Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <39f5ca21$0$174@news.zetnet.co.uk>
Source record: 6649

On 24 Oct 2000 10:43:48 , Derryck Croker wrote:
>From: Bob King <robert.king@patent.gov.uk>
>Date: Mon, 23 Oct 2000 11:07:16 +0100
>
>>> Did you try the recent version of ZControl BTW? I know it addressed the
>
>>didn't even know there was one!!! As I said, main problem with ZControl
>>was that
>>it failed to update the internals os STING.CPX (or is it SERIAL.CPX)
>
>It's a well-known bug. I suggest looking out for that later version - I've
>just tried it quickly and it seemed to save the setting.
>--
> ____ ____ ____
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> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>
>.
Hi Derryck,

Did you try on a Milan, I have just done so and same as before, it not only does not alter SERIAL.CPX, it turns the settings for MODEM2 to 19200, no response. Good thing I made aback up!!
Could well be a bug in either SERIAL.CPX or some part of the Milan's OS.

Bob King.

4396. st/pc

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:00:00 UTC
From: Dune DUMAS <dunedumas@m6net.fr>
Message-ID: <8t4j8bado1@news2.isdnet.net>
Source record: 6650

Hello !
I want to make my mega/ste and my pc communicate ?
I have got a null-modem cable. I need the softs.
Can anyone help me ?
Thanks

--
dune
http://saint-tropez.enfrance.org/francais/dune.htm

4397. 1040ST with games that don't work?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 00:53:12 UTC
From: Christopher Keegan <news@eclub.com.au>
Message-ID: <8t2mn4$cf9$1@thebe.syd.dav.net.au>
Source record: 6640

Hi,
I have a 1040ST with a number of games (on floppies) that will not load.
Any suggestions? Please e-mail to:
Christopher Keegan
ck@eclub.com.au
Also I'm looking at selling this machine and wonder what it is worth. It has
a SM124 b&w monitor no hard disk. Any ideas? I'm based in Australia.

4398. Re: 1040ST with games that don't work?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-24 02:20:30 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <OWWJEWAuHP95EwkC@steverosie.demon.co.uk>
Source record: 6641

In article <8t2mn4$cf9$1@thebe.syd.dav.net.au>, Christopher Keegan
<news@eclub.com.au> writes
>Hi,
>I have a 1040ST with a number of games (on floppies) that will not load.
>Any suggestions? Please e-mail to:
>Christopher Keegan
>ck@eclub.com.au

Hiya

Firstly, if you request help in a newsgroup, expect to read the group
for your answer as other users may benefit from the help given:)

What games are you having problems with?

99% of software should run OK on a standard 1 meg machine, about 90%
will run OK on a standard 4 meg machine.

The only problems I've encountered, when it comes to memory matters, is
that some programmers forget that the screen address changes from 1
memory config to the other! I know I've done it myself, when I didn't
have a 1 meg machine to test on! It is bad programming, and I think most
programmers slip up a little when they first start playing around a
little:)

You can get around this minor problem by using a program that fools your
machine in thinking it's a half meg machine.

Incidentally, if you have the 'Ultimate Ripper' cartridge and switch it
on BEFORE you turn your machine on, enter the cartridge and then switch
the cartridge OFF while pressing the reset button. ALL the Atari's I've
tried this on REVERT to half meg machines! VERY handy.

I don't think it works if you've got the bug ridden version that comes
with Supermon!

Not knowing the titles, I am groping at straws and only presume I'm
answering the correct problem.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4399. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t67sp$6r1$1@draco.stochastik.rwth-aachen.de>
Source record: 6555
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1011.333T2450T846551optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>Incidentially, I stumbled upon this file today. Has anyone tried this project?
>Is it workable?

I think so. After loking at it, I designed my own SMC Ultra->VME adapter
which basically works the same (ie. Ulrichs original driver works with my
adapter), only in a more optimized hardware design. The adapter works fine
in my TT with the TU Wien TCP stack, however, because the TU Wien stack is
outdated (I fixed several bugs and got it working under Magic some time ago,
but upgrading my server to a newer linux verision broke it again), I do not
use it currently.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4400. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t683n$6u1$1@draco.stochastik.rwth-aachen.de>
Source record: 6556
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <465.333T2100T1506065optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>In German mags, I keep seeing PS/2 SIMMs mentioned everywhere. Is this German
>nomenclature for bog-standard SIMMs or do they actually mean the particular IBM-
>type SIMMs for PS/2 machines with size detection lines?

There is no *single* "standard" SIMM. SIMMs are standardized ba JEDEC, and
there are several flavours.

Most common are the old 30-pin and the newer 72-pin (aka PS/2, since IBM
started using them first in their PS/2 machines).

Most atari RAM cards I know require correctly wired detection lines, but
since JEDEC requires these, any SIMM that lacks the detection lines can be
considered broken, even if most PCs and the Milan ignore them.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4401. Falcon Re-Casing

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:00:00 UTC
From: sf0218@aol.com
Message-ID: <20001025133213.06721.00000728@ng-cg1.aol.com>
Source record: 6557

Hi All,
I would like some suggestions on what wouldbe the best route to take to re-case my Falcon. I want more space so that I would be able to install a 3.5" IDE hard drive and an internal IDE CDRom drive.
I'm thinking either the DeskTopper case or the MarkX case.
Any suggestions?
Thanks,
Sam Ferrer

4402. Tos 3.0x on EEPROM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F72ADA.8F95F747@uklinux.net>
Source record: 6558

hi,

now for another of my many, many questions:

I have software which copies the TOS ROM onto disk.

I was wondering if I could burn this copy into EEPROM and manage to fit
it into my STe.
is there any software/way of doing this if it is possible. I heard
someone had wired TOS 2.06 into his Atari ATW800 workstation.

4403. Falcon or TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F73C0A.5B0429A5@uklinux.net>
Source record: 6559
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

just wondering which is the most powerful between the Falcon and TT
since they are both based on the same processor.

cheers,
Marc

4404. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1551.333T2750T13275939optimus@canit.se>
Source record: 6560
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen skrev:

>In article <465.333T2100T1506065optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>In German mags, I keep seeing PS/2 SIMMs mentioned everywhere. Is this
>>German nomenclature for bog-standard SIMMs or do they actually mean the
>>particular IBM- type SIMMs for PS/2 machines with size detection lines?

>There is no *single* "standard" SIMM. SIMMs are standardized ba JEDEC, and
>there are several flavours.

Well, 95% of all SIMM-using hardware will use the same type, as long as the
number of pins is the right.

>Most common are the old 30-pin and the newer 72-pin (aka PS/2, since IBM
>started using them first in their PS/2 machines).

Mind you, IBM PS/2 machines won't use "standard" 72-pin SIMMs, but require
particular 72-pin SIMMs with speed and size detection lines which are not in
place in the SIMM you commonly buy at the computer shop.

>Most atari RAM cards I know require correctly wired detection lines, but
>since JEDEC requires these, any SIMM that lacks the detection lines can be
>considered broken, even if most PCs and the Milan ignore them.

I'd rather consider the Atari cards broken, since they then refuse to accept all
SIMMs I have, spare for my 2 precious IBM ones.

--
En ligne avec Thor 2.6.

Php/fi: The syntax does a very good job on combining the drawbacks of C with the
disadvantages of Perl, in general resulting in a completely unreadable sequence
of seemingly random characters. Therefor it became quite popular among Unix-
fossils.
-- README for the HTML preprocessor "hsc"

4405. Re: Falcon or TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8t7ir2poc1@snipp.uninett.no>
Source record: 6561
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st.tech Marc Wilson <badsector@uklinux.net> wrote:

> just wondering which is the most powerful between the Falcon and TT
> since they are both based on the same processor.

The TT has a 32-bit bus and a double-clocked CPU, so in this respect it's
a lot more powerful than a Falcon. The Falcon has much better graphics and
16-bit stereo DMA-sound though.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4406. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:00:00 UTC
From: Daniel Pettersson <tam@dataphone.se>
Message-ID: <Pine.SOL.4.10.10010252326130.20851-100000@nikson.dataphone.se>
Source record: 6562
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 25 Oct 2000, Iggy Drougge wrote:

> Michael Schwingen skrev:
>
> >Iggy Drougge <optimus@canit.se> wrote:
>
> >There is no *single* "standard" SIMM. SIMMs are standardized ba JEDEC, and
> >there are several flavours.
>
> Well, 95% of all SIMM-using hardware will use the same type, as long as the
> number of pins is the right.

Perhaps 95%, but you can still find SIMMs that aren't of the correct type,
the VSIMM for Mac LC is 72 pin and doesn't work, same for a HP 700-series.

> >Most common are the old 30-pin and the newer 72-pin (aka PS/2, since IBM
> >started using them first in their PS/2 machines).
>
> Mind you, IBM PS/2 machines won't use "standard" 72-pin SIMMs, but require
> particular 72-pin SIMMs with speed and size detection lines which are not in
> place in the SIMM you commonly buy at the computer shop.

Well, then those SIMMs are cheap crap. I have Kingston memory, and that
works just fine (and they were bought in a common computer shop).

> >Most atari RAM cards I know require correctly wired detection lines, but
> >since JEDEC requires these, any SIMM that lacks the detection lines can be
> >considered broken, even if most PCs and the Milan ignore them.
>
> I'd rather consider the Atari cards broken, since they then refuse to accept all
> SIMMs I have, spare for my 2 precious IBM ones.

I wouldn't say broken, they just conform to the standard. If your SIMMs
doesn't work, then just fix them! Most of the cheap SIMMs that aren't
wired correctly have a couple of solder pads on them so that you can wire
them however you feel like. Just use a solder iron and be done with.

/daniel

4407. Re: Falcon or TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <8t7jf8$2uu$1@sun27.hrz.tu-darmstadt.de>
Source record: 6563
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi!

In comp.sys.atari.programmer Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> The Falcon has much better graphics and 16-bit stereo DMA-sound
> though.

Not to forget its DSP, which enables the Falcon to do things the TT
won't manage, like playing MP3s at a decent speed. Of course, you need
special software that supports the DSP.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4408. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2246.333T450T14364371optimus@canit.se>
Source record: 6564
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Daniel Pettersson skrev:

>On 25 Oct 2000, Iggy Drougge wrote:

>> Michael Schwingen skrev:
>>
>> >Iggy Drougge <optimus@canit.se> wrote:
>>
>> >There is no *single* "standard" SIMM. SIMMs are standardized ba JEDEC, and
>> >there are several flavours.
>>
>> Well, 95% of all SIMM-using hardware will use the same type, as long as the
>> number of pins is the right.

>Perhaps 95%, but you can still find SIMMs that aren't of the correct type,
>the VSIMM for Mac LC is 72 pin and doesn't work, same for a HP 700-series.

I thought the VRAM SIMM was 68 pins, but that was perhaps GVP SIMMs. And the
IIfx SIMMs.

>> >Most common are the old 30-pin and the newer 72-pin (aka PS/2, since IBM
>> >started using them first in their PS/2 machines).
>>
>> Mind you, IBM PS/2 machines won't use "standard" 72-pin SIMMs, but require
>> particular 72-pin SIMMs with speed and size detection lines which are not
>> in place in the SIMM you commonly buy at the computer shop.

>Well, then those SIMMs are cheap crap. I have Kingston memory, and that
>works just fine (and they were bought in a common computer shop).

Well, Kingston builds SIMMs for most every system produced on Earth. They even
make monster DECstation SIMMs.

>> >Most atari RAM cards I know require correctly wired detection lines, but
>> >since JEDEC requires these, any SIMM that lacks the detection lines can be
>> >considered broken, even if most PCs and the Milan ignore them.
>>
>> I'd rather consider the Atari cards broken, since they then refuse to
>> accept all SIMMs I have, spare for my 2 precious IBM ones.

>I wouldn't say broken, they just conform to the standard. If your SIMMs
>doesn't work, then just fix them! Most of the cheap SIMMs that aren't
>wired correctly have a couple of solder pads on them so that you can wire
>them however you feel like. Just use a solder iron and be done with.

True, but it doesn't sound like my favourite pastime.

--
En ligne avec Thor 2.6.

- Hur tar du bilder fr&#65533;n TVn?
- Jag anv&#65533;nder mig av en digitalkamera och fixar s&#65533; det blir m&#65533;rkt i rummet och kn&#65533;pper sedan bilden.
- Hur g&#65533;r du dina mp3or?
- Jag kopplar ett par h&#65533;rlurar till TVn, s&#65533;tter en mic framf&#65533;r h&#65533;rlurarna och spelar in med valfritt inspelningsprogram.
Jenny Hannula

4409. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 00:24:49 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1011.333T2450T846551optimus@canit.se>
Source record: 6552
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Michael Schwingen skrev:

>In article <39F28514.50AA6AFA@mbox301.swipnet.se>,
>rob schmersel <rob.schmersel@mbox301.swipnet.se> wrote:
>>Try to find a file "SMC*.ZIP" (I believe it was called SMC1.zip but am
>>not sure).
>>This file describes an ISA to VME interface used for connected an SMC
>>based tehernet
>>card. It will work with other cards as well.

>Um - no. It may work with *some* cards, but it is specifically tailored to
>the needs of an SMC Ultra Ethernet card and is no general ISA interface.

Incidentially, I stumbled upon this file today. Has anyone tried this project?
Is it workable?

--
En ligne avec Thor 2.6.

> I'll maybe do a giraffe/milk/fridge game for this year's CSSCGC.
> That'd be good. Yes.

Advanced Giraffe Refrigeration Simulator.
All the thrills and 'spills' are here as you manoeuvre the milk and lure
the lactophobic animal around a kitchen packed with hazards!
** Actual Spectrum screenshots! **
"It's TOTALLY AMAZING!!!" - David Darling

Equin0x p&#65533; comp.sys.sinclar

4410. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 01:30:42 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <465.333T2100T1506065optimus@canit.se>
Source record: 6554
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen skrev:

>The best solution is a TT ram card that takes PS/2 SIMMs. The AixTT or the
>newer MagnumTT should still be available, eg. from Woller Systeme.

In German mags, I keep seeing PS/2 SIMMs mentioned everywhere. Is this German nomenclature for bog-standard SIMMs or do they actually mean the particular IBM-type SIMMs for PS/2 machines with size detection lines?

--
En ligne avec Thor 2.6.

Allt r under kontroll, och caps lock r bredvid.

4411. Re: 1040ST with games that don't work?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-25 01:33:26 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <554.333T1300T1534597optimus@canit.se>
Source record: 6553

Christopher Keegan skrev:

>I have a 1040ST with a number of games (on floppies) that will not load.
>Any suggestions? Please e-mail to:

>Also I'm looking at selling this machine and wonder what it is worth. It has
>a SM124 b&w monitor no hard disk. Any ideas? I'm based in Australia.

I think we have found the culprit. The majority of ST games are not written
for a b/w display.

--
En ligne avec Thor 2.6.

Anv�nd g�rna mitt staket, fast du beh�ver nog fr�scha upp det lite.
Lupin III, Lupin den otrolige (Lupin III vs. fukusei ningen), TMS 1978

4412. Re: Falcon or TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <8t8te2$36b$1@nnrp1.deja.com>
Source record: 6566

In article <39F7931C.6378BA32@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:

> A standard Falcon clocks its 68030 CPU at 16MHz, while a standard TT
> clocks in at 32MHz. The TT also has faster RAM access, due to wider
> (full 32-bit) access to memory. The Falcon system bus only uses I
> think 24-bits of the full 32-bits bus to access memory. Even if the

The Falcon is a 16-bit design, with a 16-bit data bus and a 24 bit
address bus. It's actually a STE with a crippled 030 and some goodies
(like the Videl, SCSI-controller, improved DMA, 16-bit sound and a
DSP), while the TT is a real 32-bit design.

> Both are still good machines, but the overall feel of speed would go
> to the TT I believe, with the Falcon winning on graphic and audio
> stuff...provided of course you are talking 'standard' machines, as
> both can be upgraded significantly!

Another thing to consider if you have to choose between these is the
fact that the TT is a lot more stable and reliable design than the
Falcon. The Falcon is flimsy and delicate, while the TT just goes and
goes forever. It has better and more reliable SCSI, more serial ports
(nice when you want to connect a modem, a Palm and a mobile phone to
the same box...), more RAM (up to 256Mb I believe) and excellent
support in MiNT, MagiC, NetBSD and Linux. And it has a very good
keyboard. Definitely the best ST-compatible box Atari ever made.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4413. Re: Tos 3.0x on EEPROM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <svfujq78hm0sf7@corp.supernews.com>
Source record: 6567

On 25 Oct 2000 19:47:54 , Marc Wilson wrote:
>hi,
>
>now for another of my many, many questions:
>
>I have software which copies the TOS ROM onto disk.
>
>I was wondering if I could burn this copy into EEPROM and manage to fit
>it into my STe.
>is there any software/way of doing this if it is possible. I heard
>someone had wired TOS 2.06 into his Atari ATW800 workstation.

First it's illegal to my knowledge as it's piracy, putting TOS on your own EPROMS, but you can try, try as hard as you want because there are a lot of differences between 3.0x and 2.06.

3.0x has come from the TT and the TT has the 32bit bus, and the ST has 16 bit. Parts would need seriously modifying as big bits from the TT are missing in the ST.

It would save you a lot of time and money and effort to get Magic/Mint or Geneva, and TOS 3.06 ain't that much differnet or better than TOS 2.06.

4414. Re: Falcon or TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 02:12:45 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <39F7931C.6378BA32@ihug.co.nz>
Source record: 6565
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

Marc Wilson wrote:
>
> Hi,
>
> just wondering which is the most powerful between the Falcon and TT
> since they are both based on the same processor.

Thats where the similarity ends...

A standard Falcon clocks its 68030 CPU at 16MHz, while a standard TT clocks in at 32MHz. The TT also has faster RAM access, due to wider (full 32-bit) access to memory. The Falcon system bus only uses I think 24-bits of the full 32-bits bus to access memory. Even if the Falcon CPU was clocked at 32MHz (mine is), the TT will still run ordinary software faster due to its memory access advantages.

If you use the DSP in the Falcon however the table turns somewhat. As an example I've timed depacking of JPEG image files on an STe, Falcon, and TT. The Falcon depacker used its DSP and was about 50 times faster than the STe, and several times faster than the TT.

Other aspects draw comparison too, with the TT losing out on graphics and sound capability to the Falcon.

Both are still good machines, but the overall feel of speed would go to the TT I believe, with the Falcon winning on graphic and audio stuff...provided of course you are talking 'standard' machines, as both can be upgraded significantly!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4415. Re: Falcon or TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 11:18:29 UTC
From: chrisc1966@my-deja.com
Message-ID: <8t93u2$7lq$1@nnrp1.deja.com>
Source record: 6568

I've got both and find that although the Falcon is better at graphics, and of course, audio playback, the TT is far faster running other things like DTP and MIDI apps....hardly surprising really, the TT was designed as a workstation and the Falcon was designed as an home multi-media computer.....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4416. Re: Tos 3.0x on EEPROM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 11:22:50 UTC
From: chrisc1966@my-deja.com
Message-ID: <8t9466$7p6$1@nnrp1.deja.com>
Source record: 6569

In article <svfujq78hm0sf7@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:
> On 25 Oct 2000 19:47:54 , Marc Wilson wrote:
> >hi,
> >
> >now for another of my many, many questions:
> >
> >I have software which copies the TOS ROM onto disk.
> >
> >I was wondering if I could burn this copy into EEPROM and manage to
fit
> >it into my STe.
> >is there any software/way of doing this if it is possible. I heard
> >someone had wired TOS 2.06 into his Atari ATW800 workstation.
>

It would be easier to find someone with a TT with TOS3.06 and get it
copied direct from their ROM's....it's still illegal though, and it
won't work cos 3.06 is specific for the TT, though it was bodged into
the various clones....all ATW800's have TOS2.06, it's there to boot the
Mega STe that forms the host for the transputer boards that then run
Helios (Unix-like transputer OS).....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4417. Matrix COCO advice...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 11:25:07 UTC
From: chrisc1966@my-deja.com
Message-ID: <8t94ae$829$1@nnrp1.deja.com>
Source record: 6570

I'm trying to get my Matrix COCO to do 1024x768 in monochrome, and need some advice on how to set up the driver to do it....also I'd like to run 1024x768 in 256 colours....it has a meg of memory so it should handle these easily enough...I'm using a Panasonic 19" Pana Sync 6G monitor...

chrisc

Sent via Deja.com http://www.deja.com/
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4418. Catch Computers TT-RAM board setup

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 11:43:05 UTC
From: chrisc1966@my-deja.com
Message-ID: <8t95c8$8kc$1@nnrp1.deja.com>
Source record: 6571

Hi Folks..

My TT has a Catch Computers TT Ram board in it. It has 8x 30-pin SIMNM slots on it. When I got it there were 8x1Mb SIMM's in it, I've changed them for 8x4Mb SIMM's, but it still only seeing 8Mb....there is an 8-switch DIP-switch to set up the board and I guess I need to change them to suit the new size....anyone know how as I didn't get a manual with the machine....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4419. Re: Catch Computers TT-RAM board setup

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 12:49:06 UTC
From: Don <dons@qnet.com>
Message-ID: <39F82842.40F7F6D8@qnet.com>
Source record: 6572

There maybe some jumpers you have to move around. Thats the way it is
on the Atari version.

Don

4420. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 13:47:54 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t9cma$r7r$1@draco.stochastik.rwth-aachen.de>
Source record: 6573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1551.333T2750T13275939optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>Well, 95% of all SIMM-using hardware will use the same type, as long as the
>number of pins is the right.

Um - no. There are a lot of machines that require parity, and your el-cheapo
simms which do not even conform to the standard in terms of presence
detection pins won't have parity, either.

Furthermore, there are such variants as 33-bit, 36-bit (without single-byte
write capability), 40-bit etc., which are used in workstations.

Some IBM machines require such special types instead of "normal" PC-style
72-pin SIMMs with 32/36 bits.

>particular 72-pin SIMMs with speed and size detection lines which are not in
>place in the SIMM you commonly buy at the computer shop.

Then these SIMMs are broken by the standard.

>I'd rather consider the Atari cards broken, since they then refuse to accept all
>SIMMs I have, spare for my 2 precious IBM ones.

I have lots of SIMMs that work fine in my Atari ram cards.

The MagnumTT card has jumpers as a workaround for broken SIMMs, but the
problem is clearly on the SIMM.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4421. Re: TT030 ethernet card?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 14:54:01 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F84589.786EBDA9@uklinux.net>
Source record: 6574

SI wrote:
>
> Greetings,
>
> I'm looking for an ethernet card for the TT030, anyone point me in the
> right direction for one?
>
> Also, any good URLs with mods, accelerators etc. etc. ??
>
> TIA
>
> Ste
> ----
> Replying? Lose ThENeWs ;)

try http://atarihacks.cjb.net and http://atari.nvg.org

4422. Re: 1040ST with games that don't work?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 14:56:33 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F84621.BBB0856C@uklinux.net>
Source record: 6575

there's a program that emulates a colour display on the sm124 display at
http://atarihacks.cjb.net as far as i remember.

Iggy Drougge wrote:
>
> Christopher Keegan skrev:
>
> >I have a 1040ST with a number of games (on floppies) that will not load.
> >Any suggestions? Please e-mail to:
>
> >Also I'm looking at selling this machine and wonder what it is worth. It has
> >a SM124 b&w monitor no hard disk. Any ideas? I'm based in Australia.
>
> I think we have found the culprit. The majority of ST games are not written
> for a b/w display.
>
> --
> En ligne avec Thor 2.6.
>
> Anvï¿½nd gï¿½rna mitt staket, fast du behï¿½ver nog frï¿½scha upp det lite.
> Lupin III, Lupin den otrolige (Lupin III vs. fukusei ningen), TMS 1978

4423. Re: Tos 3.0x on EEPROM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 15:05:07 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F84823.49304A08@uklinux.net>
Source record: 6576

```
chrisc1966@my-deja.com wrote:
>
> In article <svfujq78hm0sf7@corp.supernews.com>,
> bindon@madasafish.com (Lyndon Amsdon) wrote:
> > On 25 Oct 2000 19:47:54 , Marc Wilson wrote:
> > >hi,
> > >
> > >now for another of my many, many questions:
> > >
> > >I have software which copies the TOS ROM onto disk.
> > >
> > >I was wondering if I could burn this copy into EEPROM and manage to
> fit
> > >it into my STe.
> > >is there any software/way of doing this if it is possible. I heard
> > >someone had wired TOS 2.06 into his Atari ATW800 workstation.
> >
>
> It would be easier to find someone with a TT with TOS3.06 and get it
> copied direct from their ROM's....it's still illegal though, and it

what if i just took the chip out of an old, wrecked TT?

> won't work cos 3.06 is specific for the TT, though it was bodged into
> the various clones....all ATW800's have TOS2.06, it's there to boot the
> Mega STe that forms the host for the transputer boards that then run

I thought 2.06 was released back in '89 when the ATW800 was 2 years old

> Helios (Unix-like transputer OS).....
>
> chrisc
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
```

4424. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 15:38:15 UTC
From: tarbez@chez.com
Message-ID: <39f8517e.29648832@news.free.fr>
Source record: 6577
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Le 25 Oct 2000 11:07:37 +0200,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) crit:

>I think so. After loking at it, I designed my own SMC Ultra->VME adapter
>which basically works the same (ie. Ulrichs original driver works with my
>adapter), only in a more optimized hardware design. The adapter works fine...

Can you make available(give to atari community) your modified adapter
diagram with instructions?

Regards, Thierry

4425. Re: Atari 1040ST help wanted....

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 16:07:01 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F856A5.1A41DA32@uklinux.net>
Source record: 6578

if you go to http://atarihacks.cjb.net it has loads of info about PC
mouse's, different monitors and loads more modifications for the ST

Jared Falvo wrote:
>
> I have the opportunity to buy a 1040ST for $5.50 (US dollars). It doesn't
> have a monitor or mouse. What I need to know is, are there mods available
> to make the 1040ST usable (in color modes) with an SVGA monitor, like my 15"
> Sony E100. As well, is there a way to reroute the wiring in a two-button PC
> serial mouse to make it work with the 1040ST?
>
> I know that they say that the monitor has to be able to do 15Hz Horizontal
> in order to do color modes (the lowest mine goes is 30Hz), but is there any
> way to accelerate (or whatever) the horizontal signal from the 1040ST so
> that it can display color modes at 30Hz?
>
> Jared

4426. Re: ISA to ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 16:14:12 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8t9l8ktnh1@draco.stochastik.rwth-aachen.de>
Source record: 6579
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <39f8517e.29648832@news.free.fr>,
Thierry ARBEZ-CARME <tarbez@chez.com> wrote:
>
>Can you make available(give to atari community) your modified adapter
>diagram with instructions?

No. I reworked it for an easily mass-produceable version, which was never
built and tested, and do not have the original sources (for the one PCB i
made and which now sits in my TT).

However, unless someone goes ahead and writes a MiNT driver for the card,
there is no use in publishing the thing: if you really want to build one,
you can use the original docs by Ulrich Roehrl (sp?).

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4427. Re: Neotari brings us the Phoenix!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 16:26:27 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F85B33.AC99207@uklinux.net>
Source record: 6580

Jared Falvo wrote:
>
> The Neotari Phoenix computer is [GOING TO BE] a GEM2000-based computer with the following
> features:
>
> 1) PowerPC 603e CPU
why not a more upto-date cpu, you could even do a range, the 603e, 604,
620, G3, G4 like the Celeron, Pentium III and Pentium III XEON?

the old DEC Alpha's are getting as low as ï¿½45 for 366MHz (second hand of
course) and that is capable of destroying the Athlon and Pentium III
with it's TerraFLOPS technology while the G4, about 5 generations ahead
of the 603e, is measured in MegaFLOPS. The Alpha is just as incompatable
of the 680x0 cpu as the PowerPC

> 2) GEM rewritten for PowerPC and upgraded
> 3) Internal IDE port (no floppy port)

why use IDE if you can use SCSI like the MegaSTe, TT and so on......?

> 4) LS-120 drive (doubles as 1.44Mb floppy, if necessary)
do people really need the LS-120 or the newer SuperDisk? why not just
give them a CD-R or CD-RW drive, costs the same and CD-R media has more
capacity and can be read on just about every computer with a CD-Rom
drive.

> 5) Two DIMM slots
> 6) 2x AGP slot
> 7) Three or four PCI slots

how about a VME slot or two for old stuff or ISA so techies can rewire
VME for ISA

> 8) Audio card (vender yet to be established)
why not a range of audio cards?

> 9) Video card (vender yet to be established)
why not a range of video cards

>
> All PCI/AGP cards installed will be soldered in place to insure permanancy
> and security. Tampering voids warrantee.

what's the point of having SLOTS if your going to stop people from using
them? i.e. if someone wants to upgrade their system in future?

You're still at the dreaming stage so take one step at a time, warranty
is the last step before the machine leaves for the shops.

>
> The exact same hardware will be installed in every system to insure
> consistancy.

well it sounds like its a dull system then..... a graphics artist will
pay ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½s or $$$$$$$$$$$$s more for a fantastic sound
system
they'll never use or musicians will pay ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½s or $$$$$$$$$$s
more
for super graphics that they'll never take advantage of, why not tailor
them to the user.... after all you have to sell them to the individual

>
> GEM will be ported to the PowerPC chip and upgraded to be Y2K-compliant as
> well as improved overall, thus rendering it to be called GEM2000!

great lot that's gonna do when it's 2001. GEM is old hat, why not give
it a new name and use the inspiration from that MIDI your listening to

>
> An Atari ST emulator will be written for GEM2000 and included with every
> system. This will allow Atari ST programmers to rewrite their software for
> GEM2000.

if it's an emulator, then why would they have to rewrite their software?

>
> In the end, the Atari era can be reborn with no more concern trying to
> upgrade old Atari systems to the modern era, which is nigh pointless. It's

the PPC 603e isn't very modern, why not jump to the PPC 620, G3 or G4?

> time to accept the loss of Atari and all it's systems (clones included) and
> begin anew, while maintaining the essence of the Atari spirit in Neotari
> Corp. and the Phoenix I computer, using a revised GEM.
>
> Any Atari programmers, developers, ST users, interested in this vision?
> Instead of trying to force ST GEM/TOS to work on ST clones, thus merely
> pushing a dead horse a few more feet down the road. Let's take GEM, rewrite
> it for the PowerPC processor (isn't GEM written in C? Mighty portable code
> from what I hear), and start a new computer system, made by a new computer

GEM isn't opensource like linux, i.e. u cant get hold of the source code
or modify GEM as Digital Research still owns it.

> company. Atari ST users can enjoy running their old software via emulation,
> and ST programmers can rewrite their ST softwares to work with the new GEM.

that's gonna be hecktic, all those millions of different programs having
to be re-written? why not stay backward-compatable?

>
> In the end, you have the same look and feel of GEM as the Atari ST's had,
> the same software (if not also new software and games!). The only
> difference is that it's not an Atari ST or Atari clone and isn't trying to

if it's not an Atari clone then what the hell is it????

> push an outdated OS and technology where it can't go. Drop the old baggage
> and let's start fresh!
>
> I'd love to see this realized and I think a lot of other people would too.
> A dream is the spark. Let's add some kindling and get this dream off to a
> roaring, flaming start! Hmm?

here's another dream, ever heard of the ATW800? why not build a multiple
PowerPC CPU system like that as a server system.

>
> "Think not that anything is impossible or it will be. What is mere thought
> can be true reality. What is true reality can be used."
>
> Jared (listening to the MIDI version of the Klax soundtrack... very
> inspiring!)

u listen to MIDI's?????????? SAD!!!!

Marc

4428. Atari Magazines

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 17:43:08 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39F86D2C.AAF50601@uklinux.net>
Source record: 6581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi,

anyone know any published (i.e. paper not electronic) Atari mags that
are still being published? last I saw of ST Format was about 2 or 3
years ago.

bye,
Marc

Tower'd TT030, 24MB RAM, 9.1GB SCSI HD, 1MB ET4000, Linux 2.2.16 ** **
**
17" Iilyama Vision Master, Yamaha CD-RW, 1.44MB Floppy. ** **
**
** **
**
** **
**
** **
**

4429. Re: 1040ST with games that don't work?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 18:25:36 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Y+2MOiAgcH+5EwdT@steverosie.demon.co.uk>
Source record: 6582

In article <39F84621.BBB0856C@uklinux.net>, Marc Wilson
<badsector@uklinux.net> writes
>there's a program that emulates a colour display on the sm124 display at
>http://atarihacks.cjb.net as far as i remember.

Big Colour does as well!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4430. Re: Tos 3.0x on EEPROM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-26 21:20:16 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972588210-206303AEicMi@bun.com>
Source record: 6583

Hi Marc

>I was wondering if I could burn this copy into EEPROM and manage to fit
>it into my STe.

That wont work, TOS 3.06 is 68030 specific.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4431. Re: Atari Magazines

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 00:00:44 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <531.335T2200T605405optimus@canit.se>
Source record: 6585
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Marc Wilson skrev:

>anyone know any published (i.e. paper not electronic) Atari mags that
>are still being published? last I saw of ST Format was about 2 or 3
>years ago.

That would be ST Computer of Germany. Unfortunately, it lost news stand
distribution a year ago.

--
En ligne avec Thor 2.6.

We have support for the PMAGC-B's on pmax right? That is a PixelVision based
card right? I see Bt 463, that chip looks bigger than the 21164! Just looking at
it makes me want to write an Xserver!
Chris Tribo, NetBSD/pmax-listan.

4432. Re: 1040ST with games that don't work?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 00:31:13 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8taeiergh1@perki.connect.com.au>
Source record: 6584

Where are you located Chris?

Mark

"Christopher Keegan" <news@eclub.com.au> wrote in message
news:8t2mn4$cf9$1@thebe.syd.dav.net.au...
> Hi,
> I have a 1040ST with a number of games (on floppies) that will not load.
> Any suggestions? Please e-mail to:
> Christopher Keegan
> ck@eclub.com.au
> Also I'm looking at selling this machine and wonder what it is worth. It
has
> a SM124 b&w monitor no hard disk. Any ideas? I'm based in Australia.
>
>

4433. Re: Atari Magazines

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 01:18:38 UTC
From: Simon Osborne <atariactive@spamblock.btinternet.com>
Message-ID: <8tal38gnk1@plutonium.btinternet.com>
Source record: 6586
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Marc Wilson <badsector@uklinux.net> wrote in message
news:39F86D2C.AAF50601@uklinux.net...
> Hi,
>
> anyone know any published (i.e. paper not electronic) Atari mags that
> are still being published? last I saw of ST Format was about 2 or 3
> years ago.
>
> bye,
> Marc

As far as I know, ST Applications is still being published.

I however hear about another paper-based Atari magazine..... ;)

Simon Osborne
Atari Active

4434. Re: Matrix COCO advice...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 02:46:03 UTC
From: Rob <rmahlert@my-deja.com>
Message-ID: <8taq9alej1@nnrp1.deja.com>
Source record: 6587

In article <8t94ae$829$1@nnrp1.deja.com>,
chrisc1966@my-deja.com wrote:
Chris,

Check out Louis Hollemans page.. http://www.holleman.demon.nl/
He has helped my out in the past with my Matrix Card. Unfortunatly..
the card is no good.): If it's not on his page... send him an e-mail.
He should be able to point you in the right direction..

Rob

--

Atari-Users Network
Atari Chat, Forums, Links, Webring and Banner Exchange.
http://www.atari-users.net

> I'm trying to get my Matrix COCO to do 1024x768 in monochrome, and
need
> some advice on how to set up the driver to do it....also I'd like to
> run 1024x768 in 256 colours....it has a meg of memory so it should
> handle these easily enough...I'm using a Panasonic 19" Pana Sync 6G
> monitor...
>
> chrisc
>
> Sent via Deja.com http://www.deja.com/
> Before you buy.
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4435. Re: Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 05:38:31 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <39F914D6.BD0D84C5@compuserve.com>
Source record: 6588

If you have a 1040 with an RF modulator connector in back, then the composite video is available at the monitor connector. If not, then a hack is needed or an adapter built/purchased.

Rick D.

Jared Falvo wrote:

> I need to know how to connect my 1040ST to an A/V-capable TV (you know, the
> ones with the Yellow, Red and White RCA jacks?), if at all possible. Are
> there other video modes (S-video, RGB, composite, etc.) possible by tying
> certain pins together on the monitor port?
>
> Any and all help, greatly appreciated.
>
> Jared

4436. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 14:57:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1551.335T0T9573189optimus@canit.se>
Source record: 6591
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen skrev:

>In article <1551.333T2750T13275939optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>
>>Well, 95% of all SIMM-using hardware will use the same type, as long as the
>>number of pins is the right.

>Um - no. There are a lot of machines that require parity, and your el-cheapo
>simms which do not even conform to the standard in terms of presence
>detection pins won't have parity, either.

Parity as opposed to EDO? That's true, I suppose I haven't been following the
developments lately.

>Furthermore, there are such variants as 33-bit, 36-bit (without single-byte
>write capability), 40-bit etc., which are used in workstations.

Workstations belong to the 5% minority.

>Some IBM machines require such special types instead of "normal" PC-style
>72-pin SIMMs with 32/36 bits.

I suppose I've got some of those machines. ^_^

>>particular 72-pin SIMMs with speed and size detection lines which are not in
>>place in the SIMM you commonly buy at the computer shop.

>Then these SIMMs are broken by the standard.

Very possible, yes.

>>I'd rather consider the Atari cards broken, since they then refuse to accept
>>all SIMMs I have, spare for my 2 precious IBM ones.

>I have lots of SIMMs that work fine in my Atari ram cards.

>The MagnumTT card has jumpers as a workaround for broken SIMMs, but the
>problem is clearly on the SIMM.

The problem on the SIMM becomes a problem for the user.

--
En ligne avec Thor 2.6.

Menyn är inte lika sexig som telnet, det är härt men sant.
Petri Oksanen #38 på SUGA BBS

4437. Re: 1040ST with games that don't work?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 15:01:23 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <474.335T1150T9615151optimus@canit.se>
Source record: 6589

Marc Wilson skrev:

>there's a program that emulates a colour display on the sm124 display at
>http://atarihacks.cjb.net as far as i remember.

Games don't have a good track record when it comes to respecting system
software calls. It might work if you'd like to run DeLuxePaint or something
like that, but not for games.

--
En ligne avec Thor 2.6.

Sagt, ist noch ein Land, au&#65533;er Deutschland, wo man die Nase eher r&#65533;mpfen lernt
als putzen?
--- Georg Christoph Lichtenberg

4438. Re: Tos 3.0x on EEPROM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 15:10:07 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <540.335T350T9703591optimus@canit.se>
Source record: 6590

Lyndon Amsdon skrev:

>It would save you a lot of time and money and effort to get Magic/Mint
>or Geneva, and TOS 3.06 ain't that much differnet or better than TOS
>2.06.

Or why not burn MagiC into your own set of EPROMs? I believe there is such a hack on Vezz's hack page.

--
En ligne avec Thor 2.6.

A Spanish MSX Group "Matra" visited to this Fair. I lent Spanish stand to them. They showed and did Promotion play of SEX BOMB BUNNY. And this Game has tema song of Majingar-Z! Why they know Japanese TV animation?
K. Ikeda, MSX-Print

4439. Re: Catch Computers TT-RAM board setup

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 16:13:52 UTC
From: chrisc1966@my-deja.com
Message-ID: <8tc9joqnl1@nnrp1.deja.com>
Source record: 6592

In article <39F82842.40F7F6D8@qnet.com>,
Don <dons@qnet.com> wrote:
> There maybe some jumpers you have to move around. Thats the way it is
> on the Atari version.
>
> Don
>
>
That's what the switches are for, I did mention them in the post, I
need to know how to set them so it works at 32Mb...

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4440. Re: Matrix COCO advice...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 16:18:21 UTC
From: chrisc1966@my-deja.com
Message-ID: <8tc9s4$r2u$1@nnrp1.deja.com>
Source record: 6593

In article <8taq9alej1@nnrp1.deja.com>,
Rob <rmahlert@my-deja.com> wrote:
> In article <8t94ae$829$1@nnrp1.deja.com>,
> chrisc1966@my-deja.com wrote:
> Chris,
>
> Check out Louis Hollemans page.. http://www.holleman.demon.nl/
> He has helped my out in the past with my Matrix Card. Unfortunatly..
> the card is no good.): If it's not on his page... send him an e-mail.
> He should be able to point you in the right direction..
>
> Rob
>
> --
>
> Atari-Users Network
> Atari Chat, Forums, Links, Webring and Banner Exchange.
> http://www.atari-users.net
>
> > I'm trying to get my Matrix COCO to do 1024x768 in monochrome, and
> need
> > some advice on how to set up the driver to do it....also I'd like to
> > run 1024x768 in 256 colours....it has a meg of memory so it should
> > handle these easily enough...I'm using a Panasonic 19" Pana Sync 6G
> > monitor...
> >

Thanks for the tip, there's some useful stuff there...

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4441. Re: DOOM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-27 21:17:56 UTC
From: augeas@elis.demon.co.uk
Message-ID: <39fab67c18fee1@elis.demon.co.uk>
Source record: 6597
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

on Mon 23-10-10 15:40 Mark Bedingfield wrote:

>> Or "Running".
>> ...
>> Was that ever finished?
>
>Certainly was and it is great, but Falcon only:-)

Is it still available ? How/where ?

"Augeas"

--
* augeas@elis.demon.co.uk) | O | ("We all got square eyes. We *
* http://www.elis.demon.co.uk/ | |___| | live in square high-rise. Hanging *
* I.C.Q: 75742578 \|/ \|/ from the sill in a town named *
* | A | Squaresville." -Billy Childish *

4442. atari/compaq

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-28 01:39:38 UTC
From: Bill Murphy <hariata@ihug.co>
Message-ID: <8tdaoh$80o$1@lust.ihug.co.nz>
Source record: 6594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I have a compaq mv520 but would like to read my old atari disc's and run the games any suggestions on how to? Bill

4443. Re: atari/compaq

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-28 04:00:15 UTC
From: Mindfield <mindfield@badgers.home.com>
Message-ID: <6ejkvskia77g7veinfoq79v1snv640id7u@4ax.com>
Source record: 6595
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Sat, 28 Oct 2000 14:39:38 +1300, "Bill Murphy" <hariata@ihug.co>
drooled an embarassing wet spot in his lap as he typed:

>I have a compaq mv520 but would like to read my old atari disc's and run the
>games any suggestions on how to? Bill
>

1) Get an emulator. I suggest either PaCifiST, or WinSTon (or one of
its successors, known as STew)
2) Get MAKEDISK. This comes with the full distribution version of
PaCifiST, but is available separately.
3) Use MAKEDISK to read your ST disk images into a .ST image file.
4) Use these image files in one of the emulators.

--
Mindfield

"Ignorance breeds confidence more often than does knowledge." -Darwin

Remove the badgers before E-Mailing.

4444. Re: Atari Magazines

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-28 10:56:44 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39fac3b012a5000@tripnet.se>
Source record: 6596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Thu 26-10-2000 18:43 (+0100) Marc Wilson wrote:

>anyone know any published (i.e. paper not electronic) Atari mags that
>are still being published? last I saw of ST Format was about 2 or 3
>years ago.

The Swedish /Atarimagasinet/ has been around for 15 years now. It's a
quarterly magazine and no. 3/2000 just went out to the subscribers.

Subscription/membership fee is SEK 175 adding SEK 50 if outside
Sweden. Check http://www.sak.nu/ for details.
--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4445. Re: Tos 3.0x on EEPROM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-28 14:03:06 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <39FADC9A.436CC614@uklinux.net>
Source record: 6598

Iggy Drougge wrote:
>
> Lyndon Amsdon skrev:
>
> >It would save you a lot of time and money and effort to get Magic/Mint
> >or Geneva, and TOS 3.06 ain't that much differnet or better than TOS
> >2.06.
>
> Or why not burn MagiC into your own set of EPROMs? I believe there is such a
> hack on Vezz's hack page.

Do you know where i can d/l MagiC or do i have to buy it? I cant find
details on the MagiC website

>
> --
> En ligne avec Thor 2.6.
>
> A Spanish MSX Group "Matra" visited to this Fair. I lent Spanish stand to
> them. They showed and did Promotion play of SEX BOMB BUNNY. And this Game has
> tema song of Majingar-Z! Why they know Japanese TV animation?
> K. Ikeda, MSX-Print

4446. Re: Matrix COCO advice...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-28 21:49:50 UTC
From: leaver@netinfo.com.au
Message-ID: <2SHK5.3$xO6.1957@news0.optus.net.au>
Source record: 6599

On 26 Oct 2000 11:25:07 , chrisc1966@my-deja.com wrote:
>I'm trying to get my Matrix COCO to do 1024x768 in monochrome, and need
>some advice on how to set up the driver to do it....also I'd like to
>run 1024x768 in 256 colours....it has a meg of memory so it should
>handle these easily enough...I'm using a Panasonic 19" Pana Sync 6G
>monitor...

I have a Matrix Coco in my MSTe.

Even though it has 1mb of ram, I don't think that it will go much past
832x528 in 256 colours. The (Intel) processor on the card appears to
use the ram for other storage as well.

Apropos of nothing much... it is posible to get the Coco to tick over
slowly enough to drive a CGA monitor. I can get ST Medium, 640x200 on
my Atari SC1435 in 256 colours with the Coco. Not particularly useful,
but pretty.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

4447. Re: Atari ST video help wanted!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-29 00:48:59 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <VtKK5.276$z93.42400@news.goodnet.com>
Source record: 6600

What kind of hack is needed? Can you describe?

Jared

Richard Detlefsen <"74766,1561"@compuserve.com> wrote in message
news:39F914D6.BD0D84C5@compuserve.com...
> If you have a 1040 with an RF modulator connector in back, then the
composite
> video is available at the monitor connector. If not, then a hack is
needed or
> an adapter built/purchased.
>
> Rick D.
>
>
> Jared Falvo wrote:
>
> > I need to know how to connect my 1040ST to an A/V-capable TV (you know,
the
> > ones with the Yellow, Red and White RCA jacks?), if at all possible.
Are
> > there other video modes (S-video, RGB, composite, etc.) possible by
tying
> > certain pins together on the monitor port?
> >
> > Any and all help, greatly appreciated.
> >
> > Jared
>

4448. Atari questionaire...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-29 04:51:17 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <31OK5.304$z93.44289@news.goodnet.com>
Source record: 6501

Anyways, some (purely hypothetical) questions:

1) *IF* such a computer, with the specs I list below, were to be released... by Atari, mind you.... would you buy one, provided that you could run (at least) old ST software on it?

a) 1040ST and/or Mega ST case
b) 32-64Mb of RAM
c) ATI accelerated 3D video chipset
d) Yamaha XG audio chipset

2) If that unit came in two models; the 1040ST-styled one being less powerful than the Mega ST model, which would you buy?

a) Home
b) Business

3) Would you be willing to pay $1,000 for the 1040ST-style and/or $2,000 for the Mega ST model? If not, what would you be willing to pay for either?

3) If Atari, as a computer manufacturer, returned, would you be excited and tell others?

Please, no smart-ass remarks or non-serious replies. I am planning on compiling the number of users that reply positively to this post and I'll post this message to other Atari newsgroups and elsewhere to see just how many people are out there that *would* be willing to buy such a system. No need to repeat reply if you visit more than one newsgroup this message is at.

If you know people that might be interested, show them this message and let me know if they are. I'll add their numbers to the list. I want to see just how worthwhile my idea is to the general Atarian/non-Atarian Internet public.

Thank you for your time...

Jared

4449. STbook transfer program wanted

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-29 05:23:32 UTC
From: rokitrob@yahoo.com
Message-ID: <8tgc8hskf1@nnrp1.deja.com>
Source record: 6502

I need the transfer program for the STbook...sttrans.prg. I figure the disk copy I have is bad. Please send to me or direct me to a site where I can download it.... I've been looking for days and days but haven't stumbled on to it yet

Sent via Deja.com http://www.deja.com/
Before you buy.

4450. Re: Atari questionaire...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-29 15:03:24 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <972926038-939865AEicMi@bun.com>
Source record: 6508

Hi Jared

>1) *IF* such a computer, with the specs I list below, were to be released...
>by Atari, mind you.... would you buy one, provided that you could run (at
>least) old ST software on it?

If you dont cease this endless dribble soon i will forward every reference to this thread to your ISP with a nice note.

If you are really passionate about this scheme then set up your own newsgroups and stop polluting /ALL/ of the one's i read.

Please, piss off, you are getting really friggin annoying, you havent gained one single supporter during your crusade, get the message??. Which bit of "No", dont you understand.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4451. Re: Atari Magazines

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-29 18:29:55 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8thqb3$5ae$1@plutonium.compulink.co.uk>
Source record: 6503
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In message <8tal38gnk1@plutonium.btinternet.com>, atariactive@spamblock.btinternet.com said:

>> anyone know any published (i.e. paper not electronic) Atari mags that
>> are still being published? last I saw of ST Format was about 2 or 3
>> years ago.
>
>As far as I know, ST Applications is still being published.

Haven't had one for 6 months or more, and I re-subscribed!

>I however hear about another paper-based Atari magazine..... ;)

So have I - two, actually, but at least one seems to be vapour-ware.
Don't know about t'other. Thre are two new online mags. If you reaf
german, there is /ST Computer/...

4452. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-29 20:19:24 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8ti0oc$1sl$1@draco.stochastik.rwth-aachen.de>
Source record: 6504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1551.335T0T9573189optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>Parity as opposed to EDO? That's true, I suppose I haven't been following the
>developments lately.

No. FPM and EDO are opposites. Parity is just additional bits (33 or 36
instead of 32) and can be with a FPM or EDO SIMM.

>The problem on the SIMM becomes a problem for the user.

If the SIMMs are broken, bring them back to your dealer.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4453. Re: Atari Magazines

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-29 21:18:26 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <8ti3vd$5j3$1@supernews.com>
Source record: 6505
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

>The Swedish /Atarimagasinet/ has been around for 15 years now. It's a
>quarterly magazine and no. 3/2000 just went out to the subscribers.
>
>Subscription/membership fee is SEK 175 adding SEK 50 if outside
>Sweden. Check http://www.sak.nu/ for details.

I apologise for my ignorance but is this an English language based
publication?

Chris Thorley.

4454. Re: DOOM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-29 23:38:24 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8ti8hteca1@perki.connect.com.au>
Source record: 6506
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"G. R. Greenway" <augeas@elis.demon.co.uk> wrote in message
news:39fab67c18fee1@elis.demon.co.uk...
> on Mon 23-10-10 15:40 Mark Bedingfield wrote:
>
> >> Or "Running".
> >> ...
> >> Was that ever finished?
> >
> >Certainly was and it is great, but Falcon only:-)
>
> Is it still available ? How/where ?

try www.atari-computer.de/rdt, it is still avaliable...

Mark

4455. Now for something... "exciting and new"

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-30 02:47:02 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <Hi5L5.387$z93.56217@news.goodnet.com>
Source record: 6507

You know, I had a relatively brilliant idea hit me today (provided it hasn't already been thought of or done). Instead of emulating ST hardware, why not make a PCI card that has the ST right on it! Not just the ROMs and/or one or two parts, but 95-100% of the ST's hardware on it!

If you look at a 1040ST, there's a LOT of wasted space. Especially considering today's technology and design. You can get circuit board traces down to a fraction of what they were in the old ST. And resistors/capacitors? They're microscopic surface mount devices now. Substitute the 2 or 6 ROMs for one ROM (or a tiny, surface mount Flash ROM, like PC's use today. For the RAM, use SDRAM chips, which are much higher density and surface mount also.

For the rest of the ST parts, take them out of old ST's! Unsolder 'em all! That CPU, GLUE, MMU, and stuff. Put them on the new PCI board. If I don't miss my guess, I would say the reduction of some part numbers/sizes and trace width should reduce the overal board size to a board you could put in a PCI slot.

In order that you could run this "ST card" on a PC or PowerPC motherboard, using a standard video card, you would probably be best to emulate the video shifter, so that you can run the ST in a window on your main OS. If you kept the real video shifter, you'd probably run into problems trying to get it to work with an SVGA monitor.

Now, since the "ST card" doesn't have any ports on it, you need to write software that translates or redirects the functions of the ST (like the sound chip for the printer port) to the apropriate hardware. You might even emulate the floppy chip in order to use load/save files to and from your main hard drive or floppy drive, etc. You would create an ST Environmental Partition (STEP) file on your main HD, that the ST card used, thinking it was a MegaFile30 or whatever. Of course, you have to have a program that gives you access to the ST Card in the first place.

Now, assuming any of these is reasonable or feasible or worth pursuing at all, we port GEM or MiNT or whatever ST-derivitive OS to PowerPC (if we want to go that route) or Intel Pentium. In the case of Intel, we wouldn't have to port GEM at all... it's already there on that platform. We'd just continue to improve upon it until we felt it was worth calling "GEM2000" (or GEMillenium or whatever).

The ST would run at full speed. The hardware would satisfy *all* software, because it was genuine, not emulated. You could probably even run those copy
protected games on diskette (assuming you have any)!

Then, we take the opportunity to use the ST Card to port as many existing apps as possible to the new GEM (or whatever OS we go with) on the chosen processor. We have the best of both worlds!

We save money on parts, because we use existing parts from old STs. I was lucky to find a 1040ST for $5.00 at a thrift shop. The only question is... how much would it cost to produce the PCI PCBs and transfer the existing parts to them.

Any ideas if what I have just suggested is pure silliness or not? Seems at least a little more reasonable than my previous ideas... hmm?

Jared

4456. Re: Now for something... "exciting and new"

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-30 12:41:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <972977280-398561AEicMi@cwcom.net>
Source record: 6513

From: "Jared Falvo" <luposian@mailcity.com>
Date: Sun, 29 Oct 2000 19:47:02 -0700

>You know, I had a relatively brilliant idea hit me today (

And one hit me today. Please don't cross-post these questions/suggestions.
It's already hard enough to pick through the rubbish that's being posted in
csast :-(

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4457. Faulty TTM195 giveaway

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-30 13:15:04 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8tkumu$6qs$2@zingo.tninet.se>
Source record: 6512

I have this TTM195 that doesn't work and I want to give it away to someone who thinks he would have any use for it. The monitor is a Philips inside and has no technical resemblance whatsoever to the Moniterm Viking innards that TTM194s are containing. It is intended for use with the Atari TT only (NOT with the Mega ST that has the ECL graphics card!).

Looking inside the monitor one can see that some parts, like certain capacitors, are missing. I don't have the time, knowledge or energy to try to fix this.

Preferably someone in G�teborg, Sweden, could pick up this TTM195 personally. However, I could consider sending it if the receiver pays the freight. The monitor accepts 240V~.

For the right person, a tv repairman with schematics from Best, this could be a bargain, since only a handful components are missing. But, on the other hand, this monitor could be so bad it's beyond rescue. I really don't know. You'll have to chance it.

If you're interested, please email me:

graiter@starmail.com

MG

4458. Re: Now for something... "exciting and new"

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-30 18:52:40 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tkg1o$7q7$1@snipp.uninett.no>
Source record: 6509

Jared Falvo <luposian@mailcity.com> wrote:
> You know, I had a relatively brilliant idea hit me today (provided it hasn't
> already been thought of or done). Instead of emulating ST hardware, why not
> make a PCI card that has the ST right on it! Not just the ROMs and/or one
> or two parts, but 95-100% of the ST's hardware on it!

Old news, this has already been done. It flopped, partly because it was
quite expensive but mostly because it was soon outperformed by pure
software-emulators. However, there are some advantages with this, the most
important one that you can very good MIDI-support.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4459. Re: Now for something... "exciting and new"

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-30 19:06:19 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <SVV+0SArac$5EwnN@steverosie.demon.co.uk>
Source record: 6510

In article <Hi5L5.387$z93.56217@news.goodnet.com>, Jared Falvo
<luposian@mailcity.com> writes
>You know, I had a relatively brilliant idea hit me today (provided it hasn't
>already been thought of or done). Instead of emulating ST hardware, why not
>make a PCI card that has the ST right on it! Not just the ROMs and/or one
>or two parts, but 95-100% of the ST's hardware on it!

<snippety snip snip... snap>

>
>Any ideas if what I have just suggested is pure silliness or not? Seems at
>least a little more reasonable than my previous ideas... hmm?
>
>Jared
>
>
>

What you described sounds very much like the Gemulator hardware!

I know you mean well, and don't mind because IDEAS (no matter how silly
they sound) are what makes the world today! BUT other readers seem to be
getting a little fed up of the different threads you are creating.

If you kept to one thread and changed the subject slightly, they may be
more forgiving.

MInd you, you certainly are get coverage:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4460. Re: Now for something... "exciting and new"

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-30 19:37:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tkimc$8co$1@snipp.uninett.no>
Source record: 6511

Steve Stupple <Steve@atari.org> wrote:

> What you described sounds very much like the Gemulator hardware!

IIRC the GEMulator hardware was just an ISA-card with TOS-ROMs. Or was
there a more advanced version available?

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4461. Re: Atari Magazines

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-31 09:44:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <39feb7d822cb6d0@tripnet.se>
Source record: 6515
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

On Sun 29-10-2000 21:18 (GMT) Christopher Thorley wrote:

>
>>The Swedish /Atarimagasinet/ has been around for 15 years now. It's a

>I apologise for my ignorance but is this an English language based
>publication?

No!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

4462. Re: Now for something... "exciting and new"

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-31 11:52:44 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <39feb0f01499fe1@free.fr>
Source record: 6514

Hello,

in article <972977280-398561AEicMi@cwcom.net> (comp.sys.atari.st.tech)
Derryck Croker wrote on Mon 30-10-2000 12:41 (GMT):

> From: "Jared Falvo" <luposian@mailcity.com>
> Date: Sun, 29 Oct 2000 19:47:02 -0700
>
> >You know, I had a relatively brilliant idea hit me today (
>
> And one hit me today. Please don't cross-post these questions/suggestions.
> It's already hard enough to pick through the rubbish that's being posted in
> csast :-(

At least, he _should cross-post_ with an appropriate followup-to and
not multi-post if this make sense to anyone.

Just my two cents of "netiquette".

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr

4463. Afterburner problems.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-31 14:29:12 UTC
From: Jonas Klereborn <klere@physto.se>
Message-ID: <39FED738.C08FD600@physto.se>
Source record: 6516
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

My Falcon has decided not to like my AB-card :-(
I have had the AB installed without problem for some years now. I have also made a digital 030/040 switch based on Geir ï¿½yvind Vï¿½lidalo's switch.
But now I have made the line level sound modification on the sound ports. (This seem to work perfect by the way.) Something must have happened because now the computer won't start when the AB is plugged in. The following has been observed:

Without the AB040 (and the jumper between pin 20 and 22 on expansion connector J20): Everything is perfect, every time.

With the AB040 plugged in (the jumper on the AB card):

Switch in 030 position (disabling the 040):
- about 20% of the times everything is ok.
- the rest of the time (80%), the computer does not reach the white boot screen but the monitor shows flicker in dark blue or red.

(when things are ok the characteristic two dark gray fields are shown in the topmost part of the screen before the boot screen. When things don't these does not appear.)

Switch in 040 position:
- about 5% of the times everything is ok.
- the rest of the time (95%) the white boot screen is shown but the computer crash before the whole fuji logo is drawn.
(is just freezes half way.)

I have tested removing the 030/040 switch with the same result.

I have checked the clock patch with an oscilloscope.

I have removed and reinserted the memories.

Anyone that has any idea of what could be wrong?

/Jonas

4464. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-31 16:21:26 UTC
From: Mike <magicmac@my-deja.com>
Message-ID: <8tmrhrtnd1@nnrp1.deja.com>
Source record: 6517
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

When I have had problems like this in the past, it was almost always a problem with the clock patch somewhere. Do you use a resistor near the DMA connection? I don't have the 030 switch installed, don't know what to look for. Other problem with my Falcon was a bad GAL, but the machine was dead black screen, not white screen. Somewhere there is a bad clock it sounds like.

Mike

In article <39FED738.C08FD600@physto.se>,
Jonas Klereborn <klere@physto.se> wrote:
> Hello,
>
> My Falcon has decided not to like my AB-card :-(
> I have had the AB installed without problem for some years now. I have
> also made a digital 030/040 switch based on Geir ?yvind V?lidalo's
> switch.
> But now I have made the line level sound modification on the sound
> ports. (This seem to work perfect by the way.) Something must have
> happened because now the computer won't start when the AB is plugged
in.
> The following has been observed:
>
> Without the AB040 (and the jumper between pin 20 and 22 on expansion
> connector J20): Everything is perfect, every time.
>
> With the AB040 plugged in (the jumper on the AB card):
>
> Switch in 030 position (disabling the 040):
> - about 20% of the times everything is ok.
> - the rest of the time (80%), the computer does not reach the white
boot
> screen but the monitor shows flicker in dark blue or red.
>
> (when things are ok the characteristic two dark gray fields are
shown
> in the topmost part of the screen before the boot screen. When
> things don't these does not appear.)
>
> Switch in 040 position:
> - about 5% of the times everything is ok.
> - the rest of the time (95%) the white boot screen is shown but the
> computer crash before the whole fuji logo is drawn.

> (is just freezes half way.)
>
> I have tested removing the 030/040 switch with the same result.
>
> I have checked the clock patch with an oscilloscope.
>
> I have removed and reinserted the memories.
>
> Anyone that has any idea of what could be wrong?
>
> /Jonas
>

Sent via Deja.com http://www.deja.com/
Before you buy.

4465. Re: Atari questionaire...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-31 17:42:30 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <ZvDL5.537$z93.77356@news.goodnet.com>
Source record: 6518

While you are wrong in some respects (I have written down the names of about 4 or 5 people who seemed at least somewhat supportive of my ideas in one way or another), I do realize I am digging in the dirt to find air (i.e. going in the wrong direction) most probably.

Without enough supporters and/or people willing to use what talents they have to even advance my dream just a little, talk alone gets us nowhere.

I will now digress (degress?) and cease further babbling on the subject... or at least promoting it any longer.

I've got too many bruises on my head not to realize I've been banging my head against a brick wall awhile. Sad, but true.

However, if I may ask one small, final question... does anyone KNOW how many layers the Atari ST (1040ST, Mega ST, and STe) motherboards were comprised of? I know about the parts side and solder side and double sided and vias going from the top (parts) to bottom (solder) side and vice versa, but... was the 1040ST board only a double sided board? If not, how many layers were involved? I'm talking about electrical paths (traces), not solder mask (whatever that is) and silkscreen, etc.

Thanks.

Jared

Steve Sweet <stevesweet@bun.com> wrote in message
news:972926038-939865AEicMi@bun.com...
> Hi Jared
>
> >1) *IF* such a computer, with the specs I list below, were to be
released...
> >by Atari, mind you.... would you buy one, provided that you could run (at
> >least) old ST software on it?
>
> If you dont cease this endless dribble soon i will forward every reference
to this
> thread to your ISP with a nice note.
>
> If you are really passionate about this scheme then set up your own
newsgroups and
> stop polluting /ALL/ of the one's i read.
>
> Please, piss off, you are getting really friggin annoying, you havent
gained one
> single supporter during your crusade, get the message??. Which bit of

"No", dont
> you understand.
>
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

4466. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-31 18:52:52 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8tn4e4sgp1@snipp.uninett.no>
Source record: 6519
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In comp.sys.atari.st.tech Jonas Klereborn <klere@physto.se> wrote:

> My Falcon has decided not to like my AB-card :-(

[snip]

It looks like a DMA/clock-patch problem of some sort. When I've had problems like this (usually caused by the Nemesis or it's clock-patch) it has always been a cold solder-joint, broken trace (not unlikely considering the nature of the line-level fix) or that the DMA-patch needed tweaking.

You should also check the DSP and the DSP-clock if you've done any mods there.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4467. 'Device' = drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-31 20:53:53 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8tnbh1$j20$1@plutonium.compulink.co.uk>
Source record: 6520

Hi!

Just what is the definition of a device as far as Ataris are concerned? Theoretically it should be anything addressable by software, I guess, including printers, scanners and the screen etc., but am I right in thinking that normally it is only understood to be a drive (floppy or HD partition)? The word comes up frequently in a program instruction text based on someone else's work that I am finalising, and I'd like to get it right!

Regards, /Peter/

4468. Re: 'Device' = drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-31 22:13:24 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <UN+$CgAEQ0$5Ewnl@steverosie.demon.co.uk>
Source record: 6521

In article <8tnbh1$j20$1@plutonium.compulink.co.uk>,
xlator@cix.compulink.co.uk writes
>Hi!
>
>Just what is the definition of a device as far as Ataris are concerned?
>Theoretically it should be anything addressable by software, I guess,
>including printers, scanners and the screen etc., but am I right in
>thinking that normally it is only understood to be a drive (floppy or HD
>partition)? The word comes up frequently in a program instruction text
>based on someone else's work that I am finalising, and I'd like to get
>it right!
>
>Regards, /Peter/

Hiya

Oh! yeh! a word we all use for granted without a thought!

I would say a device is something that can be interrogated and provides
some kind of feedback. It may also be used in context.

SCSI device = anything that connects to the SCSI port

I suppose on the Atari's nothing much besides a printer gets connected
to the printer port, although there are other things.

Very good question though:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4469. Re: Tos 3.0x on EEPROM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-10-31 22:17:18 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8tngecbtq2@zingo.tninet.se>
Source record: 6522

"Marc Wilson" <badsector@uklinux.net> wrote in message
news:39F72ADA.8F95F747@uklinux.net...

: I have software which copies the TOS ROM onto disk.
:
: I was wondering if I could burn this copy into EEPROM and
: manage to fit it into my STe. is there any software/way of
: doing this if it is possible. I heard someone had wired
: TOS 2.06 into his Atari ATW800 workstation.

The 2.06 already *is* the "same" as the 3.06. Atari Corporation
took a 3.06, removed all the unnecessary drivers for hardware
only present in the TT, added some other drivers necessary for
the ST/STE range and adapted the whole thing for the M68000
processors. Voila! The 3.06 transmogrified to a 2.06!
What you're looking for is what you already got!

Rather try and find a copy of TOS 5.xx, if it exists, because
this one is supposed to work on all the Motorola 68xxx processor
Ataris. It is a Falcon TOS modified to work on all Ataris.

MG

4470. Re: Afterburner problems.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 01:53:12 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8tnsmm$4kj$1@perki.connect.com.au>
Source record: 6523
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Mike" <magicmac@my-deja.com> wrote in message
news:8tmrhrtnd1@nnrp1.deja.com...
> When I have had problems like this in the past, it was almost always a
> problem with the clock patch somewhere. Do you use a resistor near the
> DMA connection? I don't have the 030 switch installed, don't know what
> to look for. Other problem with my Falcon was a bad GAL, but the machine
> was dead black screen, not white screen. Somewhere there is a bad clock
> it sounds like.

Both of my Falcon's have karked it in the past in simillar styles. One was a Rom with oxidised legs, and the other was a GAL that had been butchered by the previous owner, attempting to do a clock patch. The GAL's leg was actually broken and it was only tesile contact that caused it to work at all. First things to check with any Falcon is ROM, GAL's, and 68882's for oxidation....

Mark

4471. Re: Matrix COCO advice...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 02:31:24 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <729.340T1200T2115197optimus@canit.se>
Source record: 6526

David Leaver skrev:

>On 26 Oct 2000 11:25:07 , chrisc1966@my-deja.com wrote:
>>I'm trying to get my Matrix COCO to do 1024x768 in monochrome, and need
>>some advice on how to set up the driver to do it....also I'd like to
>>run 1024x768 in 256 colours....it has a meg of memory so it should
>>handle these easily enough...I'm using a Panasonic 19" Pana Sync 6G
>>monitor...

>I have a Matrix Coco in my MSTe.

>Even though it has 1mb of ram, I don't think that it will go much past
>832x528 in 256 colours. The (Intel) processor on the card appears to
>use the ram for other storage as well.

It could be the pixel clock, too. How about overclocking it?

--
En ligne avec Thor 2.6.

Give your child mental blocks for Christmas.

4472. Re: Tos 3.0x on EEPROM

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 02:32:09 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <673.340T450T2124223optimus@canit.se>
Source record: 6527

Marc Wilson skrev:

>Iggy Drougge wrote:
>>
>> Lyndon Amsdon skrev:
>>
>> >It would save you a lot of time and money and effort to get Magic/Mint
>> >or Geneva, and TOS 3.06 ain't that much differnet or better than TOS
>> >2.06.
>>
>> Or why not burn MagiC into your own set of EPROMs? I believe there is such
>> a hack on Vezz's hack page.

>Do you know where i can d/l MagiC or do i have to buy it? I cant find
>details on the MagiC website

You'll have to buy it. If you find it for download somewhere, please tell me.
;-)

--
En ligne avec Thor 2.6.

"Jag ?r 35 ?r och citerar planetens och v?rldshistoriens b?sta anime hur
mycket jag vill, bl?jbarn."
?ke Rosenius

4473. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 02:34:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1015.340T400T2144517optimus@canit.se>
Source record: 6525
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen skrev:

>In article <1551.335T0T9573189optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>
>>Parity as opposed to EDO? That's true, I suppose I haven't been following
>>the developments lately.

>No. FPM and EDO are opposites. Parity is just additional bits (33 or 36
>instead of 32) and can be with a FPM or EDO SIMM.

But parity is ignored by everyone, isn't it? At least in the old days, 9-bit SIMMs were only of particular interest to PCs.

>>The problem on the SIMM becomes a problem for the user.

>If the SIMMs are broken, bring them back to your dealer.

I'd really like to see what they would say if I brought back to them a SIMM which worked fine in all of their machines due to it malfunctioning in a PS/2 or Atari.

--
En ligne avec Thor 2.6.

About 15 years ago(in 1984), I played many time HYDLIDE like monkey's self-acting! HaHaHa!! Here in Nippon(Japan), many many MSX Freak played HYDLIDE 1/2/3 on MSX1/2. Perhaps, also you like HYDLIDE series!!!
K. Ikeda, MSX-Print

4474. Re: Now for something... "exciting and new"

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 02:36:23 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <787.340T1150T2164355optimus@canit.se>
Source record: 6529

Jared Falvo skrev:

>You know, I had a relatively brilliant idea hit me today (provided it hasn't
>already been thought of or done). Instead of emulating ST hardware, why not
>make a PCI card that has the ST right on it! Not just the ROMs and/or one
>or two parts, but 95-100% of the ST's hardware on it!

It's been done, years ago. Your lack of insight into your beloved Atari market
really is appalling.

--
En ligne avec Thor 2.6.

Also,what would a game about pimps be without Pimp Gear(tm)? As you move up in
the world,you'll be able to buy new clothes,upgrade your car,and upgrade your
appearance. Girls that wouldn't give you the time of day before might be
swayed more easily when you've got some cash to throw around.
Pimpin' ain't easy, upcoming game from Delsyd Software

4475. Re: Now for something... "exciting and new"

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 02:41:22 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <765.340T1100T2215241optimus@canit.se>
Source record: 6528

Jo Even Skarstein skrev:

>Steve Stupple <Steve@atari.org> wrote:

>> What you described sounds very much like the Gemulator hardware!

>IIRC the GEMulator hardware was just an ISA-card with TOS-ROMs. Or was
>there a more advanced version available?

There was a German card containing an ST-clone with an '020 processor, but I
bcan't for the life of me recall its name. Gemini? No, that's a desktop.
Nejon? No, that's a plant. It's a roman deity. With two faces. Think...

Aha!
It was called Janus!

--
En ligne avec Thor 2.6.

- Lupin! Vart ska du?
- Tar v�gen �ver berget f�ljer gr�nsen s� kommer vi till havet.
- Det �r ju mer �n 100 km.
- Det �r v�l ingenting. Jag tillh�r v�rldseliten jag.
Lupin III den otrolige (Lupin III vs. fukusei ningen), TMS 1978

4476. Falcon modification info needed!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 03:46:35 UTC
From: anarkist@idirect.com
Message-ID: <vmML5.12540$b8.284064@quark.idirect.com>
Source record: 6524

I downloaded the info on Claes Holmerup's page about modifying your Falcon
for more reliable SCSi and bassboost, line input, etc.
Then I went to a local electronics shop to purchase the resistors and capacitors
and discovered a bewildering variety! Wattages form 1/8 watt to 20 watt and
more, voltages from 25 volt to 400 volt! I am not doing the actual soldering
as I don't have enough experience, and the person doing it knows nothing
about atari or the falcon(maybe he doesn't need to?)

But I feel sure that _someone_ here has done these mods, so would you help me
out here by letting me know what wattages I need, and what voltages?
If it helps at all these are the items I need:
1000 mF
470 mF
100 mF
15 Kohm
4.7 Kohm
1 Kohm
10 Kohm
1.8 Kohm
47 ohm
82 ohm

also, although I was able to get a 74F04, they had no 74F08's
he suggested a 74LS08, would this be an acceptablesubstitue for the 74F08?
thanks for any help here folks!!
ken

4477. Re: Now for something... "exciting and new"

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 10:31:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973149076-234079AEicMi@cwcom.net>
Source record: 6537

From: "Pascal Ricard" <paricard@free.fr>
Date: Tue, 31 Oct 2000 11:52:44 GMT

>At least, he _should cross-post_ with an appropriate followup-to and
>_not multi-post_ if this make sense to anyone.

At least you know what I meant! :-)
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4478. Re: Falcon modification info needed!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 10:38:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973149078-234547AEicMi@cwcom.net>
Source record: 6536

From: anarkist@idirect.com (Ken Macdonald)
Date: Wed, 01 Nov 2000 03:46:35 GMT

>Then I went to a local electronics shop to purchase the resistors and capacitors
>and discovered a bewildering variety! Wattages form 1/8 watt to 20 watt and

I took a few looks at that project but have put it on the backburner.

I might be mistaken, but I was under the impression that the project required SMD components, so you'd need to know what package sizes were involved (such as 0805), rather than actual wattage ratings?

Anyway, to answer your specific question 1/8th Watt resistors would be more than adequate for this purpose - if you get 2 or 5% tolerance you'll most likely find that you'd get better channel matching.

Don't know about your IC question I'm afraid.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4479. Atari Sting Internet Problem.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 22:01:40 UTC
From: tigerz <tigerz@ntlworld.com>
Message-ID: <VXRL5.288$5j5.6334@news6-win.server.ntlworld.com>
Source record: 6530

Hi Everyone!
I am new to this News Group ,but not to the Atari.
I am trying to get my 4Meg STE onto the Net,using STING
with X-control.
It appears to load Serial.Cpx and Sting.Cpx OK and also the
required 4 STX modules.
However, it crashes with 4 Bombs (Illegal instruction) and prints ; DNS
cache load failed.
although it also prints out ; Sting version 1.02(01.00) installed.
I think it maybe unhappy with the Default.Cfg file.
As I am sure you know with Atari it is always the last bit that
takes is most difficult!

Any ideas will be most appreciated !

Vic Pearson.

4480. Re: SCSI internal drive/s on the TT question

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-01 23:23:38 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3A00A5F8.E9F03642@sprint.ca>
Source record: 6531
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Ken,

Usually a shared scsi ID with different LUN is common for drives sharing
the same controller, and no I DON'T mean the host adaptor. All the scsi
drives I've seen have onboard electronics so usually the lun is 0 and a
different scsi id is used.

Ken Macdonald wrote:

> hi
> I am helping out a friend(Aage Nielsen,
> exec member at large of TAF)
> install an extra SCSI drive on his TT.
>
> rather than go to the effort and extra
> expense of using the external
> SCSI port, I thought of just adding the
> second drive to his internal SCSI
> cable. We can take out the existing
> cable and replace it with one that
> can accept two drives, the cable is long
> enough to go out the back to the
> second drive, and provide power to the
> second drive.
>
> my question is can we have 2 SCSI drives
> on the internal SCSI bus?
> Can they be separate SCSI ids (i.e. 0
> and 1) or can they have the same
> SCSI id, but different LUNs (i.e. LUN 0
> and LUN 1)
> Thanks for any help here
>
> ken

4481. Re: Falcon modification info needed!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973275610-274451AEicMi@bun.com>
Source record: 6532

Hi Delboy

>>Then I went to a local electronics shop to purchase the resistors and
>>capacitors and discovered a bewildering variety! Wattages form 1/8 watt to 20
>watt and

>I took a few looks at that project but have put it on the backburner.

There's a suprise. 8~)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4482. Re: Atari Magazines

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973275612-274897AEicMi@bun.com>
Source record: 6533

Hi Peter

>>As far as I know, ST Applications is still being published.

>Haven't had one for 6 months or more, and I re-subscribed!

As did i, i'm a bit annoyed at that as well, i wasnt going to bother until he gave the last chance hotel speil.

Does anyone have contact with the author that could pass on our concerns.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4483. Re: Atari Sting Internet Problem.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973275614-275331AEicMi@bun.com>
Source record: 6534

Hi Tigerz

>It appears to load Serial.Cpx and Sting.Cpx OK and also the required 4
>STX modules.
>However, it crashes with 4 Bombs (Illegal instruction) and prints ; DNS
>cache load failed.

Delete the cache.dns file, it may be corrupted. Another will be created once
online.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4484. Re: 'Device' = drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973275616-275771AEicMi@bun.com>
Source record: 6535

Hi Peter

>Just what is the definition of a device as far as Ataris are concerned?
>Theoretically it should be anything addressable by software, I guess,
>including printers, scanners and the screen etc.

I believe this would be the correct definition.

I understand a device to be a link to the outside world, be it a
hardware/software combination, e.g. a graphics card and the software that
drives it, or a piece of software that drives a port in a specific manner that
an external piece of hardware requires/understands, i.e. a virtual device.

Devices could be printers, plotters, scanners, VDU's, cameras, robots,
propietry measuring equipment.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4485. Re: Falcon modification info needed!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-02 12:48:08 UTC
From: Jonas Klereborn <klere@physto.se>
Message-ID: <3A016288.CF1CF09D@physto.se>
Source record: 6538

Ken Macdonald wrote:

> Then I went to a local electronics shop to purchase the resistors and capacitors
> and discovered a bewildering variety!
>
> But I feel sure that _someone_ here has done these mods, so would you help me
> out here by letting me know what wattages I need, and what voltages?

The resistors and capacitors for the audio modification are surface mounted (SMD) and they have numbers corresponding to their size rather than the power rating. The original components are 0805, I think, but you could do with 1206. (I made my modification with 1206 because that was what I had at home.) The 1206 are a little bit bigger.

> also, although I was able to get a 74F04, they had no 74F08's
> he suggested a 74LS08, would this be an acceptablesubstitue for the 74F08?
> thanks for any help here folks!!

The F-series has a typical delay of 3ns per gate and the LS has 9ns per gate.
The closest in time is the ALS (4ns) and S (3ns). The S has a power consumption of 20 mW per gate instead of 2 mW for the LS, 4 mW for the F and 1mW for the ALS. Pretty much any of these should do, but you never know. We are dealing with clock pulses here.

You could also go for the HCT (8ns) that are suggested in some drawings of the clk-patch.

My suggestion is get two with different delay time and if one doesn't work try the other.

The 47 ohm and 82 ohm resistors are for one version of the clk patch I think? These could and could not be surface mounted. It depends on what the person doing de soldering prefer.

Good luck.
/Jonas

4486. Re: Falcon modification info needed!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-02 15:23:40 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A0186FC.24F71B5B@cfc.dnd.ca>
Source record: 6539

Jonas Klereborn wrote:
> Ken Macdonald wrote:
> The resistors and capacitors for the audio modification are surface
> mounted (SMD) and they have numbers corresponding to their size rather
> than the power rating. The original components are 0805, I think, but
> you could do with 1206. (I made my modification with 1206 because that
> was what I had at home.) The 1206 are a little bit bigger.

Does this mean that I have to use surface mount? I hope not.

> > also, although I was able to get a 74F04, they had no 74F08's
> > he suggested a 74LS08, would this be an acceptablesubstitue for the 74F08?
> > thanks for any help here folks!!
>
> The F-series has a typical delay of 3ns per gate and the LS has 9ns per
> gate.
> The closest in time is the ALS (4ns) and S (3ns). The S has a power
> consumption of 20 mW per gate instead of 2 mW for the LS, 4 mW for the F
> and 1mW for the ALS. Pretty much any of these should do, but you never
> know. We are dealing with clock pulses here.

thanks. so it looks as if the ALS at 1mW and 4ns is the closest. He
probably
won't have that one! Murphys Law :-)

> You could also go for the HCT (8ns) that are suggested in some drawings
> of the clk-patch.
> My suggestion is get two with different delay time and if one doesn't
> work try the other.
> The 47 ohm and 82 ohm resistors are for one version of the clk patch I
> think? These could and could not be surface mounted. It depends on what
> the person doing de soldering prefer.

Yes. On Claes Holmerups web page, there are 3 mods mentionned. the 47
and 82 ohm
resistors are part of the third mod.
thanks for your help Jonas and Derryck! and thank you Claes also.

> Good luck.
> /Jonas

ken

4487. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8tv0lcdcj1@draco.stochastik.rwth-aachen.de>
Source record: 6540
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1015.340T400T2144517optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>But parity is ignored by everyone, isn't it? At least in the old days, 9-bit
>SIMMs were only of particular interest to PCs.

Everyone on the atari market. Most workstatione and some PCs require parity.

>>If the SIMMs are broken, bring them back to your dealer.
>
>I'd really like to see what they would say if I brought back to them a SIMM
>which worked fine in all of their machines due to it malfunctioning in a PS/2 or
>Atari.

I did that multiple times - if it's broken, they get it back, no matter if
it will work in *some* machines. Same goes for partially defective or
unsuitable (3.3V) SIMMs, which also "work" in some machines.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4488. Re: Atari Sting Internet Problem.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <955440896-80225AEicMi@cwcom.net>
Source record: 6541

From: "tigerz" <tigerz@ntlworld.com>
Date: Wed, 1 Nov 2000 22:01:40 -0000

>Any ideas will be most appreciated !

For a startoff I'd suggest trying the latest version of STinG from:
http://sting.atari.org

Grab the updated modules for the archive at the same time.

The only config file which could have a bearing on your problem would be the inf file which points to your folder with the modules and dns cache file - if this wasn't right then you won't see STinG's report that it's loading its modules as it loads from your auto folder.

Might also be worth deleting (or better, renaming) the dns cache file and let STinG rebuild it (ignore the error message for starters).
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4489. Re: Atari Sting Internet Problem.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-03 11:53:15 UTC
From: epkerha@epk.ericsson.se
Message-ID: <8tu8vb$p5v$1@newstoo.ericsson.se>
Source record: 6542

In article <VXRL5.288$5j5.6334@news6-win.server.ntlworld.com>,
"tigerz" <tigerz@ntlworld.com> writes:
> Hi Everyone!
> I am new to this News Group ,but not to the Atari.
> I am trying to get my 4Meg STE onto the Net,using STING
> with X-control.
> It appears to load Serial.Cpx and Sting.Cpx OK and also the
> required 4 STX modules.
> However, it crashes with 4 Bombs (Illegal instruction) and prints ; DNS
> cache load failed.
> although it also prints out ; Sting version 1.02(01.00) installed.
> I think it maybe unhappy with the Default.Cfg file.
> As I am sure you know with Atari it is always the last bit that
> takes is most difficult!
>
First get the latest version (1.26) from Ronald Anderssons homepage:
http://www.ettnet.se/~dlanor/sting/html/index.htm

IIRC there was as problems with the DNS cache file
and if this was deleted the problem was solved.

/Erik Hall

4490. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-04 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8u0ks3$o20$1@draco.stochastik.rwth-aachen.de>
Source record: 6544
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1165.343T950T1954643optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>>>But parity is ignored by everyone, isn't it? At least in the old days, 9-bit
>>>SIMMs were only of particular interest to PCs.
>
>>Everyone on the atari market. Most workstatione and some PCs require parity.
>
>So all Atari expansions need parity? Does this go for the STE, too?

No. All atari expansions as well as the STs with SIMM sockets *ignore*
parity.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4491. Browsing the web on a stock 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-04 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <gTWM5.897$z93.130366@news.goodnet.com>
Source record: 6545

Is it even possible to browse the web on an unmodified 1040ST? If anyone can/does do it, please let me know the following:

1) How can I hook up my 1040ST to my Amiga 1080 monitor's RGB port? (i.e. what pins go to what pins) and/or how do I hack my 1040STf to have composite out? As for the latter route, I would appreciate instructions in English. I speak/read no other language.

BTW, paying $10 for the 1080 was a steal for me. It works flawlessly! YES!

2) What is the maximum data throughput for the 1040ST's serial port? (i.e. what is the fastest modem it can handle?)

3) Are there any mods that will allow the 1040ST to have faster video output? Larger floppy drive (1.44Mb), Hard Drive? Faster CPU? Etc.

Perhaps I'm being silly for trying to do something really useful with such an antiquated system, but... that's the fun of owning a $5.00 1040ST... you can afford to tinker with it.

Which brings me to my final point:

If anyone (or anyone(s)) are interested in trying to create the most compact ST motherboard design possible, I will gladly donate my 1040ST for parts and study. And if someone should, somehow, make it better, faster, and more usable... GREAT!

All you need to do is pay postage to ship it... wherever.

Jared

4492. Re: Atari questionaire...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-04 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <3A046E16.F9A6B489@uklinux.net>
Source record: 6546

Jared Falvo wrote:
>
> While you are wrong in some respects (I have written down the names of about
> 4 or 5 people who seemed at least somewhat supportive of my ideas in one way
> or another), I do realize I am digging in the dirt to find air (i.e. going
> in the wrong direction) most probably.

wanna give us the names of these ppl? we'll hunt them down. btw, we dont
count mr **** (fuck?)
i think you should join the Milan project if your such a 'genius' or
'dreamer' or whatever the hell you are.

>
> Without enough supporters and/or people willing to use what talents they
> have to even advance my dream just a little, talk alone gets us nowhere.

yes, we show you, or at least try to show you that your some sad
mglamaniac wannabe and it helps you wake up from your 'dream'

>
> I will now digress (degress?) and cease further babbling on the subject...
> or at least promoting it any longer.

promoting? you've got nothing to promote. you just scribbled a list of
components and make out that its some super duper atari using non ST
components and new software.

>
> I've got too many bruises on my head not to realize I've been banging my
> head against a brick wall awhile. Sad, but true.

they no longer pad the cells?

>
> However, if I may ask one small, final question... does anyone KNOW how many
> layers the Atari ST (1040ST, Mega ST, and STe) motherboards were comprised
> of? I know about the parts side and solder side and double sided and vias
> going from the top (parts) to bottom (solder) side and vice versa, but...
> was the 1040ST board only a double sided board? If not, how many layers
> were involved? I'm talking about electrical paths (traces), not solder mask
> (whatever that is) and silkscreen, etc.
^^^^^^^^ ^^^^ ^^ - and your going to build a computer, huh?

>
> Thanks.

no thanks

>
> Jared

Marc

> --------
> Steve Sweet <stevesweet@bun.com> wrote in message
> news:972926038-939865AEicMi@bun.com...
> > Hi Jared
> >
> > >1) *IF* such a computer, with the specs I list below, were to be
> released...
> > >by Atari, mind you.... would you buy one, provided that you could run (at
> > >least) old ST software on it?
> >
> > If you dont cease this endless dribble soon i will forward every reference
> to this
> > thread to your ISP with a nice note.
> >
> > If you are really passionate about this scheme then set up your own
> newsgroups and
> > stop polluting /ALL/ of the one's i read.
> >
> > Please, piss off, you are getting really friggin annoying, you havent
> gained one
> > single supporter during your crusade, get the message??. Which bit of
> "No", dont
> > you understand.
> >
> >
> > --
> >
> > Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >

4493. Re: Atari questionaire...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-04 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <3A046E7E.3633C503@uklinux.net>
Source record: 6547

Steve Sweet wrote:
>
> Hi Jared
>
> >1) *IF* such a computer, with the specs I list below, were to be released...
> >by Atari, mind you.... would you buy one, provided that you could run (at
> >least) old ST software on it?
>
> If you dont cease this endless dribble soon i will forward every reference to this
> thread to your ISP with a nice note.

well said!

>
> If you are really passionate about this scheme then set up your own newsgroups and
> stop polluting /ALL/ of the one's i read.

do u think he's stalking you? i'd get that checked out!

>
> Please, piss off, you are getting really friggin annoying, you havent gained one
> single supporter during your crusade, get the message??. Which bit of "No", dont
> you understand.

LMFAO!!! nicely put!!

>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Marc

4494. Re: Browsing the web on a stock 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-04 00:00:00 UTC
From: Marc Wilson <badsector@uklinux.net>
Message-ID: <3A047004.9A346AA7@uklinux.net>
Source record: 6548

Jared Falvo wrote:
>
> Is it even possible to browse the web on an unmodified 1040ST? If anyone
> can/does do it, please let me know the following:
>
> 1) How can I hook up my 1040ST to my Amiga 1080 monitor's RGB port? (i.e.
> what pins go to what pins) and/or how do I hack my 1040STf to have composite
> out? As for the latter route, I would appreciate instructions in English.
> I speak/read no other language.
>
> BTW, paying $10 for the 1080 was a steal for me. It works flawlessly! YES!
>
> 2) What is the maximum data throughput for the 1040ST's serial port? (i.e.
> what is the fastest modem it can handle?)

the maximum throughput of the ST's serial port is 38400 baud (i think)
but it can be upgraded to 115200 baud so u could use a 56K modem

>
> 3) Are there any mods that will allow the 1040ST to have faster video
> output? Larger floppy drive (1.44Mb), Hard Drive? Faster CPU? Etc.

yes... go to http://atarihacks.cjb.net for info on upgrading.

>
> ----------
> Perhaps I'm being silly for trying to do something really useful with such
> an antiquated system, but... that's the fun of owning a $5.00 1040ST... you
> can afford to tinker with it.
>
> Which brings me to my final point:
>
> If anyone (or anyone(s)) are interested in trying to create the most compact
> ST motherboard design possible, I will gladly donate my 1040ST for parts and
> study. And if someone should, somehow, make it better, faster, and more
> usable... GREAT!
>
> All you need to do is pay postage to ship it... wherever.
>
> Jared

4495. Re: TT Ram

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-04 02:15:19 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1165.343T950T1954643optimus@canit.se>
Source record: 6543
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael Schwingen skrev:

>In article <1015.340T400T2144517optimus@canit.se>,
>Iggy Drougge <optimus@canit.se> wrote:
>>
>>But parity is ignored by everyone, isn't it? At least in the old days, 9-bit
>>SIMMs were only of particular interest to PCs.

>Everyone on the atari market. Most workstatione and some PCs require parity.

So all Atari expansions need parity? Does this go for the STE, too?

>>>If the SIMMs are broken, bring them back to your dealer.
>>
>>I'd really like to see what they would say if I brought back to them a SIMM
>>which worked fine in all of their machines due to it malfunctioning in a
>>PS/2 or Atari.

>I did that multiple times - if it's broken, they get it back, no matter if
>it will work in *some* machines. Same goes for partially defective or
>unsuitable (3.3V) SIMMs, which also "work" in some machines.

In that case, there's no need to worry, I suppose.

--
En ligne avec Thor 2.6.

Questa sigla e' una figata!!! Un bel pezzo dance per un bel cartone dance!!!
Pensate che la scorsa frase non abbia senso? Bah!, nemmeno mettere questa sigla
a Sailormoon ha senso ^_^;;;
Tacchan om den tyska signaturmelodin till Sailor Moon

4496. SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-05 00:00:00 UTC
From: oli <ofrick@gmx.li>
Message-ID: <8u4fc4eqi1@bw107zhb.bluewin.ch>
Source record: 6351

Hi !

Does the Atari-printer SLM 506 work with windows ?
If yes, how ??

Thanx

Oli

4497. Re: Browsing the web on a stock 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973492920-92338AEicMi@cwcom.net>
Source record: 6352

From: Marc Wilson <badsector@uklinux.net>
Date: Sat, 04 Nov 2000 20:22:28 +0000

>> 2) What is the maximum data throughput for the 1040ST's serial port?
>(i.e.
>> what is the fastest modem it can handle?)
>
>the maximum throughput of the ST's serial port is 38400 baud (i think)

It's 19200

>but it can be upgraded to 115200 baud so u could use a 56K modem

That will be 2*19200, 38400

A 33600 modem will be more than adequate - but a V90 modem might be handy if
there's any thought of changing platform.

--


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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4498. Re: Atari questionaire...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-05 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973531164-139905AEicMi@bun.com>
Source record: 6353

Hi Marc

>> If you are really passionate about this scheme then set up your own >>newsgroups and stop polluting /ALL/ of the one's i read.

>do u think he's stalking you?

Yes!!.

>i'd get that checked out!

No need, green pills are the answer, already have a large stock..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4499. Re: 'Device' = drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-05 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8u46rcmhu1@plutonium.compulink.co.uk>
Source record: 6549

In message <973275616-275771AEicMi@bun.com>, stevesweet@bun.com said:

>I understand a device to be a link to the outside world, be it a
>hardware/software combination, e.g. a graphics card and the software that
>drives it, or a piece of software that drives a port in a specific manner that
>an external piece of hardware requires/understands, i.e. a virtual device.
>
>Devices could be printers, plotters, scanners, VDU's, cameras, robots,
>propietry measuring equipment.

Thanks for confirming my understanding. Problem is that a HYP and manual
that I am adapting, originally written by Joe Connor, uses 'Device'
where it seems only a drive or drive partition is meant. After your
message I have revised it with an explanatory note.

4500. Re: Browsing the web on a stock 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-05 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1708.344T100T3663917optimus@canit.se>
Source record: 6550

Jared Falvo skrev:

>Is it even possible to browse the web on an unmodified 1040ST? If anyone
>can/does do it, please let me know the following:

I've at least run CAB on one, while not online.

>1) How can I hook up my 1040ST to my Amiga 1080 monitor's RGB port? (i.e.
>what pins go to what pins) and/or how do I hack my 1040STf to have composite
>out? As for the latter route, I would appreciate instructions in English.
>I speak/read no other language.

IIRC, the 1080 has got a standard SCART/Peritel connector. See
http://chimo.unimo.it/~vezz/atari/hardware/zip/monitor.zip

>BTW, paying $10 for the 1080 was a steal for me. It works flawlessly! YES!

Isn't that model particularly radioactive?

>2) What is the maximum data throughput for the 1040ST's serial port? (i.e.
>what is the fastest modem it can handle?)

Out of the box 19200 bps, more with patches such as HSMODEM.

>3) Are there any mods that will allow the 1040ST to have faster video
>output? Larger floppy drive (1.44Mb), Hard Drive? Faster CPU? Etc.

Certainly. Have a look at http://atarihacks.cjb.net/

>Which brings me to my final point:

Oh no, not again.

>If anyone (or anyone(s)) are interested in trying to create the most compact
>ST motherboard design possible, I will gladly donate my 1040ST for parts and
>study. And if someone should, somehow, make it better, faster, and more
>usable... GREAT!

>All you need to do is pay postage to ship it... wherever.

How grand of you. I believe that everyone here know of cheaper ways to find an
old ST. Besides, there have already been more compact ST MB designs, by Atari
themselves. When will you RTFM?

--
En ligne avec Thor 2.6.

Test makers do it sometimes/always/never.

4501. Re: Browsing the web on a stock 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-06 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8u6ktrmqh1@draco.stochastik.rwth-aachen.de>
Source record: 6355

In article <1708.344T100T3663917optimus@canit.se>,
Iggy Drougge <optimus@canit.se> wrote:
>
>Out of the box 19200 bps, more with patches such as HSMODEM.

You need modified hardware *and* HSMODEM to get more than 19200.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4502. Re: SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-06 00:00:00 UTC
From: Jared Falvo <luposian@mailcity.com>
Message-ID: <5GCN5.18$_G2.791@news.goodnet.com>
Source record: 6356

The SLM's, as I recall, we "brainless" printers. You had to use the ST's 68000 CPU to make it go at all. I think they also required the ST's memory as well...

If you were to find some way of making one work with a PC, you might as well call them... controllerless/memoryless printers... kinda like a PCI winmodem, but... a lot larger! :-)

Jared

James Haslam <jfhaslam@zetnet.co.uk> wrote in message news:3a060554$0$174@news.zetnet.co.uk...
> Hi Oli!
>
> On 5 Nov 2000 21:18:48 +, "oli" wrote:
>
> >Does the Atari-printer SLM 506 work with windows ?
> >If yes, how ??
>
> I think so, but you need an ST between the printer and the PC. In other
> words not directly, but there is a program that enables an ST to be a
> print server.
>
> IIRC, Derryck Croker has the program on his website somewhere (though I
> can't remember the name of the program).
>
> http://www.cix.co.uk/~derryck
>
>
> Cheers!
>
>
>
> James
>
>
>
> ____
> | | .____.
> |James Haslam Email: jfhaslam@zetnet.co.uk| // file://|
> | | || || |
> |IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ _
> +---+ _/|| ||_ /|
> |Atari Pages: http://jfhaslam.atari.org | |_/ |_| _|/
> |Homepages: http://www.users.zetnet.co.uk/jfhaslam |

> +---+ Atari Falcon
> |List owner of the Cheshunt Computer Club mailing list|
> ---
>
>
>
>

4503. EGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-06 00:00:00 UTC
From: Fred Jonkergouw <fjonkerg@globalxs.nl>
Message-ID: <jQCN5.1222$tV.161271933@bigmama.cybercomm.nl>
Source record: 6357

Is it possible (and if, how must i connect the pins) to connect a
EGA-monitor at my atari 1040 ST, so that i can play low resolution-games on
it?

greetings,

Fred Jonkergouw

4504. Re: SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-06 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973579520-115893AEicMi@cwcom.net>
Source record: 6358

>>Does the Atari-printer SLM 506 work with windows ?
>>If yes, how ??
>
>I think so, but you need an ST between the printer and the PC. In other
>words not directly, but there is a program that enables an ST to be a
>print server.

Spot on James, it's to be found in the MISC section. Basically, you set the printer driver to use an HP printer at 300dpi and with output set to "File". Take the file to the ST and load it into the utility, which will convert the HP printer commands into ones which the SLM (there's no such printer as the 506) can understand.

It also supports data received over the serial port, so if the source can have printer output sent to the serial port...
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4505. Re: 'Device' = drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973617084-005414AEicMi@bun.com>
Source record: 6359

Hi Pete

>After your message I have revised it with an explanatory note.

Thats wise, you cant really go wrong with that method.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4506. Re: Browsing the web on a stock 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973617086-005871AEicMi@bun.com>
Source record: 6360

Hi Derryck

>A 33600 modem will be more than adequate - but a V90 modem might be handy if >there's any thought of changing platform.

Changing platform??, you mean to get the train the other side to get home!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4507. Re: SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-06 01:11:48 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3a060554$0$174@news.zetnet.co.uk>
Source record: 6354

Hi Oli!

On 5 Nov 2000 21:18:48 +, "oli" wrote:

>Does the Atari-printer SLM 506 work with windows ?
>If yes, how ??

I think so, but you need an ST between the printer and the PC. In other words not directly, but there is a program that enables an ST to be a print server.

IIRC, Derryck Croker has the program on his website somewhere (though I can't remember the name of the program).

http://www.cix.co.uk/~derryck

Cheers!

James


```
_____________________________________________________
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-----------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-----------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

4508. Re: EGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-07 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <380.346T2350T9635975optimus@canit.se>
Source record: 6361

Fred Jonkergouw skrev:

>Is it possible (and if, how must i connect the pins) to connect a
>EGA-monitor at my atari 1040 ST, so that i can play low resolution-games on
>it?

No. EGA uses digital signals, whereas the Atari port only outputs analogue
signals.

--
En ligne avec Thor 2.6.

Only God can make a random selection.
(Even though the computer randomly chose this message)

4509. Re: Browsing the web on a stock 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-07 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <qEiqmPAOM8B6Ewco@my-ste.demon.co.uk>
Source record: 6362

In article <973492920-92338AEicMi@cwcom.net>, Derryck Croker
<derryck@NOSPAMcix.co.uk> writes
>From: Marc Wilson <badsector@uklinux.net>
>Date: Sat, 04 Nov 2000 20:22:28 +0000
>
>>> 2) What is the maximum data throughput for the 1040ST's serial port?
>>(i.e.
>>> what is the fastest modem it can handle?)
>>
>>the maximum throughput of the ST's serial port is 38400 baud (i think)
>
>It's 19200

And requires a software patch, HSModem, to work reliably.

>>but it can be upgraded to 115200 baud so u could use a 56K modem
>
>That will be 2*19200, 38400

57600 is just about possible with an external clock source, HSModem and
Magic. At that speed it's okay for file transfers between similarly
equipped STs, but for connecting to the net would require processor
acceleration.

>A 33600 modem will be more than adequate - but a V90 modem might be handy if
>there's any thought of changing platform.

Or if they upgrade to a Falcon, TT or clone, at a later date.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
6.3 |http://www.distributed.net/

4510. Re: SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-07 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973703564-475321AEicMi@bun.com>
Source record: 6363

Hi Dudes

>IIRC, Derryck Croker has the program on his website somewhere (though I
>can't remember the name of the program).

Derryck's got a WEBsite, sounds interesting, could you tell me a bit more about it please Derryck, i hear rumours of some software, fill us in dude.

8~)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4511. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-08 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <18196_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6364

In uno strano messaggio del 11 Oct 00 xlator@cix.compulink.co.uk
(2:333/608.1) scrisse al povero All :
x> Long file name and large partition support - DE can't handle either.
x> With my 840 MB partitions DE gives negative numbers for sizes etc,
x> crashes when you try to display the fragmentation map - so I certainly
x> woudn't trust it for a defrag. Also HPO seems to give a 'cleaner'
x> optimisation, although it hasn't got all the facilities that DE has.

There are at least two things I can't do on my "long name" partitions, but I
I really would: undelete and recover lost chains.

I really need those functions, undelete with DEDGE on such partitions creates
big problems, but can be done "by hand", putting back the first filename char
in the dir. Recovering lost chains is a big trouble.

So there is a third thing I would like: a disk editor, at least hexadecimal
like the old "disk doctor", I've never found one that works with big
partitions. Actually I'm connect the scsi chain to the PC and using a DOS
disk editor, btw you can't see logical partitions, and recovering lost chain
is still impossible, I would really need a guide in walking the FAT.

Any hint ? Is there anybody able to set norton disk editor or similar to
interpret that MagiC partitions ? I've tried various parameters for a virtual
disk unsuccesfullly.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4512. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-08 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A09598E.68A83C73@ooc.de>
Source record: 6365

"Mike De.Petris" wrote:

> There are at least two things I can't do on my "long name" partitions, but I
> I really would: undelete and recover lost chains.

You can do this with DISKUS (German only). Although long filenames are
not explicitly supported operations like undeleting work. You only have
to rename the recovered file afterwards since the undelete will result
in a recovered file with a short name.

> So there is a third thing I would like: a disk editor, at least hexadecimal
> like the old "disk doctor", I've never found one that works with big
> partitions. Actually I'm connect the scsi chain to the PC and using a DOS

DISKUS supports Atari and DOS compatible partitions of any allowed size:

http://home.nikocity.de/nogfradelt/diskus_english.html

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4513. Re: 'Device' = drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-08 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a09d44f$0$180@news.zetnet.co.uk>
Source record: 6366

On 5 Nov 2000 17:53:48 G, xlator@cix.compulink.co.uk wrote:
>In message <973275616-275771AEicMi@bun.com>, stevesweet@bun.com said:
//////

Quoting "The Atari A-Z" by Mark S Baines:
Device: A unit of hardware, such as a peripheral or electronic
component.

Charles.

4514. Re: Browsing the web on a stock 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-08 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973789992-285569AEicMi@bun.com>
Source record: 6367

Hi David

>>>the maximum throughput of the ST's serial port is 38400 baud (i think)
>>
>>It's 19200
>
>And requires a software patch, HSModem, to work reliably.

You can assume that if you want to use the Atari ports in any state that you will need HSmodem in order to acheive correct operation.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4515. Re: SLM 605

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-09 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <973780856-21327AEicMi@cwcom.net>
Source record: 6368

From: Steve Sweet <stevesweet@bun.com>
Date: Tue, 07 Nov 2000 23:22:46 -0000

>Derryck's got a WEBsite, sounds interesting, could you tell me a bit
>more about it please Derryck, i hear rumours of some software, fill us
>in dude.

My web site also hosts some German software that's been translated into
English - look in the MISC area.

I also host DDP Translations, which is Peter West, Dennis Vermeire and
myself. Everyone will have seen my sig. This group mostly concentrates on
translating commercial software, so you'll find RSC files (and other
files in some cases) on the DDP page. Recent work includes jinnee 2.5
(which System Solutions are nearly ready to sell to a discerning public)
and JAY Groups, the Thing/Taskbar groups utility.
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4516. Re: Browsing the web on a stock 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-09 00:00:00 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <bHxWWLAP8vC6EwyF@my-ste.demon.co.uk>
Source record: 6369

In article <973789992-285569AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> writes
>Hi David
>
>>>>the maximum throughput of the ST's serial port is 38400 baud (i think)
>>>
>>>It's 19200
>>
>>And requires a software patch, HSModem, to work reliably.
>
>You can assume that if you want to use the Atari ports in any state that you
>will need HSmodem in order to acheive correct operation.

True, but doesn't do any harm in telling those who ask if an ST(E) can
be used on the net that it's required.

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11, |Member of the RC5 Team Acorn
AMD K6-2/450 32Mb RAM. SuSE Linux 6.3, |cracking keys at 2.7Mkeys/sec
AMD K6-2/500 128Mb RAM. Win98 & SuSE Linux |
6.3 |http://www.distributed.net/

4517. Re: Dimond Edge

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-09 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8uf6f5$f4j$1@plutonium.compulink.co.uk>
Source record: 6370

In message <18196_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it said:

>There are at least two things I can't do on my "long name" partitions, but I
>I really would: undelete and recover lost chains.
>
>I really need those functions, undelete with DEDGE on such partitions creates
>big problems, but can be done "by hand", putting back the first filename char
>in the dir. Recovering lost chains is a big trouble.
>
>So there is a third thing I would like: a disk editor, at least hexadecimal
>like the old "disk doctor", I've never found one that works with big
>partitions.

I use the 'Monitor' in Harlekin on my large partitions without problems,
though you have to do it by hand.

> Actually I'm connect the scsi chain to the PC and using a DOS
>disk editor, btw you can't see logical partitions, and recovering lost chain
>is still impossible, I would really need a guide in walking the FAT.

There was an extensive series of articles on this in the old 'ST Club
Newsletter', issues 18 - 23 back in 1988/89. But I am not sure those
details of how to decode the FAT apply to 16-bit FATs found on large
partitions.

Actually KNIFEST.PRG gives a display of the FAT and also works as a hex
editor (though it has a slower search than Harlekin's). But don't trust
its disk check functions - they don't work properly on large drives.
Knife also has a means of rebuilding a file in memory or on disk, but
again I don't know how well it works on large partitions; in any case it
doesn't follow the cluster chain automatically, but (like the old
Michtron Utilities) you have to decide whether the next sector displayed
is part of the file. With text you have some chance of recognising this
- with bins you don't.

Regards, /Peter/

4518. Re: EGA monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-09 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <8uffuu$rn4$1@zingo.tninet.se>
Source record: 6371

"Fred Jonkergouw" <fjonkerg@globalxs.nl> wrote in message
news:jQCN5.1222$tV.161271933@bigmama.cybercomm.nl...

: Is it possible (and if, how must i connect the pins) to
connect a
: EGA-monitor at my atari 1040 ST, so that i can play low
resolution-games on
: it?

If you need to ask, then it's not possible...

Rather find a normal RGB monitor, or connect to a TV set.

MG

4519. Re: Browsing the web on a stock 1040ST...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-10 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <973960512-157707AEicMi@bun.com>
Source record: 6372

Hi David

>You can assume that if you want to use the Atari ports in any state that you >will need HSmodem in order to acheive correct operation.

>True, but doesn't do any harm in telling those who ask if an ST(E) can be used >on the net that it's required.

No harm at all, thats why i made no attempt to say otherwise
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4520. ATARI TT030 for Sale on EBAY!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-11 00:00:00 UTC
From: Rolf <rolfjr@hotmail.com>
Message-ID: <KJfP5.8382$3h3.157995@typhoon.jacksonville.mediaone.net>
Source record: 6373

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=495885809

4521. NEED - ST floppy cables/connectors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-11 00:00:00 UTC
From: Barry Callahan <callahab@my-deja.com>
Message-ID: <8uk4gfcfk1@nnrp1.deja.com>
Source record: 6374
Cross-posted to: comp.sys.atari.st.tech,rec.games.video.atari

Well, as the subject line would suggest, I need floppy cables for the ST.

I've got 3 520STs that I believe good, one floppy drive, but no floppy cables.

I've spent a fair bit of time searching electronics parts suppliers' catalogs (Digi-Key, Newark, and the like) for the connectors so I can manufacture my own cables without any success at all.

Does anybody have any suggestions on where I can go to get either connectors or cables?

Thanks.

Barry

Sent via Deja.com http://www.deja.com/
Before you buy.

4522. 1084S monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8ulk7jjhe00$1@news.t-online.com>
Source record: 6376

Can I wire a 1084S monitor to an ST.

I have an ST video plug.

What pinouts do I need for the monitor end ???

////
(o o)
-----ooO--(_)--Ooo-----------------------------------

4523. SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8ulk6qrve06$1@news.t-online.com>
Source record: 6377

I have a German 1040ST and a UK 520 ST.

Is it possible to copy the TOS from the 520ST and use it on the 1040ST by
using some kind of software solution, eg/ a bootdisc that changes the
language ???

////
(o o)
-----ooO--(_)--Ooo-----------------------------------

4524. Re: 1084S monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8ulpv7$i49$1@snipp.uninett.no>
Source record: 6378

Carl Ratcliffe <c.ratcliffe@t-online.de> wrote:
> Can I wire a 1084S monitor to an ST.

Yes, I've done this myself.

> I have an ST video plug.

> What pinouts do I need for the monitor end ???

It depends on how you want to connect it. The easy way is to just use composite, then you don't need any pinout at all. If you want to use RGB you need the pinout for the RGB-connector on the 1084S, I believe you can find it on "The Hardware Book" (can't remember URL, do a search).

Beware that the 1084 doesn't have separate H- and V-syncs, so you need to create a composite sync from the syncs on the ST. I used two diodes IIRC (it's been many years since I did this), but if you have a ST with composite video (on pin 2) I believe you can use this as sync.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4525. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <8ulvtllcp1@news8.svr.pol.co.uk>
Source record: 6379

I don't know if LAPD still stock it but you used be able to get TOS 3.06 on
a bootable floppy!

Hope this helps.

If not an eprom programmer can be used.

Why not upgrade both to TOS 2.06 it's worth the upgrade.

Tim

Carl Ratcliffe <c.ratcliffe@t-online.de> wrote in message
news:8ulk6qrve06$1@news.t-online.com...
> I have a German 1040ST and a UK 520 ST.
>
> Is it possible to copy the TOS from the 520ST and use it on the 1040ST by
> using some kind of software solution, eg/ a bootdisc that changes the
> language ???
>
>
> ////
> (o o)
> -----ooO--(_)--Ooo-----------------------------------
>
>
>
>

4526. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NRj5VDBARoD6EwpX@steverosie.demon.co.uk>
Source record: 6380

In article <8ulk6qrve06$1@news.t-online.com>, Carl Ratcliffe
<c.ratcliffe@t-online.de> writes
>I have a German 1040ST and a UK 520 ST.
>
>Is it possible to copy the TOS from the 520ST and use it on the 1040ST by
>using some kind of software solution, eg/ a bootdisc that changes the
>language ??

There are versions of TOS that come on disk. These were a way of trying
out the new version without the expense of fitting new ROM's.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4527. Re: 1084S monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <MB35ROBRToD6EwoT@steverosie.demon.co.uk>
Source record: 6381

In article <8ulk7jjhe00$1@news.t-online.com>, Carl Ratcliffe
<c.ratcliffe@t-online.de> writes
>Can I wire a 1084S monitor to an ST.
>
>I have an ST video plug.
>
>What pinouts do I need for the monitor end ???

Hiya

Yes you can, I use one. I can also get the cables for them, well the
last time I looked I could.

There are also 2 models of 1084S's, I've got both but haven't checked to
see if the connections are the same yet!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4528. Re: 1084S monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ejzeex.bb2027104z98eN%rsmac@t-online.de>
Source record: 6382

Carl Ratcliffe <c.ratcliffe@t-online.de> wrote:

> Can I wire a 1084S monitor to an ST.
>
> I have an ST video plug.
>
> What pinouts do I need for the monitor end ???

Pinouts and some TOS answers -> DOITST

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4529. Re: NEED - ST floppy cables/connectors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t0t9roli4ud2fa@corp.supernews.com>
Source record: 6383

On 11 Nov 2000 18:52:01 , Barry Callahan wrote:
>Well, as the subject line would suggest, I need floppy cables for the
>ST.
>
>I've got 3 520STs that I believe good, one floppy drive, but no floppy
>cables.
>
>I've spent a fair bit of time searching electronics parts suppliers'
>catalogs (Digi-Key, Newark, and the like) for the connectors so I can
>manufacture my own cables without any success at all.
>
>Does anybody have any suggestions on where I can go to get either
>connectors or cables?
>
>Thanks.
>
>Barry

Hi Barry,

Are we talking internal or external cables here. I take it you mean internal. The internal ones are 34way ribbon cable with an IDC female connector for the floppy drive and there is a crimp type connector soldered on the motherboard. The ribbon cable you can get easily, as you can either:

1) buy a length of 34way ribbon cable.
2) get some that is more than 34 way (ie 40 way IDE drive cable) and trim off the excess 6 wires.
3) hack apart a PC floppy drive cable

The connecters should be easily got as well, as they're standard floppy connectors. You'll need a crimp tool really though, but you can do it with a bench clamp. Getting the ribbon onto the motherboard's
connector is a sod, as you have to be careful to to push too hard as the motherboard will crack.

Hope that helps...

4530. Disk Doctor for badly wounded IDE disks...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A0EBE21.17DE788E@avtomatika.com>
Source record: 6384

Hi all,

I know that this message probably belongs more to comp.sys.atari.st, but my Netscape crashes every time I try to access it.

My friend has a 1040 ST with TOS 2.06 & IDE and recently his machine has died. I have repaired it, but he can't access data on his hard disk now.

He's not worried about the disk (127 Mb Quantum), since those things are cheap, but he NEEDS to get to read some files (if nothing else) from it. Disk confirms its sanity when I try to look at it with SCSITOOLS Pro. I mean, program finds it, reports the right capacity and I can even do the non-destructive sector test. I didn't try to format or partition the drive since data on the disk is valuable.
IIRC program even recognises existing partition. But when I fire AHDI from floppy, I can't write new driver on the disk, since AHDI does not recognise it.
Disk was partitioned with Scsitools and driver was written with AHDI 6.something.

I can't use disk doctor to repair the disk since all of them require for the disk to be recognised by the TOS, otherwise one can't reach them.
Is there some low-level utility for fiddling with file system on the IDE disks through the IDE interface directly (without TOS) ?

TIA,

Brane

4531. Re: NEED - ST floppy cables/connectors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: Barry Callahan <callahab@my-deja.com>
Message-ID: <8umlba$51d$1@nnrp1.deja.com>
Source record: 6385

In article <t0t9roli4ud2fa@corp.supernews.com>,> Are we talking
internal or external cables here. I take it you mean
> internal....

Nope. 520ST doesn't have any internal drives.
Need external cables.

Sent via Deja.com http://www.deja.com/
Before you buy.

4532. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 00:00:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3A0F0FDC.15241EB@qnet.com>
Source record: 6386

Carl,

You could open both machines to see if they both are using 6chip TOS. If they both are using 6 chip TOS you could swap the chips. If you do this take note of where you took chips out of and put them in the same socket on the other ST. By this I mean each socket has a number next to it put the chips in the socket numbered the same as the socket they came from.

Don

Carl Ratcliffe wrote:

> I have a German 1040ST and a UK 520 ST.
>
> Is it possible to copy the TOS from the 520ST and use it on the 1040ST by
> using some kind of software solution, eg/ a bootdisc that changes the
> language ???
>
> ////
> (o o)
> -----ooO--(_)--Ooo-----------------------------------

4533. ram upgrade.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 02:25:50 UTC
From: "m. smith" <pamsfolks@sympatico.ca>
Message-ID: <3A0E293C.C5EE0AB@sympatico.ca>
Source record: 6375

Any way to add ram from an old 1040 st to a mega 2?Any place to buy tos 104 or higher, preferably in North America?Thanks.

4534. Atari TT internal drivers

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-12 23:25:18 UTC
From: casey <cajones@news.datafast.net.au>
Message-ID: <974075972.59154@newscache.net-tech.com.au>
Source record: 6387

Hello,

I have an Atari TT with the Original Internal 250meg SCSI harddrive that I
can not access anymore.

I some how deleted the driver that was installed and cannot seem to find
anything anywhere for my machine. I even tried HDDRIVER this will only
detect the drive and refuses to install because some other piece of software
is installed. I get an error saying ."Ahhh, something like". 'Magic blah
blah you need
SCSI.DRV for Magic C or some rubbish.'

So I tried lookin for this and had no luck.

4535. Re: Disk Doctor for badly wounded IDE disks...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-13 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A0FA65A.323E03C0@ooc.de>
Source record: 6388

Branko Badrljica wrote:

> I can't use disk doctor to repair the disk since all of them require for
> the disk to be recognised by the TOS, otherwise one can't reach them.
> Is there some low-level utility for fiddling with file system on the IDE
> disks through the IDE interface directly (without TOS) ?

DISKUS can access such a drive as long as a SCSI Driver (like the one
from CBHD or HDDRIVER) is installed. Note, however, that you can only
access the partition physically, not logically, i. e. you won't have the
benefit of filesystem-based functions. But in order to repair the damage
it's most likely the best you can get.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4536. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-13 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Ai5K5hAqE7D6Ew7p@steverosie.demon.co.uk>
Source record: 6389

In article <8ulvtllcp1@news8.svr.pol.co.uk>, timothy <tanderson@tander
son22.freeserve.co.uk> writes
>I don't know if LAPD still stock it but you used be able to get TOS 3.06 on
>a bootable floppy!

Hiya

LAPD closed in November 1998, but the library is being merged. Checkout

www.last-pd.co.uk

-- Cheers! For Now
Steve <><
WWW: www.last-pd.co.uk * * *
Email: steve@last-pd.co.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4537. ST Mega on Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-13 00:00:00 UTC
From: hpr@selmoni.ch
Message-ID: <3a0fbe03.10831484@news.ip-plus.ch>
Source record: 6390

Hiya

Has anybody ever (except me) tried to hook up an ST on Ethernet?
I want to share data like MIDI files, preferrably over TCP/IP or
NetBEUI.
I tried it with a Xircom in DOS mode, but no luck so far ;-/

regards

HP.

4538. Re: NEED - ST floppy cables/connectors

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-13 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t102bv33avsne8@corp.supernews.com>
Source record: 6391

On 12 Nov 2000 17:51:39 , Barry Callahan wrote:
>In article <t0t9roli4ud2fa@corp.supernews.com>,> Are we talking
>internal or external cables here. I take it you mean
>> internal....
>
>Nope. 520ST doesn't have any internal drives.
>Need external cables.

Oops sorry. :)

External 14pin dins (plug and socket) can be got from Maplin in the UK
and you can use any good 14 or so way cable that is sheiled.

Is that what you need? Pinouts for the plugs are in the back of the
manual or quite easily located on the net.

4539. Re: ST Mega on Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-13 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ek1muj.v78gd41sklv5sN%rsmac@t-online.de>
Source record: 6392

> Has anybody ever (except me) tried to hook up an ST on Ethernet?

http://www.asamnet.de/%7Ehilgarte/ether.htm

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4540. Re: Matrix COCO advice...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-13 00:00:00 UTC
From: Harry Sideras <hsideras@bergstrominc.com>
Message-ID: <3a1031e1@news.myratech.net>
Source record: 6393

Hi all,

<chrisc1966@my-deja.com> wrote in message
news:8tc9s4$r2u$1@nnrp1.deja.com...
> In article <8taq9alej1@nnrp1.deja.com>, Rob <rmahlert@my-deja.com>
wrote:
> > In article <8t94ae$829$1@nnrp1.deja.com>, chrisc1966@my-deja.com wrote:
> > Chris,
> >
> > Check out Louis Hollemans page.. http://www.holleman.demon.nl/
> > He has helped my out in the past with my Matrix Card. Unfortunatly..
> > the card is no good.): If it's not on his page... send him an e-mail.
> > He should be able to point you in the right direction..
> >
> > Rob
> > --
> > Atari-Users Network
> > Atari Chat, Forums, Links, Webring and Banner Exchange.
> > http://www.atari-users.net
> >
> > > I'm trying to get my Matrix COCO to do 1024x768 in monochrome, and
> > > need some advice on how to set up the driver to do it....also I'd like
to
> > > run 1024x768 in 256 colours....it has a meg of memory so it should
> > > handle these easily enough...I'm using a Panasonic 19" Pana Sync 6G
> > > monitor...
>
> Thanks for the tip, there's some useful stuff there...
>
> chrisc

I can't quite see who said this, but are you sure a CoCo could do
1024x768x256? I didn't think my old one could...

rgds
H

4541. Re: ST Mega on Ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-13 00:00:00 UTC
From: Samyn Karl <saka@village.uunet.be>
Message-ID: <3A103522.E49AD29@village.uunet.be>
Source record: 6394

Hello,

Yup... and it works fine.

HP. Rutschmann wrote:
>
> Has anybody ever (except me) tried to hook up an ST on Ethernet?

Mega ST4, Mega ST2 and a F030... all together on an ethernet network
with two more Pentiums.
In the Mega STs I use a Riebl Card, for the F030 I use a pocket adaptor
(Genius LAN). The entire Atari configuration is STinG based.

> I want to share data like MIDI files, preferrably over TCP/IP or
> NetBEUI.

NetBEUI won't be possible. This is typically (simply "is") a Micro$oft
protocol for it's network neighborhood. TCP-IP is no problem, since
STinG, STiK, NOS and MiNT support it.
SO if you use TCP-IP you'll need to run an FTP server somewhere (PC or
Atari) and transfer the files with a FTP client.
Another option would be NFS, this when you use MiNTnet on your Atari.
Don't think someone tryed it yet, but it should be possible.

For more info check out these pages :

http://gallery.uunet.be/saka/atari/index.htm
http://gallery.uunet.be/saka/atari/reality/rtl8012.htm

Hope this helps.

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4542. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-13 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974221568-139353AEicMi@bun.com>
Source record: 6395

Hi Steve

>>Is it possible to copy the TOS from the 520ST and use it on the 1040ST
>>by using some kind of software solution, eg/ a bootdisc that changes
>>the >language ??

>There are versions of TOS that come on disk. These were a way of trying
>out the new version without the expense of fitting new ROM's.

Very much like car jacking, also a way of try before you buy and just as
legal..
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4543. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-13 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974221564-138737AEicMi@bun.com>
Source record: 6396

Hi Timothy

>I don't know if LAPD still stock it but you used be able to get TOS 3.06
>on a bootable floppy!

Not legally they didnt..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4544. port documentation: mega keyboard and mega-bus

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-14 00:00:00 UTC
From: bigtruck <theking@home.com>
Message-ID: <VdbQ5.19098$A2.2655513@newsrump.sjc.telocity.net>
Source record: 6397

Was hoping for pin-out for mega keyboard (ok so it doesn't use pins, but you know what I mean!) and ANY info on the mega bus expansion slot (I've seen none, never, nowhere! and I've only seen about 2 devices that ever used it!? Was it really that worthless?)

thanks
mb

4545. FS:monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-14 00:00:00 UTC
From: Gordon Campbell <telsa.lynn@telsa1.freeserve.co.uk>
Message-ID: <8us0lg$s62$1@news5.svr.pol.co.uk>
Source record: 6398
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

For sale: Atari sm124 mono hi res monitor
good working order

offers please, uk only

Gordy

--
telsa.lynn@telsa1.freeserve.co.uk
telsa1@ic24.net
http://www.telsa1.freeserve.co.uk
ICQ# 37182286

4546. FS:monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-14 00:00:00 UTC
From: Gordon Campbell <telsa.lynn@telsa1.freeserve.co.uk>
Message-ID: <8us19pqrv1@news6.svr.pol.co.uk>
Source record: 6399

Atari sm124 mono hi ews monitor for sale
offers please within the UK
--
telsa.lynn@telsa1.freeserve.co.uk
telsa1@ic24.net
http://www.telsa1.freeserve.co.uk
ICQ# 37182286

4547. WTB: mouse for Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-14 00:00:00 UTC
From: garthrr@aol.com
Message-ID: <20001114152740.05583.00000176@ng-me1.aol.com>
Source record: 6400

I have an old 1040 ST which I still use for music sequencing. I need a new (or at least working) mouse. Is anything in current production that will work with the 1040ST?
please email Garthrr@aol,com
Thanks

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4548. Falcon for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-14 00:00:00 UTC
From: Gene Pineda <gene@pinedaprinting.com>
Message-ID: <%TnQ5.160$R6.158710@news03.micron.net>
Source record: 6451

If anyone is willing to pay 300.00 US dollars for a 14 meg Falcon (working)
w/ a CenturboII and 32 megs of ram and ST RAM board for the CII
(wizztronics) please let me know.
Ill sell the flipping thing to the first person willing to pay 300.00 (NO
gimmiks)
U.S. only and perferably west coast (of course buyer pays shipping).

Thanks a mill

Gene

gene@pinedaprinting.com

4549. Re: Atari TT internal drivers

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-14 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <974275948-94740AEicMi@cwcom.net>
Source record: 6452

From: "casey" <cajones@news.datafast.net.au>
Date: Mon, 13 Nov 2000 10:25:18 +1100

>I some how deleted the driver that was installed and cannot seem to find
>anything anywhere for my machine. I even tried HDDRIVER this will only
>detect the drive and refuses to install because some other piece of software
>is installed. I get an error saying ."Ahhh, something like". 'Magic blah
>blah you need
>SCSI.DRV for Magic C or some rubbish.'

Try running the hddriver.prg that's in HDDriver's AUTO folder. Once that's
scanned the SCSI bus it should then allow you to install the driver on the hard
drive.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4550. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-15 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <E$$beUAuNmE6EwyS@steverosie.demon.co.uk>
Source record: 6453

In article <974221568-139353AEicMi@bun.com>, Steve Sweet
<stevesweet@bun.com> writes
>Very much like car jacking, also a way of try before you buy and just as
>legal..

Well Atari DID produce these, so you can try the version out before
committing yourself.

I've also got the TOS on disk that was supplied with the Falcon!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4551. Re: WTB: mouse for Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-15 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <LvOYKgArPmE6Ewz2@steverosie.demon.co.uk>
Source record: 6454

In article <20001114152740.05583.00000176@ng-me1.aol.com>, Garthrr
<garthrr@aol.com> writes
>I have an old 1040 ST which I still use for music sequencing. I need a new (or
>at least working) mouse. Is anything in current production that will work with
>the 1040ST?
>please email Garthrr@aol,com
>Thanks

Hiya

I can still supply brand new Atari/Amiga compatible mice for ï¿½14.99
(UKP) + postage/shipping.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4552. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-15 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <8utton$62v$1@draco.stochastik.rwth-aachen.de>
Source record: 6455

In article <E$$beUAuNmE6EwyS@steverosie.demon.co.uk>,
Steve Stupple <Steve@atari.org> wrote:
>
>Well Atari DID produce these, so you can try the version out before
>committing yourself.

Atari never distributed TOS >1.00 as a disk release. There were versions
available for beta testers, but not freely distributable.

If you don't buy it from someone who has a license to produce TOS copies, it
is illegal no matter if it is on disk or on EPROM.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4553. Re: WTB: mouse for Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-15 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8uukq6$o2q$1@plutonium.compulink.co.uk>
Source record: 6456

In message <20001114152740.05583.00000176@ng-me1.aol.com>, garthrr@aol.com said:

>I have an old 1040 ST which I still use for music sequencing. I need a new (or
>at least working) mouse. Is anything in current production that will work with
>the 1040ST?

There still seem to be plenty of switchable Atari/Amiga mice about - I
bought one for £2 at the Stafford show. System Solutions should have one
as well.
Or you could use Mario's serial port adapter that allows the use of PC
mice - sold in the UK by Chris Crosskey of Abingdon Synthesis projects
(chrisc@zetnet.co.uk).

Regards, /Peter/

4554. Re: WTB: mouse for Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-15 00:00:00 UTC
From: garthrr@aol.com
Message-ID: <20001115154450.23498.00000411@nso-cp.aol.com>
Source record: 6457

Thanks all. I had no idea there was such a healthy Atari community happening.
Nice to know I can still get parts and upgrade etc.

Garth

"I think the fact that music can come up a wire is a miracle."
Ed Cherney

4555. looking for an atari 2600 4 switch schematic

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-15 00:00:00 UTC
From: wyverngod@aol.com
Message-ID: <20001115185338.02406.00001684@ng-fo1.aol.com>
Source record: 6458

im looking for an atari 2600 4 switch schematic of the circuit board if you can help mail me

Chris
wyverngod@aol.com

4556. Re: Falcon for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-15 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974396862-959606AEicMi@bun.com>
Source record: 6459

Hi Gene

>Ill sell the flipping thing to the first person willing to pay 300.00

^^^^^^^^ ^^^^^

You dont sound to confident about this machine, i suggest you just shot
yourself in the foot!!.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4557. SM124 for sale / swap

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-17 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8v3rkb$519$01$1@news.t-online.com>
Source record: 6461

Would swap for anything ST. Mags. Software WHY ?

I have 2 of these monitors.

Make me an offer !!!

////
(o o)
-----ooO--(_)--Ooo-----------------------------------

4558. milan

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-17 06:09:07 UTC
From: Marc <info@buildignworld.com.au>
Message-ID: <3A14CB83.C0E3D31C@buildignworld.com.au>
Source record: 6460

hey everybody i personalyl miss the atari i think there great machines
i really wish i hadnt gotten rid of the 1040ste For a PC and i find the
emulators to be
anoyying and just dont give the real feel, but i came accros this milan
computer site apparently Germany have carried on the Atari realeasing
new version of tos
and new operating systems that looks "spiffy" i am very very curioius
has anybody ventured down this path does anybody know what there like ??

as for this magicos and mint , its all soooo confusing i feel like i
have been left behind
can anybody explain

or email me

regards

Marc

info@buildingworld.com.au

4559. STFM modulator

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-18 00:00:00 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <974544134.17099.0.nnrp-10.d4e49a43@news.demon.co.uk>
Source record: 6462

Hello

I bought a faulty STFM for £1 and need some help.

The RF modulator kept going off, i.e. screen went blank and lost sync.
Hitting the machine sometimes restored the picture. Yesterday it wouldn't so
I opened the machine and tried testing some voltages inside it modulator,
without really knowing what I was doing. So I ended up breaking the
modulator completely, along with some strange noises, a puff of smoke and a
nasty burning smell. The ST itself still works though. Now to solve this, I
could use any of the following:

1) An RGB to SCART lead. I know there's still output from this socket
because I checked it. Where can I get one of these in the UK???

2) A replacement modulator, either the part or even a complete scrap STFM.
Anyone know where I can get one of these?

3) Since I don't really know what I'm doing, a better solution than 2 would
be someone to fix it cheaply for me, bearing in mind it only cost £1 to buy.
Anyone fix ST's in the UK, preferably somewhere near Nottingham?

I hope someone can help me with this since I only started using the ST in
the last week and already I love it! Some of the games are really great and
I like GEM for it's simplicity...

Alex Taylor.

4560. Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-19 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8v87mp$om9$06$1@news.t-online.com>
Source record: 6463

Hi,

I am looking for some help to wire up my 1040ST to an NEC 3D multiscan monitor.

I have an Atari 13 pin Din plug and I have the 9 pin connector for the monitor. I have pin layout diagrams.
I now want to make a lead to join the two. Which pins do i need to solder to which ?

Off Topic: !!! I would also like to use the NEC 3D to watch films from my VCR . Anyone know how I can connect a SCART out into the 9 pin RGB connector on the monitor ???

Thanks for your help !

4561. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-19 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ekcbu5.z5xl5j1trrfseN%rsmac@t-online.de>
Source record: 6464

Carl Ratcliffe <c.ratcliffe@t-online.de> wrote:

> I have an Atari 13 pin Din plug and I have the 9 pin connector for the
> monitor. I have pin layout diagrams.
> I now want to make a lead to join the two. Which pins do i need to solder to
> which ?

DOITST contain them, colorised schematic.

> Off Topic: !!! I would also like to use the NEC 3D to watch films from my
> VCR . Anyone know how I can connect a SCART out into the 9 pin RGB connector
> on the monitor ???

Isnï¿½t easy. Needs an hardware signal adaptor. Sync frequency doasnï¿½t
match. Signal adaptor generates right VGA signal out of an VCR-output.

Costs nealy 170 DM. Source: www.elv.de
Search for video adaptors.
All pages german only.

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4562. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-19 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8v98cd$5pf$1@plutonium.compulink.co.uk>
Source record: 6465

In message <1ekcbu5.z5xl5j1trrfseN%rsmac@t-online.de>, rsmac@t-online.de said:

>>Carl Ratcliffe <c.ratcliffe@t-online.de> wrote:

>> Off Topic: !!! I would also like to use the NEC 3D to watch films from my
>> VCR . Anyone know how I can connect a SCART out into the 9 pin RGB connector
>> on the monitor ???
>
>Isn't easy. Needs an hardware signal adaptor. Sync frequency doasn't
>match. Signal adaptor generates right VGA signal out of an VCR-output.

Surely if the NEC 3D Multisync will work down to Atari Low and Mid,
which use 15 kHz horizontal/25 vertical, then it ought to be able to
take TV signals too? The whole point of these resolutions was that you
could view them on a TV set, so it should work the other way round
too... But probably you'll get no sound unless you add a speaker.

Regards, /Peter/

4563. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-19 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ekd1e4.18266l41hla9msN%rsmac@t-online.de>
Source record: 6466

<xlator@cix.compulink.co.uk> wrote:

> >Isnï¿½t easy. Needs an hardware signal adaptor. Sync frequency doasnï¿½t
> >match. Signal adaptor generates right VGA signal out of an VCR-output.
>
> Surely if the NEC 3D Multisync will work down to Atari Low and Mid,
> which use 15 kHz horizontal/25 vertical, then it ought to be able to

Yes, with an old NEC 3D. You try it with an NEWER VGA monitor?

Regards, Robert
--
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CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4564. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-19 23:22:48 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8v9n3rdkr05$1@news.t-online.com>
Source record: 6467

Robert,

I had a look but the archives are password protected !!!

Robert Schaffner <rsmac@t-online.de> wrote in message
news:1ekd1e4.18266l41hla9msN%rsmac@t-online.de...
> <xlator@cix.compulink.co.uk> wrote:
>
> > >Isnï¿½t easy. Needs an hardware signal adaptor. Sync frequency doasnï¿½t
> > >match. Signal adaptor generates right VGA signal out of an VCR-output.
> >
> > Surely if the NEC 3D Multisync will work down to Atari Low and Mid,
> > which use 15 kHz horizontal/25 vertical, then it ought to be able to
>
> Yes, with an old NEC 3D. You try it with an NEWER VGA monitor?
>
> Regards, Robert
> --
> -= Home of DOIT-Archives =-
> ____
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
> doitarchive@doitarchive.de * www.doitarchive.de

4565. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-20 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ekekyr.17wgq40xj9qs4N%rsmac@t-online.de>
Source record: 6468

Carl Ratcliffe <c.ratcliffe@t-online.de> wrote:

> Robert,
>
> I had a look but the archives are password protected !!!

Yes, and kiddy filled Key forms are not answered. Isnï¿½t a playground.

--
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doitarchive@doitarchive.de * www.doitarchive.de

4566. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-20 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974826434-658125AEicMi@bun.com>
Source record: 6469

Hi Peter

>
>Surely if the NEC 3D Multisync will work down to Atari Low and Mid,
>which use 15 kHz horizontal/25 vertical, then it ought to be able to
>take TV signals too? The whole point of these resolutions was that you
>could view them on a TV set,

I agree with Peter.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4567. WTD: Lattice C: v5.n

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-21 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <8vdrju$c8e$1@nnrp1.deja.com>
Source record: 6470

Hi FOlks....

a group of us on Tim's Atari MIDI mailing list are getting a programming group together to do some utilities we need....we want to make sure we're all using the same software for programming and it looks like LAttice C has won....we need to get our hands on a few copies of 5.n ......we need Falcon and TT compatibility....we'll prolly end up building our own ligbraries unless anyone knows of a big library resource out there on the net for GEM and TOS, especially MIDI routines....

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4568. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:00:00 UTC
From: Daniel Pettersson <tam@dataphone.se>
Message-ID: <Pine.SOL.4.10.10011221245160.28618-100000@nikson.dataphone.se>
Source record: 6476

On Mon, 20 Nov 2000, Steve Sweet wrote:

> Hi Peter
>
> >Surely if the NEC 3D Multisync will work down to Atari Low and Mid,
> >which use 15 kHz horizontal/25 vertical, then it ought to be able to
> >take TV signals too? The whole point of these resolutions was that you
> >could view them on a TV set,
>
> I agree with Peter.

You can watch tv on them. I have one and having used it as a monitor for a vcr. It takes both 50 and 60 Hz just fine, but that's using a rgb scart cable, I don't know if just composite works.

/daniel

4569. Magic 5

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:00:00 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <974912089.1607.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 6477

I have been trying to install Magic 5 on my Mega STE, it is the upgrade BUT I have the original version 2.

Everything would appear to install OK but when I restart 'magic.app' (or something) runs but eventually crashes with 4 bombs, I then get a program selector appear which will run programs.

Any one any ideas???

Elliot...

4570. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ekiew4.13r2yjul28igwN%rsmac@t-online.de>
Source record: 6478

Iggy Drougge <optimus@canit.se> wrote:

> 9 pin? Are you sure? My 3D has got a standard 15-pin VGA connector.

NEWER models, OLDER models, what i mean last time. Easy, or?
15Pin models is not sure it will work.

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4571. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:00:00 UTC
From: rsmac@t-online.de
Message-ID: <1ekiehw.gea9u2frkneoN%rsmac@t-online.de>
Source record: 6479

Iggy Drougge <optimus@canit.se> wrote:

> I suppose you aren't familiar with the Nec Multisync 3D. It's a multisync
> monitor, which will synd down to the 15 KHz vertical frequency of a TV signal.

OLDER ones do that well, not ALL of newer series.
What i wrot, mean, last time.

Thank you.
Used an OLD NEC 3D multisync for playing jaguar console.
It woni¿½t work with newer models.

--
-= Home of DOIT-Archives =-

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doitarchive@doitarchive.de * www.doitarchive.de

4572. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:00:00 UTC
From: Carl Ratcliffe <c.ratcliffe@t-online.de>
Message-ID: <8vh2f2rcl07$1@news.t-online.com>
Source record: 6480

Thanks for all the answers so far guys.
It seems clear that my NEC 3D can play video from my VCR.

So, How do I make a lead to play SCART out to 9 pin RGB monitor in ???
Is it a simple cable SCART plug to 9 pin ? If so what is the pin connections
?

Iggy Drougge <optimus@canit.se> wrote in message
news:800.361T1550T1364807optimus@canit.se...
> Carl Ratcliffe skrev:
>
> >I am looking for some help to wire up my 1040ST to an NEC 3D multiscan
> >monitor.
>
> >I have an Atari 13 pin Din plug and I have the 9 pin connector for the
> >monitor. I have pin layout diagrams.
>
> 9 pin? Are you sure? My 3D has got a standard 15-pin VGA connector.
>
> >I now want to make a lead to join the two. Which pins do i need to solder
to
> >which ?
>
> I suppose it's a 9-pin VGA connector, so try http://www.hardwarebook.net/.
> It's got pinouts for both the Atari and VGA connectors.
>
> >Off Topic: !!! I would also like to use the NEC 3D to watch films from
my
> >VCR . Anyone know how I can connect a SCART out into the 9 pin RGB
connector
> >on the monitor ???
>
> AFAIK the 3D won't accept a composite signal.
>
> --
> En ligne avec Thor 2.6.
>
> Test makers do it sometimes/always/never.
>

4573. 10 Pcs. Of Paper Money From Around the World 3213

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:00:00 UTC
From: jdqmts@hotmail.com
Message-ID: <WcTS5.55998$1Z3.211867@e420r-sjo3.usenetserver.com>
Source record: 6481

Two days ago I ordered 10 pieces of paper money from 10 different countries from a company called Perth Numismatics. Lo and behold they arrived today and they are very nice and colourful. They even have a bill from Antarctica. I didn't even know they existed. These are perfect for stocking stuffers or people who are hard to buy for. The website address is www.perthmoney.com
Good luck and Merry Christmas

Cynthia Reeves

juhbcdudfwqodtlerhlqbcqouj

4574. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3A1C4DB3.CBA747F6@cable.A2000.nl>
Source record: 6482

Iggy Drougge wrote:

>
> AFAIK the 3D won't accept a composite signal.

Mine does (feb 1991). It came with 15 pin mini Dsub connector.

A friend of mine couldnt connect his Archimedes to a newly bought modern
monitor. My Nec 3D accepted the Archimedes' composite sync. If I remember well
it was composite on green.

15 mini subD 9pins: analogue RGB
1 1
2 2
3 3
6 6
7 7
8 8
13 4

1 o o o o o 1 o o o o o
6 o o o o o 6 o o o o
11 o o o o o

--
Groeten; Regards.
Henk Robbers. http://people.A2000.nl/hrobbers/Homepage.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

4575. stfm composite video??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:00:00 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <974935597.28517.0.nnrp-08.d4e49a43@news.demon.co.uk>
Source record: 6483

Hello there

It's my STFM with no video output again. I really do want to fix this machine.

Ignoring the broken modulator, I have no composite video output on pin 2 of the monitor port. I think this was the original fault, and I broke the modulator needlessly :P The signal from pin 2 is a dark, blank screen with a rolling diagonal stripe.

Anyway, what could cause this loss of composite video? I have run the other signals (R,G,B,h-sync,v-sync) into a composite input of a monitor and get something on the screen, so it must be the bit that combines the video signal. There are signs that a small grey box near the modulator has been resoldered.

If someone could help me get a video output from this I'd be really glad. I want to do it without just getting another motherboard.

Alex Taylor.

4576. Re: Magic 5

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974999866-204410AEicMi@bun.com>
Source record: 6484

Hi Mark

>Everything would appear to install OK but when I restart 'magic.app' (or
>something) runs but eventually crashes with 4 bombs, I then get a
>program selector appear which will run programs.

You need an AHDI compatible Hard Disk Driver, what do you have?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4577. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <974999868-204934AEicMi@bun.com>
Source record: 6485

Hi Iggy

>>Very much like car jacking, also a way of try before you buy and just
>>as legal..
>
>I can't comprehend the fact that people in the year 2000 are arguing
>about a bloke who'd like to use a UK TOS instead of a German one. A TOS
>which was released more than ten years ago.

Ok, your right, i'l only steal 10 year old cars and jewelery in future,
do you have any 10 year old money?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4578. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:51:30 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <915.361T1500T1115217optimus@canit.se>
Source record: 6475

Steve Stupple skrev:

>In article <8ulk6qrve06$1@news.t-online.com>, Carl Ratcliffe
><c.ratcliffe@t-online.de> writes
>>I have a German 1040ST and a UK 520 ST.
>>
>>Is it possible to copy the TOS from the 520ST and use it on the 1040ST by
>>using some kind of software solution, eg/ a bootdisc that changes the
>>language ??

>There are versions of TOS that come on disk. These were a way of trying
>out the new version without the expense of fitting new ROM's.

I have so called "language disks", too, but I haven't got a foreign TOS for
testing them.

--
En ligne avec Thor 2.6.

The object of this game is to take an ordinary guy and make him into a Pimp
Master. You start off in your home town.You'll gradually build up cash and
prostitutes,until you wipe out the other pimps in town. Then,it's time to move
on to another,bigger city,and do the same.
Pimpin' ain't easy, upcoming game from Delsyd Software

4579. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:54:22 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <821.361T1100T1144441optimus@canit.se>
Source record: 6474

Steve Sweet skrev:

>>>Is it possible to copy the TOS from the 520ST and use it on the 1040ST
>>>by using some kind of software solution, eg/ a bootdisc that changes
>>>the >language ??

>>There are versions of TOS that come on disk. These were a way of trying
>>out the new version without the expense of fitting new ROM's.

>Very much like car jacking, also a way of try before you buy and just as
>legal..

I can't comprehend the fact that people in the year 2000 are arguing about
a bloke who'd like to use a UK TOS instead of a German one. A TOS which was
released more than ten years ago. I doubt that even Atari would be that petty.

--
En ligne avec Thor 2.6.

"Real life is full of idiots, and tons of ads. I don't see how IRC is any
different, other than a lot more people want to have sex with you."
-- m3000

4580. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 00:55:08 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <628.361T400T1153993optimus@canit.se>
Source record: 6472

Michael Schwingen skrev:

>In article <E$$beUAuNmE6EwyS@steverosie.demon.co.uk>,
>Steve Stupple <Steve@atari.org> wrote:
>>
>>Well Atari DID produce these, so you can try the version out before
>>committing yourself.

>Atari never distributed TOS >1.00 as a disk release. There were versions
>available for beta testers, but not freely distributable.

>If you don't buy it from someone who has a license to produce TOS copies, it
>is illegal no matter if it is on disk or on EPROM.

I wonder how many STs you could buy for the price of one ROM kit. ^_^

--
En ligne avec Thor 2.6.

Give your child mental blocks for Christmas.

4581. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 01:16:31 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <800.361T1550T1364807optimus@canit.se>
Source record: 6471

Carl Ratcliffe skrev:

>I am looking for some help to wire up my 1040ST to an NEC 3D multiscan
>monitor.

>I have an Atari 13 pin Din plug and I have the 9 pin connector for the
>monitor. I have pin layout diagrams.

9 pin? Are you sure? My 3D has got a standard 15-pin VGA connector.

>I now want to make a lead to join the two. Which pins do i need to solder to
>which ?

I suppose it's a 9-pin VGA connector, so try http://www.hardwarebook.net/.
It's got pinouts for both the Atari and VGA connectors.

>Off Topic: !!! I would also like to use the NEC 3D to watch films from my
>VCR . Anyone know how I can connect a SCART out into the 9 pin RGB connector
>on the monitor ???

AFAIK the 3D won't accept a composite signal.

--
En ligne avec Thor 2.6.

Test makers do it sometimes/always/never.

4582. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-22 01:19:54 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1224.361T2700T1396629optimus@canit.se>
Source record: 6473

Robert Schaffner skrev:

>Carl Ratcliffe <c.ratcliffe@t-online.de> wrote:

>> Off Topic: !!! I would also like to use the NEC 3D to watch films from
>> my VCR . Anyone know how I can connect a SCART out into the 9 pin RGB
>> connector on the monitor ???

>Isn't easy. Needs an hardware signal adaptor. Sync frequency doasn't
>match. Signal adaptor generates right VGA signal out of an VCR-output.

>Costs nealy 170 DM. Source: www.elv.de

I suppose you aren't familiar with the Nec Multisync 3D. It's a multisync
monitor, which will synd down to the 15 KHz vertical frequency of a TV signal.

--
En ligne avec Thor 2.6.

-- Support your government, give Carnivore / Echelon something to parse --
classfield top-secret government restricted data information project CIA
KGB GRU DISA DoD defense systems military systems spy steal terrorist
Allah Natasha Gregori destroy destruct attack democracy will send Russia
bank system compromise international own rule the world ATSC RTEM warmod
ATMD force power enforce sensitive directorate TSP NSTD ORD DD2-N AMTAS
STRAP warrior-T presidental elections policital foreign embassy takeover
---

4583. Re: stfm composite video??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-23 01:40:56 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <IA_S5.184$GW5.1450@news-server.bigpond.net.au>
Source record: 6486

Hi, I am pretty sure that the ST derives Composite from the Modulator circuitry. Dont quote me tho. You could try scart. I have a spare modultor floating around somewhere too if you get desperate...

Mark

"Alex Taylor" <alex.taylor@zeem.demon.co.uk> wrote in message news:974935597.28517.0.nnrp-08.d4e49a43@news.demon.co.uk...
> Hello there
>
> It's my STFM with no video output again. I really do want to fix this
> machine.
>
> Ignoring the broken modulator, I have no composite video output on pin 2
of
> the monitor port. I think this was the original fault, and I broke the
> modulator needlessly :P The signal from pin 2 is a dark, blank screen with
a
> rolling diagonal stripe.
>
> Anyway, what could cause this loss of composite video? I have run the
other
> signals (R,G,B,h-sync,v-sync) into a composite input of a monitor and get
> something on the screen, so it must be the bit that combines the video
> signal. There are signs that a small grey box near the modulator has been
> resoldered.
>
> If someone could help me get a video output from this I'd be really glad.
I
> want to do it without just getting another motherboard.
>
>
> Alex Taylor.
>
>

4584. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-24 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <506.363T2650T8756779optimus@canit.se>
Source record: 6487

Henk Robbers skrev:

>Iggy Drougge wrote:

>> AFAIK the 3D won't accept a composite signal.

>Mine does (feb 1991). It came with 15 pin mini Dsub connector.

>A friend of mine couldnt connect his Archimedes to a newly bought modern
>monitor. My Nec 3D accepted the Archimedes' composite sync. If I remember
>well it was composite on green.

Composite sync? I'm talking about composite CVBS video.

--
En ligne avec Thor 2.6.

Die Malerei ist stumme Poesie, die Poesie blinde Malerei.
--- Leonardo da Vinci

4585. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-24 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1186.363T2850T8736627optimus@canit.se>
Source record: 6488

Steve Sweet skrev:

>>>Very much like car jacking, also a way of try before you buy and just
>>>as legal..
>>
>>I can't comprehend the fact that people in the year 2000 are arguing
>>about a bloke who'd like to use a UK TOS instead of a German one. A TOS
>>which was released more than ten years ago.

>Ok, your right, i'l only steal 10 year old cars and jewelery in future,
>do you have any 10 year old money?.

As long as they are abandoned, I won't classify that as stealing. Please lay off this cars/jewelry analogy, it doesn't work with digital media.

This guy has already got a legal TOS. He just doesn't like the language it's in. Are you to deny him the pleasure of running an English TOS?

--
En ligne avec Thor 2.6.

JavaScript has been developed to show scrolling messages on your pages. It should have been named ScrollerScript, but as it came out more or less the same time when the hype on a programming language called Java (poor man's SmallTalk raped by C++ which is expected to solve all problems of the world, including traffic, pollution and AIDS) started, it's creators decided to use the term ``Java'' in it's name, too.
-- README for the HTML preprocessor "hsc"

4586. Re: stfm composite video??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-24 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <875.363T2900T8746457optimus@canit.se>
Source record: 6489

Alex Taylor skrev:

>Hello there

>It's my STFM with no video output again. I really do want to fix this
>machine.

>Anyway, what could cause this loss of composite video? I have run the other
>signals (R,G,B,h-sync,v-sync) into a composite input of a monitor and get
>something on the screen, so it must be the bit that combines the video
>signal. There are signs that a small grey box near the modulator has been
>resoldered.

>If someone could help me get a video output from this I'd be really glad. I
>want to do it without just getting another motherboard.

Why not go with RGB? The quality is superior.

--
En ligne avec Thor 2.6.

- Lupin! Vart ska du?
- Tar v�gen �ver berget f�ljer gr�nsen s� kommer vi till havet.
- Det �r ju mer �n 100 km.
- Det �r v�l ingenting. Jag tillh�r v�rldseliten jag.
Lupin III den otrolige (Lupin III vs. fukusei ningen), TMS 1978

4587. Re: Video 13 pin > RGB on Multiscan ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-24 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <886.363T1750T8775351optimus@canit.se>
Source record: 6490

Daniel Pettersson skrev:

>On Mon, 20 Nov 2000, Steve Sweet wrote:

>> Hi Peter
>>
>> >Surely if the NEC 3D Multisync will work down to Atari Low and Mid,
>> >which use 15 kHz horizontal/25 vertical, then it ought to be able to
>> >take TV signals too? The whole point of these resolutions was that you
>> >could view them on a TV set,
>>
>> I agree with Peter.

>You can watch tv on them. I have one and having used it as a monitor for a
>vcr. It takes both 50 and 60 Hz just fine, but that's using a rgb scart
>cable, I don't know if just composite works.

Since VTRs don't usually output RGB, I think it's clear that it supports
composite video.

--
En ligne avec Thor 2.6.

Die Zeit kommt aus der Zukunft, die nicht existiert, in die
Gegenwart, die keine Dauer hat, und geht in die Vergangenheit,
die aufgeh&#65533;rt hat, zu bestehen.
--- Augustinus (R&#65533;m. Kirchenlehrer, 354-430 n. Chr.)

4588. Re: stfm composite video??

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-24 19:32:22 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <975094012.1688.0.nnrp-09.d4e49a43@news.demon.co.uk>
Source record: 6491

Iggy Drougge <optimus@canit.se> wrote in message
news:875.363T2900T8746457optimus@canit.se...
> Alex Taylor skrev:
>
> >Hello there
>
> >It's my STFM with no video output again. I really do want to fix this
> >machine.
>
> >Anyway, what could cause this loss of composite video? I have run the
other
> >signals (R,G,B,h-sync,v-sync) into a composite input of a monitor and get
> >something on the screen, so it must be the bit that combines the video
> >signal. There are signs that a small grey box near the modulator has been
> >resoldered.
>
> >If someone could help me get a video output from this I'd be really glad.
I
> >want to do it without just getting another motherboard.
>
> Why not go with RGB? The quality is superior.
>

I think I will.. after looking at the quality from the composite output of
my STE compared with the RF output, there's no comparison. Time to buy a
SCART lead I think.

Alex Taylor

4589. colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-25 00:00:00 UTC
From: Alex Naysmith <alex.naysmith@cableinet.co.uk>
Message-ID: <3VQT5.14843$ws2.1545775@news3.cableinet.net>
Source record: 6492

I got the schematics to wire up a cable for High-res monochrome from the ST to a SVGA monitor and it has worked a treat!

```
SVGA ST
------------ ----------
Hsync to Hsync
Vsync to Vsync
R,G,B to mono video input
Gnd to Gnd
Gnd to mono detect pin
```

Now what i'd like to do is to make another cable to have colour on my SVGA monitor for low and medium resolution so i can play games. If someone could please post the schematics to get colour on SVGA like the one above. I have the pin numbers from the manuals but just need to know what goes where.

Thanks for reading.

Alex

4590. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <8vp0gm$p2f$1@snipp.uninett.no>
Source record: 6493

Alex Naysmith <alex.naysmith@cableinet.co.uk> wrote:
> I got the schematics to wire up a cable for High-res monochrome from the ST
> to a SVGA monitor and it has worked a treat!

> SVGA ST
> ------------ ----------
> Hsync to Hsync
> Vsync to Vsync
> R,G,B to mono video input
> Gnd to Gnd
> Gnd to mono detect pin

> Now what i'd like to do is to make another cable to have colour on my SVGA
> monitor for low and medium resolution so i can play games. If someone could
> please post the schematics to get colour on SVGA like the one above. I have
> the pin numbers from the manuals but just need to know what goes where.

A normal (S)VGA monitor won't work, since the ST's colour resolutions has
a horizontal frequency of 15KHz. What you need is a multisync monitor.

Anyway, if your monitor *can* sync to 15KHz, you only need to make a few
changes to the above cable:

1. R,G,B on the SVGA must be connected to R,G,B on the ST.
2. Install a switch between the mono detect pin and ground. When the
switch is open, the ST runs in colours, when closed it switches to
monochrome.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4591. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-25 00:00:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <579.364T2250T12545647optimus@canit.se>
Source record: 6494

Alex Naysmith skrev:

>Now what i'd like to do is to make another cable to have colour on my SVGA
>monitor for low and medium resolution so i can play games. If someone could
>please post the schematics to get colour on SVGA like the one above. I have
>the pin numbers from the manuals but just need to know what goes where.

Unless your monitor will sync down to 15.1 KHz vertical, it is impossible.

--
En ligne avec Thor 2.6.

Iggy tipsar: Vill du l�sa en PDF-fil, men saknar l�sare, skicka den till pdf2txt@adobe.com, du f�r den tillbaka som ren ASCII till din epostadress.

4592. Need Help - broken atari 2600's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-25 00:00:00 UTC
From: Atari Joe <fjk324@aol.com>
Message-ID: <3A206D3C.3BD270F1@aol.com>
Source record: 6495
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.atari,comp.sys.atari.st.tech

atari folks,

Advice wanted: 2 atari game consoles not working.

I've have 2 Atari 2600 game consoles which I just brought out of storage. Neither of them work now, but both used to work at the time they were stored. Anyone have ideas on what component(s) might go bad after 15 years of storage?

Symptons:

1. When switched on, the TV turns from white snow to a mostly blue-ish snow (there are a few other colors visible). The sound is silent.

2. Sometimes removing the cartridge (and yes, breathing into it) & re-installing the cartridge causes small artifacts on the screen, but the screen is primarily snowy. Sometimes I also get a low frequency hum or beep.

3. When I remove the "TV-Computer" switch, and then hook the console's RCA out directly to the TV's antenna leads, the outcome is the same.. (This was done to test the continuity of the "TV-Computer" switch - apparently its OK).

Might any of you have any similar experience? Are there any common problems with stored atari systems?

Is it likely the cartridges went bad? (Unfortunately, I don't know anyone else with a working atari to test)

I'm armed with a philips screwdriver, a soldering gun, and I'm not afraid to use them :-) Any suggestions would be greatly appreciated. You may email me directly, or simply post. Thank you.

andya(at)reston.ingr.com -- substitute '@' for instead of '(at)'

4593. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-25 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975237810-330514AEicMi@bun.com>
Source record: 6496

Hi Iggy

>>Ok, your right, i'l only steal 10 year old cars and jewelery in future,
>>do you have any 10 year old money?.

>As long as they are abandoned, I won't classify that as stealing.

I hope you dont live in my neighbourhood, your standards are about as low
as whale-shit.

How would you define abandonded?, probably to suit your need for the item
concerned. Anyway, being abandoned doesnt mean it is ownerless, it just
means the owner doesnt want responsibilty for the problems its causing.

That scenario doesnt apply to TOS, its not abandoned, its just not being
developed, would you consider a house that dont get rebuilt every year
abandonded!!

>Please lay off this cars/jewelry analogy, it doesn't work with digital
>media.

Theft is theft you moron, of course it works.

But if it dont work for you, can you send me all your software to save me
the trip to break in for it.

>This guy has already got a legal TOS. He just doesn't like the language
>it's in. Are you to deny him the pleasure of running an English TOS?

No, i'l not attempt to deprive him of anything, he's welcome to buy an
OS, like i had to, and many others with morals higher than yours.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4594. Megafile 30 Powersupply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-25 23:08:17 UTC
From: Sieger Veenhoven <s.r.w.veenhoven@student.utwente.nl>
Message-ID: <8vpgv8$4fj$1@dinkel.civ.utwente.nl>
Source record: 6497

Hi,

The Powersupply of my megafile 30 gave up working,
all I need now is someone who has a defective Megafile with a working
powersupply....

Please respond if you think you're able to help me...

Thanx,

Sieger Veenhoven

4595. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-26 00:00:00 UTC
From: Alex Naysmith <alex.naysmith@cableinet.co.uk>
Message-ID: <wZ8U5.18462$ws2.1916061@news3.cableinet.net>
Source record: 6401

"Alex Naysmith" <alex.naysmith@cableinet.co.uk> wrote in message
news:3VQT5.14843$ws2.1545775@news3.cableinet.net...
>
> Thanks for the replies, i,ve decided just to use a T.V with a scart
connection to the monitor port. Does a T.V with scart have to be PAL or RGB
compatible to get a nice picture from the ST?
Alex.

>
>

4596. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-26 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975246230-014694AEicMi@bun.com>
Source record: 6402

Hi Pete

>As you may gather from other postings in this topic recently, this is
>only possible with a few Multisync monitors that can synchronize down to

>TV frequencies (15 kHz/25 Hz),

15.625 Khz and 50Hz (25 fields, 50 frames)
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4597. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-26 00:00:00 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <975252594.10363.0.nnrp-04.d4e49a43@news.demon.co.uk>
Source record: 6403

Just thought I'd step in here...

> >As long as they are abandoned, I won't classify that as stealing.

True. If the owner doesn't want it any more, it's not really stealing.

> I hope you dont live in my neighbourhood, your standards are about as low
> as whale-shit.

Eh?

> How would you define abandonded?, probably to suit your need for the item
> concerned. Anyway, being abandoned doesnt mean it is ownerless, it just
> means the owner doesnt want responsibilty for the problems its causing.

How many defintions of abandoned are there? Something the owner no longer
wants, and has possibly discarded.

> That scenario doesnt apply to TOS, its not abandoned, its just not being
> developed, would you consider a house that dont get rebuilt every year
> abandonded!!

It is "sort of" abandoned. Atari no longer support the ST line in any way.

> >Please lay off this cars/jewelry analogy, it doesn't work with digital
> >media.
>
> Theft is theft you moron, of course it works.

I think he means that they don't care if it gets copied. They're never going
to make any actual money from the product any more. This is all companies
care about when it comes to theft, it's losing them money. Stealing
something that's not making them money might still be stealing, but they're
not going to be that bothered about it. And there's no current product
directly descended from it either.

> >This guy has already got a legal TOS. He just doesn't like the language
> >it's in. Are you to deny him the pleasure of running an English TOS?
>
> No, i'l not attempt to deprive him of anything, he's welcome to buy an
> OS, like i had to, and many others with morals higher than yours.

Erm.. isn't it perfectly legal to do this anyway? Since he already owns the
TOS in another machine (i.e. he has bought it), he could _legally_ run it on
the other, as long as he never runs the same TOS on BOTH machines at once.
This would be _illegal_ since he only owns one copy.

I think the bloke has every right to run his TOS on the other machine, even in the eyes of the law.

Alex Taylor.

4598. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-26 00:00:00 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <975253462.15823.0.nnrp-02.d4e49a43@news.demon.co.uk>
Source record: 6404

>
> Can anybody tell what monitors are available on the actual market, that
can
> do it and still be usable PC monitors ?
>
I'm sure Microvitec make a 14" and a 17" monitor that will both do
15KHz-35KHz. I have one of the 14" models (model no. 14VC2CCS2) I use with
my Amiga 1200 (in fact is was sold as a rebadged monitor by Amiga and Acorn
Computers for this reason). I don't know if they still make them, but a web
search might turn something up.

Alex Taylor.

4599. SM124 Atari monitor query.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-26 00:00:00 UTC
From: Frank Bullen <amiga_dude@yahoo.com>
Message-ID: <KCcU5.13610$vA4.248231@news6-win.server.ntlworld.com>
Source record: 6405

Hi.

I recently rescued an Atari SM124 monitor and I'm going to try to get it working with my STe.
However the monitor doesn't appear to have a lead connected to it or even a socket to plug a lead into. :-0

All it has is a round hole marked video at the back. :(
I've never seen one before so I think the lead is either external or somebody has removed the connector for it on the monitor for some unknown reason.

Does anybody know if I can get a replacement for it?

I could be totally wrong about the monitor though since I don't know much about it.
It would be a shame to throw it out.

Thanks in advance.

Frank

4600. Re: SM124 Atari monitor query.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-26 00:00:00 UTC
From: Sieger Veenhoven <s.r.w.veenhoven@student.utwente.nl>
Message-ID: <8vs2hdhke1@dinkel.civ.utwente.nl>
Source record: 6406

> All it has is a round hole marked video at the back. :(
> I've never seen one before so I think the lead is either external or somebody has removed the connector for it on the monitor for some unknown reason.

The lead runs into the monitor and is connected inside...
(in what way it is connected, dont ask me, but I think it's soldered directly on the board)

Sieger

4601. Re: Megafile 30 Powersupply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-26 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <975342682-288048AEicMi@cwcom.net>
Source record: 6407

From: "Sieger Veenhoven" <s.r.w.veenhoven@student.utwente.nl>
Date: Sun, 26 Nov 2000 00:08:17 +0100

>The Powersupply of my megafile 30 gave up working,

I think that the PSU from an STFM etc will fit BTW.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4602. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-26 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <18587_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6500

In uno strano messaggio del 25 Nov 00 optimus@canit.se (2:333/608.1) scrisse
al povero All :
o> Unless your monitor will sync down to 15.1 KHz vertical, it is
o> impossible.

Can anybody tell what monitors are available on the actual market, that can
do it and still be usable PC monitors ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4603. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-26 01:55:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <8vpqi5ets1@plutonium.compulink.co.uk>
Source record: 6498

In message <3VQT5.14843$ws2.1545775@news3.cableinet.net>, alex.naysmith@cableinet.co.uk said:

>Now what i'd like to do is to make another cable to have colour on my SVGA
>monitor for low and medium resolution so i can play games. If someone could
>please post the schematics to get colour on SVGA like the one above. I have
>the pin numbers from the manuals but just need to know what goes where.

Hi Alex!

As you may gather from other postings in this topic recently, this is only possible with a few Multisync monitors that can synchronize down to TV frequencies (15 kHz/25 Hz), line the NEC 3D (perhaps only older models). Most SVGAs only go down to 30 KHz so can't display ST Low and Mid. I suspect you will have to use a TV or (better) get a TV-compatible monitor with RGB inputs.

Regards, /Peter/

4604. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-26 07:40:59 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A20BE8B.177780DD@avtomatika.com>
Source record: 6499

Jo Even Skarstein wrote:

<SNIP>

>
> 1. R,G,B on the SVGA must be connected to R,G,B on the ST.
>

ST does not output through RGB pins mono information, nor color info through
mono out pin. To do that, one must install small hack on the VIDEO circuit.
Essentially, whole hack consistis form nine OR gates....

Been there, done that. All other solutions are awkward. If one is familiar with
electronics,
then investment into EGA monitor seems to be the "most bang for a buck", if not,
one should find
some old NEC, or maybe AMIGA monitor (not 1084S, but the one meant for A1200 that
still supports PAL).

If doing the hack, one more thing might be of help. When doing layout for ST,
designers have made one errorr.
Noisy data bus lines that go to the shifter are routed straight through the
sensitive R-2R ladders that do the D/A conversion.
Becaouse of that, there will be many ghosts, especially in mono resoulitions (I
don't know exactly why mono is more affected).
Physical movement of some resistors in board away from critical area gave drastic
improvement and heavenly clean picture.

If anyone is interested in doing that and need extra info, I would be glad to
help.

Regards,

Branko

> 2. Install a switch between the mono detect pin and ground. When the
> switch is open, the ST runs in colours, when closed it switches to
> monochrome.
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

4605. Re: SM124 Atari monitor query.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-27 00:00:00 UTC
From: Frank Bullen <amiga_dude@yahoo.com>
Message-ID: <qDoU5.14866$vA4.274002@news6-win.server.ntlworld.com>
Source record: 6408

>The lead runs into the monitor and is connected inside...
>(in what way it is connected, dont ask me, but I think it's soldered
>directly on the board)

I was kind of hoping it wouldn't be something like that. :-(
I'm wary about opening up a monitor due to the risk of an electric shock. :-)
I've not had a lot of luck with monitors recently.
I managed to break a 19" Microvitec multiscan monitor that could handle any mode the Falcon could throw at it. :(At least neither monitor cost me anything :-)

Thanks for the info. :-)

Frank

4606. Re: STFM modulator

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-27 00:00:00 UTC
From: Frank Bullen <amiga_dude@yahoo.com>
Message-ID: <BIoU5.14871$vA4.274163@news6-win.server.ntlworld.com>
Source record: 6409

>1) An RGB to SCART lead. I know there's still output from this socket
>because I checked it. Where can I get one of these in the UK???

Systems solutions will sell you one. http://www.system-solutions.co.uk/cafe/atari.shtml

Frank

4607. Re: Megafile 30 Powersupply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-27 00:00:00 UTC
From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Message-ID: <8vuch3$6qi$1@nnrp1.deja.com>
Source record: 6410

Yes you can use the power supply from the 520/1040 STFM, but you must
remove the power supply board from the STFM metal frame and use the
Megafile 30 power supply frame.
--
Canadian CoCo Nut

Sent via Deja.com http://www.deja.com/
Before you buy.

4608. T.V scart plug

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-27 00:00:00 UTC
From: Alex Naysmith <alex.naysmith@cableinet.co.uk>
Message-ID: <14zU5.23202$ws2.2407509@news3.cableinet.net>
Source record: 6411

For a ST to work via the scart plug on a television does the TV have to be RGB or PAL compatible?
Does using a TV scart give the same quality of picture as a colour monitor?

Ive decided not to go for a multisync monitor as they sound expensive and just go for a good old fashioned tele (with scart).

Alex

4609. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-27 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t25fmtfkeb4b6@corp.supernews.com>
Source record: 6412

On 26 Nov 2000 08:40:59 , Branko Badrljica wrote:

Hi Branko

>Noisy data bus lines that go to the shifter are routed straight through the
>sensitive R-2R ladders that do the D/A conversion.
>Becaouse of that, there will be many ghosts, especially in mono resoulitions (I
>don't know exactly why mono is more affected).
>Physical movement of some resistors in board away from critical area gave drastic
>improvement and heavenly clean picture.
>
>If anyone is interested in doing that and need extra info, I would be glad to
>help.

I'm quite interested, tell me more....
L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

L.A Amsdon
--
+--------------------------------------+
|Atari STe 4Mb 1.7gb IDE HD 56k Modem |
|48X Atapi CDRom PC Tower Case TOS 2.06|
|ADSCSI MiniS Quantum Mouseburster FMC II|
|**************************************|
| bindon@madasafish.com |
+--------------------------------------+

4610. Re: Megafile 30 Powersupply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-27 00:00:00 UTC
From: Lord Gaiyan <lord_gaiyan@hotmail.com>
Message-ID: <p1AU5.131$dj5.956@newsfeed.slurp.net>
Source record: 6413

"Sieger Veenhoven" <s.r.w.veenhoven@student.utwente.nl> wrote in message
news:8vpgv8$4fj$1@dinkel.civ.utwente.nl...
> Hi,
>
> The Powersupply of my megafile 30 gave up working,
> all I need now is someone who has a defective Megafile with a working
> powersupply....
>
> Please respond if you think you're able to help me...
>
> Thanx,
>
> Sieger Veenhoven

Any powersuplly will do as long as it fits in the case and you have the correct voltages. All you need is +12v +5v and ground. Usually yellow is +12v red is +5v and black is gnd. Use a meter though...

Josh.

4611. Re: Megafile 30 Powersupply

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-27 00:00:00 UTC
From: Sieger Veenhoven <s.r.w.veenhoven@student.utwente.nl>
Message-ID: <8vujkv$e33$1@dinkel.civ.utwente.nl>
Source record: 6414

Thanx for your advice everybody, but I was given a replacement PSU already,
and it works fine, so thanx again an live long and prosper.

Sieger Veenhoven

4612. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-27 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8vunhkegr2@newsg4.svr.pol.co.uk>
Source record: 6415

Alex Naysmith <alex.naysmith@cableinet.co.uk> wrote in message
news:wZ8U5.18462$ws2.1916061@news3.cableinet.net...
>
> "Alex Naysmith" <alex.naysmith@cableinet.co.uk> wrote in message
> news:3VQT5.14843$ws2.1545775@news3.cableinet.net...
> >
> > Thanks for the replies, i,ve decided just to use a T.V with a scart
> connection to the monitor port. Does a T.V with scart have to be PAL or
RGB
> compatible to get a nice picture from the ST?
> Alex.
>
>

You need a SCART with RGB input on it to get a good picture.
If you have an STFM or STE (i.e. one with a TV modulator) then
you may have composite out, which will work on PAL composite. But of
course a different lead is required.

> >
> >
>
>

4613. Re: SM124 Atari monitor query.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-27 00:00:00 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <8vunm7$1pp$1@newsg2.svr.pol.co.uk>
Source record: 6416

Its a long time since I had cover off an SM124 but I think the lead was on a
small header plug, the usual 0.1"
spaced thing. Don't know the pin out though.

Frank Bullen <amiga_dude@yahoo.com> wrote in message
news:qDoU5.14866$vA4.274002@news6-win.server.ntlworld.com...
> >The lead runs into the monitor and is connected inside...
> >(in what way it is connected, dont ask me, but I think it's soldered
> >directly on the board)
>
> I was kind of hoping it wouldn't be something like that. :-(
> I'm wary about opening up a monitor due to the risk of an electric shock.
:-)
> I've not had a lot of luck with monitors recently.
> I managed to break a 19" Microvitec multiscan monitor that could handle
any mode the Falcon could throw at it. :(At least neither monitor cost
me anything :-)
>
> Thanks for the info. :-)
>
> Frank
>
>

4614. PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A239127.FAB33062@patent.gov.uk>
Source record: 6417

Hi all,

I want to bulk transfer files from my Milan to my Falcon so that I can burn them onto my Falcon attached SCSI CD burner, and PARCP v3.80 seemed to be a solution. However the Doc. says that it's not Milan compatible as it 'lacks the ST-compatible parallel port' and it 'requires'one compatible parallel port(drivem by Yamaha YM-2149 and by MFp 68901)'. I'm only interested in the Milan to Falcon flow of data, but if the Milan printer/parallel port also needs to be bidirectional, eg for control signals, then, no go I suppose. Any ideas please.

Bob King.

4615. Re: T.V scart plug

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-28 00:00:00 UTC
From: chrisc1966@my-deja.com
Message-ID: <9009g5$jv0$1@nnrp1.deja.com>
Source record: 6418

In article <14zU5.23202$ws2.2407509@news3.cableinet.net>,
"Alex Naysmith" <alex.naysmith@cableinet.co.uk> wrote:
> For a ST to work via the scart plug on a television does the TV have
to be
> RGB or PAL compatible?
> Does using a TV scart give the same quality of picture as a colour
> monitor?
>
> Ive decided not to go for a multisync monitor as they sound expensive
and
> just go for a good old fashioned tele (with scart).
>

Umm....SCART is sort of a standard, independant of RGB (which isn't a standard, it stands for Red, Green, Blue) or PAL. Scart can handle both RGB signals (IF you're using a UK/Euro ST then you need a PAL TV, if it's a US machine then you need an NTSC TV) and composite (which is like the old Sinclair and BBC stuff)....
It's not as good as a monitor as it will still be interlace scanned rather than progressively scanned but it isn't bad....I used to do this before I got a colour monitor, which is lots better....remember you can't do hi-res mono on a TV properly, which you can do on a multi-sync...

chrisc

Sent via Deja.com http://www.deja.com/
Before you buy.

4616. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-28 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <900c0u$6kc$1@zingo.tninet.se>
Source record: 6419

On 28 Nov 2000 11:04:07 , Bob King wrote:
>Hi all,
>
>I want to bulk transfer files from my Milan to my Falcon so that I can
>burn them onto my Falcon attached SCSI CD burner, and PARCP v3.80 seemed
>to be a solution. However the Doc. says that it's not Milan compatible
>as it 'lacks the ST-compatible parallel port' and it 'requires'one
>compatible parallel port(drivem by Yamaha YM-2149 and by MFp 68901)'.
>I'm only interested in the Milan to Falcon flow of data, but if the
>Milan printer/parallel port also needs to be bidirectional, eg for
>control signals, then, no go I suppose. Any ideas please.
>
>Bob King.
>.
Hi Bob

Actually, it's the other way around. The Milan port IS bidirectional
while the Falcon isn't. The easiest solution would be to put the CD
in the Milan (oops, you didn't have a SCSI-card, did you), or else,
you could use a null-modem cable between the machine's. Or you could
build a real network :-)

Cheer's J�rgen

4617. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-28 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A23B9BE.1ABAD1E4@patent.gov.uk>
Source record: 6420

"Jï¿½rgen Nyberg" wrote:
>
> On 28 Nov 2000 11:04:07 , Bob King wrote:
> >Hi all,
> >
> >I want to bulk transfer files from my Milan to my Falcon so that I can
> >burn them onto my Falcon attached SCSI CD burner, and PARCP v3.80 seemed
> >to be a solution. However the Doc. says that it's not Milan compatible
> >as it 'lacks the ST-compatible parallel port' and it 'requires'one
> >compatible parallel port(drivem by Yamaha YM-2149 and by MFp 68901)'.
> >I'm only interested in the Milan to Falcon flow of data, but if the
> >Milan printer/parallel port also needs to be bidirectional, eg for
> >control signals, then, no go I suppose. Any ideas please.
> >
> >Bob King.
> >.
> Hi Bob
>
> Actually, it's the other way around. The Milan port IS bidirectional
> while the Falcon isn't. The easiest solution would be to put the CD
> in the Milan (oops, you didn't have a SCSI-card, did you), or else,
> you could use a null-modem cable between the machine's. Or you could
> build a real network :-)
>
> Cheer's Jï¿½rgen

Hi Jorgen,

I believe you of course, but Parcpdoc.htm definitely says:

"1.3.1 Supported computer platforms

PARCP has been designed to work on two different computer platforms:
.Atari ST/STE/TT/Falcon ..... Milan is not supported yet because
it lacks the ST-compatible parallel port.

and at:
3.1 Requirements
Atari PARCP
TOS PARCP comes in two versions (PARCP.TTP and
PARCP030.TTP).....PARCP030...will run on...a TT030, Falcon030.

Atari PARCP requires one ST compatible parallel port ...."

Something's a bit screwy somewhere!!!!

Bob King.

4618. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-28 00:00:00 UTC
From: Samyn Karl <saka@village.uunet.be>
Message-ID: <3A23EE5D.77AB9869@village.uunet.be>
Source record: 6421

Bob King wrote:
>
> Hi all,
>
> I want to bulk transfer files from my Milan to my Falcon so that I can
> burn them onto my Falcon attached SCSI CD burner, and PARCP v3.80 seemed
> to be a solution. However the Doc. says that it's not Milan compatible
> as it 'lacks the ST-compatible parallel port' and it 'requires'one
> compatible parallel port(drivem by Yamaha YM-2149 and by MFp 68901)'.
> I'm only interested in the Milan to Falcon flow of data, but if the
> Milan printer/parallel port also needs to be bidirectional, eg for
> control signals, then, no go I suppose. Any ideas please.

ST compatible parallel port is not bidirectional, neither the port on
the F030. Don't know what port is available on the Milan?
But if it doesn't work, I propose you use another solution.
More info on these pages :
http://gallery.uunet.be/saka/atari/lan/index.htm
You could try to use STinG and a nullmodem cable. If you have Magic on
one of the two computers then you can use BNet 2.07 and transfer the
files very easy.
If you don't have Magic on one, you will need to install a FTP server on
your Milan and get the files through a FTP-client on the F030.
About BNet setup, there is a little bit here...
http://gallery.uunet.be/saka/atari/reality/rtl8012.htm#BNet

Hope this helps.

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4619. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-28 00:00:00 UTC
From: Frank Naumann <fnaumann@freemint.de>
Message-ID: <Pine.MNT.4.10.10011281927470.134-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 6422

Hello!

> Don't know what port is available on the Milan?

It's a PC compatible parallel port (Milan use intel SuperIO chip for
floppy, keyboard, ps2 mouse, serial & parallel ports).

> But if it doesn't work, I propose you use another solution.
> You could try to use STinG and a nullmodem cable.

Compared to the parallel port this is rather slow.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

4620. Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-28 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <IHWU5.9704$GW5.61244@news-server.bigpond.net.au>
Source record: 6423

I have an IBM 340MB 2.5 inch drive in a Falcon030, that refuses to work with Hddriver. No probs with ICD or AHDI but HDDRIVER (7.6) keeps reporting bad sectors. ICD and AHDI both report none as does EDGE. Hddriver is unable to write to the boot sector properly? Got me buggered, any one got any idea's?

Mark

--
****
Towered Atari Falcon030 EagleSonic32Mhz, 14MB ,68882
SBlaster II, SQ88,2.6GEIDE,2.1GUWSCSI,36xIDE-CDRom
Falcon030-4-1.4G-2xCD300, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

4621. Re: T.V scart plug

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-28 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <901et8$a3j$1@plutonium.compulink.co.uk>
Source record: 6424

In message <9009g5$jv0$1@nnrp1.deja.com>, chrisc1966@my-deja.com said:

>Umm....SCART is sort of a standard, independant of RGB (which isn't a
>standard, it stands for Red, Green, Blue) or PAL. Scart can handle both
>RGB signals (IF you're using a UK/Euro ST then you need a PAL TV, if
>it's a US machine then you need an NTSC TV) and composite (which is
>like the old Sinclair and BBC stuff)....

One thing to watch is that some SCART leads do not have all the pins
connected - some are composite and sound only. But one made for an
Atari (with 13-pin DIN on the other end) should be OK.

>It's not as good as a monitor as it will still be interlace scanned
>rather than progressively scanned but it isn't bad....I used to do this
>before I got a colour monitor, which is lots better....remember you
>can't do hi-res mono on a TV properly, which you can do on a multi-
>sync...

Surely the monitor is also interlace scanned. I only get interlace
flicker when I connect my Falcon to the CM 8852 colour monitor working
at VGA resolutions without line doubling - the STFM and the Falcon in
low and med rez give no flicker.

Regards, /Peter/

4622. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-29 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <902gmn$307$1@draco.stochastik.rwth-aachen.de>
Source record: 6425

In article <3A23EE5D.77AB9869@village.uunet.be>,
Samyn Karl <saka@village.uunet.be> wrote:
>
>ST compatible parallel port is not bidirectional, neither the port on
>the F030. Don't know what port is available on the Milan?

Yes it is. The STs port is bidirectional, but it lacks some of the handshake
signals that a typical PC port has.

The Milan's port is fully PC compatible, with a full set of handshake
signals, fast EPP/ECP transfer modes etc. - but it can't be accessed in the
same way as the YM2149 port in a ST, so software that bypasses the OS needs
modifications.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4623. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A24DBE5.2CBFCD22@ooc.de>
Source record: 6426

Mark Bedingfield wrote:
>
> I have an IBM 340MB 2.5 inch drive in a Falcon030, that refuses to work with
> Hddriver. No probs with ICD or AHDI but HDDRIVER (7.6) keeps reporting bad
> sectors. ICD and AHDI both report none as does EDGE. Hddriver is unable to
> write to the boot sector properly? Got me buggered, any one got any idea's?

This might be one of the drives that require special settings. Please
refer to the manual and the description of special settings for IDE
drives.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4624. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-29 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A251EBC.8C71DDE4@patent.gov.uk>
Source record: 6427

Michael Schwingen wrote:
>
> In article <3A23EE5D.77AB9869@village.uunet.be>,
> Samyn Karl <saka@village.uunet.be> wrote:
> >
> >ST compatible parallel port is not bidirectional, neither the port on
> >the F030. Don't know what port is available on the Milan?
>
> Yes it is. The STs port is bidirectional, but it lacks some of the handshake
> signals that a typical PC port has.
>
> The Milan's port is fully PC compatible, with a full set of handshake
> signals, fast EPP/ECP transfer modes etc. - but it can't be accessed in the
> same way as the YM2149 port in a ST, so software that bypasses the OS needs
> modifications.
>
> cu
> Michael
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

Hi Michael,

thanks for yours and others input, your remarks and others reinforce the
PARCP manual. All I can do is try and see. I have the required flat
ribbon cable. The pragmatic solution is a cartload of floppies.

Another solution is a SCSI card for my Milan, I know from Dennis and
others that they are available from Germany, customised to the mother
board, but does anyone know a source (not System Solutions) in the UK?

Bob King

4625. rgb socket?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-29 00:00:00 UTC
From: Alex Taylor <alex.taylor@zeem.demon.co.uk>
Message-ID: <975531166.4431.0.nnrp-04.d4e49a43@news.demon.co.uk>
Source record: 6428

Hello

Is pin 2 on the ST's 13-pin RGB out supposed to be composite sync or composite video? I have seen conflicting information on pinout diagrams. It's definitely composite video from my STE but what about other models?

Alex Taylor.

4626. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-29 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <8wfV5.11160$GW5.72109@news-server.bigpond.net.au>
Source record: 6429

Sorry Uwe - German manual - only speak english- the model is a IBM 2405 made in Singapore. Are there any Doc's floating around in english for 7.6.

Mark

PS just got HDDriver running on a centurbo Box, bloody quick;-)

"Uwe Seimet" <us@ooc.de> wrote in message news:3A24DBE5.2CBFCD22@ooc.de...
> Mark Bedingfield wrote:
> >
> > I have an IBM 340MB 2.5 inch drive in a Falcon030, that refuses to work with
> > Hddriver. No probs with ICD or AHDI but HDDRIVER (7.6) keeps reporting bad
> > sectors. ICD and AHDI both report none as does EDGE. Hddriver is unable to
> > write to the boot sector properly? Got me buggered, any one got any idea's?
>
> This might be one of the drives that require special settings. Please
> refer to the manual and the description of special settings for IDE
> drives.

4627. Re: rgb socket?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-29 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <wwfV5.11161$GW5.71964@news-server.bigpond.net.au>
Source record: 6430

Composite video only.

Mark

"Alex Taylor" <alex.taylor@zeem.demon.co.uk> wrote in message
news:975531166.4431.0.nnrp-04.d4e49a43@news.demon.co.uk...
> Hello
>
> Is pin 2 on the ST's 13-pin RGB out supposed to be composite sync or
> composite video? I have seen conflicting information on pinout diagrams.
> It's definitely composite video from my STE but what about other models?
>
> Alex Taylor.
>
>

4628. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-29 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <UxfV5.11163$GW5.71969@news-server.bigpond.net.au>
Source record: 6431

G'day bob, do you have a Midi card for your Milan? Duet could be a solution
if you have.

Mark

"Bob King" <robert.king@patent.gov.uk> wrote in message
news:3A251EBC.8C71DDE4@patent.gov.uk...
>
>
> Michael Schwingen wrote:
> >
> > In article <3A23EE5D.77AB9869@village.uunet.be>,
> > Samyn Karl <saka@village.uunet.be> wrote:
> > >
> > >ST compatible parallel port is not bidirectional, neither the port on
> > >the F030. Don't know what port is available on the Milan?
> >
> > Yes it is. The STs port is bidirectional, but it lacks some of the
handshake
> > signals that a typical PC port has.
> >
> > The Milan's port is fully PC compatible, with a full set of handshake
> > signals, fast EPP/ECP transfer modes etc. - but it can't be accessed in
the
> > same way as the YM2149 port in a ST, so software that bypasses the OS
needs
> > modifications.
> >
> > cu
> > Michael
> > --
> > "Intelligent life is very rare in the universe.
> > On earth, it has not been discovered yet" (Stephen Hawking)
>
> Hi Michael,
>
> thanks for yours and others input, your remarks and others reinforce the
> PARCP manual. All I can do is try and see. I have the required flat
> ribbon cable. The pragmatic solution is a cartload of floppies.
>
> Another solution is a SCSI card for my Milan, I know from Dennis and
> others that they are available from Germany, customised to the mother
> board, but does anyone know a source (not System Solutions) in the UK?
>
> Bob King

4629. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A26123C.5D76A031@ooc.de>
Source record: 6432

Mark Bedingfield wrote:

> Sorry Uwe - German manual - only speak english- the model is a IBM 2405 made
> in Singapore. Are there any Doc's floating around in english for 7.6.

Hmm. Those not speaking German should not buy HDDRIVER with a German
manual ;-). System Solutions has been dstributing HDDRIVER with an
English manual for years. Most likely they will offer upgrades including
a new English manual for HDDRIVER 8 soon. Whoever is interested should
contact System Solutions. Upgrades are only possible, of course, if you
have your original HDDRIVER floppy disk with serial number available. I
just want to stress that since there were certain problems in the past.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4630. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-30 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a264360$0$180@news.zetnet.co.uk>
Source record: 6433

On 29 Nov 2000 22:36:36 , "Mark Bedingfield" wrote:
>G'day bob, do you have a Midi card for your Milan? Duet could be a solution
>if you have.
>

Hi Mark,

I have no cards, except for the graphics card of course, they are very,
if not imposible to get now in the UK. With SS now showing little/no
interest in Milan, it makes Germany the only source I think, I hope and
pray to be corrected.

Bob King

4631. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-30 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A2666A0.907F1E36@patent.gov.uk>
Source record: 6434

Hi All,

Have just received following bit of lateral thinking solution to my Milan to Falcon files transfer problem from "Barrie" at Keychange. I am sure he wont mind me sharing it with you since.

"Hello Bob.

Am I missing something here?

You wish to transfer data from, I presume, one Atari compatible HD in the Milan to another in the Falcon?

The Falcon has both IDE and SCSI interfaces, can you not remove the drive from the Milan and connect or daisychain it onto the Falcon to copy the files.

We always use this method to copy customers' data from a small drive to a bigger replacement, is this not possible here.

If not I would be interested to know why, as I say, am I missing something?

Barrie at Keychange."

Thanks Barrie

Bob King.

4632. SM 124 Monitors Carl Ratcliffe

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-30 00:00:00 UTC
From: "barney.stackhouse" <barney.stackhouse@ntlworld.com>
Message-ID: <X%wV5.1317$0z.16358@news2-win.server.ntlworld.com>
Source record: 6435

I am looking to purchase a used SM124/125 monitor . Where are you located
and do you have one for sale ?
Cheers Barney Stackhouse

4633. Re: Need Help - broken atari 2600's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-30 00:00:00 UTC
From: gaberry@my-deja.com
Message-ID: <906b3ujfv1@nnrp1.deja.com>
Source record: 6436
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.atari,comp.sys.atari.st.tech

I had a similar problem. Actually it was the voltage regulator. Check
your power with a DMM and verify you are getting 5V. I am not sure why
it went bad, but was probably due to hours and hours of abuse ;)

In article <3A206D3C.3BD270F1@aol.com>,
fjk324@aol.com wrote:
> atari folks,
>
> Advice wanted: 2 atari game consoles not working.
>
> I've have 2 Atari 2600 game consoles which I just brought out of
> storage. Neither of them work now, but both used to work at the time
> they were stored. Anyone have ideas on what component(s) might go bad
> after 15 years of storage?
>
> Symptons:
>
> 1. When switched on, the TV turns from white snow to a mostly blue-ish
> snow (there are a few other colors visible). The sound is silent.
>
> 2. Sometimes removing the cartridge (and yes, breathing into it) &
> re-installing the cartridge causes small artifacts on the screen, but
> the screen is primarily snowy. Sometimes I also get a low frequency
hum
> or beep.
>
> 3. When I remove the "TV-Computer" switch, and then hook the console's
> RCA out directly to the TV's antenna leads, the outcome is the same..
> (This was done to test the continuity of the "TV-Computer" switch -
> apparently its OK).
>
> Might any of you have any similar experience? Are there any common
> problems with stored atari systems?
>
> Is it likely the cartridges went bad? (Unfortunately, I don't know
> anyone else with a working atari to test)
>
> I'm armed with a philips screwdriver, a soldering gun, and I'm not
> afraid to use them :-) Any suggestions would be greatly appreciated.
> You may email me directly, or simply post. Thank you.
>
> andya(at)reston.ingr.com -- substitute '@' for instead of '(at)'
>

>

Sent via Deja.com http://www.deja.com/
Before you buy.

4634. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-30 00:00:00 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A26D2A2.8710838A@ev1.net>
Source record: 6437

```
Uwe Seimet wrote:
>
> Mark Bedingfield wrote:
>
> > Sorry Uwe - German manual - only speak english- the model is a IBM 2405 made
> > in Singapore. Are there any Doc's floating around in english for 7.6.
>
> Hmm. Those not speaking German should not buy HDDRIVER with a German
> manual ;-).
>
Confuse-us say: "Woman who cook corn and peas in same pot, very unsanitary."

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

4635. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-30 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a26c2ca$0$179@news.zetnet.co.uk>
Source record: 6438

```
On 30 Nov 2000 14:20:18 , Charles Richmond wrote:
>Uwe Seimet wrote:
>>
>> Mark Bedingfield wrote:
>>
>> > Sorry Uwe - German manual - only speak english- the model is a IBM 2405 made
>> > in Singapore. Are there any Doc's floating around in english for 7.6.
>>
>> Hmm. Those not speaking German should not buy HDDRIVER with a German
>> manual ;-).
>>
>Confuse-us say: "Woman who cook corn and peas in same pot, very unsanitary."
>
>--
>+------------------------------------------------------------+
>| Charles and Francis Richmond <richmond@plano.net> |
>+------------------------------------------------------------+
>.

Hi Mark/Uwe,

try clicking on HDDRIVER.PRG with alt held down, should come up in
english! My version does anyway.

Bob King.
```

4636. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-30 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <fmAV5.12489$GW5.84803@news-server.bigpond.net.au>
Source record: 6439

Titan strikes again, nice cheap copies of Hddriver. There was no mention of German untill we recieved them, myself and a friend got them actually:-(, is there any chance of an english upgrade...

Mark

"Uwe Seimet" <us@ooc.de> wrote in message news:3A26123C.5D76A031@ooc.de...
> Mark Bedingfield wrote:
>
> > Sorry Uwe - German manual - only speak english- the model is a IBM 2405 made
> > in Singapore. Are there any Doc's floating around in english for 7.6.
>
> Hmm. Those not speaking German should not buy HDDRIVER with a German
> manual ;-). System Solutions has been dstributing HDDRIVER with an
> English manual for years. Most likely they will offer upgrades including
> a new English manual for HDDRIVER 8 soon. Whoever is interested should
> contact System Solutions. Upgrades are only possible, of course, if you
> have your original HDDRIVER floppy disk with serial number available. I
> just want to stress that since there were certain problems in the past.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4637. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-11-30 00:00:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <6nAV5.12491$GW5.84820@news-server.bigpond.net.au>
Source record: 6440

The software is english but the manual is German..

Mark

"Bob King" <rking@zetnet.co.uk> wrote in message
news:3a26c2ca$0$179@news.zetnet.co.uk...
> On 30 Nov 2000 14:20:18 , Charles Richmond wrote:
> >Uwe Seimet wrote:
> >>
> >> Mark Bedingfield wrote:
> >>
> >> > Sorry Uwe - German manual - only speak english- the model is a IBM
2405 made
> >> > in Singapore. Are there any Doc's floating around in english for 7.6.
> >>
> >> Hmm. Those not speaking German should not buy HDDRIVER with a German
> >> manual ;-).
> >>
> >Confuse-us say: "Woman who cook corn and peas in same pot, very
unsanitary."
> >
> >--
> >+---+
> >| Charles and Francis Richmond <richmond@plano.net> |
> >+---+
> >.
>
>
> Hi Mark/Uwe,
>
> try clicking on HDDRIVER.PRG with alt held down, should come up in
> english! My version does anyway.
>
>
> Bob King.

4638. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a280608$0$175@news.zetnet.co.uk>
Source record: 6301

```
On 1 Dec 2000 09:49:22 +, Uwe Seimet wrote:
>Bob King wrote:
>
>> try clicking on HDDRIVER.PRG with alt held down, should come up in
>> english! My version does anyway.
>
>Sure, but you cannot click on the German manual this way :-).
>
>--
>---------------------------------------------------------------------
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt
>.

Hi Uwe,

But you are working on it, aren't you :))
```

4639. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a28079b$0$175@news.zetnet.co.uk>
Source record: 6302

On 1 Dec 2000 18:36:32 -, Steve Sweet wrote:
>Hi Bob
>
>>try clicking on HDDRIVER.PRG with alt held down, should come up in
>>english! My version does anyway.
>
>I think Uwe would know that, he put it there. 8~)
>
>A simpler way if your desktop will allow it is to install HDDRUTIL as an
>application and pass it the command line -e for english language.
>
>That reminds me Uwe, did you fix the command line bug i reported in
>version 7.91.
>
>--
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>.

Hi Steve,

My apologies to Uwe, if he was offended, but I had lost the thread and
it was not clear who I was replying to. See Uwe's response and mine in
this NG. Your tip re. passing the parameter -e when installing HDDRIVER
as an application is very useful, thanks, I will do just that.

Bob King.

4640. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <909dfd$3ut$1@zingo.tninet.se>
Source record: 6303

```
On 1 Dec 2000 20:18:35 G, Bob King wrote:
>
>Hi Steve,
>
>My apologies to Uwe, if he was offended, but I had lost the thread and
>it was not clear who I was replying to. See Uwe's response and mine in
>this NG. Your tip re. passing the parameter -e when installing HDDRIVER
>as an application is very useful, thanks, I will do just that.
>
>
>
>Bob King.
>.
Hi to both of you (Uwe already knows this)

If running Naes one can change the language config and HDDriver picks
this up and runs in english or german respectivaly.
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4641. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A276612.8C966F11@ooc.de>
Source record: 6441

Bob King wrote:

> try clicking on HDDRIVER.PRG with alt held down, should come up in
> english! My version does anyway.

Sure, but you cannot click on the German manual this way :-).

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4642. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A276663.D576C715@ooc.de>
Source record: 6442

Mark Bedingfield wrote:

> Titan strikes again, nice cheap copies of Hddriver. There was no mention of
> German untill we recieved them, myself and a friend got them actually:-(, is
> there any chance of an english upgrade...

Why didn't you send these copies back to Titan? Anyway, most likely
System Solutions will offer upgrades to HDDRIVER 8 optionally including
new *English* manuals. Please contact System Solutions for details.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4643. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2766D0.C832F236@ooc.de>
Source record: 6443

Mark Bedingfield wrote:

> The software is english but the manual is German..

Just to clarify this: The software is always the same, i. e. there are
not different binaries with an English or German GUI. HDDRIVER and all
of its tools have a German GUI on a German TOS/MagiC, English GUI
otherwise. This can be toggled when starting the programs by pressing
the Alternate key.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4644. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <18660_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6444

I still have some problems on my HD with MagiCMac, I've lost some files and other clusters around I would like to recover, I had a try at DISKUS demo but I can't understand how it works, German is too hard for me, so I tryed something else to at least be able to:

- make searches of ascii strings on the partition
- select blocks (clusters/sectors) of data that I see were part of a file
- save blocks of data as a file

The only program I found that works is my old KNIFEST, but it lets me build a file only by saving each sector manually, and it is impossible to do it for so many sectors, what chancec do you give me ?

I tried the new Norton 2001 DiskEditor connecting the scsi disk to the PC, but it does not see the disk as the older version did, unfortunately.

Is there a program that runs under MagiCMac, MacOS or PC that could let me recover that files pieces ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4645. How can I write a SpeedoGDOS driver ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: Pierre Charpenay <pcharpenay@unilog.fr>
Message-ID: <3A27A0C2.411E6848@unilog.fr>
Source record: 6445

Does anybody knows how I can do that ?

I have an old (but good) BJ 330 and the only driver I found for it was
for a BJ 10. But it seems that it doesn't work very well. So, I would
try to write a dedicated driver.

Can anybody help me ?

Thanks.

--
Pierre CHARPENAY

4646. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <908nahikp1@draco.stochastik.rwth-aachen.de>
Source record: 6446

In article <3A251EBC.8C71DDE4@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
>
>Another solution is a SCSI card for my Milan, I know from Dennis and
>others that they are available from Germany, customised to the mother
>board, but does anyone know a source (not System Solutions) in the UK?

The card is a standard PCI SCSI card with a LSI53C810A controller chip which
are available from multiple vendors - one is the Asus SC200.

You need a driver for that card, which is available from multiple dealers -
if you have problems reching one, I can sell you a copy directly, but
getting the money to my account in germany might be a big problem.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4647. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A27EA4B.4F52598D@patent.gov.uk>
Source record: 6447

Michael Schwingen wrote:
>
> In article <3A251EBC.8C71DDE4@patent.gov.uk>,
> Bob King <robert.king@patent.gov.uk> wrote:
> >
> >Another solution is a SCSI card for my Milan, I know from Dennis and
> >others that they are available from Germany, customised to the mother
> >board, but does anyone know a source (not System Solutions) in the UK?
>
> The card is a standard PCI SCSI card with a LSI53C810A controller chip which
> are available from multiple vendors - one is the Asus SC200.
>
> You need a driver for that card, which is available from multiple dealers -
> if you have problems reching one, I can sell you a copy directly, but
> getting the money to my account in germany might be a big problem.
>
> cu
> Michael
>
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

Hi Michael,

now that's what I call usefull info. Can you send me a list of dealers,
one of them may do credit card transfers.

at:

rking@zetnet.co.uk

Bob King.

4648. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <908std$jq2$1@draco.stochastik.rwth-aachen.de>
Source record: 6448

In article <3A27EA4B.4F52598D@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
>
>now that's what I call usefull info. Can you send me a list of dealers,
>one of them may do credit card transfers.

From memory, I know of the following:
AG Computertechnik
Woller Systeme
Falke/Milan

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4649. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975697100-182205AEicMi@bun.com>
Source record: 6449

Hi Bob

>try clicking on HDDRIVER.PRG with alt held down, should come up in
>english! My version does anyway.

I think Uwe would know that, he put it there. 8~)

A simpler way if your desktop will allow it is to install HDDRUTIL as an application and pass it the command line -e for english language.

That reminds me Uwe, did you fix the command line bug i reported in version 7.91.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4650. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-01 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975697102-182615AEicMi@bun.com>
Source record: 6450

Hi Mark

>The software is english but the manual is German..

The software is bi-lingual.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4651. Packet radio progs for STE.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 00:00:00 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <A_3W5.180$bn.4254@news2-win.server.ntlworld.com>
Source record: 6306

ANY IDEAS WGERE I MIGHT FIND PACKET RADIO PROGS FOT THE STE.
THANK YOU.

4652. Files from PC to STE.How?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 00:00:00 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <A_3W5.181$bn.4254@news2-win.server.ntlworld.com>
Source record: 6307

Hoe do i copy files from a PC to my Atari STE..The PC does not recognize the ste floppy and vice versa.
Thanlyou.

4653. Re: Need Help - broken atari 2600's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 00:00:00 UTC
From: captbondo@my-deja.com
Message-ID: <90aue6$5tr$1@nnrp1.deja.com>
Source record: 6308
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,alt.games.atari,comp.sys.atari.st.tech

In article <3A206D3C.3BD270F1@aol.com>,
fjk324@aol.com wrote:
> atari folks,
>
> Advice wanted: 2 atari game consoles not working.
>
> I've have 2 Atari 2600 game consoles which I just brought out of
> storage. Neither of them work now, but both used to work at the time
> they were stored. Anyone have ideas on what component(s) might go bad
> after 15 years of storage?

I have an old Commodore 64 that did that. It worked when I packed it away 14 years ago but the other day when I tested it, it won't work. It will power up but instead of the normal blue screen, I get a black screen. It wasn't no good anyway, the sound chip and the microprocessor were on their way out and half the games wouldn't work.

My other C-64 I bought in 1989 still works and an old grey case C-64 still works.

I asked a guy I work with who knows about electronics and asked him what would make an electronic device just go bad despite being stored in a dry location. He said that after so many years the capacitors can leak. So it may be as simple as replacing a few capacitors.

Sent via Deja.com http://www.deja.com/
Before you buy.

4654. Re: Packet radio progs for STE.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2i6tq7ar6s9cb@corp.supernews.com>
Source record: 6309

On 2 Dec 2000 09:32:21 -, "dolan morrison" wrote:
>ANY IDEAS WGERE I MIGHT FIND PACKET RADIO PROGS FOT THE STE.
>THANK YOU.

Any ideas what a caps lock key does?!!?

Yes there are packet radio progs for connecting a packet terminal thingy to the RS232 (serial) port. IIRC there is one on the chapelie server. I may be wrong though, and it's probably a few years old, but still very usable.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4655. Re: Need Help - broken atari 2600's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2i7sb8bu0nada@corp.supernews.com>
Source record: 6310

On 2 Dec 2000 13:45:42 G, captbondo@my-deja.com wrote:
>In article <3A206D3C.3BD270F1@aol.com>,
> fjk324@aol.com wrote:

Hi,

>I asked a guy I work with who knows about electronics and asked him
>what would make an electronic device just go bad despite being stored
>in a dry location. He said that after so many years the capacitors can
>leak. So it may be as simple as replacing a few capacitors.

Yes, but I feel it's more likely to be the chips coming unseated or
simply the connectors oxidising. Metal goes bad if kept in
coldish/dampish conditions. You state that it was kept dry though,
but solder is even more likely to go bad, so solder joints may have
gone bad, like a dry joint I suppose.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4656. Re: Need Help - broken atari 2600's

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 00:00:00 UTC
From: gaberry@my-deja.com
Message-ID: <90bcknfnm1@nnrp1.deja.com>
Source record: 6311

First rule of thumb.. check for good power.
If you don't have that.. nothing will work.
It may sound stupid.. but it has happened to me.

>

Sent via Deja.com http://www.deja.com/
Before you buy.

4657. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a295d8f$0$175@news.zetnet.co.uk>
Source record: 6312

>On 1 Dec 2000 18:36:32 -, Steve Sweet wrote:
>>Hi Bob
>>
>>>try clicking on HDDRIVER.PRG with alt held down, should come up in
>>>english! My version does anyway.
>>
>>I think Uwe would know that, he put it there. 8~)
>>
>>A simpler way if your desktop will allow it is to install HDDRUTIL as an
>>application and pass it the command line -e for english language.
>>
>>That reminds me Uwe, did you fix the command line bug i reported in
>>version 7.91.
>>
>>--
>>
>> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
>> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>>
>>.
>
>Hi Steve,
>
>My apologies to Uwe, if he was offended, but I had lost the thread and
>it was not clear who I was replying to. See Uwe's response and mine in
>this NG. Your tip re. passing the parameter -e when installing HDDRIVER
>as an application is very useful, thanks, I will do just that.
>
>
>
>Bob King.
>.

Hi Steve, again,

I have tried your suggestion, of installing HDDriver with -e parameter.
Unfortunately it does not seem to work on the Milan and Jinnee. However,
although holding down ALT whilst clicking on HDDriver, merely displays
HDDriver in the viewer (as you know, ALT is reserved by Jinnee for this
function), by holding down ALT and Ctrl whilst clicking, this reserve
use is overriden and the english boot up trick works.
Thanks again for the tip, I'm sure it works in other OS/Desktops.

Bob King.

4658. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <975786662-180947AEicMi@bun.com>
Source record: 6313

Hi Jï¿½rgen

>Hi to both of you (Uwe already knows this)

>If running Naes one can change the language config and HDDriver picks
>this up and runs in english or german respectivaly.

A bit of digging with a binary editor in MAGIC.RAM also acheives this.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4659. Re: Packet radio progs for STE.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <18709_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6314

In uno strano messaggio del 02 Dec 00 dolan.morrison@ntlworld.com
(2:333/608.1) scrisse al povero All :
dm> ANY IDEAS WGERE I MIGHT FIND PACKET RADIO PROGS FOT THE STE.

Look around for "Atari NOS", old versions worked for radio packet, I think it
should also be ok with the actual release, tought I am not able to test as I
have no radio stuff. Try in the download section of my home page.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o noooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4660. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 01:32:09 UTC
From: rking@zetnet.co.uk
Message-ID: <3a285119$0$173@news.zetnet.co.uk>
Source record: 6304

On 1 Dec 2000 23:50:05 G, J�rgen Nyberg wrote:
>On 1 Dec 2000 20:18:35 G, Bob King wrote:
>>
>>Hi Steve,
>>
>>My apologies to Uwe, if he was offended, but I had lost the thread and
>>it was not clear who I was replying to. See Uwe's response and mine in
>>this NG. Your tip re. passing the parameter -e when installing HDDRIVER
>>as an application is very useful, thanks, I will do just that.
>>
>>
>>
>>Bob King.
>>.
>Hi to both of you (Uwe already knows this)
>
>If running Naes one can change the language config and HDDriver picks
>this up and runs in english or german respectivaly.
>
>Cheer's J�rgen
>
>--
> J�rgen Nyberg
> Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
> Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
> SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
> http://nyberg.atari.org/index.html
>--
>.
Hi Jorgen,

I have a confession, and I know Katherine Ellis et al, will hate me for this, but I have foresworn MINT/NAES for MagicMilan. Mainly because I can't stop messing about with the auto folder contents and other mint preciuos bits and totally buggered up my original Milan MINT/NAES system. The new Magic system, does seem to give me e few more errors, ie rows of memory addresses etc, but it never crashes, just sails on through. It's a lot faster too. Big regret is the loss of DA's LayoutTC which just refuses to load anything but the smallest DIP. Never mind I can always go back to the Falcon for my DTP work.

Bob King.

4661. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-02 02:35:37 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <909n5paau1@cubacola.tninet.se>
Source record: 6305

On 2 Dec 2000 01:32:09 G, Bob King wrote:

>Hi Jorgen,
>
>I have a confession, and I know Katherine Ellis et al, will hate me for
>this, but I have foresworn MINT/NAES for MagicMilan. Mainly because I
>can't stop messing about with the auto folder contents and other mint
>preciuos bits and totally buggered up my original Milan MINT/NAES system.
>The new Magic system, does seem to give me e few more errors, ie rows of
>memory addresses etc, but it never crashes, just sails on through. It's
>a lot faster too. Big regret is the loss of DA's LayoutTC which just
>refuses to load anything but the smallest DIP. Never mind I can always
>go back to the Falcon for my DTP work.
>
>Bob King.
>.
Hi Bob

That's ok by me, I figure it's mostly a matter of taste and how much
one like's to get in to the nitty gritty. Of course, more control
over configuration means more power, but if one doesn't need it, it's
not worth the hassle. Me, I hardly ever have a systemcrasch, it just
give an error and finish the offending program. Like I said, personal
taste and what you feel comfortable with.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4662. Re: Packet radio progs for STE.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <lbnTXKA0riK6EwEr@steverosie.demon.co.uk>
Source record: 6318

In article <18709_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
writes
>In uno strano messaggio del 02 Dec 00 dolan.morrison@ntlworld.com
>(2:333/608.1) scrisse al povero All :
> dm> ANY IDEAS WGERE I MIGHT FIND PACKET RADIO PROGS FOT THE STE.
>
>Look around for "Atari NOS", old versions worked for radio packet, I think it
>should also be ok with the actual release, tought I am not able to test as I
>have no radio stuff. Try in the download section of my home page.
>

IIRC Demon have it on their ftp server

ftp.demon.net/pub/atari

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4663. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: ebaiz@skyenet.net
Message-ID: <6DrW5.1737$NN6.8789@newsfeed.slurp.net>
Source record: 6319

On 2 Dec 2000 20:37:35 G, Bob King wrote:

>Hi Steve, again,
>
>I have tried your suggestion, of installing HDDriver with -e parameter.
>Unfortunately it does not seem to work on the Milan and Jinnee. However,
>although holding down ALT whilst clicking on HDDriver, merely displays
>HDDriver in the viewer (as you know, ALT is reserved by Jinnee for this
>function), by holding down ALT and Ctrl whilst clicking, this reserve
>use is overriden and the english boot up trick works.
>Thanks again for the tip, I'm sure it works in other OS/Desktops.

Yes it does, but you have to do it at the right moment. I click on the
HDDriver program and wait a split second and then hit the ALT key. It takes
a few tries before it works, but it does work under Jinnee. You cannot be
holding down the ALT when you click on the program. Funny this happens
under Magic and N.AES, but under Geneva the program automatically comes up
in English.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4664. ISDN on serial port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a2a79be2ec2ea0@free.fr>
Source record: 6320

Hello all,

Do you use an ISDN TA on a serial port on your Atari ?
Which brand/model do you use please ?

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4665. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a2a897b.0@energise.enta.net>
Source record: 6321

Hi Bob,

I have a SCSI interface in my Milan, I use it for my Umax scanner but
I also connect my Syquest EZ Flyer occasionally if I want to transfer
any large files to my ST's boot disk (an EZ flyer cartridge).

It works a treat, (thanks Michael). I haven't even noticed the reported
problem with it clashing with the MilanBlaster. (What is this problem,
Michael ?)

I wrote a short article for My Atari online magazine about my experiences
of connecting a SCSI card to my Milan. (my only claim to fame ;-)

Now if only I could connect a SCSI/Firewire card...

Regards,

Peter

On 1 Dec 2000 18:13:31 +, Bob King wrote:
>
>Michael Schwingen wrote:
>>
>> <robert.king@patent.gov.uk> wrote:
>> >
>> >Another solution is a SCSI card for my Milan, I know from Dennis and
>> >others that they are available from Germany, customised to the mother
>> >board, but does anyone know a source (not System Solutions) in the UK?
>>
>> The card is a standard PCI SCSI card with a LSI53C810A controller chip which
>> are available from multiple vendors - one is the Asus SC200.
>>
>> You need a driver for that card, which is available from multiple dealers -
>> if you have problems reching one, I can sell you a copy directly, but
>> getting the money to my account in germany might be a big problem.
>>
>> cu
>> Michael
>>
>> --
>> "Intelligent life is very rare in the universe.
>> On earth, it has not been discovered yet" (Stephen Hawking)
>
>Hi Michael,
>
>now that's what I call usefull info. Can you send me a list of dealers,

>one of them may do credit card transfers.
>
>at:
>
>rking@zetnet.co.uk
>
>Bob King.
>.

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

4666. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A2A8A51.D4973A28@avtomatika.com>
Source record: 6322
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sorry for late response.

I was hoping that I will be able to draw a nice schematics, but I'm in a hurry and already late with response to your letter for a few days.

So, instead of having schematics, you will have to settle with handwaving description for the present.
ST's shifter has nine colour outputs (3 for R,G and B output respectively) on pins 21-29 and monochrome output on pin 30. This means that each main colour can be output in one of 8 intensities/-from 0 to maximum.
Colour signals are grouped per colour, so pins 21-23 are for red, 24-26 are for green and 27-29 are for blue component. D/A conversion is performed with nearby resistors. If you look closely, you will notice that
3 resistor values are repeated 3 times. There are 3K6, 7K5 and 15 K resistors for each colour. Each resistor is connected with one end to corresponding TTL output and other end is tied to other ends from other resistors in the group. Common connection of all three resistors go to the katode of small signal diode and then to th base of buffer transistor. All resistors have to be taken out from PCB and soldered to pins directly with other end of all resistors connected. Diode is soldered to common pont of all resistors and anode is wired to base of coresponding transistor.
In essence, this reflects vconnsections in PCB with the difference that all circuitry is now far away from noisy data lines. Oh, yes, one have to cut connection on the base of buffer transistor in the PCB, since this would otherwise still inject noise in the signal.

Whole operation would be to use small piece of test PCB, solder in 2 groups of 20 pins so that whole PCB can be inserted into old shifter socket and shifter chip should be soldered on that test PCB adjacently.
Then, one should connect all pins between shifter chip and socket, except pins 21-30. After that, one needs to solder on the test PCB three 74HCT32 (quad OR gates each). Two of the gates should buffer mono out signal of the shifter (pin30). THen, each colour output from shifter should be ORed with bufered mono output and connected to corresponding socket pin. Mono out pin on the socket should have separately buffered mono out from shifter. After that, one has to properly connect VCC and GND for each 74HCT32 and 100nf multilayer capacitor across power pins of each chip. Then, test PCB can be inserted in the old shifter socket. Now we have colour output active in all three resolutions.
After that all we have to do is to relocate those resistors to some safer place, possibly on the test PCB along with shifter chip and those 3 TTLs.
I'll document everything more thoroughly if needed....

Regards,

Branko

Lyndon Amsdon wrote:

> On 26 Nov 2000 08:40:59 , Branko Badrljica wrote:
>
> Hi Branko
>
> >Noisy data bus lines that go to the shifter are routed straight through the
> >sensitive R-2R ladders that do the D/A conversion.
> >Becaouse of that, there will be many ghosts, especially in mono resoulitions (I
> >don't know exactly why mono is more affected).
> >Physical movement of some resistors in board away from critical area gave drastic
> >improvement and heavenly clean picture.
> >
> >If anyone is interested in doing that and need extra info, I would be glad to
> >help.
>
> I'm quite interested, tell me more....
> L.A Amsdon
> --
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |ADSCSI MiniS Quantum Mouseburster FMC II|
> |**************************************|
> | bindon@madasafish.com |
> +--------------------------------------+
>
> L.A Amsdon
> --
> +--------------------------------------+
> |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> |48X Atapi CDRom PC Tower Case TOS 2.06|
> |ADSCSI MiniS Quantum Mouseburster FMC II|
> |**************************************|
> | bindon@madasafish.com |
> +--------------------------------------+

4667. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a2a95a9$0$179@news.zetnet.co.uk>
Source record: 6323

On 3 Dec 2000 17:57:15 G, Peter Slegg wrote:
>Hi Bob,
>
>I have a SCSI interface in my Milan, I use it for my Umax scanner but
>I also connect my Syquest EZ Flyer occasionally if I want to transfer
>any large files to my ST's boot disk (an EZ flyer cartridge).
>
>It works a treat, (thanks Michael). I haven't even noticed the reported
>problem with it clashing with the MilanBlaster. (What is this problem,
>Michael ?)
>
>I wrote a short article for My Atari online magazine about my experiences
>of connecting a SCSI card to my Milan. (my only claim to fame ;-)
>
>Now if only I could connect a SCSI/Firewire card...
>
>Regards,
>
>Peter
>
>On 1 Dec 2000 18:13:31 +, Bob King wrote:
>>
>>Michael Schwingen wrote:
>>>
>>> <robert.king@patent.gov.uk> wrote:
>>> >
>>> >Another solution is a SCSI card for my Milan, I know from Dennis and
>>> >others that they are available from Germany, customised to the mother
>>> >board, but does anyone know a source (not System Solutions) in the UK?
>>>
>>> The card is a standard PCI SCSI card with a LSI53C810A controller chip which
>>> are available from multiple vendors - one is the Asus SC200.
>>>
>>> You need a driver for that card, which is available from multiple dealers -
>>> if you have problems reching one, I can sell you a copy directly, but
>>> getting the money to my account in germany might be a big problem.
>>>
>>> cu
>>> Michael
>>>
>>> --
>>> "Intelligent life is very rare in the universe.
>>> On earth, it has not been discovered yet" (Stephen Hawking)
>>

>>Hi Michael,
>>
>>now that's what I call usefull info. Can you send me a list of dealers,
>>one of them may do credit card transfers.
>>
>>at:
>>
>>rking@zetnet.co.uk
>>
>>Bob King.
>>.
>
> ---
>| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
>| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
>| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
> ---
> ---
>| I live in Great Britain, abbreviated to G.B. |
>| uk is a noise made by apes. |
> ---
>.

Hi Peter,

yes I know of your article 'When Milan met SCSI', I have it in front of me now. I have looked on the web re CI_2520 cards and printed out data. Even if I could buy one, I understand that any driver has to matched with the Milan motherboard serial number, so I still have to find a source for the driver. Any comments?

I suppose you know that the EU flag is to fly over Downing Street, you can still see Phoney Blairs tongue marks.

Bob King.

4668. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2AA895.2EA753F6@ooc.de>
Source record: 6324

Steve Sweet wrote:

> That reminds me Uwe, did you fix the command line bug i reported in
> version 7.91.

Yes, I fixed this right after you told me about it.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4669. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2AA921.C14E3C0F@ooc.de>
Source record: 6325

Bob King wrote:

> I have tried your suggestion, of installing HDDriver with -e parameter.
> Unfortunately it does not seem to work on the Milan and Jinnee. However,

Your version of HDDRIVER may simply be too old. See the README for
information about this option. If it's not listed in the README you
version doesn't support this option yet.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4670. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2AAAD4.5B0E84A3@ooc.de>
Source record: 6326

"Edward S. Baiz Jr." wrote:

> holding down the ALT when you click on the program. Funny this happens
> under Magic and N.AES, but under Geneva the program automatically comes up
> in English.

This simply depends on the languages settings environment, e. g. on the
cookies that deal with languages.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4671. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2lejtjskb0m31@corp.supernews.com>
Source record: 6327

On 3 Dec 2000 19:00:49 +, Branko Badrljica wrote:
>Sorry for late response.
>
>
>I was hoping that I will be able to draw a nice schematics, but I'm in a hurry and
>already late with response to your letter for a few days.

That's fine.

>All resistors have to be taken out from PCB and soldered to pins directly
>with other end of all resistors connected. Diode is soldered to common pont of all
>resistors and anode is wired to base of coresponding transistor.
>In essence, this reflects vconnsections in PCB with the difference that all circuitry
>is now far away from noisy data lines. Oh, yes, one have to cut connection on the base
>of buffer transistor in the PCB, since this would otherwise still inject noise in the
>signal.

Do you mean cut the base of the trany from the board and pull it up
(physically)? It was a bit unclear.

>Whole operation would be to use small piece of test PCB, solder in 2 groups of 20 pins
>so that whole PCB can be inserted into old shifter socket and shifter chip should be
>soldered on that test PCB adjacently.
>Then, one should connect all pins between shifter chip and socket, except pins 21-30.
>After that, one needs to solder on the test PCB three 74HCT32 (quad OR gates each).
>Two of the gates should buffer mono out signal of the shifter (pin30). THen, each
>colour output from shifter should be ORed with bufered mono output and connected to
>corresponding socket pin. Mono out pin on the socket should have separately buffered
>mono out from shifter. After that, one has to properly connect VCC and GND for each
>74HCT32 and 100nf multilayer capacitor across power pins of each chip. Then, test PCB
>can be inserted in the old shifter socket. Now we have colour output active in all
>three resolutions.

So the above is only needed to connect an RGB monitor and run in high
res? (providing the monitor can sync up to 3xkhz)

>I'll document everything more thoroughly if needed....

I can understand it quite well. Thanks I may try the removing the
resistors bit, as I doubt I'll need to connect an rgb up to my ST.
BTW the schematics for an STfm say the resistors for the DAC are 1k,
2k and 3.9k but that won't make a difference I suppose and they're
still proportional.

Would it help to use high grade resistors with tolerance of say 0.5%
that are exactly 2 times the value of the last one i.e. 1k, 2k and 4k?

```
Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```


```
Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```

```
Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```

4672. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <90ee9p$9c1$1@draco.stochastik.rwth-aachen.de>
Source record: 6328

In article <3a2a95a9$0$179@news.zetnet.co.uk>,
Bob King <rking@zetnet.co.uk> wrote:
>
>yes I know of your article 'When Milan met SCSI', I have it in front of
>me now. I have looked on the web re CI_2520 cards and printed out data.
>Even if I could buy one, I understand that any driver has to matched
>with the Milan motherboard serial number, so I still have to find a
>source for the driver. Any comments?

Any PCI card with a NCR 53C810A chip should work - these are quite common,
you do not need the CI2520, that is just an example (another is the Asus
SC200, although nonames are available cheaper and work as well).

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4673. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <90eego$9db$1@draco.stochastik.rwth-aachen.de>
Source record: 6329

In article <3a2a897b.0@energise.enta.net>,
Peter Slegg <peter.slegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
>
>It works a treat, (thanks Michael). I haven't even noticed the reported
>problem with it clashing with the MilanBlaster. (What is this problem,
>Michael ?)

The PCI bus arbiter hangs when SCSI transfers and sound DMA happen at the
same time, locking up the whole machine.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4674. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <3a2abe21$0$175@news.zetnet.co.uk>
Source record: 6330

On 3 Dec 2000 22:34:49 +, Michael Schwingen wrote:
>In article <3a2a95a9$0$179@news.zetnet.co.uk>,
>Bob King <rking@zetnet.co.uk> wrote:
>>
>>yes I know of your article 'When Milan met SCSI', I have it in front of
>>me now. I have looked on the web re CI_2520 cards and printed out data.
>>Even if I could buy one, I understand that any driver has to matched
>>with the Milan motherboard serial number, so I still have to find a
>>source for the driver. Any comments?
>
>Any PCI card with a NCR 53C810A chip should work - these are quite common,
>you do not need the CI2520, that is just an example (another is the Asus
>SC200, although nonames are available cheaper and work as well).
>
>cu
>Michael
>--
>"Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)
>.

Hi Michael,

Yes I got the above from your earlier posting to me. It was just that it
was the CI2520 which was specificaly mentioned by Peter in his very
useful article in My Atari. It still leaves the obtaining of the driver.
Is it a peculiar fussiness that you have to code match the card to the
motherboard, or is it because there were several different boards, or
what?

Bob King.

4675. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <90ei1e$a9o$1@draco.stochastik.rwth-aachen.de>
Source record: 6331

In article <3a2abe21$0$175@news.zetnet.co.uk>,
Bob King <rking@zetnet.co.uk> wrote:

>useful article in My Atari. It still leaves the obtaining of the driver.
>Is it a peculiar fussiness that you have to code match the card to the
>motherboard, or is it because there were several different boards, or
>what?

No. Its simply because my experience has shown that there are too many
illegal copies otherwise.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4676. Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90eidm$86c$1@snipp.uninett.no>
Source record: 6332

Today I successfully accelerated my Stacy to 10MHz :-) I'm currently testing it, so far it looks very stable. This was a very simple modification:

1. Remove the original 32MHz oscillator and replace it with a 40MHz oscillator.
2. Cut pin 3 and 4 on the two ACIAs (6350) and feed these pins with a 500KHz clock.
3. Cut pin 18 on the floppy controller (1772-0x-0x) and feed it with a 8Mhz clock.

The 500KHz and 8MHz clocks can be generated by using the original 32MHz oscillator and a 74HC4024 (ripple counter).

This works very well on my Stacy, and everything is 25% faster. The Stacy's LCD controller works fine at this frequencey, but the shifter doesn't generate an image which works with TV's or my SM124 anymore. It does work with a SVGA, but the image is squashed.

It's also possible that I have to feed the YM with a 2MHz clock, I haven't tested this yet but the 74HC4024 generates 2MHz as well so this is not a problem.

I have a few more things to try out (e.g. I haven't tested the printer and modem ports yet, I have a 48MHz oscillator I'd like to try, will the ADSpeed16 work at 10/20MHz, will Mario's IDE interface work etc.), when this is done I'll upload a more detailed description to my homepage.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4677. By investing only $6.00, you will become rich while you sleep in 30 days - open now! 80792436

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: JEeIFBmI@FBFAEBEu.com
Message-ID: <E166E69A95753648BC398E36BE9A3AB80736AB5D@sus-ma1it06.rational.com>
Source record: 6333

READING THIS COULD CHANGE YOUR LIFE! IT DOES WORK!

CHANGE YOUR LIFE USING VERY LITTLE EFFORT,
AN INVESTMENT OF ONLY $6.00,
SIX STAMPS,
DESIRE TO MAKE MONEY,
THE INTERNET, FAX, & US MAIL.
HELPFUL TOOLS CAN BE FOUND AT WWW.MYGROOVE.COM

******* PRINT THIS NOW IF YOU CAN **********

"AS SEEN ON NATIONAL T.V."

Thank you for your Time and Interest.
This is the letter you've been hearing about in the news lately.
Due to the popularity of this letter on the internet, a major nightly
news program recently devoted an entire show to the investigation of
the program, described below, to see if it really can make people
money.

The show also investigated whether or not the program was legal.
Their findings proved once and for all that there are, absolutely no
laws prohibiting the participation in the program. This has helped
to show people that this is a simple, harmless and fun way to make
some extra money at home.

The results of this show have been truly remarkable. Since so many
people are participating now, those involved are doing much better
than ever before. Everyone makes more as more people try it out. It
is very, very exciting to be a part of this plan. You will understand
once you experience it.

HOW TO TURN SIX DOLLARS INTO THIRTY-SIX THOUSAND:

READING THIS COULD CHANGE YOUR LIFE! IT DOES WORK!

I found this on a bulletin board and decided to try it. A little
while back, I was browsing through newsgroups, just like you are now,
and came across an article similar to this that said you could make
thousands of dollars within weeks with only an initial investment of
$6.00! So I thought, "Yeah right, this must be a scam", but
like most of us, I was curious, so I kept reading. Anyway, it said
that you send $1.00 to each of the 6 names and address stated in the
article. You then place your own name and address in the bottom of
the list at #6, and post the article in at least 200 newsgroups.

(There are thousands) No catch, that was it. So after thinking it over, and talking to a few people first, I thought about trying it. I figured: "what have I got to lose except 6 stamps and $6.00, right?" Then I invested the measly $6.00. Well GUESS WHAT!?... within 7 days, I started getting money in the mail! I was shocked! I figured it would end soon, but the money just kept coming in. In my first week, I made about $25.00. By the end of the second week I had made a total of over $1,000.00! In the third week I had over $10,000.00 and it's still growing. This is now my fourth week and I have made a total of just over $42,000.00 and it's still coming in rapidly. It's certainly worth $6.00, and 6 stamps, I have spent more than that on the lottery!! Let me tell you how this works and most importantly, WHY it works... Also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. I promise you that if you follow the directions exactly, that you will start making more money than you thought possible by doing something so incredibly easy!

Suggestion: Read this entire message carefully! (print it out or download it.) Follow the simple directions and watch the money come in! It's easy. It's legal. And, your investment is only $6.00 (Plus postage)

IMPORTANT: This is not a rip-off; it is not indecent; it is not illegal; and it is 99% no risk - it really works!

If all of the following instructions are adhered to, you will receive extraordinary dividends.

PLEASE NOTE:
Please follow these directions EXACTLY, and $50,000 or more can be yours in 20 to 60 days. This program remains successful because of the honesty and integrity of the participants. Please continue its success by carefully adhearing to the instructions.

You will now become part of the Mail Order business. In this business your product is not solid and tangible, it's a service. You are in the business of developing Mailing Lists. Many large corporations are happy to pay big bucks for quality lists. However, the money made from the mailing lists is secondary to the income which is made from people like you and me asking to be included in that list.

Here are the 4 easy steps to success:

STEP 1: Get 6 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of paper so the bill will not be seen through the envelope (to prevent thievery). Next, place one paper in each of the 6 envelopes and seal them. You should now have 6 sealed envelopes, each with a piece of paper stating the above phrase, your name and address, and a $1.00 bill. What you are doing is creating a service. THIS IS 100% LEGAL!

You are requesting a legitimate service and you are paying for
it! Like most of us I was a little skeptical and a little worried
about the legal aspects of it all. So I checked it out with the U.S.
Post Office (1-800-725-2161) and they confirmed that it is indeed
legal. Mail the 6 envelopes to the following addresses:

#1)Mike Schude
893 S. roanoke
Gilbert, AZ 85296

#2)David Freeman
11045 Harbour Springs Circle
Boca Raton, Fl 33428

#3)Kevin Kniceley
4029 Minard Rd. N.W.
Dover, OH 44622

#4)Kevin Mitchell
800 IN Hwy 212 Lot K5N
Michigan City, IN 46360

#5)Brent Anderson
100 Currier Hall N331
Iowa City, IA 52242

#6)Adam Gittins
P.O. BOX 261112
Highlands Ranch, CO 80163-2611

STEP 2: Now take the #1 name off the list that you see above, move
the other names up (6 becomes 5, 5 becomes 4, 4 becomes 3, etc...) and add YOUR
Name as number 6 on the list.

STEP 3: Change anything you need to, but try to keep this article as
close to original as possible. Now, post your amended article to at
least 200 newsgroups. (I think there are close to 24,000 groups) All
you need is 200, but remember, the more you post, the more money you
make! You won't get very much unless you post like crazy. :)

This is perfectly legal! If you have any doubts, refer to Title 18
Sec. 1302 & 1341 of the Postal lottery laws.
Keep a copy of these steps for yourself and, whenever you need money,
you can use it again, and again.

PLEASE REMEMBER that this program remains successful because of the
honesty and integrity of the participants and by their carefully
adhering to the directions. Look at it this way. If you are of
integrity, the program will continue and the money that so many
others have received will come your way.

NOTE: You may want to retain every name and address sent to you,
either on a computer or hard copy and keep the notes people send you.
This VERIFIES that you are truly providing a service. (Also, it might

be a good idea to wrap the $1 bill in dark paper to reduce the risk of mail theft.)

So, as each post is downloaded and the directions carefully followed, six members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the #1 position you will be receiving thousands of dollars in CASH!!! What an opportunity for only $6.00 ($1.00 for each of the first six people listed above) Send it now, add your own name to the list and you're in business!

FINAL NOTE: If you don't know how to post to the newsgroups, please read the below instructions, also check out http://freenews.maxbaud.net/ to find a good server to use. I also found a great way to send out to 40 million different people. You can order 25 million e-mail addresses for $99 and 40 million for $149 by calling 215-552-8909, faxing (520) 447-8533 or writing to Valtech, 13 Summit Square Ctr, #151, Langhorne, PA, 19047. This would be the easiest way to make big money fast. Use whatever methods you like, as long as you at least post to 200 newgroups. Still there are even more ways to deliver the message. Faxing and regular U.S. Mail are also options. In short, do everything in your power to get this message to as many folks as you can legally. Another good idea is to target multi-level marketing newsgroups and individuals, as these folks are familiar with how this statistical system works. Making one million dollars is absolutely not impossible. This system is statistically proven to work. ALL you have to do is follow the instructions.

See you at the bank! :)

---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS----------

Step 1) You do not need to re-type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter and drag your cursor to the bottom of this document, and select 'copy' from the edit menu. This will copy the entire letter into the computer's memory.
Step 2) Open a blank 'notepad' file and place your cursor at the top of the blank page. From the 'edit' menu select 'paste'. This will paste a copy of the letter into notepad so that you can add your name to the list. Step 3) Save your new notepad file as a .txt file. If you want to do your postings in different settings, you'll always have this file to go back to.
Step 4) Use Netscape or Internet explorer and try searching for various newsgroups (on-line forums, message boards, chat sites, discussions.)
Step 5) Visit these message boards and post this article as a new message by highlighting the text of this letter and selecting paste from the edit menu. Fill in the Subject, this will be the header that everyone sees as they scroll through the list of postings in a particular group, click the post message button. You're done with

your first one! Congratulations...THAT'S IT! All you have to do is jump to different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup! **REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE! BUT YOU HAVE TO POST A MINIMUM OF 200** That's it! You will begin receiving money from around the world within days! You may eventually want to rent a P.O.Box due to the large amount of mail you will receive. If you wish to stay anonymous, you can invent a name to use, as long as the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.**

Step 4 - Now the WHY part:
Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #6 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #5 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM posts with my name at #4 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #3 and only receive 5 replies each, I will make an additional $625.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM 200 letters with my name at #2 and they each only receive 5 replies, that just made me $3,125.00!!! Those 3,125 persons will all deliver this message to 200 newsgroups with my name at #1 and if still 5 persons per 200 newsgroups react I will receive $15,625,00! With an original investment of only $6.00! AMAZING! When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $6.00 to names on the list, putting your name at number 6 again. And start posting again. The thing to remember is: do you realize that thousands of people all over the world are joining the internet and reading these articles everyday?, JUST LIKE YOU are now!! So, can you afford $6.00 and see if it really works?? I think so... People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest people who are joining the internet and newsgroups everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users, every day, with thousands of those joining the actual internet. Remember, play FAIRLY and HONESTLY and this will truly pay off in the form of thousands of dollars!

One more thing: This software, www.HITMAKER.com can help you to post to many, many (thousands) newsgroups. Helpful tools can be found at http://www.mygroove.com

Regards.

hAFRzdEB

4678. By investing only $6.00, you will become rich while you sleep in 30 days - open now! 92217645

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 00:00:00 UTC
From: wFCDFeGF@BECIEBsI.com
Message-ID: <ufaPgyaXAHA.406@news02.noc.fet>
Source record: 6334
Cross-posted to: cna.tech.mainland,comp.lang.java.tech,comp.sys.atari.st.tech,comp.sys.ibm.pc.soundcard.tech,comp.sys.mac.scitech,comp.sys.powerpc.tech

READING THIS COULD CHANGE YOUR LIFE! IT DOES WORK!

CHANGE YOUR LIFE USING VERY LITTLE EFFORT,
AN INVESTMENT OF ONLY $6.00,
SIX STAMPS,
DESIRE TO MAKE MONEY,
THE INTERNET, FAX, & US MAIL.
HELPFUL TOOLS CAN BE FOUND AT WWW.MYGROOVE.COM

******* PRINT THIS NOW IF YOU CAN **********

"AS SEEN ON NATIONAL T.V."

Thank you for your Time and Interest.
This is the letter you've been hearing about in the news lately.
Due to the popularity of this letter on the internet, a major nightly
news program recently devoted an entire show to the investigation of
the program, described below, to see if it really can make people
money.

The show also investigated whether or not the program was legal.
Their findings proved once and for all that there are, absolutely no
laws prohibiting the participation in the program. This has helped
to show people that this is a simple, harmless and fun way to make
some extra money at home.

The results of this show have been truly remarkable. Since so many
people are participating now, those involved are doing much better
than ever before. Everyone makes more as more people try it out. It
is very, very exciting to be a part of this plan. You will understand
once you experience it.

HOW TO TURN SIX DOLLARS INTO THIRTY-SIX THOUSAND:

READING THIS COULD CHANGE YOUR LIFE! IT DOES WORK!

I found this on a bulletin board and decided to try it. A little
while back, I was browsing through newsgroups, just like you are now,
and came across an article similar to this that said you could make
thousands of dollars within weeks with only an initial investment of
$6.00! So I thought, "Yeah right, this must be a scam", but
like most of us, I was curious, so I kept reading. Anyway, it said
that you send $1.00 to each of the 6 names and address stated in the

article. You then place your own name and address in the bottom of the list at #6, and post the article in at least 200 newsgroups. (There are thousands) No catch, that was it. So after thinking it over, and talking to a few people first, I thought about trying it. I figured: "what have I got to lose except 6 stamps and $6.00, right?" Then I invested the measly $6.00. Well GUESS WHAT!?... within 7 days, I started getting money in the mail! I was shocked! I figured it would end soon, but the money just kept coming in. In my first week, I made about $25.00. By the end of the second week I had made a total of over $1,000.00! In the third week I had over $10,000.00 and it's still growing. This is now my fourth week and I have made a total of just over $42,000.00 and it's still coming in rapidly. It's certainly worth $6.00, and 6 stamps, I have spent more than that on the lottery!! Let me tell you how this works and most importantly, WHY it works... Also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. I promise you that if you follow the directions exactly, that you will start making more money than you thought possible by doing something so incredibly easy!

Suggestion: Read this entire message carefully! (print it out or download it.) Follow the simple directions and watch the money come in! It's easy. It's legal. And, your investment is only $6.00 (Plus postage)

IMPORTANT: This is not a rip-off; it is not indecent; it is not illegal; and it is 99% no risk - it really works!

If all of the following instructions are adhered to, you will receive extraordinary dividends.

PLEASE NOTE:
Please follow these directions EXACTLY, and $50,000 or more can be yours in 20 to 60 days. This program remains successful because of the honesty and integrity of the participants. Please continue its success by carefully adhearing to the instructions.

You will now become part of the Mail Order business. In this business your product is not solid and tangible, it's a service. You are in the business of developing Mailing Lists. Many large corporations are happy to pay big bucks for quality lists. However, the money made from the mailing lists is secondary to the income which is made from people like you and me asking to be included in that list.

Here are the 4 easy steps to success:

STEP 1: Get 6 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 6 US $1.00 bills and place ONE inside EACH of the 6 pieces of paper so the bill will not be seen through the envelope (to prevent thievery). Next, place one paper in each of the 6 envelopes and seal them. You should now have 6 sealed envelopes, each with a piece of

paper stating the above phrase, your name and address, and a $1.00 bill. What you are doing is creating a service. THIS IS 100% LEGAL! You are requesting a legitimate service and you are paying for it! Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office (1-800-725-2161) and they confirmed that it is indeed legal. Mail the 6 envelopes to the following addresses:

#1)Mike Schude
893 S. roanoke
Gilbert, AZ 85296

#2)David Freeman
11045 Harbour Springs Circle
Boca Raton, Fl 33428

#3)Kevin Kniceley
4029 Minard Rd. N.W.
Dover, OH 44622

#4)Kevin Mitchell
800 IN Hwy 212 Lot K5N
Michigan City, IN 46360

#5)Brent Anderson
100 Currier Hall N331
Iowa City, IA 52242

#6)Adam Gittins
P.O. BOX 261112
Highlands Ranch, CO 80163-2611

STEP 2: Now take the #1 name off the list that you see above, move the other names up (6 becomes 5, 5 becomes 4, 4 becomes 3, etc...) and add YOUR Name as number 6 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there are close to 24,000 groups) All you need is 200, but remember, the more you post, the more money you make! You won't get very much unless you post like crazy. :)

This is perfectly legal! If you have any doubts, refer to Title 18 Sec. 1302 & 1341 of the Postal lottery laws.
Keep a copy of these steps for yourself and, whenever you need money, you can use it again, and again.

PLEASE REMEMBER that this program remains successful because of the honesty and integrity of the participants and by their carefully adhering to the directions. Look at it this way. If you are of integrity, the program will continue and the money that so many others have received will come your way.

NOTE: You may want to retain every name and address sent to you, either on a computer or hard copy and keep the notes people send you. This VERIFIES that you are truly providing a service. (Also, it might be a good idea to wrap the $1 bill in dark paper to reduce the risk of mail theft.)

So, as each post is downloaded and the directions carefully followed, six members will be reimbursed for their participation as a List Developer with one dollar each. Your name will move up the list geometrically so that when your name reaches the #1 position you will be receiving thousands of dollars in CASH!!! What an opportunity for only $6.00 ($1.00 for each of the first six people listed above) Send it now, add your own name to the list and you're in business!

FINAL NOTE: If you don't know how to post to the newsgroups, please read the below instructions, also check out http://freenews.maxbaud.net/ to find a good server to use. I also found a great way to send out to 40 million different people. You can order 25 million e-mail addresses for $99 and 40 million for $149 by calling 215-552-8909, faxing (520) 447-8533 or writing to Valtech, 13 Summit Square Ctr, #151, Langhorne, PA, 19047. This would be the easiest way to make big money fast. Use whatever methods you like, as long as you at least post to 200 newgroups. Still there are even more ways to deliver the message. Faxing and regular U.S. Mail are also options. In short, do everything in your power to get this message to as many folks as you can legally. Another good idea is to target multi-level marketing newsgroups and individuals, as these folks are familiar with how this statistical system works. Making one million dollars is absolutely not impossible. This system is statistically proven to work. ALL you have to do is follow the instructions.

See you at the bank! :)

---DIRECTIONS ----- FOR HOW TO POST TO NEWSGROUPS----------

Step 1) You do not need to re-type this entire letter to do your own posting. Simply put your cursor at the beginning of this letter and drag your cursor to the bottom of this document, and select 'copy' from the edit menu. This will copy the entire letter into the computer's memory.
Step 2) Open a blank 'notepad' file and place your cursor at the top of the blank page. From the 'edit' menu select 'paste'. This will paste a copy of the letter into notepad so that you can add your name to the list. Step 3) Save your new notepad file as a .txt file. If you want to do your postings in different settings, you'll always have this file to go back to.
Step 4) Use Netscape or Internet explorer and try searching for various newsgroups (on-line forums, message boards, chat sites, discussions.)
Step 5) Visit these message boards and post this article as a new message by highlighting the text of this letter and selecting paste from the edit menu. Fill in the Subject, this will be the header that

everyone sees as they scroll through the list of postings in a particular group, click the post message button. You're done with your first one! Congratulations...THAT'S IT! All you have to do is jump to different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup! **REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE! BUT YOU HAVE TO POST A MINIMUM OF 200** That's it! You will begin receiving money from around the world within days! You may eventually want to rent a P.O.Box due to the large amount of mail you will receive. If you wish to stay anonymous, you can invent a name to use, as long as the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.**

Step 4 - Now the WHY part:
Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #6 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #5 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM posts with my name at #4 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #3 and only receive 5 replies each, I will make an additional $625.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM 200 letters with my name at #2 and they each only receive 5 replies, that just made me $3,125.00!!! Those 3,125 persons will all deliver this message to 200 newsgroups with my name at #1 and if still 5 persons per 200 newsgroups react I will receive $15,625,00! With an original investment of only $6.00! AMAZING! When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $6.00 to names on the list, putting your name at number 6 again. And start posting again. The thing to remember is: do you realize that thousands of people all over the world are joining the internet and reading these articles everyday?, JUST LIKE YOU are now!! So, can you afford $6.00 and see if it really works?? I think so... People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest people who are joining the internet and newsgroups everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users, every day, with thousands of those joining the actual internet. Remember, play FAIRLY and HONESTLY and this will truly pay off in the form of thousands of dollars!

One more thing: This software, www.HITMAKER.com can help you to post to many, many (thousands) newsgroups. Helpful tools can be found at http://www.mygroove.com

Regards.

GAuJBEVD

4679. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 04:11:32 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <886.372T1600T3115201optimus@canit.se>
Source record: 6317

Alex Taylor skrev:

>> Can anybody tell what monitors are available on the actual market, that
>can
>> do it and still be usable PC monitors ?
>>
>I'm sure Microvitec make a 14" and a 17" monitor that will both do
>15KHz-35KHz. I have one of the 14" models (model no. 14VC2CCS2) I use with
>my Amiga 1200 (in fact is was sold as a rebadged monitor by Amiga and Acorn
>Computers for this reason). I don't know if they still make them, but a web
>search might turn something up.

Ah yes. The Amiga model numbers were 1438 (avoid it, it's got no digital
memory despite being sold to users who switch screenmodes all day), 1564 and
1768, IIRC. The first two numbers specify the screen size in inches.

--
En ligne avec Thor 2.6.

SCSI is *NOT* magic. There are *fundamental technical
reasons* why it is necessary to sacrifice a young goat
to your SCSI chain now and then. -- John Woods

4680. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 04:13:41 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <978.372T2050T3136019optimus@canit.se>
Source record: 6316

Alex Naysmith skrev:

>"Alex Naysmith" <alex.naysmith@cableinet.co.uk> wrote in message
>news:3VQT5.14843$ws2.1545775@news3.cableinet.net...
>>
>> Thanks for the replies, i,ve decided just to use a T.V with a scart
>connection to the monitor port. Does a T.V with scart have to be PAL or RGB
>compatible to get a nice picture from the ST?

Every TV with Scart (save for the French ones, perhaps) is PAL compatible,
but that is irrelevant if you're going to use RGB. RGB compatibility is
required for good quality, yes, unless you're willing to settle for composite
video.

--
En ligne avec Thor 2.6.

> I'll maybe do a giraffe/milk/fridge game for this year's CSSCGC.
> That'd be good. Yes.

Advanced Giraffe Refrigeration Simulator.
All the thrills and 'spills' are here as you manoeuvre the milk and lure
the lactophobic animal around a kitchen packed with hazards!
** Actual Spectrum screenshots! **
"It's TOTALLY AMAZING!!!" - David Darling

Equin0x p comp.sys.sinclar

4681. Re: SOftware TOS

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-03 04:34:17 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <3648.372T850T3344235optimus@canit.se>
Source record: 6315

Steve Sweet skrev:

>Hi Iggy

Hello, Steve.

>>>Ok, your right, i'l only steal 10 year old cars and jewelery in future,
>>>do you have any 10 year old money?.

>>As long as they are abandoned, I won't classify that as stealing.

>I hope you dont live in my neighbourhood, your standards are about as low
>as whale-shit.

My standards are so low, yes. I'm never afraid of dirtying my hands while digging around dumpsters. I've rescued a lot of equipment out of them. Similarly, if I find a monitor abandoned in an alley, it's coming home with me.

>How would you define abandonded?, probably to suit your need for the item
>concerned. Anyway, being abandoned doesnt mean it is ownerless, it just
>means the owner doesnt want responsibilty for the problems its causing.

Please don't make such assumptions about me or my moral fibre. I buy my software, I just don't go around paying for goods I've found in dumpsters.

>That scenario doesnt apply to TOS, its not abandoned, its just not being
>developed, would you consider a house that dont get rebuilt every year
>abandonded!!

No-one lives in the TOS house. We've been knocking on the door and ringing the bell, but the owners went on a vacation five years ago and now the house has dilapidated.

>>Please lay off this cars/jewelry analogy, it doesn't work with digital
>>media.

>Theft is theft you moron, of course it works.

Have I called you a moron, or perhaps insulted your mother? Behave like a gentleman, please.

If I drive off with your car, you will never see it again. You will have to walk to work every morning from now on. Could you claim that this would be the case if I used a copied TOS?

>But if it dont work for you, can you send me all your software to save me
>the trip to break in for it.

I'm not advocating theft of original tangible assets. I would never give away my ST, but if you ask nicely, I'll copy some software for you. No-one cares about it, anyway. No-one. Absolutely no-one. You, Steve Sweet, are no-one. You don't partake in the transaction, and will not lose a penny, nor your TOS, and neither will anyone else.

>>This guy has already got a legal TOS. He just doesn't like the language
>>it's in. Are you to deny him the pleasure of running an English TOS?

>No, i'l not attempt to deprive him of anything, he's welcome to buy an
>OS, like i had to, and many others with morals higher than yours.

Of course he could buy an OS. A still developed OS, such as MagiC or N.AES. In that case, he is supporting further development, whereas paying for TOS 1.x or 2.x will go to nothing else than perhaps a meal at Burger King for the lucky guy who'd managed to sell it.
I'd rather see the tens of pounds wasted on an old TOS put to better use buying still supported software.

Besides, Apple are giving away System 7.5 and earlier on their website. AmigaOS 3.0 is available on Amiga Format cover disks, legally. The TOS versions which would be of interest in this case would be even older than these OSes. Why would the Atari user pay a premium for the pleasure of using a ten-year-old OS in English instead of the same ten-year-old OS in German? Because he's an Atari user and deserves it? Because he likes riding high moral horses into nowhere? Get serious, Steve, the enemy isn't someone copying TOS 1.6, it's those copying MagiC.

--
En ligne avec Thor 2.6.

Ecco a voi la sigla di Lupin III in francese... ma... aspettate... qualcosa
non quadra...cos'e' questa roba! Holly e Benji? ahahah... povero cantante...
gli hanno messo sotto la base sbagliata!!!
Tacchan undrar varf�r Captain Tsubasa p� franska har samma ackompanjemang
som Lupin III p� italienska

4682. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2o3qg5iov353b@corp.supernews.com>
Source record: 6251

On 4 Dec 2000 20:08:38 G, Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:

Hi Jo,

(This is more like CSAST!)

>> as 640*400 as default when you switch on?
>
>It comes up as 640x400 (since both the syncs and videosignal is 25%
>faster), but the frequencies are all wrong. Multiply them by 1.25 and you
>have the new frequencies. My SM124 doesn't handle it, but my old SVGA
>does.

Yeah I'm not sure what my SM144 can hack, but I'll just have to see,
thanks for clearing me up about the default res.

>> I wanted to try and see if I could make my STfm with a 50mhz bus
>> running 12.5mhz CPU. Haven't tried it as I'm unsure what the video
>> will do. Would it boot up into 640*400, or some value around 960*600.
>
>640x400, but everything will be 50% faster so your monitor might not like
>it.

What type of osc. did you use? I pulled the "32mhz in" pin out the
socket on the shifter and put 50mhz TTL straight into it, but nothing
happened as the floppy didn't spin up. Maybe 50Mhz is too much :) I
suppose you're using crystals as TTL osc can't be PLL'd to the
PAL/NTSC clock easily. I want to do this to an STE....

Problem is my VGA monitor won't work with an adaptor I have for a
Tatung monochrome monitor. I'll need to sort that out, but havn't the
time to look into it.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4683. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90h99mohh1@snipp.uninett.no>
Source record: 6252

Lyndon Amsdon <bindon@madasafish.com> wrote:

> What type of osc. did you use? I pulled the "32mhz in" pin out the

I took the 40 and 48MHz TTL oscillators from my old Nemesis.

> socket on the shifter and put 50mhz TTL straight into it, but nothing
> happened as the floppy didn't spin up. Maybe 50Mhz is too much :) I

I've now installed the 48Mhz oscillator, and there are indeed serious problems when booting (black screen, no disk activity at all). When it finally boots it works fine. I'll install a switcher and switch from 32 to 48MHz in the autofolder, that should cure this problem.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

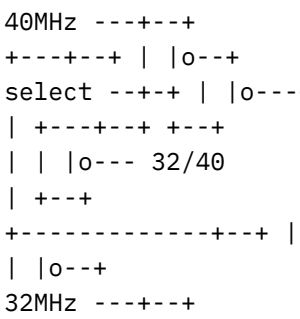
4684. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90h8u3$oc7$1@snipp.uninett.no>
Source record: 6253

Djordje Vukovic <vdjole@eunet.yu> wrote:

> be careful- as the 32MHz and 40MHz clocks are not synchronized you may
> easily get glitches at the moment of switching that your computer wouldn't
> like at all. I suppose that you will have to make a little circuit that will
> delay the switching untill both clocks are approximately in phase.

I'm using a 74HC00 for this:



This circuit has previously worked fine in my Falcon and TT.

> Also: Lacescan uses the keyboard ACIA for switching. Maybe it would be
> good to remain compatible with that- i.e. not use the same signal for
> a different purpose.

Yes, good idea. It's just as easy to use the midi ACIA.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4685. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90h9j3oic1@snipp.uninett.no>
Source record: 6254

Djordje Vukovic <vdjole@eunet.yu> wrote:

>>It's also possible that I have to feed the YM with a 2MHz clock, I haven't
>>tested this yet but the 74HC4024 generates 2MHz as well so this is not a
>>problem.

> What about the 4MHz that goes from the MMU to the MFP?

Haven't patched that. What does this affect? I haven't tested the serial
port yet, but AFAICS it has a separate clock.

> What exactly does you mean by squashed? Distorted or just smaller
> (horizontally, vertically, or both?). And what exactly happens to the

It's compressed vertically. My SVGA automatically adjusts width, so I
can't say if it's compressed horzontally.

> picture on the SM124- does it seem out of sync, or what? Would feeding

It's out of sync.

> 4MHz to the MFP maybe help in this- MFP has some part in generating the
> picture (DE goes in and MFPINT goes out) but it is not clear to me.

I don't know, but I don't think this will help.

> I think that Lindon's inquiry about Lacescan circuit and driver is
> interesting- IF the sync rates can be kept to original values I suppose
> that one might get about 800x500 b/w resolution with 40MHz clock.

Yes, that should be possible. I believe Peter Rottengatter use something
like this on his ST. I haven't been able to find any information on it
though.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4686. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976036548-797561AEicMi@bun.com>
Source record: 6255

Hi Marc-Antï¿½n

>> Today I successfully accelerated my Stacy to 10MHz :-)

>This sounds nice, perhaps I should more turborize my PAKed STacy with
>this solution.:)

Respect dude.

50mhz i believe is the limit before problems with the serial ports crop
up, some are stable, others are total shitte, there's no in between.
Karl Brandt used to run his PAK at 50Mhz but got constant prob's with his
serial port, must have a play someday, I think its time i bought a 50mhz
can. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4687. Re: ISDN on serial port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <18727_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6338

```
In uno strano messaggio del 03 Dec 00 paricard@free.fr (2:333/608.1) scrisse
al povero All :
p> Do you use an ISDN TA on a serial port on your Atari ?
p> Which brand/model do you use please ?

ZyXEL omni.net LCD+M

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

4688. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A2B8870.72FA8604@patent.gov.uk>
Source record: 6339

Michael Schwingen wrote:
>
> In article <3a2abe21$0$175@news.zetnet.co.uk>,
> Bob King <rking@zetnet.co.uk> wrote:
>
> >useful article in My Atari. It still leaves the obtaining of the driver.
> >Is it a peculiar fussiness that you have to code match the card to the
> >motherboard, or is it because there were several different boards, or
> >what?
>
> No. Its simply because my experience has shown that there are too many
> illegal copies otherwise.
>
> cu
> Michael
>
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

Hi Michael,

Understood,

However a new problem arises. From
http://www.milan-computer.com/de/news/news42.html, it seems that my
GT5000 scanner driver GTLook2 is not compatible with Milan SCSI cards.
If not, then it's debatable if it's worth getting a new scanner, new
driver, new SCSI board for things I can already do with my Falcon.

Any comment please.

Bob King.

4689. Re: ISDN on serial port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a2b939216eac13@free.fr>
Source record: 6340

Hello,

in article <18727_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
(comp.sys.atari.st.tech)
Mike De.Petris wrote on Thu 01-01-1970 00:59 (GMT):

> ZyXEL omni.net LCD+M

Great model ! I'm looking for something less expensive, the Omni.net D
for example. It have neither the analog modem nor analog ports. I can
have it for arround 150 EUR. There is also the ELSA Microlink ISDN, at
arround 110 EUR, but I don't know if it will be as good as the ZyXEL.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4690. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A2B9FC6.7500BE8D@patent.gov.uk>
Source record: 6341

Bob King wrote:
>
> Michael Schwingen wrote:
> >
> > In article <3a2abe21$0$175@news.zetnet.co.uk>,
> > Bob King <rking@zetnet.co.uk> wrote:
> >
> > >useful article in My Atari. It still leaves the obtaining of the driver.
> > >Is it a peculiar fussiness that you have to code match the card to the
> > >motherboard, or is it because there were several different boards, or
> > >what?
> >
> > No. Its simply because my experience has shown that there are too many
> > illegal copies otherwise.
> >
> > cu
> > Michael
> >
> > --
> > "Intelligent life is very rare in the universe.
> > On earth, it has not been discovered yet" (Stephen Hawking)
>
> Hi Michael,
>
> Understood,
>
> However a new problem arises. From
> http://www.milan-computer.com/de/news/news42.html, it seems that my
> GT5000 scanner driver GTLook2 is not compatible with Milan SCSI cards.
> If not, then it's debatable if it's worth getting a new scanner, new
> driver, new SCSI board for things I can already do with my Falcon.
>
> Any comment please.
>
> Bob King.

Hi again Michael,

the puzzle gets deeper. Re my message above, the very comprehensive page
at:

http://www.mindrup.de/atos/news/news20000907-02.html

listing all the scanner drivers for the atari and compats. clearly lists
Milan I amongst the suitable hardware for GT Look II. Somethings

amiss!!! Any comments please.

Bob King.

4691. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3A2BBC1D.7A0CC57C@ndh.net>
Source record: 6342

Hi Jo Even,

> Today I successfully accelerated my Stacy to 10MHz :-)
This sounds nice, perhaps I should more turborize my PAKed STacy with
this solution.:)

Ciao

Marc-Antï¿½n

P.S. If anybody is interested in assembling a PAK to the STacy, follow
the MiCo-Link, but itï¿½s german only.

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

4692. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2ngcnsaljbp38@corp.supernews.com>
Source record: 6343

On 3 Dec 2000 22:45:10 G, Jo Even Skarstein wrote:
>Today I successfully accelerated my Stacy to 10MHz :-) I'm currently
>testing it, so far it looks very stable. This was a very simple
>modification:

<<<<Snip>>>>>

>This works very well on my Stacy, and everything is 25% faster. The
>Stacy's LCD controller works fine at this frequencey, but the shifter
>doesn't generate an image which works with TV's or my SM124 anymore. It
>does work with a SVGA, but the image is squashed.

Can you get a higher res, using the lacescan drivers. Does it come up
as 640*400 as default when you switch on?

>It's also possible that I have to feed the YM with a 2MHz clock, I haven't
>tested this yet but the 74HC4024 generates 2MHz as well so this is not a
>problem.

Playing tunes and they'll be all the wrong pitch.

>I have a few more things to try out (e.g. I haven't tested the printer and
>modem ports yet, I have a 48MHz oscillator I'd like to try, will the
>ADSpeed16 work at 10/20MHz, will Mario's IDE interface work etc.), when
>this is done I'll upload a more detailed description to my homepage.

I wanted to try and see if I could make my STfm with a 50mhz bus
running 12.5mhz CPU. Haven't tried it as I'm unsure what the video
will do. Would it boot up into 640*400, or some value around 960*600.
As for IDE I've always been thinking about accessing my IDE at more
than 8mhz. I do have a 50mhz TTL clock kicking around..... If I
could get hold of a decent high speed 68000 I could then use one of
those cheap 8/16 mhz switcher circuits (run by a GAL) to bump the CPU
up to 25mhz and the same with the IDE. My IDE interface can go up to
64mhz, so there's no problems there. UDMA/66.... :)

You may havie problems with the interupt for the HD though that is
conencted to the MFP.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4693. Quantum Pro HD

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <MHPW5.32925$%j3.351264@news6.giganews.com>
Source record: 6344

Greetings
Trying to ID a hard drive I received with some other Atari items, not sure what it is. Inside it says Quantum Prodrive ELS, and it's got SCSI ports. Will this work with Atari? Anybody interested in this unit?
Thanks,
fcr

Nighttrain Entertainment
http://expage.com/nighttrain

4694. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <90gmev$pf3$1@draco.stochastik.rwth-aachen.de>
Source record: 6345

In article <3A2B8870.72FA8604@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:

>http://www.milan-computer.com/de/news/news42.html, it seems that my
>GT5000 scanner driver GTLook2 is not compatible with Milan SCSI cards.
>If not, then it's debatable if it's worth getting a new scanner, new
>driver, new SCSI board for things I can already do with my Falcon.

Not sure - I have neither GT-Look nor an Epson scanner, and I know of noone
who does, so I can't offer much insight here.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4695. Re: Packet radio progs for STE.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <90gt4e$335$1@news1.xs4all.nl>
Source record: 6346

On 2 Dec 2000 09:32:21 -, "dolan morrison" wrote:
>ANY IDEAS WGERE I MIGHT FIND PACKET RADIO PROGS FOT THE STE.
>THANK YOU.
>
I looked in the discription of the Stichting ST PD-library (Dutch)
I found adisk with the following:
RTTY: for telex messages recieve and send
YARP: telex with possibility to send CQ, RY en QBF messages.
PACKET: special for data packet send/recieve.
QTHLOC: for QTH users.

So now you have some names to hunt for in the world.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
>
>.

4696. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90gt5d$md2$1@snipp.uninett.no>
Source record: 6347

Tardo <rives@gte.net> wrote:

> Here is something you may want to look into later (I had to do this when
> I had my AdSpeed, Larger HD & a Midex+ hooked up and if the floppy was
> accessed)

Thanks, it might come in handy later on :-) I'm planning to replace the
power-sucking Quantum with a small 2.5" driver though.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4697. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90gtk6$md2$2@snipp.uninett.no>
Source record: 6348

Lyndon Amsdon <bindon@madasafish.com> wrote:

> Can you get a higher res, using the lacescan drivers. Does it come up

Yes, using something like LaceScan would give higher resolutions. I assume
you have to patch the driver for the new frequencies though.

> as 640*400 as default when you switch on?

It comes up as 640x400 (since both the syncs and videosignal is 25%
faster), but the frequencies are all wrong. Multiply them by 1.25 and you
have the new frequencies. My SM124 doesn't handle it, but my old SVGA
does.

>>It's also possible that I have to feed the YM with a 2MHz clock, I haven't
>>tested this yet but the 74HC4024 generates 2MHz as well so this is not a
>>problem.

> Playing tunes and they'll be all the wrong pitch.

I know, I just tried ;-) I'll patch it as soon as I've read my mail. I'm
also going to build a clock-switcher that will be controlled by the
keyboard-ACIA.

> I wanted to try and see if I could make my STfm with a 50mhz bus
> running 12.5mhz CPU. Haven't tried it as I'm unsure what the video
> will do. Would it boot up into 640*400, or some value around 960*600.

640x400, but everything will be 50% faster so your monitor might not like
it.

> As for IDE I've always been thinking about accessing my IDE at more
> than 8mhz. I do have a 50mhz TTL clock kicking around..... If I

I have an ADSpeed16 I hope will work at 24MHz, or atleast 20MHz. It can
access the ROM at full speed, so if you're making your own accelerator it
shouldn't be a problem to access the IDE at full speed as well.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4698. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <90gu78$ka0$1@SOLAIR2.EUnet.yu>
Source record: 6349

On 3 Dec 2000 22:45:10 G, Jo Even Skarstein wrote:
>Today I successfully accelerated my Stacy to 10MHz :-)
>
>1. Remove the original 32MHz oscillator and replace it with a 40MHz
>oscillator.
>2. Cut pin 3 and 4 on the two ACIAs (6350) and feed these pins with a
>500KHz clock.
>3. Cut pin 18 on the floppy controller (1772-0x-0x) and feed it with a
>8Mhz clock.
>It's also possible that I have to feed the YM with a 2MHz clock, I haven't
>tested this yet but the 74HC4024 generates 2MHz as well so this is not a
>problem.

What about the 4MHz that goes from the MMU to the MFP?

>This works very well on my Stacy, and everything is 25% faster. The
>Stacy's LCD controller works fine at this frequencey, but the shifter
>doesn't generate an image which works with TV's or my SM124 anymore. It
>does work with a SVGA, but the image is squashed.

What exactly does you mean by squashed? Distorted or just smaller
(horizontally, vertically, or both?). And what exactly happens to the
picture on the SM124- does it seem out of sync, or what? Would feeding
4MHz to the MFP maybe help in this- MFP has some part in generating the
picture (DE goes in and MFPINT goes out) but it is not clear to me.

I think that Lindon's inquiry about Lacescan circuit and driver is
interesting- IF the sync rates can be kept to original values I suppose
that one might get about 800x500 b/w resolution with 40MHz clock.

I am serously thinking of making a similar modification to my MegaST-
have got the 40MHz (and 44MHz, to try even faster) oscilators and some TTLs
and HCTs, and I am contemplating how to install it mechanically (probably in
a socket on top of the nearby Shifter), so I am quite interested in
your progress :)

Cu.

4699. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <90gv5i$ko4$1@SOLAIR2.EUnet.yu>
Source record: 6350

On 4 Dec 2000 20:08:38 G, Jo Even Skarstein wrote:

>I know, I just tried ;-) I'll patch it as soon as I've read my mail. I'm
>also going to build a clock-switcher that will be controlled by the
>keyboard-ACIA.

be careful- as the 32MHz and 40MHz clocks are not synchronized you may
easily get glitches at the moment of switching that your computer wouldn't
like at all. I suppose that you will have to make a little circuit that will
delay the switching untill both clocks are approximately in phase.

Also: Lacescan uses the keyboard ACIA for switching. Maybe it would be
good to remain compatible with that- i.e. not use the same signal for
a different purpose.

Cu.

4700. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 00:57:39 UTC
From: Tardo <rives@gte.net>
Message-ID: <rives-A46744.19573903122000@news.gte.net>
Source record: 6335

In article <90eidm$86c$1@snipp.uninett.no>, Jo Even Skarstein
<joska@nvg.ntnu.no> wrote:

>Today I successfully accelerated my Stacy to 10MHz :-) I'm currently
>testing it, so far it looks very stable. This was a very simple
>modification:

Snip

Here is something you may want to look into later (I had to do this when
I had my AdSpeed, Larger HD & a Midex+ hooked up and if the floppy was
accessed)

Quote:

Category 14, Topic 29
Message 56 Mon Apr 26, 1993
P.MCCANDLESS [plonker] at 00:27 EDT

WARNING........ LONG POST!

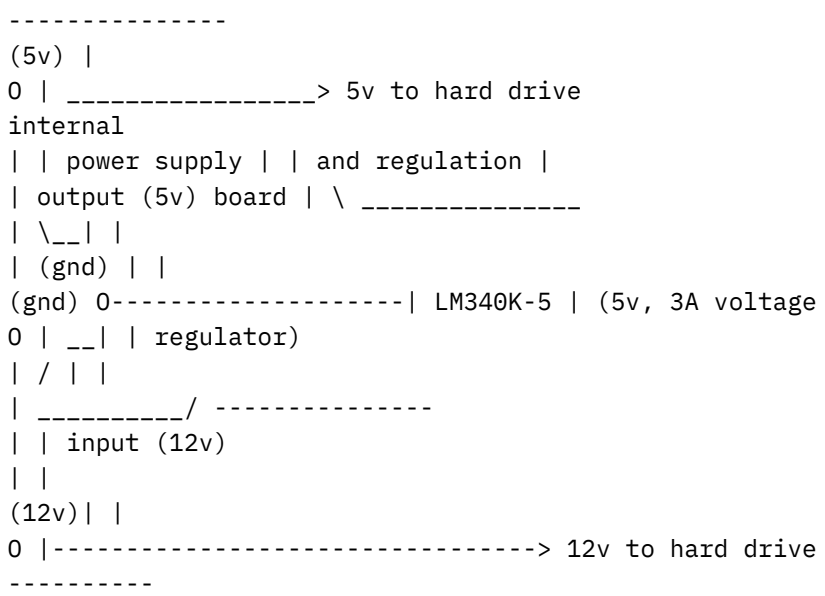
Here is a solution, ending my miserable hard drive/power supply problems
for
my STacy. Have you wanted to replace your inadequate stock CONNER hard
drive
with a larger model? You may have found that there isn't enough power
available from the stock power supply, and with goodies like GCR, the
entire
computer crashes and reboots.

WHY??...... The stock PHIHONG power supply's specifications are: 16.5V
at 2.5
amps. I found by watching the oscilloscope during floppy and hard drive
accesses that the external power supply can deliver EXACTLY 2.5 AMPS and
NO
MORE! If the load exceeds 2.500000 amps, it shuts down until the load has
returned to under 2.5 amps.

Nothing seemed to help. I tried tweaking the 12 and 5V potentiometers on
the
internal power supply board, trying other hard drives, large filter
capacitors
on the 5 and 12 volt lines and trying non-ATARI floppy drives. No luck
here....

THE SOLUTION!......was finally discovered when I realized that by
improving

the filtering and stability of the power supply, the transient current
loads
no longer exceeded the maximum supply ratings. Simply, de-solder the 5v
line
leading to the hard drive at the power/regulation board. Solder the
input leg
of a LM340K-5 (5v, 3amp positive-voltage regulator) to the 12v line.
Solder
the case (GND) to the GND terminals between the 12 and 5v lines on the
power
supply/regulation board. Solder the wire leading to the hard drive 5volt
line
to the output leg of the LM340K-5. This solution has been flawless,
running
an impressive 2 years now!



A am not responsible for your results or screw-ups. Try it at your own
risk,
of course. Phil McCandless

end Quote

Rich

4701. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 01:39:02 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <WACW5.3146$xW4.31508@news-server.bigpond.net.au>
Source record: 6336

Living in Australia has it's disadvantages, so much hassle to just GET any software, let alone resolve drama's with Titan which in my experiance wasn't worth hassle.I will definaetly look into a newer version tho..

Mark

"Uwe Seimet" <us@ooc.de> wrote in message news:3A276663.D576C715@ooc.de...
> Mark Bedingfield wrote:
>
> > Titan strikes again, nice cheap copies of Hddriver. There was no mention of
> > German untill we recieved them, myself and a friend got them actually:-(, is
> > there any chance of an english upgrade...
>
> Why didn't you send these copies back to Titan? Anyway, most likely
> System Solutions will offer upgrades to HDDRIVER 8 optionally including
> new *English* manuals. Please contact System Solutions for details.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@ooc.de
> MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4702. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-04 08:02:07 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A2B4F7F.2A74470A@avtomatika.com>
Source record: 6337

Lyndon Amsdon wrote:

> On 3 Dec 2000 19:00:49 +, Branko Badrljica wrote:
> >Sorry for late response.
> >
> >
> >I was hoping that I will be able to draw a nice schematics, but I'm in a hurry and
> >already late with response to your letter for a few days.
>
> That's fine.
>
> >All resistors have to be taken out from PCB and soldered to pins directly
> >with other end of all resistors connected. Diode is soldered to common pont of all
> >resistors and anode is wired to base of coresponding transistor.
> >In essence, this reflects vconnsections in PCB with the difference that all circuitry
> >is now far away from noisy data lines. Oh, yes, one have to cut connection on the base
> >of buffer transistor in the PCB, since this would otherwise still inject noise in the
> >signal.
>
> Do you mean cut the base of the trany from the board and pull it up
> (physically)? It was a bit unclear.
>

You could do that, but its not neccessary, besides, at this point I'm not sure if anything else goes to base. It's much better to find the trace that goes from anode of diode to transistor and to cut it on the transistors end.

<SNIP>

>
> So the above is only needed to connect an RGB monitor and run in high
> res? (providing the monitor can sync up to 3xkhz)

For operating multisync monitor through RGB you only need OR-ing of shifters colour outputs with monoout.
Fiddling with resistors will get you better, noise free picture..

>
> >I'll document everything more thoroughly if needed....
>
> I can understand it quite well. Thanks I may try the removing the
> resistors bit, as I doubt I'll need to connect an rgb up to my ST.
> BTW the schematics for an STfm say the resistors for the DAC are 1k,
> 2k and 3.9k but that won't make a difference I suppose and they're
> still proportional.
>

When writing that mail, I took a glance at ST520 mainboard, so my values are from the board.
One might use also smaller values. In theory, that could give you sharper picture, provided that
TTL outputs driving resistors would not yield too much.
Different values in schematics could have to do something with using worse transistor with lower gain...
If you are in a mood, try first with your values....

>
> Would it help to use high grade resistors with tolerance of say 0.5%
> that are exactly 2 times the value of the last one i.e. 1k, 2k and 4k?
>

Don't bother with it. You won't notice the difference. There are many more factors than only
resistance ratios when designing DAC...

Regards,

Branko

4703. Re: Quantum Pro HD

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2CB48E.8F53D2A6@ooc.de>
Source record: 6256

FCR wrote:

> what it is. Inside it says Quantum Prodrive ELS, and it's got SCSI ports.
> Will this work with Atari?

Yes, it will, like any other SCSI drive.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4704. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-05 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <90ii4s$q4n$1@nnrp1.deja.com>
Source record: 6257

In article <90gu78$ka0$1@SOLAIR2.EUnet.yu>,
vdjole@EUnet.yu (Djordje Vukovic) wrote:

> I am serously thinking of making a similar modification to my MegaST-
> have got the 40MHz (and 44MHz, to try even faster) oscilators and

48MHz now works fine on my STacy :-) Everything is 50% faster, this
makes an incredible difference. I'm just hoping that my ADSpeed16 can
handle it, I'm going to move it from my 1040 to the Stacy in a few days.

some TTLs
> and HCTs, and I am contemplating how to install it mechanically
(probably in

I've just used two small pieces of Veroboard, one for the 32MHz and
4024, and one for the 48MHz and 7400. I could have put all of it on one
board, but I wanted some flexibility with the speeder (after all, this
is just an experiment and I don't know for sure how/if it will work in
advance) by isolating it from the clock patch.

The boards and wires are fixed to the motherboard with hotglue. I'll
take some pictures if I can get my webcam working again.

> a socket on top of the nearby Shifter), so I am quite interested in
> your progress :)

I'm not going to do anything with the shifter, so I'm afraid I can't
help you there. But I've been told that C't had a similar project which
fixed the sync-problems, I have the C't CD-ROMs up to 1995 but it
wasn't in any of them. Perhaps Falke Verlag can help you.

The Stacy's LCD screen and controller works fine at 12MHz, but since
the update frequency now is 50% higher, the screen fades a bit compared
to normal. I don't think there's anything I can do about that, I don't
have the schematics for the Stacy so I don't know if I can clock the
LCD controller at 8MHz regardless of bus-speed. I don't even know the
pin-out of the controller.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4705. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-05 00:00:00 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A2CC943.5629822A@patent.gov.uk>
Source record: 6258

Michael Schwingen wrote:
>
> In article <3A2B8870.72FA8604@patent.gov.uk>,
> Bob King <robert.king@patent.gov.uk> wrote:
>
> >http://www.milan-computer.com/de/news/news42.html, it seems that my
> >GT5000 scanner driver GTLook2 is not compatible with Milan SCSI cards.
> >If not, then it's debatable if it's worth getting a new scanner, new
> >driver, new SCSI board for things I can already do with my Falcon.
>
> Not sure - I have neither GT-Look nor an Epson scanner, and I know of noone
> who does, so I can't offer much insight here.
>
> cu
> Michael
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

Hi Michael,

sorry to labour a point, but I thought that you project worked for/with
Milan-Computersystems and that you would have some knowledge of the
authority behind their news at:

www.milan-computer.com/de/news/news42.html

I will have to try and contact Milan more direct and also atos. As I
said before some-one's wrong here.

Bob King.

4706. Getting 4 IDE devices on one Bus

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-05 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2q5hhmnk3ahee@corp.supernews.com>
Source record: 6259

Hi

I've been thinking about this for a while now and have finally come up
with some good docs.
I've been thinking about getting 4 IDE drives on one bus. Seeing as
all the hard stuff is done for you in the IDE controller as found on
the Falcon and quite a few STs now, it seemed a simple solution of
switching banks of twos.

So acidently while looking for a VGA adaptor
schematics I found some article on an Amiga hack site for doing
exactly this. Basically it's very simple, ie 2 diodes for the IRQ and
and few wires switched over. These wires are the CS select wires, and
a couple of others.

What I need to know before I make an IDE cable with these
modifications is, will HDDriver pick up the second chain? I know
HDDriver can for machines such as the Milan (which has two ports on the
mobo IIRC) but would it really work. Uwe, do you know about this?

Anyone interested can get the doc's I picked up, and a more simple
text translation of the pinouts. (pic's are in IFF format, can
convert though)

Thanks for your time.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4707. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-05 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2qb7bn73hsff4@corp.supernews.com>
Source record: 6260

On 5 Dec 2000 11:05:02 G, Jo Even Skarstein wrote:
>In article <90gu78$ka0$1@SOLAIR2.EUnet.yu>,
> vdjole@EUnet.yu (Djordje Vukovic) wrote:
>
>The Stacy's LCD screen and controller works fine at 12MHz, but since
>the update frequency now is 50% higher, the screen fades a bit compared
>to normal. I don't think there's anything I can do about that, I don't
>have the schematics for the Stacy so I don't know if I can clock the
>LCD controller at 8MHz regardless of bus-speed. I don't even know the
>pin-out of the controller.

Check out Chips 'n' Chips. Has some stuff about the Stacy's hardware,
but I can't get any info about the LCD Controller. All I have is the
part number.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4708. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-05 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2qb7efdat86f6@corp.supernews.com>
Source record: 6261

On 4 Dec 2000 23:27:50 G, Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> socket on the shifter and put 50mhz TTL straight into it, but nothing
>> happened as the floppy didn't spin up. Maybe 50Mhz is too much :) I
>
>I've now installed the 48Mhz oscillator, and there are indeed serious
>problems when booting (black screen, no disk activity at all). When it
>finally boots it works fine. I'll install a switcher and switch from 32 to
>48MHz in the autofolder, that should cure this problem.

Yes my stfm did boot once, IIRC, but I coulndn't see much on a TV!

I really need to get this VGA adaptor working. Anyone have any ideas?
The plug is wired up with all VGA's RGB connected to monochrome out
and Vsync and Hsync connected to each other Ideas?

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4709. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-05 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90jei9$8ll$1@snipp.uninett.no>
Source record: 6262

Lyndon Amsdon <bindon@madasafish.com> wrote:

> I really need to get this VGA adaptor working. Anyone have any ideas?
> The plug is wired up with all VGA's RGB connected to monochrome out
> and Vsync and Hsync connected to each other Ideas?

VGA has separate syncs. You should connect it like this:

```
VGA Atari
----------------------------
1 Red mono in
2 Green mono in
3 Blue mono in
4,5,6,7,8,10,11 Gnd gnd and mono detect
13 Hsync hsync
14 Vsync vsync
```

As you see you can get away with only four wires from the VGA connector to
the Atari 13 pin DIN connector.

--

```
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/
```

4710. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-05 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <90jirt$hp5$2@SOLAIR2.EUnet.yu>
Source record: 6263

On 4 Dec 2000 23:21:39 G, Jo Even Skarstein wrote:

>> be careful- as the 32MHz and 40MHz clocks are not synchronized you may
>> easily get glitches at the moment of switching that your computer wouldn't
>> like at all. I suppose that you will have to make a little circuit
>
>I'm using a 74HC00 for this:
>
> 40MHz ---+--+
> +---+--+ | |o--+
> select --+-+ | |o---+--+ |
> | +---+--+ +--+
> | | |o--- 32/40
> | +--+
> +-------------+--+ |
> | |o--+
> 32MHz ---+--+

For actual switching it is fine but the point is: when does SELECT
change state. Consider the following waveforms relevant to the above
circuit (propagation delays through gates ignored):

32MHz |□□□□□|_____|□□□□□|_____|□□□□□|_____|□□□□□|_____|□□□□□|____

40MHz _|□□□□|____|□□□□|____|□□□□|____|□□□□|____|□□□□|____|□□□□|__

SELECT □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□|_____________________________

32/40 |□□□□□|_____|□□□□□|_____|□□□□□||□□□□|____|□□□□|____|□□□□|__

^
|
this must not happen!

As the initial phase of the 32MHz and the 40MHz clocks is completely
arbitrary, the switch you describe may work 100 times and then on the 101st
switching it may produce a short spike that may freeze the CPU. Now, I did
not try this personally (yet) but all the articles on the "16MHz hack" (i.e.
speeding just the CPU from 8 to 16MHz) warn of this situation and utilize
a 74F74 triggered by a clock's rising edge- look at the schematics for
those. Your situation is even more complicated, because in the "16MHz hack"
the two clocks are synchronized as they both come from the same origin,
while yours do not, so I think that even the 74F74 can not be just applied
like that.

>This circuit has previously worked fine in my Falcon and TT.

If this is all there is, I am surprised if it works always.

>> Also: Lacescan uses the keyboard ACIA for switching. Maybe it would be
>> good to remain compatible with that- i.e. not use the same signal for
>> a different purpose.
>
>Yes, good idea. It's just as easy to use the midi ACIA.

There is an insanity on PCB design in some Ataris (don't know about STacies)
so that pin 5 of both ACIAs (that's probably the signal you would like to
use) are connected togeher, which serves absolutely no purpose and makes
a sort of short-circuit if the outputs of the two chips are in opposite
states. The PCB trace connecting them must be cut (see R.Andersson's
documentation on installing Lacescan).

>> What about the 4MHz that goes from the MMU to the MFP?
>
>Haven't patched that. What does this affect?

That's what I would like to know, too :) Maybe the 200Hz timer?
Or something about the video? Ronald Andersson's documentation
on Lacescan says briefly that MFP is involved in generating the
interrupt for the horizontal blanking, but there is more to know,
obviously.

>I haven't tested the serial port yet, but AFAICS it has a separate clock.

I think so, the serial port should be unaffected, as far as I can see.

>> picture on the SM124- does it seem out of sync, or what? Would feeding
>
>It's out of sync.
>
>> 4MHz to the MFP maybe help in this- MFP has some part in generating the
>> picture (DE goes in and MFPINT goes out) but it is not clear to me.
>
>I don't know, but I don't think this will help.

It may be interesting to see if applying the 4MHz would do something good
at least for the horizontal sync. I have a feeling that the vertical
sync may be easier to deal with in the SM124 monitor. But I really do not
know whether this input to the MFP should be in phase with the rest of
the system or can it be independent.

>48MHz now works fine on my STacy :-) Everything is 50% faster, this
>makes an incredible difference. I'm just hoping that my ADSpeed16 can
>handle it, I'm going to move it from my 1040 to the Stacy in a few days.

So, if I understand correctly, you would combine the two hardware patches
and have the whole machine sped-up to 12MHz and the CPU to double of
that (24MHz), right? As they say that speeding just the CPU gives a speed
increase to about 120%, the overall gain would be about 150% * 120% = 180%
That would be nice, indeed. I am just worried that, at this speed, the
circuitry that generates DTACK (in th GLUE, I think) may be too slow,

(as someone pointed here a while ago) and may mess-up read or write
cycles.

Btw. do you have a hard disk connected to this STacy? does it work OK still?

>> a socket on top of the nearby Shifter), so I am quite interested in
>> your progress :)
>
>I'm not going to do anything with the shifter, so I'm afraid I can't
>help you there.

Oh, but I don't want to do anything with the Shifter, either. That just
seems a convenient place to locate a small board, with the new oscillator,
the divider, etc. because (in the MegaST) the original clock is nearby and
its signal goes only into the Shifter.

Cu.

4711. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-05 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <90jirm$hp5$1@SOLAIR2.EUnet.yu>
Source record: 6264

On 4 Dec 2000 21:40:32 -, Lyndon Amsdon wrote:

>What type of osc. did you use? I pulled the "32mhz in" pin out the
>socket on the shifter and put 50mhz TTL straight into it, but nothing
>happened as the floppy didn't spin up. Maybe 50Mhz is too much :)

Oh, but if you did just that it is definitely not good: you have to
feed the floppy controller a proper 8MHz (or maybe 16 MHz if you use a
HD floppy). The floppy would not work otherwise. And if you don't feed
the ACIAs with their proper clock you won't be able to use the keyboard.

>I suppose you're using crystals as TTL osc can't be PLL'd to the
>PAL/NTSC clock easily. I want to do this to an STE....

Maybe it's not relevant for the STacy. At least on MegaST here which has
the colour output as RGB only and so, as far as I know, has nothing to do
with PAL encoding, nothing seems to tamper with the frequency of the 32MHz
clock- it just goes straight into shifter.

cu.

4712. Re: Hddriver

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-05 00:00:00 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3a2d78d7$0$180@news.zetnet.co.uk>
Source record: 6265

On 1 Dec 00 10:36:20, Mike De.Petris wrote:
>I still have some problems on my HD with MagiCMac, I've lost some files and
>other clusters around I would like to recover, I had a try at DISKUS demo but

>snips>

For your Mac, go to http://www.wildbits.com/rescue/

and download Disk Rescue v 3 beta. You can register it later if you like
it ($39). By all accounts, it will discover everything on your hd, but
will not alter or destroy anything on it (unlike certain other apps...)

(Don't get distracted by the BeOS pages!)

So don't despair :)
Charles.

4713. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <90kugvpgo1@nnrp1.deja.com>
Source record: 6266

In article <90jirm$hp5$1@SOLAIR2.EUnet.yu>,
vdjole@EUnet.yu (Djordje Vukovic) wrote:

> >happened as the floppy didn't spin up. Maybe 50Mhz is too much :)
>
> Oh, but if you did just that it is definitely not good: you have to
> feed the floppy controller a proper 8MHz (or maybe 16 MHz if you use
a
> HD floppy). The floppy would not work otherwise. And if you don't
feed
> the ACIAs with their proper clock you won't be able to use the
keyboard.

All true, but even without any patches (i.e. just replacing the master
clock and nothing else) the ST should boot. The floppy will still work,
but you'll just get read errors as it can't recognise the format.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4714. Re: Getting 4 IDE devices on one Bus

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2E0745.A32EF78A@ooc.de>
Source record: 6267

Lyndon Amsdon wrote:

> What I need to know before I make an IDE cable with these
> modifications is, will HDDriver pick up the second chain? I know

No, it won't. HDDRIVER supports two IDE ports only for the Milan.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4715. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <90lig9$7u5$1@nnrp1.deja.com>
Source record: 6268

In article <t2qb7bn73hsff4@corp.supernews.com>,
bindon@madasafish.com (Lyndon Amsdon) wrote:

> Check out Chips 'n' Chips. Has some stuff about the Stacy's

Where can I find it? All I can find is dead links...

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4716. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2sn9actfh7l0b@corp.supernews.com>
Source record: 6269

On 5 Dec 2000 20:23:25 G, Djordje Vukovic wrote:
>On 4 Dec 2000 23:21:39 G, Jo Even Skarstein wrote:
>
>>This circuit has previously worked fine in my Falcon and TT.
>
>If this is all there is, I am surprised if it works always.

Well I once had a 16/8 switcher on an STFM for testing purposes, and
while playing a game, using a cheap microswitch, I managed to change
the speed without any problems at all!

>So, if I understand correctly, you would combine the two hardware patches
>and have the whole machine sped-up to 12MHz and the CPU to double of
>that (24MHz), right? As they say that speeding just the CPU gives a speed
>increase to about 120%, the overall gain would be about 150% * 120% = 180%
>That would be nice, indeed. I am just worried that, at this speed, the
>circuitry that generates DTACK (in th GLUE, I think) may be too slow,
>(as someone pointed here a while ago) and may mess-up read or write
>cycles.
>
>Btw. do you have a hard disk connected to this STacy? does it work OK still?

Yes the Dtack thing is a problem but I think you can solve this by
only switching to turbo when DTACK, AS and BGACK are high IIRC. Use a
high speed AND gate. Credit to Michael Schwingen.

Farnell are flogging Hitachi 68000H10 for about 15ukp, so I may get
one of those, clock it to 32mhz or something. 68pin PLCC only, sorry
for people with STs! (unless you buy a DIP to PLCC convertor!)

BTW Djordje: I may think about making that memory upgrade using two
4mb SRAM chips (512*8bit). Should be simple, but I'm worried about
the Glue giving a bus error signal to the CPU. On some dodgy schematics
I found, they cut the higher address lines to the glue.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4717. few questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <90lrk0bq1@bagan.srce.hr>
Source record: 6270

What is the best,newest, up-to-dated, atari ftp archive?

Is there "abandonware" for Atari? (with original, not ripped files)

What program can print (on Star LC 24-10) HTML files on Atari 1MB ST?
Is there a way to convert .htm to .sdo or 1st word .doc?

I have seen in the store mouse with Atari mouse connector, but the mouse
is for PC. Can it also work on Atari? I dont know what type of mouse is
that, since it is not in the quick-faq. The mouse has joystick-type
connector like Atari mouse. Mouse costs 5 US$.

Where in Croatia I can buy the Atari mouse, and HD?

4718. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <90lsb1$6mj$1@SOLAIR2.EUnet.yu>
Source record: 6271

On 5 Dec 2000 19:10:01 G, Jo Even Skarstein wrote:

>VGA has separate syncs. You should connect it like this:
>
>VGA Atari
>----------------------------
> 1 Red mono in
> 2 Green mono in
> 3 Blue mono in
> 4,5,6,7,8,10,11 Gnd gnd and mono detect
>13 Hsync hsync
>14 Vsync vsync

It would also be good to connectred,green,blue through resistors (different
value each, I don't remember them now) to get a correctly balanced
white colour.

4719. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <90lusdbll1@news1.xs4all.nl>
Source record: 6272

I did not follow the whole tread but:
I looked in an old cupboard and found:

a design from Richard Lucassen dated jan. 1993 for connecting an ST
to SVGA. Monochrome detect goes to ground. This means 'color' or
'b/w'?
Used are chips 4049, 4528 and 4040.
H-sync and V-sync go in, are gated, clocked and given to connections
to SubD-15 pins 13 and 14. Video in walks through to pin 1,2,3
persons interested can ask for a scan of the schematics

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl.

[...]
>I was hoping that I will be able to draw a nice schematics, but I'm in a hurry and
>already late with response to your letter for a few days.

[...]
>> | bindon@madasafish.com |
>> +---------------------------------------+
>
>.

4720. Atari system V Unix

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <90lusfbll2@news1.xs4all.nl>
Source record: 6273

Looking in an old cupboard I found two Atari folders (paper).

1. Atari System V UNIX implemetation for Atari TT
..Atari implementation od AT&T Unix System V Rel. 4.0 with X Window
11.4 and OSF/Motif 1.1
. virtual filesystem VFS, Device Driver interface DDI
.GNU C++, Symbolic S5 debugger, NFS, RFS, BSD connections

2. Atari ST Computer
X/ST/WINDOW

Atari ST as X Windows terminal (also available for TT and ATW!)
based on X/ST/multi (tasking). Network Ethernet and TCP/IP are used.
Can do Telnet and FTP.

Both are in Dutch.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

4721. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <90m0e0$9a7$1@SOLAIR2.EUnet.yu>
Source record: 6274

On 6 Dec 2000 15:37:14 -, Lyndon Amsdon wrote:

>>>This circuit has previously worked fine in my Falcon and TT.
>>
>>If this is all there is, I am surprised if it works always.
>
>Well I once had a 16/8 switcher on an STFM for testing purposes, and
>while playing a game, using a cheap microswitch, I managed to change
>the speed without any problems at all!

I don't doubt that it will work many times. I am just not convinced
that it is reliable.

>>I am just worried that, at this speed, the
>>circuitry that generates DTACK (in th GLUE, I think) may be too slow,
>>(as someone pointed here a while ago) and may mess-up read or write
>>cycles.
>
>Yes the Dtack thing is a problem but I think you can solve this by
>only switching to turbo when DTACK, AS and BGACK are high IIRC. Use a
>high speed AND gate. Credit to Michael Schwingen.

Ah, I see... so the switching to "turbo" is delayed until the previous DTACK
is finished. OK.

>Farnell are flogging Hitachi 68000H10 for about 15ukp, so I may get
>one of those, clock it to 32mhz or something.

Indeed it seems to be quite convenient for the two-way speedup that we
talk about (bus to 12MHz and CPU to twice that). I don't think that speeding
the CPU further will have any significant effect. And the schematics
to accelerate the CPU to twice the bus speed are already available, so
one has a bit less thinking to do.

>BTW Djordje: I may think about making that memory upgrade using two
>4mb SRAM chips (512*8bit). Should be simple, but I'm worried about
>the Glue giving a bus error signal to the CPU. On some dodgy schematics
>I found, they cut the higher address lines to the glue.

It should be quite simple- but around here big SRAMs are rather expensive-
is that the reason why you contemplate only 1MB of RAM upgrade? It seems
to me that stuffing there all the resident programs that one may use,
e.g. NVDI, NAES or Geneva, maybe Mint, alternate desktop, etc would
take a bit over 2MB- if that is to be the main purpose of the upgrade.

Regarding bus error: I think that I saw the schematics that you talk
about, and they indeed made the things quite complicated. And I remember

reading somewhere else that giving bus error depends on the
make of the Glue chip: some chips just "fold over" gracefully and
regard requests to higher RAM addresses the same as the lower 4MB.
Other Glue chips, notably those produced by IMP, do not behave good
at all- and give bus errors. It would probably be wise to make
one's own DTACK response when contacting the alternate RAM and not
to rely on the unknown roperties of the Glue. Though Glue would
probably still make bus error if it is of the wrong kind :(

Btw. do you have some datasheets on those SRAM chips? I am interested in
what are the supply voltage limits and current consumption when the chip
is in the passive state.

Cu.

4722. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2t3kcm8b3lgec@corp.supernews.com>
Source record: 6275

On 6 Dec 2000 08:48:32 G, Jo Even Skarstein wrote:
>In article <90jirm$hp5$1@SOLAIR2.EUnet.yu>,
> vdjole@EUnet.yu (Djordje Vukovic) wrote:
>
>> >happened as the floppy didn't spin up. Maybe 50Mhz is too much :)
>>
>> Oh, but if you did just that it is definitely not good: you have to
>> feed the floppy controller a proper 8MHz (or maybe 16 MHz if you use
>a
>> HD floppy). The floppy would not work otherwise. And if you don't
>feed
>> the ACIAs with their proper clock you won't be able to use the
>keyboard.
>
>All true, but even without any patches (i.e. just replacing the master
>clock and nothing else) the ST should boot. The floppy will still work,
>but you'll just get read errors as it can't recognise the format.

Exactly. I just think 50mhz is pushing it, so I'll get some 40 or
48mhz TTL's soon.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4723. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2t3kes1je45ee@corp.supernews.com>
Source record: 6276

```
On 6 Dec 2000 14:29:36 G, Jo Even Skarstein wrote:
>In article <t2qb7bn73hsff4@corp.supernews.com>,
> bindon@madasafish.com (Lyndon Amsdon) wrote:
>
>> Check out Chips 'n' Chips. Has some stuff about the Stacy's
>
>Where can I find it? All I can find is dead links...

I think it's made bu Michael Ruge, with help from others. I don't
have the registered one (no real need) but I could send it over to you
if you need it. Probably about 250k zipped up.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```

4724. Re: Getting 4 IDE devices on one Bus

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2t3kh3ha32lef@corp.supernews.com>
Source record: 6277

```
On 6 Dec 2000 10:30:45 +, Uwe Seimet wrote:
>Lyndon Amsdon wrote:
>
>> What I need to know before I make an IDE cable with these
>> modifications is, will HDDriver pick up the second chain? I know
>
>No, it won't. HDDRIVER supports two IDE ports only for the Milan.

Dam. Is it simply an address that was poke'd to send the IDE
controller on the mobo to the second IDE bus?

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

4725. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90m70ppdr1@snipp.uninett.no>
Source record: 6278

Djordje Vukovic <vdjole@eunet.yu> wrote:

> For actual switching it is fine but the point is: when does SELECT
> change state. Consider the following waveforms relevant to the above
> circuit (propagation delays through gates ignored):

Yes, I'm aware of this problem...

>>This circuit has previously worked fine in my Falcon and TT.

> If this is all there is, I am surprised if it works always.

...however, it occurs extremely rarely, so I really don't care. It's not
really difficult to use a latch or something similar to avoid it
completely, but it's more work ;-)

Anyway, it turns out that the 74HCxx's I have are too slow for the 48MHz
clock (AFAICS there's no reason for that, but it only works with the 40MHz
clock...), so I'm using a simple relay instead.

>>Yes, good idea. It's just as easy to use the midi ACIA.

> There is an insanity on PCB design in some Ataris (don't know about STacies)
> so that pin 5 of both ACIAs (that's probably the signal you would like to

I'm aware of this. I haven't checked this on the Stacy yet, as I'm only
using one ACIA anyway.

>>> What about the 4MHz that goes from the MMU to the MFP?
>>
>>Haven't patched that. What does this affect?

> That's what I would like to know, too :) Maybe the 200Hz timer?

I'll try to patch it and see what happens.

> Or something about the video? Ronald Andersson's documentation
> on Lacescan says briefly that MFP is involved in generating the
> interrupt for the horizontal blanking, but there is more to know,
> obviously.

I believed the GLUE generated both hsync, vsync and DE, and that the MFP
only generated the interrupts. I'm not sure about this though.

> sync may be easier to deal with in the SM124 monitor. But I really do not
> know whether this input to the MFP should be in phase with the rest of
> the system or can it be independent.

This is easy to test, I'll do it tonight.

> So, if I understand correctly, you would combine the two hardware patches
> and have the whole machine sped-up to 12MHz and the CPU to double of

Correct.

> that (24MHz), right? As they say that speeding just the CPU gives a speed
> increase to about 120%, the overall gain would be about 150% * 120% = 180%

The ADSpeed16 has a 16Kb cache, so the gain is more than that, almost 100%
in some situations. It can also access the ROM at full speed, so if it
works I'm going to burn MagiC in some fast EPROMs and save some memory as
well :-) The IDE-interface has TOS 2.06 so booting TOS won't be a problem,
just add another switch.

> That would be nice, indeed. I am just worried that, at this speed, the
> circuitry that generates DTACK (in th GLUE, I think) may be too slow,
> (as someone pointed here a while ago) and may mess-up read or write
> cycles.

This doesn't apply to the ADSpeed, as it never access the bus at 2x speed
anyway (except the ROM, but the GLUE isn't involved here).

> Btw. do you have a hard disk connected to this STacy? does it work OK still?

Yes, it works fine in both 10 and 12MHz.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4726. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90m77jpdr2@snipp.uninett.no>
Source record: 6279

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>Where can I find it? All I can find is dead links...

> I think it's made bu Michael Ruge, with help from others. I don't
> have the registered one (no real need) but I could send it over to you
> if you need it. Probably about 250k zipped up.

That would be nice :-) The link on Ruge's homepage is dead.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4727. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2t8g9rt9dnk22@corp.supernews.com>
Source record: 6280

```
On 6 Dec 2000 17:17:21 G, Djordje Vukovic wrote:
>On 5 Dec 2000 19:10:01 G, Jo Even Skarstein wrote:
>
>>VGA has separate syncs. You should connect it like this:
>>
>>VGA Atari
>>----------------------------
>> 1 Red mono in
>> 2 Green mono in
>> 3 Blue mono in
>> 4,5,6,7,8,10,11 Gnd gnd and mono detect
>>13 Hsync hsync
>>14 Vsync vsync
>
>It would also be good to connectred,green,blue through resistors (different
>value each, I don't remember them now) to get a correctly balanced
>white colour.

Well that's true, but I'm trying to get just a picture at this moment!
I've checked my adaptor (that is a proper made one) and it's wired
exactly how Jo said, as I also assumed it would be. The VGA works
fine on a PC, the ST works fine on an SM144, and the adaptor works
fine also on a B&W Tatung monitor, so I really can't see why it won't
work.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```

4728. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2t8geqq9scq26@corp.supernews.com>
Source record: 6281

On 6 Dec 2000 18:27:12 G, Djordje Vukovic wrote:
>On 6 Dec 2000 15:37:14 -, Lyndon Amsdon wrote:
>
>>BTW Djordje: I may think about making that memory upgrade using two
>>4mb SRAM chips (512*8bit). Should be simple, but I'm worried about
>>the Glue giving a bus error signal to the CPU. On some dodgy schematics
>>I found, they cut the higher address lines to the glue.
>
>It should be quite simple- but around here big SRAMs are rather expensive-
>is that the reason why you contemplate only 1MB of RAM upgrade?

I've decided to go the full 8mb I think. A 4mb SRAM costs 16ukp which
is 8bit. This will wire striaght onto the address lines as I think
they have 22 bit address lines, wire these straight on the the bus,
pin to pin with the CPU's 24 bit addr bus. Last address line 23 and
24 determine which 4mb slot to use. I'm taking it from the
perspective of the CPU splitting it's address range into 4 equal size
4mb chunks.

23 24
0 0 0-4mb slot <Slow system ram>
1 0 4-8mb slot <Fast ram>
0 1 8-12mb slot <Fast ram>
1 1 12-16mb slot <memory mapped devices>

Remember some of the 4mb SRAMs, if you pay a few more ukp you can get
12ns parts, or to you and me, 64mhz operation! Link that with a CPU
going at 32mhz with NVDI malloc'ed to fastram and it'll certainly be
very fast. I would be the proud owner of a Matrix card that I was
going to link upto this accelerator deisn, but the guy David Williams
has failed to send me the card or my hard earned cash back.

>Regarding bus error: I think that I saw the schematics that you talk
>about, and they indeed made the things quite complicated. And I remember
>reading somewhere else that giving bus error depends on the
>make of the Glue chip: some chips just "fold over" gracefully and
>regard requests to higher RAM addresses the same as the lower 4MB.

I really am not sure what to do here. Maybe the Glue does the below
when something accesses the "special" 4-12mb range.
"You can assert /BERR instead of /DTACK, in which case you indicate
the CPU that the address it wants to access is not valid. The CPU
then aborts the cycle and takes the bus error exception"

When you access an area like the 4-12mb section you get 2 bombs
signaling a bus error. Something is producing the /BERR , otherwise

the CPU would sit there waiting for /DTACK to be signalled by a device
that isn't there.

>Btw. do you have some datasheets on those SRAM chips? I am interested in
>what are the supply voltage limits and current consumption when the chip
>is in the passive state.

Nope not really, but If you need some real simple info about SRAMs
there is a little on graham knotts page, but can't remember the site.
Very good though, I suggest anyone to check this page out.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4729. Re: few questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t2t8ghjf9btk27@corp.supernews.com>
Source record: 6282

On 6 Dec 2000 17:05:04 G, damir kaknjo wrote:
>
>
> What is the best,newest, up-to-dated, atari ftp archive?

chapelie.rma.ac.be

> Is there "abandonware" for Atari? (with original, not ripped files)

Not sure but lot's of old software is at chuck away prices.

> What program can print (on Star LC 24-10) HTML files on Atari 1MB ST?
> Is there a way to convert .htm to .sdo or 1st word .doc?

HTML2TXT will convert to ASCII. GDOS/NVDI will be needed to print
from the Crystal Atari Browser. GDOS is free.

> I have seen in the store mouse with Atari mouse connector, but the mouse
> is for PC. Can it also work on Atari? I dont know what type of mouse is
> that, since it is not in the quick-faq. The mouse has joystick-type
> connector like Atari mouse. Mouse costs 5 US$.

You'll need Mario's convertor to use a serial PC mouse, or plug it in
the serial (modem) port ansd use software drivers.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4730. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90mcpsqbe1@snipp.uninett.no>
Source record: 6283

Hallvard Tangeraas <northstar2010@yahoo.no> wrote:

> Aren't there supposed to be a few resistors in there somewhere? The
> R/G/B lines perhaps?

Perhaps, but this one works fine on both my old 14" TVM and the not-so-old
Targa 17".

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4731. Re: few questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90mct7qbe2@snipp.uninett.no>
Source record: 6284

Lyndon Amsdon <bindon@madasafish.com> wrote:

> You'll need Mario's convertor to use a serial PC mouse, or plug it in
> the serial (modem) port ansd use software drivers.

Or take a look at the NetBSD/Atari FAQ, it describes how to convert a
regular serial mouse to an Atari compatible mouse. I haven't tested it
yet, but I have a very cheap A4tech mouse here that I'm going to modify
when I get some spare time.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4732. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90md74qbe3@snipp.uninett.no>
Source record: 6285

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> I've now installed the 48Mhz oscillator, and there are indeed serious
> problems when booting (black screen, no disk activity at all). When it

Tidying up the wiring solved the boot-problem, it now boots every time I
power it up. However, the keyboard doesn't always work, but a reset cures
this every time. I don't know why this happens in 12MHz and not 10MHz.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4733. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90mdbhqbe4@snipp.uninett.no>
Source record: 6286

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

>> There is an insanity on PCB design in some Ataris (don't know about STacies)
>> so that pin 5 of both ACIAs (that's probably the signal you would like to

> I'm aware of this. I haven't checked this on the Stacy yet, as I'm only
> using one ACIA anyway.

It doesn't apply to my Stacy.

>> That's what I would like to know, too :) Maybe the 200Hz timer?

> I'll try to patch it and see what happens.

OK, I tried it but couldn't notice any difference. Everything works as
before.

Right now I'm trying to figure out how the Shadow-chip works, perhaps it's
possible to always run it at 8MHz, thus solving the problem with the high
refresh-rate on the LCD screen.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4734. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-06 00:00:00 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <976215410-737766AEicMi@bun.com>
Source record: 6287

Hi Djordje

>
>It would also be good to connectred,green,blue through resistors
>(different value each, I don't remember them now) to get a correctly
>balanced white colour.

The proportions would be 0.3, 0.59, 0.11 R G B respectivley.

This poses an interesting point, where is the weighting taken care of in
the ST system?.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4735. Re: Getting 4 IDE devices on one Bus

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A2F4AFF.795E498@ooc.de>
Source record: 6289

Lyndon Amsdon wrote:

> Dam. Is it simply an address that was poke'd to send the IDE
> controller on the mobo to the second IDE bus?

In case of the Milan it's a little bit more, but essentially there are
additional port addresses that have to be supported.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4736. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 00:00:00 UTC
From: Jo Even Skarstein <joska@online.no>
Message-ID: <90nk03$v9k$1@nnrp1.deja.com>
Source record: 6290

In article <3A2F3973.7712E3F@ndh.net>,
=?iso-8859-1?Q?Marc=2DAnt=F3n?= Kehr <m.kehr@ndh.net> wrote:

> have you tried this link:
>
> http://members.aol.com/michaelruge/index.html

Yes, the ftp-link to chips'n chips is dead.

--
/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

Sent via Deja.com http://www.deja.com/
Before you buy.

4737. Re: few questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <90ols4$88a$1@plutonium.compulink.co.uk>
Source record: 6291

In message <90lrk0bq1@bagan.srce.hr>, dk33806@pinus.cc.fer.hr said:

> What program can print (on Star LC 24-10) HTML files on Atari 1MB ST?
> Is there a way to convert .htm to .sdo or 1st word .doc?

There's a freeware program called HTML2TXT that will convert web pages to ASCII, if it's a simple HTML file without frames etc. Alternatively you could just load it into a text editor and do a search for <*> and replace with nothing. Note you can't uses 1WP for this, as it only has single character wild-cards (^H) whereas you need an any-number-of-characters (*) wild-card capability. Everest or QED and most other ASCII editors allow this, and should run on a 1MB machine.

If you had more memory you could print from CAB directly, but you need at least 2 MB for this program to run.

> I have seen in the store mouse with Atari mouse connector, but the mouse
> is for PC. Can it also work on Atari? I dont know what type of mouse is
> that, since it is not in the quick-faq. The mouse has joystick-type
> connector like Atari mouse. Mouse costs 5 US$.

If it's a PC mouse, then perhaps an adaptor from Mario in New Zealand would do, though that usually has a 15-pin input, I think. This must be a really old one! But there are quite a few switchable Atari/Amiga mice about. If you can't find one, the best thing is to try the $5 mouse - it will hardly break the bank!

Regards, /Peter/

4738. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90opci$ba7$1@snipp.uninett.no>
Source record: 6292

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>power it up. However, the keyboard doesn't always work, but a reset cures
>>this every time. I don't know why this happens in 12MHz and not 10MHz.

> It may have something to do with the ACIA's needed a syncronous
> transfer between it and the CPU. Have you tried Midi?

No. But I don't think this is the problem, it's more likely that there are
problems with the initialization of the ACIA(s) at power-up.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4739. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90opgq$ba7$2@snipp.uninett.no>
Source record: 6293

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>Yes, the ftp-link to chips'n chips is dead.

> Yes I've sent it to your email address in the header, but I had a
> reset by host or something so if it is corrupted then I'll be glad to
> send it again.It should be a zip with file size of 348313 bytes.

It was corrupted, but I found it at Vezz' hardware site instead. However,
this is version 3.x, I'm still looking for 6.55.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4740. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <90p0bt$f5s$1@SOLAIR2.EUnet.yu>
Source record: 6294

On 6 Dec 2000 20:19:37 G, Jo Even Skarstein wrote:

>Anyway, it turns out that the 74HCxx's I have are too slow for the 48MHz
>clock (AFAICS there's no reason for that, but it only works with the 40MHz
>clock...), so I'm using a simple relay instead.

They should work, indeed. Maybe the input capacitances are just a bit
too high for the clock output? Or maybe yoyu should try 74HCTxx; although
marginally slower, these chips have logic levels slightly different
than 74HCTxx, so that they are "TTL compatible"- that's what the "T" in HCT
stands for- just reminding, as you probably know all this...

>>>> What about the 4MHz that goes from the MMU to the MFP?
>>>Haven't patched that. What does this affect?
>> That's what I would like to know, too :) Maybe the 200Hz timer?
>This is easy to test, I'll do it tonight.
>
>OK, I tried it but couldn't notice any difference. Everything works as
>before.

Not even on the monitor (i.e. SM124) output? That's sad news :(I hoped
that it would have some effect. I suppose, as I only have a SM124, that
I will have to try to generate syncs at the correct frequencies by a
suitable circuit, and declare to the computer that the syncs are external...

What surprises me is that you could not get the colour output either.
At 40MHz clock vertical frequency should have been 62.5Hz and I supposed
that a good TV with a RGB (on SCART) input could lock to it- after all
there are those small programs that raise the vertical to 60Hz and the TVs
can handle it.

Btw. it has often been mentioned here that newer colour monitors can't
sync so low as the ST video output needs. Maybe by applying a patch
like yours to a ST, and by running a "60Hz" program on top of it it would
be possible to enter the locking range of newer monitors...

Anyway, it seems that a patch like the one you made may well become
a "standard" and quite easy upgrade for STacies, siginificantly
upgrading their performance. Good :) I wish I had a STacy too...

>> That would be nice, indeed. I am just worried that, at this speed, the
>> circuitry that generates DTACK (in th GLUE, I think) may be too slow,
>> (as someone pointed here a while ago) and may mess-up read or write
>
>This doesn't apply to the ADSpeed, as it never access the bus at 2x speed
>anyway (except the ROM, but the GLUE isn't involved here).

As I understand it, it doesn't have to- the DTACK may linger too long from a previous bus access, so the CPU, going fast with its internal cycles through a next instruction, gets a false idea that a new access is already finished before it's even started.

Cu.

4741. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 00:00:00 UTC
From: vdjole@EUnet.yu
Message-ID: <90p0c3$f5s$2@SOLAIR2.EUnet.yu>
Source record: 6295

On 6 Dec 2000 20:31:10 -, Lyndon Amsdon wrote:

>>>BTW Djordje: I may think about making that memory upgrade using two
>>>4mb SRAM chips (512*8bit). Should be simple, but I'm worried about
>>It should be quite simple- but around here big SRAMs are rather expensive-
>>is that the reason why you contemplate only 1MB of RAM upgrade?
>I've decided to go the full 8mb I think. A 4mb SRAM costs 16ukp which
>is 8bit.

Ooops! it seems I misunderstood! I thought you were talkina about
4MBIT chips and you were talking about 4MBYTE chips. Frankly, I didn't
know they have started making SRAM chips that big- I guess I am behind
the times a little bit here :)

>This will wire striaght onto the address lines as I think
>they have 22 bit address lines, wire these straight on the the bus,
>pin to pin with the CPU's 24 bit addr bus. Last address line 23 and
>24 determine which 4mb slot to use. I'm taking it from the
>perspective of the CPU splitting it's address range into 4 equal size
>4mb chunks.
>
> 23 24
> 0 0 0-4mb slot <Slow system ram>
> 1 0 4-8mb slot <Fast ram>
> 0 1 8-12mb slot <Fast ram>
> 1 1 12-16mb slot <memory mapped devices>

But MC68K has only A1 to A23, you made a little lapse here. And
of course you will have to make a proper address decoder (like the
74HCT688 or whatever) for the "chip select" of the new RAMs, so that they
do not get activated when the memory-mapped-devices range is addressed.

>>Regarding bus error: I think that I saw the schematics that you talk
>>about, and they indeed made the things quite complicated. And I remember
>>reading somewhere else that giving bus error depends on the
>>make of the Glue chip: some chips just "fold over" gracefully and
>>regard requests to higher RAM addresses the same as the lower 4MB.
>
>I really am not sure what to do here. Maybe the Glue does the below
>when something accesses the "special" 4-12mb range.
>"You can assert /BERR instead of /DTACK, in which case you indicate
>the CPU that the address it wants to access is not valid. The CPU
>then aborts the cycle and takes the bus error exception"
>
>When you access an area like the 4-12mb section you get 2 bombs
>signaling a bus error. Something is producing the /BERR , otherwise

>the CPU would sit there waiting for /DTACK to be signalled by a device
>that isn't there.

AFAIK there is a sort of counter/timer in Glue which creates /BERR if /DTACK
is not generated in a decent time after /AS. But you can test
whether your particular Glue chip is OK: patch some simple TTL
circuit that decodes some address range in the 4-12MB area, and return
its output through an open-collector gate as /DTACK. Then try to read
something from this area. It does not matter what data you get, because
there is no RAM there yet, but just whether you get it without /BERR.

Cu.

4742. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 00:00:00 UTC
From: bindon@madasafish.com
Message-ID: <t305qak1cahbb5@corp.supernews.com>
Source record: 6296

On 7 Dec 2000 21:44:35 G, Djordje Vukovic wrote:
>On 6 Dec 2000 20:31:10 -, Lyndon Amsdon wrote:

>> 23 (22) 24 (23)
>> 0 0 0-4mb slot <Slow system ram>
>> 1 0 4-8mb slot <Fast ram>
>> 0 1 8-12mb slot <Fast ram>
>> 1 1 12-16mb slot <memory mapped devices>
>
>But MC68K has only A1 to A23, you made a little lapse here. And
>of course you will have to make a proper address decoder (like the
>74HCT688 or whatever) for the "chip select" of the new RAMs, so that they
>do not get activated when the memory-mapped-devices range is addressed.

Yep sorry, I'm one up. I took the address lines as 1 to 24, whereas
it should be written correctly as 0 to 23. But the theory is right on
the above. I've put the "proper" numbers in brackets. Address
decoder will be very simple as you can see. When I assemble this GAL
programmer I can burn patches into it as I go along.

I think 4mb SRAMs are about the highest they go, without spending HUGE
amounts of cash. I really can not be bothered to use DRAMs.

>>When you access an area like the 4-12mb section you get 2 bombs
>>signaling a bus error. Something is producing the /BERR , otherwise
>>the CPU would sit there waiting for /DTACK to be signalled by a device
>>that isn't there.
>
>AFAIK there is a sort of counter/timer in Glue which creates /BERR if /DTACK
>is not generated in a decent time after /AS. But you can test
>whether your particular Glue chip is OK: patch some simple TTL
>circuit that decodes some address range in the 4-12MB area, and return
>its output through an open-collector gate as /DTACK. Then try to read
>something from this area. It does not matter what data you get, because
>there is no RAM there yet, but just whether you get it without /BERR.

That's a really cool idea Djordje! I have some ORs/ANDs kicking
around, so I'll get this mounted on some breadboard at the weekend,
with a small signal trany for the /DTACK. I'll report back, thanks
for the info about the way /BERR is made.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |

4743. Re: few questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <976258534-89329AEicMi@cwcom.net>
Source record: 6297

From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Date: 6 Dec 2000 17:05:04 GMT

> What is the best,newest, up-to-dated, atari ftp archive?

chapelie.rma.ac.be without a doubt.

>Is there "abandonware" for Atari? (with original, not ripped files)

Cypress and Scripter V5 (both WP) come to mind, GTLook (Epson scanner driver) for another - there are more but these are the only ones I can remember.

> What program can print (on Star LC 24-10) HTML files on Atari 1MB ST?
> Is there a way to convert .htm to .sdo or 1st word .doc?

Your best bet is probably to use an HTML-TXT file converter, you'll find one on the chapelie server. You'll lose the formatting info though. If you use CAB and NVDI you can print from CAB?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4744. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 07:17:07 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3A2F3973.7712E3F@ndh.net>
Source record: 6288

Hi Jo Even,

have you tried this link:

http://members.aol.com/michaelruge/index.html

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

4745. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 15:27:22 UTC
From: bindon@madasafish.com
Message-ID: <t2vb2q8dd08k50@corp.supernews.com>
Source record: 6298

On 6 Dec 2000 22:05:24 G, Jo Even Skarstein wrote:
>Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>> I've now installed the 48Mhz oscillator, and there are indeed serious
>> problems when booting (black screen, no disk activity at all). When it
>
>Tidying up the wiring solved the boot-problem, it now boots every time I
>power it up. However, the keyboard doesn't always work, but a reset cures
>this every time. I don't know why this happens in 12MHz and not 10MHz.

It may have something to do with the ACIA's needed a syncronous
transfer between it and the CPU. Have you tried Midi?

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4746. Re: few questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 15:27:24 UTC
From: bindon@madasafish.com
Message-ID: <t2vb2sed79i251@corp.supernews.com>
Source record: 6299

On 6 Dec 2000 22:00:07 G, Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> You'll need Mario's convertor to use a serial PC mouse, or plug it in
>> the serial (modem) port ansd use software drivers.
>
>Or take a look at the NetBSD/Atari FAQ, it describes how to convert a
>regular serial mouse to an Atari compatible mouse. I haven't tested it
>yet, but I have a very cheap A4tech mouse here that I'm going to modify
>when I get some spare time.

Hmmm, I could do this to my Logictech that failed to work with my
mouseburster. I'll have to check this out....

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4747. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 15:44:18 UTC
From: bindon@madasafish.com
Message-ID: <t2vc2i4ecejt27@corp.supernews.com>
Source record: 6300

On 7 Dec 2000 09:07:17 G, Jo Even Skarstein wrote:
>In article <3A2F3973.7712E3F@ndh.net>,
> =?iso-8859-1?Q?Marc=2DAnt=F3n?= Kehr <m.kehr@ndh.net> wrote:
>
>> have you tried this link:
>>
>> http://members.aol.com/michaelruge/index.html
>
>Yes, the ftp-link to chips'n chips is dead.

Yes I've sent it to your email address in the header, but I had a
reset by host or something so if it is corrupted then I'll be glad to
send it again.It should be a zip with file size of 348313 bytes.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4748. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-07 17:59:59 UTC
From: atarist@xs4all.nl
Message-ID: <90oj6v$6e6$1@news1.xs4all.nl>
Source record: 6201

The resistor values are:
red 270
green 120
blue 820

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

On 6 Dec 2000 17:17:21 G, Djordje Vukovic wrote:
[...]
>It would also be good to connectred,green,blue through resistors (different
>value each, I don't remember them now) to get a correctly balanced
>white colour.
>.

4749. Re: few questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-08 15:53:33 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <90r05tnlm1@bagan.srce.hr>
Source record: 6203

xlator@cix.compulink.co.uk wrote:

: about. If you can't find one, the best thing is to try the $5 mouse - it
: will hardly break the bank!

I bought it. Didn't work. It is year 1995 mouse. Not too old? I will
try again with serial port. On box it says "PC serial mouse", so it's
serial then. Driver for serial mouse and 9/15 should do the fun, I
think. I will report when I suceed.

DK

--

4750. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-08 16:12:45 UTC
From: Craig Hart <chartnospam@hyperlink.net.au>
Message-ID: <90r0qo$f3v$1@perki.connect.com.au>
Source record: 6202
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hiya..

It strikes me that to get colour on SVGA, we just build the mono VGA adapter, but leav eoff grounding the mono detect ping and wire up the RGB pins directly instea dof the mono out.

OK, now the problem is the shifter is clocking out at the wrong frequency. We know the shifter can run faster (it does in mono mode) so why not just write a patch to reprogram the mono scan speeds into the shifter in colour mode??

"Branko Badrljica" <brankob@avtomatika.com> wrote in message news:3A2A8A51.D4973A28@avtomatika.com...
> Sorry for late response.
>
>
> I was hoping that I will be able to draw a nice schematics, but I'm in a hurry and
> already late with response to your letter for a few days.
>
> So, instead of having schematics, you will have to settle with handwaving description
> for the present.
> ST's shifter has nine colour outputs (3 for R,G and B output respectively) on pins
> 21-29 and monochrome output on pin 30. This means that each main colour can be output
> in one of 8 intensities/-from 0 to maximum.
> Colour signals are grouped per colour, so pins 21-23 are for red, 24-26 are for green
> and 27-29 are for blue component. D/A conversion is performed with nearby resistors.
> If you look closely, you will notice that
> 3 resistor values are repeated 3 times. There are 3K6, 7K5 and 15 K resistors for each
> colour. Each resistor is connected with one end to corresponding TTL output and other
> end is tied to other ends from other resistors in the group. Common connection of all
> three resistors go to the katode of small signal diode and then to th base of buffer
> transistor. All resistors have to be taken out from PCB and soldered to pins directly
> with other end of all resistors connected. Diode is soldered to common

pont of all
> resistors and anode is wired to base of coresponding transistor.
> In essence, this reflects vconnsections in PCB with the difference that
all circuitry
> is now far away from noisy data lines. Oh, yes, one have to cut connection
on the base
> of buffer transistor in the PCB, since this would otherwise still inject
noise in the
> signal.
>
> Whole operation would be to use small piece of test PCB, solder in 2
groups of 20 pins
> so that whole PCB can be inserted into old shifter socket and shifter chip
should be
> soldered on that test PCB adjacently.
> Then, one should connect all pins between shifter chip and socket, except
pins 21-30.
> After that, one needs to solder on the test PCB three 74HCT32 (quad OR
gates each).
> Two of the gates should buffer mono out signal of the shifter (pin30).
THen, each
> colour output from shifter should be ORed with bufered mono output and
connected to
> corresponding socket pin. Mono out pin on the socket should have
separately buffered
> mono out from shifter. After that, one has to properly connect VCC and GND
for each
> 74HCT32 and 100nf multilayer capacitor across power pins of each chip.
Then, test PCB
> can be inserted in the old shifter socket. Now we have colour output
active in all
> three resolutions.
> After that all we have to do is to relocate those resistors to some safer
place,
> possibly on the test PCB along with shifter chip and those 3 TTLs.
> I'll document everything more thoroughly if needed....
>
> Regards,
>
>
> Branko
>
>
> Lyndon Amsdon wrote:
>
> > On 26 Nov 2000 08:40:59 , Branko Badrljica wrote:
> >
> > Hi Branko
> >
> > >Noisy data bus lines that go to the shifter are routed straight through

the
> > >sensitive R-2R ladders that do the D/A conversion.
> > >Becaouse of that, there will be many ghosts, especially in mono
resoulitions (I
> > >don't know exactly why mono is more affected).
> > >Physical movement of some resistors in board away from critical area
gave drastic
> > >improvement and heavenly clean picture.
> > >
> > >If anyone is interested in doing that and need extra info, I would be
glad to
> > >help.
> >
> > I'm quite interested, tell me more....
> > L.A Amsdon
> > --
> > +--------------------------------------+
> > |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> > |48X Atapi CDRom PC Tower Case TOS 2.06|
> > |ADSCSI MiniS Quantum Mouseburster FMC II|
> > |**************************************|
> > | bindon@madasafish.com |
> > +--------------------------------------+
> >
> > L.A Amsdon
> > --
> > +--------------------------------------+
> > |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
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> > |ADSCSI MiniS Quantum Mouseburster FMC II|
> > |**************************************|
> > | bindon@madasafish.com |
> > +--------------------------------------+
>

4751. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-08 16:57:23 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <90r3tj$o70$1@snipp.uninett.no>
Source record: 6204

Djordje Vukovic <vdjole@eunet.yu> wrote:

>>OK, I tried it but couldn't notice any difference. Everything works as
>>before.

> Not even on the monitor (i.e. SM124) output? That's sad news :(I hoped

No. The syncs are generated by the GLUE so I can't see how running the MFP
at it's original speed can help here.

> that it would have some effect. I suppose, as I only have a SM124, that
> I will have to try to generate syncs at the correct frequencies by a
> suitable circuit, and declare to the computer that the syncs are external...

What you need to do is to intercept the hsync, vsync and DE signals from
the GLUE and generate them yourself. Overscan and LaceScan seems to do
this, but it only replace the DE signal AFAICS. I really don't know much
about the details here, getting hold of the C't article about their 12MHz
accelerator would probably help.

> What surprises me is that you could not get the colour output either.
> At 40MHz clock vertical frequency should have been 62.5Hz and I supposed
> that a good TV with a RGB (on SCART) input could lock to it- after all

The problem is hsync, which IIRC is 15KHz on NTSC as well.

> Btw. it has often been mentioned here that newer colour monitors can't
> sync so low as the ST video output needs. Maybe by applying a patch
> like yours to a ST, and by running a "60Hz" program on top of it it would
> be possible to enter the locking range of newer monitors...

I don't think so, even with a 48MHz clock you'll still only get 22.5KHz
horizontal frequency, much too low.

> Anyway, it seems that a patch like the one you made may well become
> a "standard" and quite easy upgrade for STacies, siginificantly
> upgrading their performance. Good :) I wish I had a STacy too...

I'm writing a detailed description on how it works, I'll post it on my
homepage as soon as I find a way to sync DreamWeaver to my webserver
through a firewall.

> As I understand it, it doesn't have to- the DTACK may linger too long
> from a previous bus access, so the CPU, going fast with its internal
> cycles through a next instruction, gets a false idea that a new
> access is already finished before it's even started.

I see. I don't think this is a problem with the ADSpeed, as it's extremely stable. I hope I can test it at 12/24MHz this weekend :-)

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4752. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-08 18:04:02 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A312292.58A575B3@avtomatika.com>
Source record: 6205
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Craig Hart wrote:

> Hiya..
>
> It strikes me that to get colour on SVGA, we just build the mono VGA
> adapter, but leav eoff grounding the mono detect ping and wire up the RGB
> pins directly instea dof the mono out.
>
> OK, now the problem is the shifter is clocking out at the wrong frequency.
> We know the shifter can run faster (it does in mono mode) so why not just
> write a patch to reprogram the mono scan speeds into the shifter in colour
> mode??
>

This rather underestimates the problem.

Lets do some basic math:

ST uses 32 MHz oscillator, which drives video shifter.
Shifter divides that by 2 and gives 16 MHz to the rest of computer.
GLUE divides 16 MHz by 2 and gets 8 MHz to the CPU.
CPU uses 4 cycles for access to the memory (without waitstates). 1 cycle of
8 MHz clk takes 125 ns, so four take 500 ns. This also means that teoretical
limit
for CPU is 2.000.000 transfers per second.
Designers of ST took cleverly advantage of the fact that execution times for
most
instructions on 68000 is even. That means that if enabled 0WS work, the CPU
would
almost always started memory transfer at 2n cycle.
Why is that important ?
Well, in computer two devices eat majority of memory bandwidth: CPU and video
shifter.
Those two are major bandwidth loads. But the fact that they behave so
differently
complicates things even further. CPU needs fast access and is in general hardly
predictable- ie. one can't
predict time nor address of next access on the basis of previous (it is not 100%
truth, but lets leave it here), while
video shifter behaves very predictably, but it demands no waitstates and usually
quite high bandwidth.
All older machines with cacheless CPU (like 8086, 68000, IIRC80286 etc) had
suffered quite CPU performance impact due to videogeneration circuitry.
As said, 68000 uses mainly even cycles for starting memory access, or more

precisely said, time of bus inactivity is even number of cycles.
Those days mainstream DRAMs had acces times of 150ns and they demanded extra 120 ns after access to be able to catch breath (precharge) of air before next access could begin.

Creators of ST did two important things:

-they have managed to shorten memory cycle time from 270 ns (150ns+120ns) to 250 ns
-they have enabled the CPU access on 4 cycle boundaries

Between consecutive boundaries is 500ns, which means time for two memory accesses. Forst is for CPU/DMA etc, while second is for video shifter. This means that video generating circuitry on ST can grab picture from memory at rate of up to 2MHz x 2bytes/access= 4Mbytes/second
When in monochrome mode, each access gets into shiter 16 pixels, so pixel clock is 16 x 2MHz=32 Mhz.
This means that each pixel lasts for 1/32MHz=31.25ns. Whole visible part of horizontal line takes 800 pix or 25 microseconds. Firts cca. 150 pix are black, 640 pixels are drawn from RAM and the last 160 pix are black.
There is also some extra time to accomodate beam retrace to starting position for next line, so each line takes cca. 28 microseconds.Since there are also top and bottom border, each picture frame has to have more than just 400 visible lines-more exactly 500. Top and bottom 50 lines are black or not drawn (during the vertical retrace)...
So, to draw a complete picture frame, video circuitry needs time for 500 lines. This means 500 x 28 microseconds=14 ms. Each picture frame takes cca 14 ms, so there are 72 frames per second.

This means that there is no way of convincing ordinary ST to draw a picture faster with equal resolution, border and retrace timings.

Similarly, in 4 colour mode one can reach only half as much pixel per access as in mono mode, so that means that ordinary ST will never be able to work in colour modes with ordinary VGA at 640 x 400....
This is not a problem of convincing shifter to work in colour mode, it's deeper than that.

I'm sorry for the length of the mail, but I feel that too many people here do not understand basic math with video access which is needed if one wants to fiddle with overscans etc...

Regards,

Branko

>
> "Branko Badrljica" <brankob@avtomatika.com> wrote in message
> news:3A2A8A51.D4973A28@avtomatika.com...
> > Sorry for late response.
> >
> >
> > I was hoping that I will be able to draw a nice schematics, but I'm in a

> hurry and
> > already late with response to your letter for a few days.
> >
> > So, instead of having schematics, you will have to settle with handwaving
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> > for the present.
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> > in one of 8 intensities/-from 0 to maximum.
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> > and 27-29 are for blue component. D/A conversion is performed with nearby
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> > If you look closely, you will notice that
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> connection of all
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> > transistor. All resistors have to be taken out from PCB and soldered to
> pins directly
> > with other end of all resistors connected. Diode is soldered to common
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> > resistors and anode is wired to base of coresponding transistor.
> > In essence, this reflects vconnsections in PCB with the difference that
> all circuitry
> > is now far away from noisy data lines. Oh, yes, one have to cut connection
> on the base
> > of buffer transistor in the PCB, since this would otherwise still inject
> noise in the
> > signal.
> >
> > Whole operation would be to use small piece of test PCB, solder in 2
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> > so that whole PCB can be inserted into old shifter socket and shifter chip
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> > soldered on that test PCB adjacently.
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> > After that, one needs to solder on the test PCB three 74HCT32 (quad OR
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> > Two of the gates should buffer mono out signal of the shifter (pin30).
> THen, each
> > colour output from shifter should be ORed with bufered mono output and
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> > corresponding socket pin. Mono out pin on the socket should have
> separately buffered
> > mono out from shifter. After that, one has to properly connect VCC and GND
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> > 74HCT32 and 100nf multilayer capacitor across power pins of each chip.
> Then, test PCB
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> > three resolutions.
> > After that all we have to do is to relocate those resistors to some safer
> place,
> > possibly on the test PCB along with shifter chip and those 3 TTLs.
> > I'll document everything more thoroughly if needed....
> >
> > Regards,
> >
> >
> > Branko
> >
> >
> > Lyndon Amsdon wrote:
> >
> > > On 26 Nov 2000 08:40:59 , Branko Badrljica wrote:
> > >
> > > Hi Branko
> > >
> > > >Noisy data bus lines that go to the shifter are routed straight through
> the
> > > >sensitive R-2R ladders that do the D/A conversion.
> > > >Becaouse of that, there will be many ghosts, especially in mono
> resoulitions (I
> > > >don't know exactly why mono is more affected).
> > > >Physical movement of some resistors in board away from critical area
> gave drastic
> > > >improvement and heavenly clean picture.
> > > >
> > > >If anyone is interested in doing that and need extra info, I would be
> glad to
> > > >help.
> > >
> > > I'm quite interested, tell me more....
> > > L.A Amsdon
> > > --
> > > +--+
> > > |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> > > |48X Atapi CDRom PC Tower Case TOS 2.06|
> > > |ADSCSI MiniS Quantum Mouseburster FMC II|
> > > |**|
> > > | bindon@madasafish.com |
> > > +--+

```
> > >
> > > L.A Amsdon
> > > --
> > > +--------------------------------------+
> > > |Atari STe 4Mb 1.7gb IDE HD 56k Modem |
> > > |48X Atapi CDRom PC Tower Case TOS 2.06|
> > > |ADSCSI MiniS Quantum Mouseburster FMC II|
> > > |**************************************|
> > > | bindon@madasafish.com |
> > > +--------------------------------------+
> >
```

4753. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-09 16:12:46 UTC
From: bindon@madasafish.com
Message-ID: <t34mfuo82ccre5@corp.supernews.com>
Source record: 6206

On 6 Dec 2000 21:09:01 G, Hallvard Tangeraas wrote:
>Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>> VGA has separate syncs. You should connect it like this:
>>
>> VGA Atari
>> ----------------------------
>> 1 Red mono in
>> 2 Green mono in
>> 3 Blue mono in
>> 4,5,6,7,8,10,11 Gnd gnd and mono detect
>> 13 Hsync hsync
>> 14 Vsync vsync
>
>Aren't there supposed to be a few resistors in there somewhere? The
>R/G/B lines perhaps?
>I believe I've seen that in another circuit -I'll try to find out more
>if there's any interest.

Thanks for all the help there guys.

I've connected it exactly how it is above, without resistors for the moment to simplify things. I'm still having problems getting the monitor to work though. When the ST is booting up, there is a small white compressed section at the top. When it gets to the desktop the screen is just about viewable, but there are 8copys of the same image side by side! Also the screen is rolling onto itself, if you know what I mean, it's very hard to describe.

It's all liney, and the monitor is giving a high pitch sound. Also palaying with the controls especially the "move screen from left to right" makes the screen roll and not synced. This should be a standard VGA according to it's manual. I'll have to try it on another monitor.

Anyone had any similar effects?

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4754. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-09 17:42:48 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <90tquo$7sr$1@draco.stochastik.rwth-aachen.de>
Source record: 6207

In article <3A2CC943.5629822A@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:
>
>sorry to labour a point, but I thought that you project worked for/with
>Milan-Computersystems and that you would have some knowledge of the
>authority behind their news at:
>
>www.milan-computer.com/de/news/news42.html

Have you looked at the date of that news entry? Tomorrow, it will be 2 years
old, and announced the first released version of my SCSI driver!

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4755. Re: Getting 4 IDE devices on one Bus

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-09 17:46:58 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <90tr6i$7th$1@draco.stochastik.rwth-aachen.de>
Source record: 6208

In article <t2q5hhmnk3ahee@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>So acidently while looking for a VGA adaptor
>schematics I found some article on an Amiga hack site for doing
>exactly this. Basically it's very simple, ie 2 diodes for the IRQ and
>and few wires switched over. These wires are the CS select wires, and
>a couple of others.

That can only work if the IDE interface has additional addresses / chip
select lines available to start with. You will need logic to decode the
extra addresses and route the CS signals only to one of the two busses
depending on a previously unused address line.

A standard IDE interface can olny support 2 drives per IDE BUS. The Milan
has two completely separete IDE busses.

However, note that the falcon's IDE bus is already critical with short
cables and 1-2 devices. Adding an additional length of cable and loading
that with more devices will not improve this.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4756. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-09 18:14:06 UTC
From: vdjole@EUnet.yu
Message-ID: <90tspe$3rg$1@SOLAIR2.EUnet.yu>
Source record: 6209

On 7 Dec 2000 23:03:38 -, Lyndon Amsdon wrote:

>>But MC68K has only A1 to A23, you made a little lapse here. And

>Yep sorry, I'm one up. I took the address lines as 1 to 24, whereas
>it should be written correctly as 0 to 23. But the theory is right on
>the above. I've put the "proper" numbers in brackets. Address
>decoder will be very simple as you can see.

Wrong again :) It is A1 to A23 and there are UDS and LDS which are not
exactly the same as A0. Just be careful that slips like that don't
result in some barbecued hardware :) So, your chip-select decoder(s)
will have to have as inputs A22, A23, AS, UDS and LDS to enable proper
byte-access.

>I think 4mb SRAMs are about the highest they go, without spending HUGE
>amounts of cash.

Ok, you mean 4M-BYTE, not M-BIT don't you? Have you acquired the name
and pinout of those yet? I would be interested to see that pinout list
if you can email it to me.

When I went for a walk this morning I checked a couple of shops that
sell chips nearby here, just to see what is their current assortment of
SRAM chips- and it turned out that at the moment they don't have any
at all! Funny attitude in an age of computers and electronics...

>That's a really cool idea Djordje! I have some ORs/ANDs kicking
>around, so I'll get this mounted on some breadboard at the weekend,
>with a small signal trany for the /DTACK.

Maybe it would be good to check somehow in this excperiment
that the old 4MB don't get addressed when you address the 4-12MB
range. maybe by looking into the read data to see if you get all 1111...s
(or maybe 0000...s?). If I understood correctly that which I read about Glue
and MMU chips, some of them may handle this inconveniently, so that the
poor MMU may think that it has been called and turn on data from the
old ST-RAM.

Cu.

4757. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-09 23:00:01 UTC
From: vdjole@EUnet.yu
Message-ID: <90udhhehl1@SOLAIR2.EUnet.yu>
Source record: 6210

On 7 Dec 2000 21:44:29 G, Djordje Vukovic wrote:

>On 6 Dec 2000 20:19:37 G, Jo Even Skarstein wrote:
>>Anyway, it turns out that the 74HCxx's I have are too slow for the 48MHz
>>clock (AFAICS there's no reason for that, but it only works with the 40MHz
>>clock...), so I'm using a simple relay instead.
>
>They should work, indeed.

I take this back. It is quite posible that 74HCxx would not work. I have
looked at the specifications for 74HC00 AC characteristics, and they
say that typical output transition time is about 7ns (propagation delay
is about 9ns), and in a worst case can be as high as 15ns. Now, at 48MHz and
50% duty cycle, one half-cycle pulse is only about 10ns so it may be that
the 74HC00 just doesn't have enough time to create a decent pulse with
clearly defined logic levels. If your wiring was, as you say, a bit untidy,
with largish capacitancies, these transition times may get even worse.
Probably 40MHz (12.5ns half-cycle pulse) was near the limit for this
chip type.

So it seems that 74Fxx should be prefered over 74HCxx for switching at 48MHz,
because 74Fxx have only 3ns propagation delay and similar transition times.
(74Fxx have higher power consumption and are more noisy, so they need
good decoupling)

On the other hand, maximum clock frequency for 74HC4040 is about 85MHz
(72MHz for 74HCT4040), though in a worst case can be as low as 30MHz.
Typical clock pulse width should be about 5ns, and it is very likely
that a 74HC4040 (or 74HCT4040) would be OK on a 32MHz clock.

Cu.

4758. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-10 12:55:51 UTC
From: bindon@madasafish.com
Message-ID: <t36vanj7rvonf7@corp.supernews.com>
Source record: 6211

On 9 Dec 2000 18:14:06 G, Djordje Vukovic wrote:
>On 7 Dec 2000 23:03:38 -, Lyndon Amsdon wrote:
>
>>>But MC68K has only A1 to A23, you made a little lapse here. And
>
>>Yep sorry, I'm one up. I took the address lines as 1 to 24, whereas
>>it should be written correctly as 0 to 23. But the theory is right on
>>the above. I've put the "proper" numbers in brackets. Address
>>decoder will be very simple as you can see.
>
>Wrong again :) It is A1 to A23 and there are UDS and LDS which are not
>exactly the same as A0. Just be careful that slips like that don't
>result in some barbecued hardware :) So, your chip-select decoder(s)
>will have to have as inputs A22, A23, AS, UDS and LDS to enable proper
>byte-access.

I'm sure you wouldn't need UDS, and LDS. Is'nt memory always
accessed 16bit blocks at a time? If it wasn't it would be very simple
to implement, as the fastram will be organised as two 8 bit memory
chips. UDS and LDS could be gated, with the out of the address
decoder to the CS pins.

>>I think 4mb SRAMs are about the highest they go, without spending HUGE
>>amounts of cash.
>
>Ok, you mean 4M-BYTE, not M-BIT don't you? Have you acquired the name
>and pinout of those yet? I would be interested to see that pinout list
>if you can email it to me.

I'm sorry. I'm talking about 4Mb chips. I really should be using the
right terminology! As for make I think Hitachi would be the best that
I can get hold of. They're 4Mb (512k*8), 32 pin. I can't understand
how they're only 32 pin. Adrress lines are 22, Data are 8, that only
leaves enough for power! They're not multiplexed are they?

>When I went for a walk this morning I checked a couple of shops that
>sell chips nearby here, just to see what is their current assortment of
>SRAM chips- and it turned out that at the moment they don't have any
>at all! Funny attitude in an age of computers and electronics...

I doubt you'll find them in a local shop....unless you live in Silicon
Valley!

>>That's a really cool idea Djordje! I have some ORs/ANDs kicking
>>around, so I'll get this mounted on some breadboard at the weekend,
>>with a small signal trany for the /DTACK.

>
>Maybe it would be good to check somehow in this excperiment
>that the old 4MB don't get addressed when you address the 4-12MB
>range. maybe by looking into the read data to see if you get all 1111...s
>(or maybe 0000...s?). If I understood correctly that which I read about Glue
>and MMU chips, some of them may handle this inconveniently, so that the
>poor MMU may think that it has been called and turn on data from the
>old ST-RAM.

Well, I connected a decoder for the 4-8Mb section of memory and ran it
via an open collector trany to the /DTACK line. It still bombs if I
poke (basic) to that range. I checked with a scope, but my scope
ain't fast enough. Maybe /BERR was getting in there too fast.

I know, if I pull out the /BERR line (string it to +5v) and then put
the decoder in again and connect the output to /BERR, I should be able
to see if the decoder is working. Or connect it to /DTACK, and see if
the computer carries on perfectly. In fact, we could do that,
intercept the /BERR line and only let the output from the glue go to
the CPU, *IF* it's not accessing the 4-8(12) Mb section. This would
be simple as it's related to the address decoder.

Or do we really need the /BERR line connected??!!

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4759. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-10 13:41:55 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <910173fkg1@draco.stochastik.rwth-aachen.de>
Source record: 6212

In article <t36vanj7rvonf7@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>I'm sure you wouldn't need UDS, and LDS. Is'nt memory always
>accessed 16bit blocks at a time? If it wasn't it would be very simple
>to implement, as the fastram will be organised as two 8 bit memory
>chips. UDS and LDS could be gated, with the out of the address
>decoder to the CS pins.

You will need LDS and UDS on write accesses, since otherwise a byte-write
would overwrite the adjacent byte in memory.

>I'm sorry. I'm talking about 4Mb chips. I really should be using the
>right terminology! As for make I think Hitachi would be the best that
>I can get hold of. They're 4Mb (512k*8), 32 pin. I can't understand
>how they're only 32 pin. Adrress lines are 22, Data are 8, that only
>leaves enough for power! They're not multiplexed are they?

There must be a R/W and at leat a CS pin somewhere. But wait - 512K is just
2^19, so there are only 19 address lines, so that leaves enough pins.

>>Maybe it would be good to check somehow in this excperiment
>>that the old 4MB don't get addressed when you address the 4-12MB
>>range. maybe by looking into the read data to see if you get all 1111...s
>>(or maybe 0000...s?). If I understood correctly that which I read about Glue
>>and MMU chips, some of them may handle this inconveniently, so that the
>>poor MMU may think that it has been called and turn on data from the
>>old ST-RAM.

No, ST-RAM is not accessed at adresses above 4MB. The MagnumST does just
this: add memory above 4MB, and generate DTACK for the CPU - however, it is
a bit more complex due to tue use of DRAM instead of SRAM.

Note, however, that on 4MB ST-RAM systems, there *must* be a hole after 4MB
(where no DTACK is generated) after reset, otherwise, TOS will happily test
your memory and put the video memory at the end of the first memory block,
which it not in ST-RAM any more!

>Well, I connected a decoder for the 4-8Mb section of memory and ran it
>via an open collector trany to the /DTACK line. It still bombs if I
>poke (basic) to that range. I checked with a scope, but my scope
>ain't fast enough. Maybe /BERR was getting in there too fast.

No - you have something around ~100 clock cycles before BERR is signaled.

>I know, if I pull out the /BERR line (string it to +5v) and then put
>the decoder in again and connect the output to /BERR, I should be able

>to see if the decoder is working. Or connect it to /DTACK, and see if

That won't help - BERR is generated as a timeout if no DTACK is seen. If you disable BERR, the machine will hang indefinitely without DTACK.

>the computer carries on perfectly. In fact, we could do that,
>intercept the /BERR line and only let the output from the glue go to
>the CPU, *IF* it's not accessing the 4-8(12) Mb section. This would
>be simple as it's related to the address decoder.
>
>Or do we really need the /BERR line connected??!!

Yes - and cutting is is just a band-aid for very bad design - this is absolutely unnecessary!

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4760. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-10 16:16:30 UTC
From: bindon@madasafish.com
Message-ID: <t37b2usae3jj2f@corp.supernews.com>
Source record: 6213

On 10 Dec 2000 14:41:55 , Michael Schwingen wrote:
>In article <t36vanj7rvonf7@corp.supernews.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>I'm sorry. I'm talking about 4Mb chips. I really should be using the
>>right terminology! As for make I think Hitachi would be the best that
>>I can get hold of. They're 4Mb (512k*8), 32 pin. I can't understand
>>how they're only 32 pin. Adrress lines are 22, Data are 8, that only
>>leaves enough for power! They're not multiplexed are they?
>
>There must be a R/W and at leat a CS pin somewhere. But wait - 512K is just
>2^19, so there are only 19 address lines, so that leaves enough pins.

I'm must be stupid, but, isn't an 8bit memory chip with only 2^19 (524,288 different combinations) going to have 512k? Each combination holds a byte of memory. The ST has 23 address line, 2^23 is 8 Mbytes which is right.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4761. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-10 17:30:29 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A33BDB5.FC12B908@avtomatika.com>
Source record: 6214

Lyndon Amsdon wrote:

> I'm must be stupid, but, isn't an 8bit memory chip with only 2^19 (524,288
> different combinations) going to have 512k? Each combination holds a
> byte of memory. The ST has 23 address line, 2^23 is 8 Mbytes which is
> right.
> ^^^^^^^^^^^^^^
>

2^23 is 8 Mlocations, each 16-bits wide. That makes 16 Mbytes...

>
>
>
> Lyndon Amsdon
> --
> +---------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +---------------------------+

4762. NEED TECHIE INFO ON ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-10 17:40:30 UTC
From: rtdos@qwest.net
Message-ID: <HkPY5.2598$0p4.156666@news.uswest.net>
Source record: 6215

Does anyone know where I can find programming & technical information on the
Atari ST/TT that I could download from the net?

--
J.Wood
rtdos@yahoo.com

4763. Re: few questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-10 20:19:22 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <iBRY5.19158$Bh.153518@NewsReader>
Source record: 6216

Hello.

"damir kaknjo" <dk33806@pinus.cc.fer.hr> wrote in message
news:90lrk0bq1@bagan.srce.hr...
>
>
> Where in Croatia I can buy the Atari mouse, and HD?

In Croatia, not a clue but in the UK, by post, Keychange Music Services.

Origional and replacement.

Barrie at Keychange.

www.atamusic.u-net.com

4764. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-10 20:28:56 UTC
From: bindon@madasafish.com
Message-ID: <t37ps84mtu357a@corp.supernews.com>
Source record: 6217

```
On 10 Dec 2000 18:30:29 , Branko Badrljica wrote:
>
>
>Lyndon Amsdon wrote:
>
>> I'm must be stupid, but, isn't an 8bit memory chip with only 2^19 (524,288
>> different combinations) going to have 512k? Each combination holds a
>> byte of memory. The ST has 23 address line, 2^23 is 8 Mbytes which is
>> right.
>> ^^^^^^^^^^^^^^
>>
>
>2^23 is 8 Mlocations, each 16-bits wide. That makes 16 Mbytes...

Yeah I knew that, as it is 16 bit wide, but is the top bit correct?

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

4765. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-10 22:15:46 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A340092.25CF5910@avtomatika.com>
Source record: 6218

I don't understand quite the fuss about MC68000 address bus.
I see that everyone undestands databus, as there are no complications there. 16 lines /D0-D15/ can manage two bytes and two DS signal strobes /UDS and LDS/ activate appropriate half or whole bus as needed.
Address lines are obviously a dfferent story.
Theoretically, 68000 should have 32 adress lines as it has resources for adressing 2^32 locations. Note that I have said LOCATIONS, not bytes. This would mean 4G locations x 2 bytes/loc= 8Gbytes.
If implemented that way, 68000 could also make much bigger relative jumps etc (now it's only +/- 32 Kb, but it could be +/- 128 Kb)
But then there would be no easy route to make 68000-compatible CPUs with differently sized data bus, like 68008,68020, 68030 etc.
So, designers took a different route. Address bus always adresses first byte of desired word, regardless of data bus width.
On 68000 this means that A0 is unnecesary, since A1-A23 carry information about desired word and UDS&LDS activate right byte lanes on the data bus. Because of that, 68000 and 68HC000 don't have A0 pin.
But on 68008 one can find A0 line, since the CPU has 8-bit data bus and it also only needs one DS.
In fact CPUs like 68EC000, 68SEC000 and 68HC001 have also A0 adress line because they can work in both modes: 16-bit 68000 mode and 8-bit 68008 mode (they have MODE pin for databus width selection).

Regards,

Branko.

BTW: I have also been looking for SRAMs and everything that I have found is either in 36-pin or 44-pin housing.
I have found nothing in 32-pin packing, but I was after high speed SRAMs.Low power ones might differ.

Lyndon Amsdon wrote:

> On 10 Dec 2000 18:30:29 , Branko Badrljica wrote:
> >
> >
> >Lyndon Amsdon wrote:
> >
> >> I'm must be stupid, but, isn't an 8bit memory chip with only 2^19 (524,288
> >> different combinations) going to have 512k? Each combination holds a
> >> byte of memory. The ST has 23 address line, 2^23 is 8 Mbytes which is
> >> right.
> >> ^^^^^^^^^^^^^^
> >>
> >

> >2^23 is 8 Mlocations, each 16-bits wide. That makes 16 Mbytes...
>
> Yeah I knew that, as it is 16 bit wide, but is the top bit correct?
>
> Lyndon Amsdon
> --
> +---------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +---------------------------+

4766. Re: few questions

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-10 23:28:09 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <dkUY5.11754$xW4.100221@news-server.bigpond.net.au>
Source record: 6219

The mouse will not work in the ST's Mouse port, the protocol's PC mice and Atari mice use are chalk and cheese. There is software to enable you to use a PC mouse under TOS, but this will not work for Games etc. Try System solutions or Keychange for an ST mouse..

Mark

"damir kaknjo" <dk33806@pinus.cc.fer.hr> wrote in message news:90r05tnlm1@bagan.srce.hr...
> xlator@cix.compulink.co.uk wrote:
>
> : about. If you can't find one, the best thing is to try the $5 mouse - it
> : will hardly break the bank!
>
> I bought it. Didn't work. It is year 1995 mouse. Not too old? I will
> try again with serial port. On box it says "PC serial mouse", so it's
> serial then. Driver for serial mouse and 9/15 should do the fun, I
> think. I will report when I suceed.

4767. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 00:25:41 UTC
From: vdjole@EUnet.yu
Message-ID: <9116u5$dq0$1@SOLAIR2.EUnet.yu>
Source record: 6221

On 10 Dec 2000 12:55:51 , Lyndon Amsdon wrote:

>>>I think 4mb SRAMs are about the highest they go, without spending HUGE
>>>amounts of cash.
>
>I'm sorry. I'm talking about 4Mb chips. I really should be using the
>right terminology! As for make I think Hitachi would be the best that
>I can get hold of. They're 4Mb (512k*8), 32 pin.

Ahm... err... Hm... Lyndon... I looked at a Hitachi web page... and
those 4M, 32-pin 512k*8 SRAMs... like, for example 628512, they are
FOUR MEGABIT chips, clearly marked "BIT" not "BYTE" on top of the page...
so each chip is only 512 KILOBYTE, and the numbers of pins, address and
data lines etc. make sense. So, at about 30 ukp/megabyte I don't think
you will be getting much RAM into your computer this way. You should
not go round disturbing the unsuspecting population with talk about four
megabyte static RAMs :) ...

>>When I went for a walk this morning I checked a couple of shops that
>>sell chips nearby here, just to see what is their current assortment of
>>SRAM chips- and it turned out that at the moment they don't have any
>>at all!
>
>I doubt you'll find them in a local shop....unless you live in Silicon
>Valley!

Well, they have them in their catalogues, but it seems that is just for show.

>Well, I connected a decoder for the 4-8Mb section of memory and ran it
>via an open collector trany to the /DTACK line. It still bombs if I
>poke (basic) to that range. I checked with a scope, but my scope
>ain't fast enough. Maybe /BERR was getting in there too fast.

Seems to me you are a bit hasty :) so maybe you have made some error
and your circuit doesn't work properly. And why don't you use for DTACK
output a proper open-collector TTL which would be sure to handle the
frequency, logic levels, etc.

>I know, if I pull out the /BERR line (string it to +5v) and then put
>the decoder in again and connect the output to /BERR, I should be able
>to see if the decoder is working.
>
>Or do we really need the /BERR line connected??!!

I don't think it would be wise to abolish /BERR. It is there for a
good reason.

Cu.

4768. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 00:25:45 UTC
From: vdjole@EUnet.yu
Message-ID: <9116u9$dq0$2@SOLAIR2.EUnet.yu>
Source record: 6220

On 10 Dec 2000 14:41:55 , Michael Schwingen wrote:
>>If I understood correctly that which I read about Glue
>>and MMU chips, some of them may handle this inconveniently, so that the
>>poor MMU may think that it has been called and turn on data from the
>>old ST-RAM.
>
>No, ST-RAM is not accessed at adresses above 4MB.

I found once on dejanews an old thread in an atari newsgroup, discussing
RAM expansion above 4MB and it was rather positively stated that not all
Glue chips behave the same regarding this matter (addressing 0-4 and 4-8MB,
bus error, etc) - I don't remember the details- and those produced by IMP
were quoted as not suitable for RAM expansion

>Note, however, that on 4MB ST-RAM systems, there *must* be a hole after 4MB
>(where no DTACK is generated) after reset, otherwise, TOS will happily test
>your memory and put the video memory at the end of the first memory block,
>which it not in ST-RAM any more!

A good point, AFAIK if the addresses are contiguous, TOS would conclude
that all that memory is ST-RAM (which it isn't, of course). Instead,
TOS should be informed at or after boot time (by a suitable small program?)
of the size and starting address of alternate memory.

cu

4769. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 10:30:04 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A34ACAC.9516FAAC@avtomatika.com>
Source record: 6222

OTOH those chips have one very nice feature. They can have access time as low as
10-20 ns !!
Theoretically that should be good for up to 100 MHz...
Paradise for overclocking...

Branko

Djordje Vukovic wrote:

> On 10 Dec 2000 12:55:51 , Lyndon Amsdon wrote:
>
> >>>I think 4mb SRAMs are about the highest they go, without spending HUGE
> >>>amounts of cash.
> >
> >I'm sorry. I'm talking about 4Mb chips. I really should be using the
> >right terminology! As for make I think Hitachi would be the best that
> >I can get hold of. They're 4Mb (512k*8), 32 pin.
>
> Ahm... err... Hm... Lyndon... I looked at a Hitachi web page... and
> those 4M, 32-pin 512k*8 SRAMs... like, for example 628512, they are
> FOUR MEGABIT chips, clearly marked "BIT" not "BYTE" on top of the page...
> so each chip is only 512 KILOBYTE, and the numbers of pins, address and
> data lines etc. make sense. So, at about 30 ukp/megabyte I don't think
> you will be getting much RAM into your computer this way. You should
> not go round disturbing the unsuspecting population with talk about four
> megabyte static RAMs :) ...
>
> >>When I went for a walk this morning I checked a couple of shops that
> >>sell chips nearby here, just to see what is their current assortment of
> >>SRAM chips- and it turned out that at the moment they don't have any
> >>at all!
> >
> >I doubt you'll find them in a local shop....unless you live in Silicon
> >Valley!
>
> Well, they have them in their catalogues, but it seems that is just for show.
>
> >Well, I connected a decoder for the 4-8Mb section of memory and ran it
> >via an open collector trany to the /DTACK line. It still bombs if I
> >poke (basic) to that range. I checked with a scope, but my scope
> >ain't fast enough. Maybe /BERR was getting in there too fast.
>
> Seems to me you are a bit hasty :) so maybe you have made some error
> and your circuit doesn't work properly. And why don't you use for DTACK
> output a proper open-collector TTL which would be sure to handle the

> frequency, logic levels, etc.
>
> >I know, if I pull out the /BERR line (string it to +5v) and then put
> >the decoder in again and connect the output to /BERR, I should be able
> >to see if the decoder is working.
> >
> >Or do we really need the /BERR line connected??!!
>
> I don't think it would be wise to abolish /BERR. It is there for a
> good reason.
>
> Cu.

4770. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 15:49:25 UTC
From: bindon@madasafish.com
Message-ID: <t39ts51ns9gj7d@corp.supernews.com>
Source record: 6223

On 11 Dec 2000 00:25:41 , Djordje Vukovic wrote:
>On 10 Dec 2000 12:55:51 , Lyndon Amsdon wrote:
>
>>>>I think 4mb SRAMs are about the highest they go, without spending HUGE
>>>>amounts of cash.
>>
>>I'm sorry. I'm talking about 4Mb chips. I really should be using the
>>right terminology! As for make I think Hitachi would be the best that
>>I can get hold of. They're 4Mb (512k*8), 32 pin.
>
>Ahm... err... Hm... Lyndon... I looked at a Hitachi web page... and
>those 4M, 32-pin 512k*8 SRAMs... like, for example 628512, they are
>FOUR MEGABIT chips, clearly marked "BIT" not "BYTE" on top of the page...
>so each chip is only 512 KILOBYTE, and the numbers of pins, address and
>data lines etc. make sense. So, at about 30 ukp/megabyte I don't think
>you will be getting much RAM into your computer this way. You should
>not go round disturbing the unsuspecting population with talk about four
>megabyte static RAMs :) ...

I was looking at an advert in an electronics mag, and they listed the
628512's as 4 mega byte, actually written. I assumed that was
correct, obviously not.

I give up, I'm not clever enough, if I can't even work out
things like that. I'll keep out of this discussion, from now on.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4771. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 16:09:35 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A34FC3E.80EFFB68@avtomatika.com>
Source record: 6224

yndon Amsdon wrote:

> On 11 Dec 2000 00:25:41 , Djordje Vukovic wrote:
> >On 10 Dec 2000 12:55:51 , Lyndon Amsdon wrote:
> >
> >>>>I think 4mb SRAMs are about the highest they go, without spending HUGE
> >>>>amounts of cash.
> >>
> >>I'm sorry. I'm talking about 4Mb chips. I really should be using the
> >>right terminology! As for make I think Hitachi would be the best that
> >>I can get hold of. They're 4Mb (512k*8), 32 pin.
> >
> >Ahm... err... Hm... Lyndon... I looked at a Hitachi web page... and
> >those 4M, 32-pin 512k*8 SRAMs... like, for example 628512, they are
> >FOUR MEGABIT chips, clearly marked "BIT" not "BYTE" on top of the page...
> >so each chip is only 512 KILOBYTE, and the numbers of pins, address and
> >data lines etc. make sense. So, at about 30 ukp/megabyte I don't think
> >you will be getting much RAM into your computer this way. You should
> >not go round disturbing the unsuspecting population with talk about four
> >megabyte static RAMs :) ...
>
> I was looking at an advert in an electronics mag, and they listed the
> 628512's as 4 mega byte, actually written. I assumed that was
> correct, obviously not.
>
> I give up, I'm not clever enough, if I can't even work out
> things like that. I'll keep out of this discussion, from now on.
>

No need to. If you are eager to make 4 Mb DRAM expansion, I can draw schematic
for you.
I can't guarantee that it will work on the fisrt try, but we'll get it to work
eventually...
Hmm, better yet, make that 8 Mb- since RAM is quite cheap these days...

Regards,

Branko

>
> Lyndon Amsdon
> --
> +---------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +---------------------------+

4772. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 18:44:03 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <91379j$26v$1@draco.stochastik.rwth-aachen.de>
Source record: 6225

In article <t37b2usae3jj2f@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>I'm must be stupid, but, isn't an 8bit memory chip with only 2^19 (524,288
>different combinations) going to have 512k? Each combination holds a
>byte of memory. The ST has 23 address line, 2^23 is 8 Mbytes which is
>right.

Yes, sure, now what is the problem? 2^19 is 512KB which is 4MBit - I don't
think there are bigger asynchronous SRAMs available, and you wrote about a
512K*8 SRAM, right?

The 68000 has 23 address lines, which makes 8MWords, each of two bytes,
yielding 16MBytes of total addressable memory.

(Although I still would not bother to wire static RAM to a ST - you would
need lots of them to even get to 4MBytes, and DRAM is a lot cheaper!)

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4773. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 19:01:23 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9138a3$2a7$1@draco.stochastik.rwth-aachen.de>
Source record: 6226

In article <9116u9$dq0$2@SOLAIR2.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>I found once on dejanews an old thread in an atari newsgroup, discussing
>RAM expansion above 4MB and it was rather positively stated that not all
>Glue chips behave the same regarding this matter (addressing 0-4 and 4-8MB,
>bus error, etc) - I don't remember the details- and those produced by IMP
>were quoted as not suitable for RAM expansion

The MagnumST RAM card works just fine in any 1040ST/MegaST, regardless of
the chipset (IMP or not).

The IMP chips behave differently, but RAM expansion works fine - you won't
get bus errors if you supply DTACK in time (which you have to do anyway).

>A good point, AFAIK if the addresses are contiguous, TOS would conclude
>that all that memory is ST-RAM (which it isn't, of course). Instead,
>TOS should be informed at or after boot time (by a suitable small program?)
>of the size and starting address of alternate memory.

That's just what the MagnumST does.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4774. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 20:53:56 UTC
From: bindon@madasafish.com
Message-ID: <t3afn4dommrmf8@corp.supernews.com>
Source record: 6227

```
On 11 Dec 2000 17:09:35 , Branko Badrljica wrote:
>yndon Amsdon wrote:
>
>> On 11 Dec 2000 00:25:41 , Djordje Vukovic wrote:
>> >On 10 Dec 2000 12:55:51 , Lyndon Amsdon wrote:
>>
>> I give up, I'm not clever enough, if I can't even work out
>> things like that. I'll keep out of this discussion, from now on.
>>
>
>No need to. If you are eager to make 4 Mb DRAM expansion, I can draw schematic
>for you.
>I can't guarantee that it will work on the fisrt try, but we'll get it to work
>eventually...
>Hmm, better yet, make that 8 Mb- since RAM is quite cheap these days...

Thanks for the offer, Branko you're very kind, but practically, it's
not viable for me. I mean, the best pitch I can do is is 0.05", and
that's single sided too, so I can't see it ever working, let alone
fitting in my case! I'll have to wait a few years until I can afford
decent tools. Electronics is a hobby for me, and I expect a lot of
you people do it as a living, so you have access to good equipment.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

4775. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 21:11:49 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A354315.D9499C96@avtomatika.com>
Source record: 6228

Lyndon Amsdon wrote:

> On 11 Dec 2000 17:09:35 , Branko Badrljica wrote:
> >yndon Amsdon wrote:
> >
> >> On 11 Dec 2000 00:25:41 , Djordje Vukovic wrote:
> >> >On 10 Dec 2000 12:55:51 , Lyndon Amsdon wrote:
> >>
> >> I give up, I'm not clever enough, if I can't even work out
> >> things like that. I'll keep out of this discussion, from now on.
> >>
> >
> >No need to. If you are eager to make 4 Mb DRAM expansion, I can draw schematic
> >for you.
> >I can't guarantee that it will work on the fisrt try, but we'll get it to work
> >eventually...
> >Hmm, better yet, make that 8 Mb- since RAM is quite cheap these days...
>
> Thanks for the offer, Branko you're very kind, but practically, it's
> not viable for me. I mean, the best pitch I can do is is 0.05", and
> that's single sided too, so I can't see it ever working, let alone
> fitting in my case! I'll have to wait a few years until I can afford
> decent tools. Electronics is a hobby for me, and I expect a lot of
> you people do it as a living, so you have access to good equipment.
>

If you dont have other (religious ?) reasons not to do it, there are no practical
reasons.
Those things may be done with ordinary thin wires- no need for special PCB.
Believe it or not, all my ST memory upgrades were purely wire-jobs, and I have
upgraded probably more than
500 machines. If you are quick worker, you can wire up upgrade in some two hours
with 1Mx8 SIMMs and even
less with 4Mb 72 pin SIMM.All that with only SIMMs-no extra sockets, connectors and
other faggotisms.
No need to bother with profi PCB either.

This expansion would be slightly more complex, but still very doable. If you wish,
I can show you some practical tricks too...

Regards,

Branko

>
> Lyndon Amsdon

```
> --
> +--------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +--------------------------+
```

4776. Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 21:24:50 UTC
From: woofer@cableinet.co.uk
Message-ID: <MPG.149f57876afe3ef1989687@news.blueyonder.co.uk>
Source record: 6229

Does anyone know if this is possible...?

I was thinking of connecting the 25pin serial port on the Atari to a 9 pin serial on my PC.

I seem to remember having some sort of Emulator (V25 I think) on the Atari and was wondering if I could use it to connect to the PC (while using Linux) and use the Atari as a dumb terminal or something.

I did check the networking section in the ST FAQ but it didn't seem to cover this (or I missed it :)

Thanks for any help.

4777. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 22:17:22 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <SncZ5.13214$xW4.109924@news-server.bigpond.net.au>
Source record: 6230

"Branko Badrljica" <brankob@avtomatika.com> wrote in message
news:3A34FC3E.80EFFB68@avtomatika.com...
> yndon Amsdon wrote:
>
> > On 11 Dec 2000 00:25:41 , Djordje Vukovic wrote:
> > >On 10 Dec 2000 12:55:51 , Lyndon Amsdon wrote:
> > >
> > >>>>I think 4mb SRAMs are about the highest they go, without spending
HUGE
> > >>>>amounts of cash.
> > >>
> > >>I'm sorry. I'm talking about 4Mb chips. I really should be using the
> > >>right terminology! As for make I think Hitachi would be the best that
> > >>I can get hold of. They're 4Mb (512k*8), 32 pin.
> > >
> > >Ahm... err... Hm... Lyndon... I looked at a Hitachi web page... and
> > >those 4M, 32-pin 512k*8 SRAMs... like, for example 628512, they are
> > >FOUR MEGABIT chips, clearly marked "BIT" not "BYTE" on top of the
page...
> > >so each chip is only 512 KILOBYTE, and the numbers of pins, address and
> > >data lines etc. make sense. So, at about 30 ukp/megabyte I don't think
> > >you will be getting much RAM into your computer this way. You should
> > >not go round disturbing the unsuspecting population with talk about
four
> > >megabyte static RAMs :) ...
> >
> > I was looking at an advert in an electronics mag, and they listed the
> > 628512's as 4 mega byte, actually written. I assumed that was
> > correct, obviously not.
> >
> > I give up, I'm not clever enough, if I can't even work out
> > things like that. I'll keep out of this discussion, from now on.
> >
>
> No need to. If you are eager to make 4 Mb DRAM expansion, I can draw
schematic
> for you.
> I can't guarantee that it will work on the fisrt try, but we'll get it to
work
> eventually...
> Hmm, better yet, make that 8 Mb- since RAM is quite cheap these days...

Now that sounds like a plan. Could you forward the scehmatics to me as well,
I have a couple of haced ST's which I would give it a go on;-)

Mark

PS 8MB would be good, isn't 16MB impossible, due to the ROM's address?

4778. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-11 22:50:37 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <m8SjOLA9oVN6EwvC@steverosie.demon.co.uk>
Source record: 6231

In article <MPG.149f57876afe3ef1989687@news.blueyonder.co.uk>, Woofer
<woofer@cableinet.co.uk> writes
>I seem to remember having some sort of Emulator (V25 I think) on the
>Atari and was wondering if I could use it to connect to the PC (while
>using Linux) and use the Atari as a dumb terminal or something.

This will work. but you will need a null modem cable.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4779. Re: Getting 4 IDE devices on one Bus

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-12 00:11:09 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1579.381T450T713751optimus@canit.se>
Source record: 6232

Michael Schwingen skrev:

>In article <t2q5hhmnk3ahee@corp.supernews.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>So acidently while looking for a VGA adaptor
>>schematics I found some article on an Amiga hack site for doing
>>exactly this. Basically it's very simple, ie 2 diodes for the IRQ and
>>and few wires switched over. These wires are the CS select wires, and
>>a couple of others.

>That can only work if the IDE interface has additional addresses / chip
>select lines available to start with. You will need logic to decode the
>extra addresses and route the CS signals only to one of the two busses
>depending on a previously unused address line.

>A standard IDE interface can olny support 2 drives per IDE BUS. The Milan
>has two completely separete IDE busses.

The Amiga solution Lyndon mentioned does AFAIK use multiplexing. Additional
driver software is needed for the second couple of drives to be recognised,
though.

--
En ligne avec Thor 2.6.

-- Support your government, give Carnivore / Echelon something to parse --
classfield top-secret government restricted data information project CIA
KGB GRU DISA DoD defense systems military systems spy steal terrorist
Allah Natasha Gregori destroy destruct attack democracy will send Russia
bank system compromise international own rule the world ATSC RTEM warmod
ATMD force power enforce sensitive directorate TSP NSTD ORD DD2-N AMTAS
STRAP warrior-T presidental elections policital foreign embassy takeover
---

4780. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-12 15:32:51 UTC
From: bindon@madasafish.com
Message-ID: <t3ch93if54o156@corp.supernews.com>
Source record: 6233

On 11 Dec 2000 22:17:22 , "Mark Bedingfield" wrote:
>
>"Branko Badrljica" <brankob@avtomatika.com> wrote in message
>news:3A34FC3E.80EFFB68@avtomatika.com...
>>
>> No need to. If you are eager to make 4 Mb DRAM expansion, I can draw
>>schematic
>> for you.
>> I can't guarantee that it will work on the fisrt try, but we'll get it to
>>work
>> eventually...
>> Hmm, better yet, make that 8 Mb- since RAM is quite cheap these days...
>
>Now that sounds like a plan. Could you forward the scehmatics to me as well,
>I have a couple of haced ST's which I would give it a go on;-)

Hmm, I suprised you can do it without a PCB. I was looking at a DRAM
controller and it was 84 pin SMD, so there obviously is some trick!
I'm really interested as I never knew it could be that simple.

>PS 8MB would be good, isn't 16MB impossible, due to the ROM's address?

Keep the old MMU's 4mb range for comapatibility and the top 2 mb or so
is taken up by memory mapped devices, like MFP, Yamaha etc...

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4781. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-12 18:02:39 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <915p7v$h3l$1@draco.stochastik.rwth-aachen.de>
Source record: 6234

In article <t3ch93if54o156@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Hmm, I suprised you can do it without a PCB. I was looking at a DRAM
>controller and it was 84 pin SMD, so there obviously is some trick!
>I'm really interested as I never knew it could be that simple.

The MagnumST uses 2 TTL multiplexers (74F157) plus a MACH210, which comes in
a PLCC44 case and can be easily socketed.

>Keep the old MMU's 4mb range for comapatibility and the top 2 mb or so
>is taken up by memory mapped devices, like MFP, Yamaha etc...

You can get up to 15.5MB of total RAM, or 15MB if you are using TOS 2.06.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4782. STos

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-12 20:08:51 UTC
From: rtdos@qwest.net
Message-ID: <aFvZ5.737$wx5.199963@news.uswest.net>
Source record: 6235

Are there any sites dedicated to the STos game programming language?
...Or STack adventure creator?

--
J.Wood
rtdos@yahoo.com

4783. Re: NEED TECHIE INFO ON ST/TT

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-12 21:15:02 UTC
From: ebaiz@skyenet.net
Message-ID: <qzwZ5.222$Q16.3699@newsfeed.slurp.net>
Source record: 6236

On 10 Dec 2000 10:40:30 , <rtdos@qwest.net> wrote:
>Does anyone know where I can find programming & technical information on the
>Atari ST/TT that I could download from the net?

You may try these sites:
http://www.users.zetnet.co.uk/aseabrook/a_devcsw.htm
http://www.netkonect.net/tachyon/A3/
http://members.tripod.com/~TT030/tt.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4784. FS: Stocked Mega STe

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-13 10:25:18 UTC
From: Mark Duckworth <mduckworth@sparcy.atariuniverse.com>
Message-ID: <3A374E8E.CD784C43@sparcy.atariuniverse.com>
Source record: 6237

Hi guys,
I'm looking to buy a Falcon and wondered what I could get for my MSTe.

Here's the specs:
Motherboard mounted in sun tower case. Could fit in TT case if
necessary.
4 megs of RAM
Mega ST keyboard and Mouse
VGA video adapter (ST High on VGA)
PC Power supply
1 Gig Seagate Hawk SCSI hard drive
1 2X SCSI CDrom drive
1 720K floppy drive
ICD Link 2 / Limited see-through case edition

Some other things that may help here. Is that this MSTe mobo is the
newest you'll find. It was a purchase from Toad computer's going out of
the atari business sale back in 1995-1997 (can't remember). It was new
and sealed at this point. To date I have had no hardware troubles of
any sort. The motherboard is still in like new condition with the
exception of the RGB monitor plug which I slaughtered to make my
VGA adapter.

The case is a VERY heavy steel case from an OLD OLD sun photo
processor. It was the only case I could find that really suited my
needs. It weighs in near 100 pounds I'm sure so shipping will NOT be
cheap. I could put the machine in a TT case but then you'll have to
work out power and some other things. The keyboard included is from my
old MST4 and can be flaky at times.

I'd look for $300 for this setup but I am willing to negotiate. I may
also completely change my mind about selling it with warning to a
potential buyer of course. I'm not in any crazy rush to sell this and
I love it very much.

A final note, this machine has some particular bug which entails a press
of the reset button after powering it up. I have no clue why, but it's
really not a big deal.

Please respond via email.
Thanks
Sincerely,
Mark Duckworth

4785. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-13 18:14:41 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3A37BAEC.FADDEE3C@village.uunet.be>
Source record: 6238

Hello,

Woofer wrote:
>
> I seem to remember having some sort of Emulator (V25 I think) on the
> Atari and was wondering if I could use it to connect to the PC (while
> using Linux) and use the Atari as a dumb terminal or something.

Don't know if it's possible with the V25 emulator, though with Sting it
is perfectly possible :

check out the last link on :

http://gallery.uunet.be/saka/atari/lan/index.htm

Think you will find on that page how to setup the pppdeamon. the v25
emulation will be used to make the "dialup" connection.

> I did check the networking section in the ST FAQ but it didn't seem to
> cover this (or I missed it :)

Not explicitely... think no-one thaught about it.
Let me know something how it works, THX.

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

4786. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-13 20:12:18 UTC
From: vdjole@EUnet.yu
Message-ID: <918l72$j78$1@SOLAIR2.EUnet.yu>
Source record: 6239

>Lyndon Amsdon wrote:
>
>> I give up, I'm not clever enough, if I can't even work out
>> things like that. I'll keep out of this discussion, from now on.

Oh, please, don't. A healthy enthusiasm like yours is quite valuable,
and you can have good ideas and projects as well as anyone else.
I am sorry if I offended you, I surely didn't mean to.
This has not been a case of cleverness or stupidity, but just of
misinterpretaion of a probably obscure advertisment.

On 11 Dec 2000 17:09:35 , Branko Badrljica wrote:

>No need to. If you are eager to make 4 Mb DRAM expansion, I can draw schematic
>for you.
>I can't guarantee that it will work on the fisrt try, but we'll get it to work
>eventually...
>Hmm, better yet, make that 8 Mb- since RAM is quite cheap these days...

If I may say so, I would like to see such a circuit too. I have a
feeling that alternate-RAM expansion can be made quite simply, if one
has required documentation. In fact, I am amazed this has not been
done much more often and that it has not long ago become a "standard"
expansion for a ST. Some preliminary considerations made me think
that the existing "MMU" (which is, in fact, mostly a DRAM controller),
could be used with just a little external hardware, if I knew exactly
the behaviour os some of those control signals that go into MMU.

Cu.

4787. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-13 20:32:51 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A37DCF3.E3A4AC6F@avtomatika.com>
Source record: 6240

Like so many times before, I'm afraid I'll have to leave you waiting for some time.
:-(
Working tempo is killing me...
I was about to make instructions for quick&dirty 4Mb expansion and even took some
pictures,
but my camera isn't very good at closeups, so everything came out blurry.
I need a few days for a second trial...

Branko

Djordje Vukovic wrote:

> >Lyndon Amsdon wrote:
> >
> >> I give up, I'm not clever enough, if I can't even work out
> >> things like that. I'll keep out of this discussion, from now on.
> >
> > Oh, please, don't. A healthy enthusiasm like yours is quite valuable,
> > and you can have good ideas and projects as well as anyone else.
> > I am sorry if I offended you, I surely didn't mean to.
> > This has not been a case of cleverness or stupidity, but just of
> > misinterpretaion of a probably obscure advertisment.
> >
> > On 11 Dec 2000 17:09:35 , Branko Badrljica wrote:
> >
> > >No need to. If you are eager to make 4 Mb DRAM expansion, I can draw schematic
> > >for you.
> > >I can't guarantee that it will work on the fisrt try, but we'll get it to work
> > >eventually...
> > >Hmm, better yet, make that 8 Mb- since RAM is quite cheap these days...
> >
> > If I may say so, I would like to see such a circuit too. I have a
> > feeling that alternate-RAM expansion can be made quite simply, if one
> > has required documentation. In fact, I am amazed this has not been
> > done much more often and that it has not long ago become a "standard"
> > expansion for a ST. Some preliminary considerations made me think
> > that the existing "MMU" (which is, in fact, mostly a DRAM controller),
> > could be used with just a little external hardware, if I knew exactly
> > the behaviour os some of those control signals that go into MMU.
> >
> > Cu.

4788. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-13 20:57:07 UTC
From: ebaiz@skyenet.net
Message-ID: <DoRZ5.1$OL.72@newsfeed.slurp.net>
Source record: 6241

On 11 Dec 2000 21:24:50 , Woofer wrote:
>Does anyone know if this is possible...?
>
>I was thinking of connecting the 25pin serial port on the Atari to a 9
>pin serial on my PC.
>
>I seem to remember having some sort of Emulator (V25 I think) on the
>Atari and was wondering if I could use it to connect to the PC (while
>using Linux) and use the Atari as a dumb terminal or something.
>
>I did check the networking section in the ST FAQ but it didn't seem to
>cover this (or I missed it :)

I have a friend who has his TT connected to his PC via NetBSD. He also connected some ST's to PC's via OS-9. I am sure he could help you. His email address is: mike@cpdist.com and his name is Mike Sienicki.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4789. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-13 21:49:06 UTC
From: bindon@madasafish.com
Message-ID: <t3frmiqo9qdl46@corp.supernews.com>
Source record: 6242

On 13 Dec 2000 20:12:18 , Djordje Vukovic wrote:
>
>>Lyndon Amsdon wrote:
>>
>>> I give up, I'm not clever enough, if I can't even work out
>>> things like that. I'll keep out of this discussion, from now on.
>
>Oh, please, don't. A healthy enthusiasm like yours is quite valuable,
>and you can have good ideas and projects as well as anyone else.

I haven't been feeling to well recently, but better now... :)

>>No need to. If you are eager to make 4 Mb DRAM expansion, I can draw schematic
>>for you.
>>I can't guarantee that it will work on the fisrt try, but we'll get it to work
>>eventually...
>>Hmm, better yet, make that 8 Mb- since RAM is quite cheap these days...
>
>If I may say so, I would like to see such a circuit too. I have a
>feeling that alternate-RAM expansion can be made quite simply, if one
>has required documentation. In fact, I am amazed this has not been
>done much more often and that it has not long ago become a "standard"
>expansion for a ST.

I agree totally. The docs for 16mb on a ST are pretty poor and out of
date, with little explanation of how and why it works.

>Some preliminary considerations made me think
>that the existing "MMU" (which is, in fact, mostly a DRAM controller),
>could be used with just a little external hardware, if I knew exactly
>the behaviour os some of those control signals that go into MMU.

Yep. Atari had to design major chips (Shifter, MMU) by themselves, to
keep costs down. Bad point is that there is little or few
documentation out there for these parts. Also they all rely on each
other /too/ much. Problem is that the DRAM controller is squashed
into a big SMD (with glue, blitter(sometimes)) so accesing it is
more difficult but it could be done.

The reason why I wanted to make the extra RAM was so I could clock it
with the CPU at whatever, hopefully 32mhz with IDE at same speed.
Using the old DRAM controller would mean the ram would be same old
slow 8mhz stuff.

Lyndon Amsdon
--

```
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

4790. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-13 21:49:09 UTC
From: bindon@madasafish.com
Message-ID: <t3frmlr4nqk349@corp.supernews.com>
Source record: 6243

On 13 Dec 2000 21:32:51 , Branko Badrljica wrote:
>Like so many times before, I'm afraid I'll have to leave you waiting for some time.
>:-(
>Working tempo is killing me...
>I was about to make instructions for quick&dirty 4Mb expansion and even took some
>pictures,
>but my camera isn't very good at closeups, so everything came out blurry.
>I need a few days for a second trial...

Hey, don't worry! I've had to put up with this ST as my main
computer, so I think I can last a few more months! Is this using
SRAMs, DRAMs? Using the old controller?

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4791. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-13 23:20:23 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A380437.7850873F@avtomatika.com>
Source record: 6244

Lyndon Amsdon wrote:

> On 13 Dec 2000 21:32:51 , Branko Badrljica wrote:
> >Like so many times before, I'm afraid I'll have to leave you waiting for some time.
> >:-(
> >Working tempo is killing me...
> >I was about to make instructions for quick&dirty 4Mb expansion and even took some
> >pictures,
> >but my camera isn't very good at closeups, so everything came out blurry.
> >I need a few days for a second trial...
>
> Hey, don't worry! I've had to put up with this ST as my main
> computer, so I think I can last a few more months! Is this using
> SRAMs, DRAMs? Using the old controller?
>

It's plain old 4Mb expansion for a start. Whole purpose should be to show folks that it could be O.K. to cut some
corners. It looks scary, but it works 100.00% !
Part 2 (extra 8Mb) is due in a few weeks and I expect some cooperation here. I'll do a shematics but expect for someone to try it and report behavior. 8 Mb DRAM for 68000 should be no problem, but I expect some stumbling over ST-specific stuff.
Someone said that extra memory should not follow directly main 4 Mb as ST might try to put picture there.
What about having those 8 Mb directly following main 4 Mb but with special extra gate that disable its correct operation until after reset routine ?
Detectin write to sreen start address register might be good trigger for that...
Just a thought...

Regards,

Branko

4792. moving to HD floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-14 14:22:56 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <91al40$6bi$2@bagan.srce.hr>
Source record: 6245

If I had it understand well, moving from a 720kb to 1.44mb floppy,
if I don't want to use 720 mb discs any more, consists of four steps:

-disconnect the input clock (8Mhz) from WD1772 02-02
-connect a 16Mhz signal from video switcher to WD1772 02-02
-replace the drives
-get the program which formats 1.44Mb with 6ms steprate

And everything works fine. Or not?

DK

--

4793. Re: moving to HD floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-14 14:45:39 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <91ame9fuu1@newsg4.svr.pol.co.uk>
Source record: 6246

```
It will work fine for HD disks. Yes.

But it won't work for DD anymore, These require an 8Mhz signal.

damir kaknjo wrote in message <91al40$6bi$2@bagan.srce.hr>...
> If I had it understand well, moving from a 720kb to 1.44mb floppy,
>if I don't want to use 720 mb discs any more, consists of four steps:
>
> -disconnect the input clock (8Mhz) from WD1772 02-02
> -connect a 16Mhz signal from video switcher to WD1772 02-02
> -replace the drives
> -get the program which formats 1.44Mb with 6ms steprate
>
>And everything works fine. Or not?
>
>
>DK
>
>--
```

4794. Re: moving to HD floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-14 15:57:59 UTC
From: bindon@madasafish.com
Message-ID: <t3hrg7a31tpf22@corp.supernews.com>
Source record: 6247

On 14 Dec 2000 14:22:56 , damir kaknjo wrote:
> If I had it understand well, moving from a 720kb to 1.44mb floppy,
>if I don't want to use 720 mb discs any more, consists of four steps:
>
> -disconnect the input clock (8Mhz) from WD1772 02-02
> -connect a 16Mhz signal from video switcher to WD1772 02-02
> -replace the drives
> -get the program which formats 1.44Mb with 6ms steprate
>
>And everything works fine. Or not?

Yep, should do. Yes there may be problems with the FD controller, but
if you take care with routing the 16mhz wire, keep it short, and that
may help you. Put a dinky little switch on the back to switch back to
good old DD mode.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4795. Re: moving to HD floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-14 22:22:44 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <UKb_5.17887$xW4.145312@news-server.bigpond.net.au>
Source record: 6248

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t3hrg7a31tpf22@corp.supernews.com...
> On 14 Dec 2000 14:22:56 , damir kaknjo wrote:
> > If I had it understand well, moving from a 720kb to 1.44mb floppy,
> >if I don't want to use 720 mb discs any more, consists of four steps:
> >
> > -disconnect the input clock (8Mhz) from WD1772 02-02
> > -connect a 16Mhz signal from video switcher to WD1772 02-02
> > -replace the drives
> > -get the program which formats 1.44Mb with 6ms steprate
> >
> >And everything works fine. Or not?
>
> Yep, should do. Yes there may be problems with the FD controller, but
> if you take care with routing the 16mhz wire, keep it short, and that
> may help you. Put a dinky little switch on the back to switch back to
> good old DD mode.

The best way to go is to put a small circuit in to automatically tell if there is a Hdd in the drive. You can use just a couple of LS chips, by using the HD detect pin of the floppy, I have forgoten its logic state but it is simple enough to figure out. Also the easiest way to set the step rate is to install Tos 2.06 and just use a Hd cookie to tell the system that it is present. That way you can format from the desktop too....

Mark

4796. Re: moving to HD floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-15 00:25:34 UTC
From: vdjole@EUnet.yu
Message-ID: <91bodu$o39$1@SOLAIR2.EUnet.yu>
Source record: 6250

On 14 Dec 2000 14:22:56 , damir kaknjo wrote:
> If I had it understand well, moving from a 720kb to 1.44mb floppy,
>if I don't want to use 720 mb discs any more, consists of four steps:
>
> -disconnect the input clock (8Mhz) from WD1772 02-02
> -connect a 16Mhz signal from video switcher to WD1772 02-02
> -replace the drives
> -get the program which formats 1.44Mb with 6ms steprate
>
>And everything works fine. Or not?

Most probably YES (unless the new floppy drive is set to respond as
"drive 1" instead as "drive 0")- but your computer would not be able
to read old DD floppies anymore.

However, a circuit that switches 8/16MHz for the floppy controller can
consist of just one standard 74LSxxx chip mounted on a little board
positioned piggyback on top of WD1772.

And, in fact, there ARE some pitfalls:

* Steprate should, of course, be 6ms always, not just for formatting.

* YOU WON'T BE ABLE TO BOOT from your HD floppy unless there is a
boot-sector routine on the floppy that changes step rate immediately
to 6ms. There are utilities which produce such boot sectors. Otherwise
you will have 1.5ms step rate which I doubt any drive can follow, and
probably you would be able just to read the root directory, and other data
which happen to be on the first track of the floppy.

* You may be unlucky that your particular WD1772 02-02 is one of those
few that would not work on 16MHz;

* If it works, it may be unreliable, though it is not likely: "02-02"
specification means that the chip has a wider operating temperature range,
but it can overheat anyway, especially if it is fed 16MHz all the time
(much better to do so only when there is a HD floppy in the drive).

* Some computers (STE and MSTE, I think?) do not produce "clean" 16MHz
signal that can be loaded with additional gates, so it is much better
to use separate 16MHz oscillator then.

* Some (newer) HD floppy drives do not have easily identifiable jumpers
for configuring as drive 0/1, but instead one must hack (without knowing
for sure that it is the correct thing to do) miniature solder pads if
any are visible on the drive's PCB.

cu.

>
>
>DK
>
>--
>.

4797. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-15 00:25:38 UTC
From: vdjole@EUnet.yu
Message-ID: <91boe2$o39$2@SOLAIR2.EUnet.yu>
Source record: 6249

On 14 Dec 2000 00:20:23 , Branko Badrljica wrote:
>Part 2 (extra 8Mb) is due in a few weeks and I expect some cooperation here. I'll do a
>shematics but expect for someone to try it and report behavior. 8 Mb DRAM for 68000
>should be no problem, but I expect some stumbling over ST-specific stuff.

Now, -that- is the interesting part. The crucial point that interests me is
the DRAM controller with refresh, address (de)multiplexing, etc. Chip-select
decoding for the new RAM range should be quite straightforward and it
probably doesn't matter much whether we talk about 4, 8 or even more MBytes
of alternate RAM (AFAIK all space up to $DFFFFF is free for RAM which
makes a total of 14MB, and maybe even the $E00000 to EFFFFF range for
TOS ROMs might be used for RAM- what would GLUE say about that?).

An additional essential component is of course TOS2.06 for handling
alternate RAM, but installing it into ROMs has already been documented,
though it might be nice to use part of the same RAM address decoder to
handle that too.

>Someone said that extra memory should not follow directly main 4 Mb as ST
>might try to put picture there.
>What about having those 8 Mb directly following main 4 Mb but with special
>extra gate that disable its correct operation until after reset routine ?

This is a nice idea! So when a little auto-folder program that declares
alternate RAM is activated, screen allocation would be already finished,
and the program would first enable access to alternate RAM, and then call
the requred TOS function(s).

> Detectin write to sreen start address register might be good trigger for that...
>Just a thought...

Or, maybe easier, exploit one of the the unused output signals from the
MIDI or keyboard ACIAs, or from the sound chip...

On the other hand... it has occured to me several times that it would be SO
convenient if ST had some simple memory-mapped latches (just 8 bits), the
outputs of which could be used to switch on/off all those various CPU
accelerators, overscan circuits, FPU chips, manually switched HD-floppy
circuits, alternate RAMs, etc. etc. Maybe a "standard" address location for
such a latch should be found somewhere in the gaps between used portions
of the $F00000 to $FFFFFF range... it could be write-only (i.e. simple),
and, say, a cookie might be used to duplicate the data stored there, so that
software modifying the contents wouldn't mess anything...
just a thought, as you said...

cu.

4798. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-15 00:25:41 UTC
From: vdjole@EUnet.yu
Message-ID: <91boe5$o39$3@SOLAIR2.EUnet.yu>
Source record: 6151

On 13 Dec 2000 21:49:06 , Lyndon Amsdon wrote:

>The reason why I wanted to make the extra RAM was so I could clock it
>with the CPU at whatever, hopefully 32mhz with IDE at same speed.
>Using the old DRAM controller would mean the ram would be same old
>slow 8mhz stuff.

To return a little to the original subject of this thread, if the clock
of the complete system were raised to 12MHz and the processor to 24MHz
it would not matter so much if the alternate RAM were not "fast".

cu.

4799. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-15 08:43:14 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A39D9A2.93C22B79@avtomatika.com>
Source record: 6152

Djordje Vukovic wrote:

> On 14 Dec 2000 00:20:23 , Branko Badrljica wrote:
> >Part 2 (extra 8Mb) is due in a few weeks and I expect some cooperation here. I'll do a
> >shematics but expect for someone to try it and report behavior. 8 Mb DRAM for 68000
> >should be no problem, but I expect some stumbling over ST-specific stuff.
>
> Now, -that- is the interesting part. The crucial point that interests me is
> the DRAM controller with refresh, address (de)multiplexing, etc. Chip-select
> decoding for the new RAM range should be quite straightforward and it
> probably doesn't matter much whether we talk about 4, 8 or even more MBytes
> of alternate RAM (AFAIK all space up to $DFFFFF is free for RAM which
> makes a total of 14MB, and maybe even the $E00000 to EFFFFF range for
> TOS ROMs might be used for RAM- what would GLUE say about that?).
>

Not much fuss here. Basically, you divide DRAM into even and odd words.
When you access even bank, odd is refreshed and vice versa. Simple and fast.
Doing that you mainly rely on the fact that 68000 has to access two consecutive words after

the instruction being executed, hence there is no way that one bank would be unrefreshed.
I have done this on 68008, but I think it still holds water on 68000-will check.

>
> An additional essential component is of course TOS2.06 for handling
> alternate RAM, but installing it into ROMs has already been documented,
> though it might be nice to use part of the same RAM address decoder to
> handle that too.
>

I have thought of that. I have to ask- is using CPLD acceptable ?
I know that many of you don't have the neccesary software, but what if programming software

is downloadable freely over the net and cable for programming is a few simple wires on the parallel port ? That way anyone could make his own programmer in half-hour and program the code into the chip all by himself...
It should be perfectly doable with simple TTL, but extra bells & whistles (like IDE, TOS 2.06,
maybe turbo switch etc.) would be done MUCH more nicely within small, simple and cheap CPLD.

>
> >Someone said that extra memory should not follow directly main 4 Mb as ST
> >might try to put picture there.
> >What about having those 8 Mb directly following main 4 Mb but with special
> >extra gate that disable its correct operation until after reset routine ?

>
> This is a nice idea! So when a little auto-folder program that declares
> alternate RAM is activated, screen allocation would be already finished,
> and the program would first enable access to alternate RAM, and then call
> the requred TOS function(s).
>
> > Detectin write to sreen start address register might be good trigger for that...
> >Just a thought...
>
> Or, maybe easier, exploit one of the the unused output signals from the
> MIDI or keyboard ACIAs, or from the sound chip...
>

Yes, on could do that, but those are used by many other expansions...

>
> On the other hand... it has occured to me several times that it would be SO
> convenient if ST had some simple memory-mapped latches (just 8 bits), the
> outputs of which could be used to switch on/off all those various CPU
> accelerators, overscan circuits, FPU chips, manually switched HD-floppy
> circuits, alternate RAMs, etc. etc. Maybe a "standard" address location for
> such a latch should be found somewhere in the gaps between used portions
> of the $F00000 to $FFFFFF range... it could be write-only (i.e. simple),
> and, say, a cookie might be used to duplicate the data stored there, so that
> software modifying the contents wouldn't mess anything...
> just a thought, as you said...
>

My thoughts exactly. I have used 8 x 74HCT374 and 8 x 74HCT244 on the QL
to give me 8 input and 8 output ports. SImple and cheap stuff, but surely effective...

Regards,

Branko

4800. TT TOS Version

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-15 12:32:57 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <976883664.2261.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 6153

I have a TT with a German TOS in it, I really need to change this to a UK versions - any ideas how I can do this???

If it helps I think it has 4 TOS chips in it.

Thanks

4801. Re: moving to HD floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-15 17:03:24 UTC
From: bindon@madasafish.com
Message-ID: <t3kjmsr26o3r21@corp.supernews.com>
Source record: 6154

On 15 Dec 2000 00:25:34 , Djordje Vukovic wrote:
>On 14 Dec 2000 14:22:56 , damir kaknjo wrote:

>* Some computers (STE and MSTE, I think?) do not produce "clean" 16MHz
>signal that can be loaded with additional gates, so it is much better
>to use separate 16MHz oscillator then.

Yep, I think that what happened on my STe. The board I made worked
fine on an STFM. I'll have to get a 16mhz part, or use a 74HCT74 to
divide 32mhz down. Funny though cos my IDE interface uses the 16mhz
and that works fine!

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4802. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-15 18:57:43 UTC
From: vdjole@EUnet.yu
Message-ID: <91dpj7$4sb$1@SOLAIR2.EUnet.yu>
Source record: 6155

On 5 Dec 2000 11:05:02 G, Jo Even Skarstein wrote:

>48MHz now works fine on my STacy :-) Everything is 50% faster, this
>makes an incredible difference. I'm just hoping that my ADSpeed16 can
>handle it, I'm going to move it from my 1040 to the Stacy in a few days.

Hi, Jo;

It happened that I looked at Atari "Memory Map" and I remembered that
you said you wanted to put ADSpeed int Stacy. Notice, in the extract
from the memory map below, that ADSpeed and IDE controller apparently use
the same address $F00000 for their own purposes. You may get come conflicts...

```
################ADSPEED Configuration registers ############
-------+-----+-----------------------------------------------------+----------
$F00000|byte |Switch to 16 Mhz |W
$F10000|byte |Switch to 8 Mhz |W
$F20000|byte |Turn on high speed ROM option in 16 Mhz |W
$F30000|byte |Turn off high speed ROM option |W
$F40000|byte |Unknown |W
$F50000|byte |Turn off cache while in 16 Mhz |W
| | >> Write 0 to an address to set it. << |
-------+-----+-----------------------------------------------------+----------
################IDE Controller (Falcon, ST-Book, IDE cards) ############
-------+-----+-----------------------------------------------------+----------
$F00000|long |Data Register |R/W
$F00005|byte |Error Register BIT 7 6 5 4 3 2 1 0|R
```

etc, etc.

Cu.

4803. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-16 10:05:22 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <91fep2$l5t$1@snipp.uninett.no>
Source record: 6156

Djordje Vukovic <vdjole@eunet.yu> wrote:

> It happened that I looked at Atari "Memory Map" and I remembered that
> you said you wanted to put ADSpeed int Stacy. Notice, in the extract
> from the memory map below, that ADSpeed and IDE controller apparently use
> the same address $F00000 for their own purposes. You may get come conflicts...

Hmm, not good :-(Anyway, do you know where I can get a 16MHz 68000? I
broke mine when I tried to overclock it...

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4804. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-16 10:58:54 UTC
From: vdjole@EUnet.yu
Message-ID: <91fhte$bm6$1@SOLAIR2.EUnet.yu>
Source record: 6157

On 15 Dec 2000 09:43:14 , Branko Badrljica wrote:

>> Now, -that- is the interesting part. The crucial point that interests me is
>> the DRAM controller with refresh, address (de)multiplexing, etc. Chip-select

>Not much fuss here. Basically, you divide DRAM into even and odd
>words. When you access even bank, odd is refreshed and vice versa.
>Simple and fast. Doing that you mainly rely on the fact that 68000 has
>to access two consecutive words after the instruction being executed,
>hence there is no way that one bank would be unrefreshed. I have done
>this on 68008, but I think it still holds water on 68000-will check.

I am afraid I don't quite understand this; but isn't it indeed some
68008-only stuff? Surely 68000 can access two banks (do you mean even/odd
byte?) simultaneously, as it has a 16-bit data bus. I have looked at the
specifications for 68000 but could not find anything similar to this
"accessing two consecutive words after..." ; can you, please, explain
a bit more?

But there is much more to DRAM controlling, isn't there: address multiplexing,
timing of RAS and CAS signals, address counting for refresh, etc. That is
why I contemplated using the old MMU for both the ST-RAM and the alternate
RAM.

>I have thought of that. I have to ask- is using CPLD acceptable ? I
>know that many of you don't have the neccesary software, but what if
>programming software is downloadable freely over the net and cable for
>programming is a few simple wires on the parallel port ?

This is interesting, of course. Can you point to where such software
and documentation can be found on the net? I am afraid that the software
will probably be for a PC, won't it?

>> On the other hand... it has occured to me several times that it would be SO
>> convenient if ST had some simple memory-mapped latches (just 8 bits), the
>
>My thoughts exactly.

How about agreeing upon a location where the addresses of those registers
would be in the memory map so that hypothetical upgrades that need
control signals can refer to that?

Cu.

4805. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-16 10:58:57 UTC
From: vdjole@EUnet.yu
Message-ID: <91fhth$bm6$2@SOLAIR2.EUnet.yu>
Source record: 6158

On 4 Dec 2000 20:08:38 G, Jo Even Skarstein wrote:

>It comes up as 640x400 (since both the syncs and videosignal is 25%
>faster), but the frequencies are all wrong. Multiply them by 1.25 and you
>have the new frequencies. My SM124 doesn't handle it, but my old SVGA
>does.

I will try to make the 12MHz accelerator and I have decided to tackle the video resolution/sync problem first, so, for a start, I will build a simple circuit that generates sync signals at proper frequencies, and then try to declare to the computer that the syncs are external. However, it turned out that I can't get an oscilloscope home for a few weeks and I am impatient to try this; so: can some kind soul please help by measuring or by looking into documentation (I know i have it written down -somewhere- but I can't find it):

* What are the lengths of the horizontal and vertical sync pulses?

* What happens to hsync when a vsync happens: does hsync precede vsync, follows vsync, happens simultaneously or not at all?

Thanx in advance.

cu.

4806. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-16 14:26:59 UTC
From: bindon@madasafish.com
Message-ID: <t3mutjr7i07l91@corp.supernews.com>
Source record: 6159

```
On 16 Dec 2000 10:05:22 , Jo Even Skarstein wrote:
>Djordje Vukovic <vdjole@eunet.yu> wrote:
>
>> It happened that I looked at Atari "Memory Map" and I remembered that
>> you said you wanted to put ADSpeed int Stacy. Notice, in the extract
>> from the memory map below, that ADSpeed and IDE controller apparently use
>> the same address $F00000 for their own purposes. You may get come conflicts...
>
>Hmm, not good :-( Anyway, do you know where I can get a 16MHz 68000? I
>broke mine when I tried to overclock it...

Did it overheat, or just blow? Anyway, the only place I know where
they still sell them is Farnell, these are Hitachi 68HC000 at 10Mhz.
Price is about 14 ukp (includes VAT). I'm sure this would go up to
24Mhz, maybe even 32Mhz, but you'd have to fiddle.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+
```

4807. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-16 17:43:29 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <91g9k1pfc1@snipp.uninett.no>
Source record: 6160

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>Hmm, not good :-(Anyway, do you know where I can get a 16MHz 68000? I
>>broke mine when I tried to overclock it...

> Did it overheat, or just blow? Anyway, the only place I know where

I was tired and managed to insert it the wrong way...

> they still sell them is Farnell, these are Hitachi 68HC000 at 10Mhz.

I'll see if I can find one in an old Amiga or something first. I believe
any 8MHz 68000 should run fine at 12MHz.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4808. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-16 22:17:49 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A3BEA0D.A4F4EDB5@avtomatika.com>
Source record: 6161

Jo Even Skarstein wrote:

> Lyndon Amsdon <bindon@madasafish.com> wrote:
>
> >>Hmm, not good :-(Anyway, do you know where I can get a 16MHz 68000? I
> >>broke mine when I tried to overclock it...
>
> > Did it overheat, or just blow? Anyway, the only place I know where
>
> I was tired and managed to insert it the wrong way...
>

I knew it had to be something like that. It is hard to destroy 68000 just
by overclocking it.
Piece of advice, try to find 68HC000 with 20 MHz freq. limit-or at least 16
MHz (those are based on smaller
geometry and should be much more overclockable).
If you can't find DIP packing, you will have to wire adapter for PLCC...

Branko.

>
> > they still sell them is Farnell, these are Hitachi 68HC000 at 10Mhz.
>
> I'll see if I can find one in an old Amiga or something first. I believe
> any 8MHz 68000 should run fine at 12MHz.
>
> --
>
> /*
> ** Jo Even Skarstein http://home.nvg.org/~joska/
> */

4809. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-16 22:26:48 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A3BEC28.DE26D6D@avtomatika.com>
Source record: 6162

Djordje Vukovic wrote:

> On 15 Dec 2000 09:43:14 , Branko Badrljica wrote:
>
> >> Now, -that- is the interesting part. The crucial point that interests me is
> >> the DRAM controller with refresh, address (de)multiplexing, etc. Chip-select
>
> >Not much fuss here. Basically, you divide DRAM into even and odd
> >words. When you access even bank, odd is refreshed and vice versa.
> >Simple and fast. Doing that you mainly rely on the fact that 68000 has
> >to access two consecutive words after the instruction being executed,
> >hence there is no way that one bank would be unrefreshed. I have done
> >this on 68008, but I think it still holds water on 68000-will check.
>
> I am afraid I don't quite understand this; but isn't it indeed some
> 68008-only stuff? Surely 68000 can access two banks (do you mean even/odd
> byte?) simultaneously, as it has a 16-bit data bus. I have looked at the
> specifications for 68000 but could not find anything similar to this
> "accessing two consecutive words after..." ; can you, please, explain
> a bit more?
>

Trick is in dividing memory into even and odd 16/bit words. This is done to
simplify refresh.
So, when CPU is accessing one bank, logic refreshes the other. There is no chance
that CPU will ever
have to wait for refresh cycle to complete...

>
> But there is much more to DRAM controlling, isn't there: address multiplexing,
> timing of RAS and CAS signals, address counting for refresh, etc. That is
> why I contemplated using the old MMU for both the ST-RAM and the alternate
> RAM.
>

Not that hard. For adress multiplexing one needs 3 x 74HCT157 mux chips and all
control signals can be derived from CPU's CLK, LDS and UDS

>
> >I have thought of that. I have to ask- is using CPLD acceptable ? I
> >know that many of you don't have the neccesary software, but what if
> >programming software is downloadable freely over the net and cable for
> >programming is a few simple wires on the parallel port ?
>
> This is interesting, of course. Can you point to where such software
> and documentation can be found on the net? I am afraid that the software

> will probably be for a PC, won't it?
>

There are many vendors, but my favorites are XILINX (www.xilinx.com) and maybe
Lattice. Both have free versions of their software on the web and both have
somewhere
also schematics of the download cable.

>
> >> On the other hand... it has occured to me several times that it would be SO
> >> convenient if ST had some simple memory-mapped latches (just 8 bits), the
> >
> >My thoughts exactly.
>
> How about agreeing upon a location where the addresses of those registers
> would be in the memory map so that hypothetical upgrades that need
> control signals can refer to that?
>
> Cu.

Just say the $longword ;o)

4810. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-17 03:05:28 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <91hdr7$7q$2@zingo.tninet.se>
Source record: 6163
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Branko Badrljica" <brankob@avtomatika.com> wrote in message
news:3A312292.58A575B3@avtomatika.com...

: Lets do some basic math:

(Lotsa clever points snipped)

I believe that color on SVGA is possible, but not by messing wit
the source of the video generation. Instead one would need to
intercept the signals at the video shifter side (those digital
RRRGGGBBB) and feed them to a sequencer that would quadruple the
value of every pixel. The quadrupling would look something like
this:

Original video line (each letter is one pixel):

KSNSHDFKLD...

New double lines:

KKSSNNSSHHDDFFKKLLDD...
KKSSNNSSHHDDFFKKLLDD...

Each pixel has been repeated horizontally one extra time, and
then the entire line has also been repeated. Our 320*200 LOW
became a factual 640*400 on the output side of the sequencer.
But we still see only a 320*200 resolution on the screen. This
would allow for outputting twice as much data with the double
horizontal frequency (some 31KHz) during the same timeframe it
takes to draw one line in ordinary LOW mode. The vertical
frequency would likewise become doubled to 100Hz (120 Hz for
NTSC systems). The work of the ST is entirely unaffected.

A sequencer could be a PIC and some RAM, or possibly a list of
values in an EPROM. After the sequencer some D/A conversion
would be required, maybe modelled after the existing one in the
ST, a resistor net.

Ideally one would make the above a bit more complicated to
instead exactly fit the typical normal VGA sync expectations,
which would allow for the use of really inexpensive monitors
found at swapmeets etc. Taking this a bit futher would perhaps
allow for creating extended modes with software only?

MG

4811. Re: colour on SVGA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-17 12:12:46 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A3CADBE.42615E22@avtomatika.com>
Source record: 6164
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Martin Graiter wrote:

> "Branko Badrljica" <brankob@avtomatika.com> wrote in message
> news:3A312292.58A575B3@avtomatika.com...
>
> : Lets do some basic math:
>
> (Lotsa clever points snipped)
>
> I believe that color on SVGA is possible, but not by messing wit
> the source of the video generation. Instead one would need to
> intercept the signals at the video shifter side (those digital
> RRRGGGBBB) and feed them to a sequencer that would quadruple the
> value of every pixel. The quadrupling would look something like
> this:
>
> Original video line (each letter is one pixel):
>
> KSNSHDFKLD...
>
> New double lines:
>
> KKSSNNSSHHDDFFKKLLDD...
> KKSSNNSSHHDDFFKKLLDD...
>
> Each pixel has been repeated horizontally one extra time, and
> then the entire line has also been repeated. Our 320*200 LOW
> became a factual 640*400 on the output side of the sequencer.
> But we still see only a 320*200 resolution on the screen. This
> would allow for outputting twice as much data with the double
> horizontal frequency (some 31KHz) during the same timeframe it
> takes to draw one line in ordinary LOW mode. The vertical
> frequency would likewise become doubled to 100Hz (120 Hz for
> NTSC systems). The work of the ST is entirely unaffected.
>
> A sequencer could be a PIC and some RAM, or possibly a list of
> values in an EPROM. After the sequencer some D/A conversion
> would be required, maybe modelled after the existing one in the
> ST, a resistor net.
>
> Ideally one would make the above a bit more complicated to
> instead exactly fit the typical normal VGA sync expectations,
> which would allow for the use of really inexpensive monitors

> found at swapmeets etc. Taking this a bit futher would perhaps
> allow for creating extended modes with software only?
>

Yes, but there are some problems with that either.
I believe that some STs could spit even medium res on VGA monitor without
too much rework. Basically on ewould need TOS 2.06 within fast EPROMs (+ IDE interface
as an extra bonus while at it) and memory expanded to 4 Mb with modern 4 MB 60 or maybe even 70 ns
SIMM DRAM. Then one would have to replace main oscillator with 64 MHz and take care of old clocks for ACIAs,
sound chip, FDC etc- not too hard. Oh yes, CPU would have to be replaced with somehing a bit more modern and CMOS, like 68HC000FN20 or something like that.
Then he would have medium resthat could be overscanned nicely and still fit within VGA frame.Even low res would work, but it would have odd aspect ratio (320 x 400).
Monochrome mode would have too high frame rate for most small monitors, but should work on some 19"and bigger
(144 Hz is a bit high). But it could be nicely overscanned, maybe up to 1280x1024.
Everything else seems a bit too much work for little effect.

Your solution demands use of special hardware that would buffer whole lines, which could be come as complex as
redesigning of whole video circuitry from scratch. Besides that, if you circumwent shifter, how will you replace its color pallete ?
I think that some Amiga users can tell you that they had something like this for Amiga. They called it deinterlacer. Thing have had doubled every line from computer and has send picture to monitor at double line rate. But it wasn't cheap.

Regards,

Branko

>
> MG

4812. Re: TT TOS Version

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-17 17:12:10 UTC
From: Steve Sweet <stevesweet@bun.com>
Message-ID: <977082232-424590AEicMi@bun.com>
Source record: 6165

Hi Mark

>I have a TT with a German TOS in it, I really need to change this to a
>UK versions - any ideas how I can do this???

You could fit a English speaking TOS, or better still, use MAGIC, many
advantages.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4813. Re: moving to HD floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-17 22:03:45 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <91jd81$62d$1@bagan.srce.hr>
Source record: 6166

Djordje Vukovic <vdjole@eunet.yu> wrote:
Your post has gone to my Atari hardware hack archive.

: * If it works, it may be unreliable, though it is not likely: "02-02"
: specification means that the chip has a wider operating temperature range,
: but it can overheat anyway, especially if it is fed 16MHz all the time
: (much better to do so only when there is a HD floppy in the drive).

And much more better would be to do so only when the drive is active
(reads/writes). Because my disc is in the drive almost all the time.

: * Some (newer) HD floppy drives do not have easily identifiable jumpers
: for configuring as drive 0/1, but instead one must hack (without knowing
: for sure that it is the correct thing to do) miniature solder pads if
: any are visible on the drive's PCB.

Luckily I dont have to do this. Today I opened the case to see what type
of drive do I have, and I found that it is TEAC FD-235HF. My Atari was on
service 9 years ago,and they've put the new drive inside, only I didn't know
it can deal with HD disc too. (what a good service)

To share with the group, links on the solderpad are as follows:

```
A B C D E F G
4 o--o o o o o o
|
3 o--o o--o o o o

2 o o o o o o o

1 o--o o o o o o
```

DK

--

4814. ROM and memory

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-17 22:08:00 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <91jdg0$62d$2@bagan.srce.hr>
Source record: 6167

I have found that my ROMs are organized in 6 sockets with two chips
which are left from the processor, standing in up-down direction.
These are the general specifications:

OS TOS version 1.02
DOS version 0.13
AES version 1.20
System date 22.4.1987
Country Germany
Videomode PAL
RAM total 1048576
720kB floppy disc drive
no hard disc

ST Bench gives 99%, or 200% with turbo_st.acc.

These are the parts, looking from the keyboard side:

board C070789-001 REV.D

processor SC87896A8 U64
MC68000
0B26M8749

left from the processor are 6 28-leg IC sockets with 2 chips in them:

Hi-0 C101635-001 RP231024E U63
c ATARI 1987 0559
38 8748 Z04
Hi-1 <empty> U59
Hi-2 <empty> U48
LO-0 C101636-001 RP231024E U67
c ATARI 1987 0560
38 8748 Z01
LO-1 <empty> U62
LO-2 <empty> U53

If this is rom, can I put 2.06 chips in sockets instead of these two?
What should I do to upgrade to TOS 2.06?

Another thing, I can't find the Dram memories today, and don't know how
to connect the simm board. I have found some info (simm.zip) on German on
atarihacks.cjb.net but is not much use for me, since I dont have Platine ST
and don't know German to well. I can buy 16 Mb of 72 pin SIMM memory really
cheap. Of course, ST would use only four.

DK
--

4815. Re: ROM and memory

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-18 01:45:50 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <i%d%5.22462$xW4.175375@news-server.bigpond.net.au>
Source record: 6168

"damir kaknjo" <dk33806@pinus.cc.fer.hr> wrote in message
news:91jdg0$62d$2@bagan.srce.hr...
> I have found that my ROMs are organized in 6 sockets with two chips
> which are left from the processor, standing in up-down direction.
> These are the general specifications:
>
> OS TOS version 1.02
> DOS version 0.13
> AES version 1.20
> System date 22.4.1987
> Country Germany
> Videomode PAL
> RAM total 1048576
> 720kB floppy disc drive
> no hard disc
>
big snip

You cant plug them straight in as they are 256k eprom's. You need an address decoder. Have a look on atarihacks, there is more than one tos upgrade hack. There are also a few memory hack's, the easiest way to do it is solder simm's sockets via fly leed's to the main board.

mark

4816. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-18 17:13:18 UTC
From: woofer@cableinet.co.uk
Message-ID: <MPG.14a85722b9b9d74e989688@news.blueyonder.co.uk>
Source record: 6169

I have the cable now but when had a look through my disks it turned out
that the program was a bare bones VT52 emulator.

Anyway, I have STinG now and was going to try to telnet to the PC.
The only problem (at the minute) is that I can't seem to get the serial
driver loaded.

I was attempting to follow the guide at:
http://www.mcs.drexel.edu/~unsilva/bredroll/magic/network.htm

Just to try to get connection established between the two machines.

In the auto folder I have (I'm using an Atari STe BTW):

STING.PRG
STING.INF ; pointing to a:\sting
DRIVIN.PRG
MFP.PRG
XCONTROL.ACC

When I boot all of the modules are loaded from the Sting directory and
then it says Sting (ver 0.12) installed.
Next is Device Driver Support installed and then Fast Routines for ST-MFP
installed.

When I open xcontrol from the menu it has loaded the 4 progs from CPX but
the serial port icon is pink, I'm not sure if this indicates an error or
not.

Then when I open Sting Port Setup, the option to select a modem is not
there it only gives me EtherNet and MIDI, etc.

Does anybody have any idea what could be wrong?

4817. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-18 18:10:13 UTC
From: vdjole@EUnet.yu
Message-ID: <91lju5nek1@SOLAIR2.EUnet.yu>
Source record: 6170

On 16 Dec 2000 10:05:22 , Jo Even Skarstein wrote:
>Djordje Vukovic <vdjole@eunet.yu> wrote:
>> the same address $F00000 for their own purposes. You may get come conflicts...
>
>Hmm, not good :-(

On the other hand, it may be an error in the listing of the memory map.
You can notice that the $F00000 address is out of the other addresses
range that ADSpeed uuses. Maybe it shoud be $F10000?

Anyway, do you know where I can get a 16MHz 68000? I
>broke mine when I tried to overclock it...

Uh, I am not exactly in the mainstream of world electronic components
trade... :) I have never done so personally, but some electronic hobbyists
I know here order components from Conrad, Germany. It is not cheap,
but delivery seems to be acceptably reliable. I think that about a year ago
they still had MC68000, but I don't have Conrad's current catalogue.

Cu.

4818. Re: ROM and memory

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-18 21:11:07 UTC
From: damir kaknjo <dk33806@pinus.cc.fer.hr>
Message-ID: <91luhb$4it$1@bagan.srce.hr>
Source record: 6171

Mark Bedingfield <mark@baypc.com.au> wrote:

Hi,

: There are also a few memory hack's, the easiest way to do it is solder
: simm's sockets via fly leed's to the main board.
: mark

Could you perhaps have any more information? I downloaded
simm.lzh - only document describing that, but it is on German and there are
.plt files which I suppose need Platinum ST or a similar program which I
dont have.

I am looking for description of what to connect, where, and what to
disconnect on the board , and how and where to connect 72-pin socket.
Other thing which I don't know is can I use DRAM or SIMM memory
and which is better.

DK

--

4819. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-18 21:58:50 UTC
From: bindon@madasafish.com
Message-ID: <t3t24qi88blg2b@corp.supernews.com>
Source record: 6172

Hi Woofer

>Then when I open Sting Port Setup, the option to select a modem is not
>there it only gives me EtherNet and MIDI, etc.
>
>Does anybody have any idea what could be wrong?

Haven't used Sting for some time now, but do you have serial.stx in
the sting folder? On boot up it should report all your STX files,
like TCP, Resolve, Ether, Midi etc etc...including Serial if you have
it.

Lyndon Amsdon
--
```
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```

4820. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-18 22:14:43 UTC
From: vdjole@EUnet.yu
Message-ID: <91m28j$3g8$2@SOLAIR2.EUnet.yu>
Source record: 6173

On 13 Dec 2000 21:49:06 , Lyndon Amsdon wrote:

>>Some preliminary considerations made me think
>>that the existing "MMU" (which is, in fact, mostly a DRAM controller),
>>could be used with just a little external hardware, if I knew exactly
>>the behaviour os some of those control signals that go into MMU.
>
>Yep. Atari had to design major chips (Shifter, MMU) by themselves, to
>keep costs down. Bad point is that there is little or few
>documentation out there for these parts.

IIRC the MMU in a ST serves the CPU and the video circuit in alternate
halfs of the 8MHz clock cycle. Does someone know is it really so, and
is the data transferred RAM <-> latches in just one 8MHz cycle?
(the CPU uses about 3 cycles for read/write but that's another matter).

If the MMU operates this way, and if it refreshes the DRAMs whole page
by whole page, then a decoder for alternate (but not "fast") RAM seem
to be quite simple.

Cu.

4821. Re: Interesting Japanese DIY sites

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-18 23:50:31 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <brx%5.44924$Bh.218142@NewsReader>
Source record: 6174

Hello.

"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
news:1eluvto.1p5rzbm1hsa5o0N%northstar2010@yahoo.no...
> I just came across a few interesting DIY (do-it-yourself) sites in
> Japan.
> I neither speak nor read Japanese, but since there were step-by-step
> images I have some sort of idea what they were about.
> Presented very nicely!
>
> Perhaps someone can figure it all out, maybe even contact the authors
> and help make English versions?

Can't really see the point, all this stuff has been around for ever.

> Making the ST keyboard external
> http://homepage1.nifty.com/cobap/atari/keyboad.html

This is plain butchery, I gave up on it after ten minutes, in 1993.

> Using a PC power supply
> http://www.avis.ne.jp/~fluffy/myu/atari/ac/ac.htm

Hardly pretty, is it?

Barrie at Keychange.

4822. Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 01:31:06 UTC
From: sjhgfdjjhsgdf@hgfd.com
Message-ID: <3a3eb9be.39412762@news.videotron.ca>
Source record: 6175

I saw a used Atari 1040 STE for sell (125$ can) and I wonder if I should buy it to sequence my MIDI instruments because I heard Atari was excellent for midi sequencing. Could anybody tell me if it's a good move to do?

4823. Re: Interesting Japanese DIY sites

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 06:35:19 UTC
From: rsmac@t-online.de
Message-ID: <1elvjkn.1twis72d1kj28N%rsmac@t-online.de>
Source record: 6176

Hallvard Tangeraas <northstar2010@yahoo.no> wrote:

Good idea :)

> Atari VGA monitor adapter
> http://homepage1.nifty.com/cobap/atari/monitor.html

That does not more as to add an DB15 VGA plug to the atari.
13pin atari plugs are rare on asian world? :->

(But the wiring left picture upper row smels like an easy short
circuit..) Do not touch this while the machine runs ;)

> VGA monitor adapter (another site)
> http://www.avis.ne.jp/~fluffy/myu/atari/dis/dis.htm

Other way to build an atari 13 pin to vga adaptor..
With insulating tape and glue.. (What a mess !)
(Sorry, but that can be made realy better (and more stable))

> -------------------
> Using a PC mouse with the Atari ST
> http://homepage1.nifty.com/cobap/atari/mouse.html

Looks like to add an pc "bus" mouse to an atari.
Some english descriptions around. Also in english/german on DOITST

> Using a PC mouse (another site)
> http://www.avis.ne.jp/~fluffy/myu/atari/mouse/mouse.htm

Looks for me as they guys connect an other mouse to an atari.
That mouse must be had an specialy japan mouse connector before.
Solder points are realy a mess! ;)

> -------------------
> Making the ST keyboard external
> http://homepage1.nifty.com/cobap/atari/keyboad.html

"How" to made from an 1040/falcon case a "megaST" keyboard.
English/german description around somewere, read that longer as 7 years
before on an german bbs network called "starnet" Anybody down there made
this with an 1040ST.

Looks fine, but the "new" keyboard case is open backsides.. ;)
Better (faster) to buy an mega ST keyboard second hand.. :-)
(Needs also to build an keyboard adaptor)

> Replacing the floppy disk drive
> http://homepage1.nifty.com/cobap/atari/fdd.html

Descibes how to use an pc fdd on atari.
Switch jumpers from DS0 to DS1, the only way these drives would bee
accepted as drive A on older atari computers. Maybee must be not
translated. -Some- descriptions in english avaiable.

> Using a PC power supply
> http://www.avis.ne.jp/~fluffy/myu/atari/ac/ac.htm
> ---------------------

Does not more as to replace internal psu with an pc psu.
User had to watch "red" an "yellow" wires, looks as the picures do not
show the different colorised wires well. Wrong connection blast the
mainboard imeditaly. Described in german and english as long on
differend places. Also on DOIT-Archives.

On whitch way you found this pages? :)
Well, solderings on monitor plugs ec. looks like an hobbist do that.
Not one profi use insulating tape, glue, silicone or what ever.. :->

Thatï¿½s bullshit for a long time stable and clean work.

Regards, Robert

--
-= Home of DOIT-Archives =-
____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4824. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 11:31:55 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Y918+iArc0P6Ewpy@steverosie.demon.co.uk>
Source record: 6177

In article <3a3eb9be.39412762@news.videotron.ca>, sjhgfdjjhsgdf@hgfd.com
writes
>I saw a used Atari 1040 STE for sell (125$ can) and I wonder if I
>should buy it to sequence my MIDI instruments because I heard Atari
>was excellent for midi sequencing. Could anybody tell me if it's a
>good move to do?

Yep Atari's are good for sequencing:) in my opinion it is the best:

No timing problems
No additional hardware or drivers needed
original plug and play
use 1 machine to fire another machine/sequencer off

compact and easily transported: 1 mouse, 1 computer, 1 hi res monitor
(for Cubase etc) and 2 plug sockets.... ah bliss:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4825. My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 11:34:59 UTC
From: Anthony G Beckett <a.beckett@bigfoot.com>
Message-ID: <DJH%5.190$Rq3.142344@news.chello.com.au>
Source record: 6178

Help

I have an Atari TT030, and the mouse, when connected, goes bezerk. When plugged into my Falcon, it works fine. Curious. The characteristics of "bezerk" are - cursor flys back and forwards, diagonally, clicks buttons at random. When unplugged it stops. I have tried several other Atari Mice - some work, most go bezerk. Keyboard seems to function - although, when I opened it, the IC smelt suspect.

Any ideas?

--
Regards,

Anthony Beckett
http://pcmuseum.i-o.net.au

4826. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 12:25:05 UTC
From: woofer@cableinet.co.uk
Message-ID: <MPG.14a965176141b34f989689@news.blueyonder.co.uk>
Source record: 6179

In article <t3t24qi88blg2b@corp.supernews.com>, bindon@madasafish.com
says...
> Hi Woofer
>
>
> >Then when I open Sting Port Setup, the option to select a modem is not
> >there it only gives me EtherNet and MIDI, etc.
> >
> >Does anybody have any idea what could be wrong?
>
> Haven't used Sting for some time now, but do you have serial.stx in
> the sting folder? On boot up it should report all your STX files,
> like TCP, Resolve, Ether, Midi etc etc...including Serial if you have
> it.

Yes I have them all and it reports them all, but when I go to select one
in Sting Port Setup it only has Centronics, EtherNet, Masquerade and
MidiNet.

The only version of Xcontrol I could find was in German, might this have
something to do with it?

Thanks for the reply.

4827. Milan keyboard jitters

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 13:18:56 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A3F6040.3EC8F70A@patent.gov.uk>
Source record: 6180

Hi all,

With great help from Dennis Vermeire, I have my Milan up and running again, except for one intermitant problem. The keyboard (an IBM type) seems to get very senstive in the region of the top left hand keys, starting at the 1 key and spreading to the 2, 3, q, w and e, and gives a string of 1s or !s whenever I touch one of the keys. This seems to stop when I unplug the keyboard from the computer. Any ideas please. it is particularly annoying when writing a mail or news1111111111111111111!!!!!!!!!!!!!!!!!!!!!!!!!!! in QED. It stops when I hit space. I use clocky for keyboard mapping.

Bob king.

4828. Re: Milan keyboard jitters

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 14:22:24 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <91nqv0$bj4$1@zingo.tninet.se>
Source record: 6181

On 19 Dec 2000 13:18:56 , Bob King wrote:
>Hi all,
>
>With great help from Dennis Vermeire, I have my Milan up and running
>again, except for one intermitant problem. The keyboard (an IBM type)
>seems to get very senstive in the region of the top left hand keys,
>starting at the 1 key and spreading to the 2, 3, q, w and e, and gives a
>string of 1s or !s whenever I touch one of the keys. This seems to stop
>when I unplug the keyboard from the computer. Any ideas please. it is
>particularly annoying when writing a mail or
>news1111111111111111111!!!!!!!!!!!!!!!!!!!!!!!!!!!! in QED. It stops
>when I hit space. I use clocky for keyboard mapping.
>
>Bob king.
>.
Hi Bob

Surely this must be a hardware prob. Do you have another PS-2 keyboard
at hand? In that case try plugging that in and see what happens. To me
it sounds like the folio (or whatever it's called) inside the keyboard
is starting to get worn out.

Cheer's J&#65533;rgen

J&#65533;rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4829. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 15:08:52 UTC
From: ebaiz@skyenet.net
Message-ID: <8SK%5.1895$J5.3047@newsfeed.slurp.net>
Source record: 6182

On 19 Dec 2000 01:31:06 , sjhgfdjjhsgdf@hgfd.com wrote:
>I saw a used Atari 1040 STE for sell (125$ can) and I wonder if I
>should buy it to sequence my MIDI instruments because I heard Atari
>was excellent for midi sequencing. Could anybody tell me if it's a
>good move to do?

Sure it is. I have one also that sits next to my Hades. You can download
alot of sequencing software for it at the site below:

http://sites.netscape.net/timconrardy/timidi.htm
http://sites.netscape.net/timconrardy/dwnloads.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4830. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 15:08:54 UTC
From: ebaiz@skyenet.net
Message-ID: <aSK%5.1896$J5.3047@newsfeed.slurp.net>
Source record: 6183

On 19 Dec 2000 11:34:59 , "Anthony G Beckett" wrote:
>Help
>
>I have an Atari TT030, and the mouse, when connected, goes bezerk. When
>plugged into my Falcon, it works fine. Curious. The characteristics of
>"bezerk" are - cursor flys back and forwards, diagonally, clicks buttons at
>random. When unplugged it stops. I have tried several other Atari Mice -
>some work, most go bezerk. Keyboard seems to function - although, when I
>opened it, the IC smelt suspect.
>
>Any ideas?

Do you have some kind of program that affects the mouse loading in when the
TT boots up? Try booting the TT with almost nothing loaded in and see if
the mouse does the same thing. If it does, it may be your mouse interface
on the TT.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 140meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

4831. Re: Milan keyboard jitters

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 16:55:53 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <91o3up$o93$1@sun27.hrz.tu-darmstadt.de>
Source record: 6184

Hi!

Jï¿½rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote:
> Surely this must be a hardware prob. Do you have another PS-2 keyboard
> at hand?

Just to note here that the Milan does not use a PS/2-connector for the
keyboard, but an old-style 5-pin one (they're called "DIN"-plugs here).

Of course, you can connect a PS/2-keyboard using an adaptor (like I do),
but some of these seem to not work properly (not limited to the Milan).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4832. Re: Milan keyboard jitters

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 17:46:37 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <91o6tt$s2b$1@draco.stochastik.rwth-aachen.de>
Source record: 6185

In article <91o3up$o93$1@sun27.hrz.tu-darmstadt.de>,
Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:
>
>Of course, you can connect a PS/2-keyboard using an adaptor (like I do),
>but some of these seem to not work properly (not limited to the Milan).

Strange - the only difference between the two types of keyboard is the
connector used, so converting this with a DIN/PS2-Adapter should work with
every keyboard and computer (I have not yet seen a single failure, but as
always, YMMV).

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4833. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 17:54:17 UTC
From: bindon@madasafish.com
Message-ID: <t3v869r7irh283@corp.supernews.com>
Source record: 6186

On 19 Dec 2000 12:25:05 , Woofer wrote:
>In article <t3t24qi88blg2b@corp.supernews.com>, bindon@madasafish.com
>says...
>>
>> Haven't used Sting for some time now, but do you have serial.stx in
>> the sting folder? On boot up it should report all your STX files,
>> like TCP, Resolve, Ether, Midi etc etc...including Serial if you have
>> it.
>
>Yes I have them all and it reports them all, but when I go to select one
>in Sting Port Setup it only has Centronics, EtherNet, Masquerade and
>MidiNet.
>
>The only version of Xcontrol I could find was in German, might this have
>something to do with it?
>
>Thanks for the reply.

Well without reinstalling Sting I wouldn't know. I'm sure someone
with Sting installed can help you. I doubt having Xcontrol in German
will make a difference.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4834. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 17:54:20 UTC
From: bindon@madasafish.com
Message-ID: <t3v86cfjqgd084@corp.supernews.com>
Source record: 6187

On 19 Dec 2000 11:34:59 , "Anthony G Beckett" wrote:
>Help
>
>I have an Atari TT030, and the mouse, when connected, goes bezerk. When
>plugged into my Falcon, it works fine. Curious. The characteristics of
>"bezerk" are - cursor flys back and forwards, diagonally, clicks buttons at
>random. When unplugged it stops. I have tried several other Atari Mice -
>some work, most go bezerk. Keyboard seems to function - although, when I
>opened it, the IC smelt suspect.

Hnmm sounds like a dodgy 6301 keyboard controller, or possibly one of
the ACIAs which communicates with the keyboard controller.

How did it smell, kinda burnt bacon? How else do I describe what a
cooked chip smells like? They seem to be socketed so you could easily
replace it. Try swapping the two 6301's over from Falcon to TT. Just
remember which way they go round and take the chips out straight.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4835. Re: Milan keyboard jitters

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 17:54:23 UTC
From: bindon@madasafish.com
Message-ID: <t3v86f5tifsj87@corp.supernews.com>
Source record: 6188

On 19 Dec 2000 13:18:56 , Bob King wrote:
>Xref: rQdQ comp.sys.atari.st.tech:46343

Hi Bob

>With great help from Dennis Vermeire, I have my Milan up and running
>again, except for one intermitant problem. The keyboard (an IBM type)
>seems to get very senstive in the region of the top left hand keys,
>starting at the 1 key and spreading to the 2, 3, q, w and e, and gives a
>string of 1s or !s whenever I touch one of the keys. This seems to stop
>when I unplug the keyboard from the computer. Any ideas please. it is
>particularly annoying when writing a mail or
>news1111111111111111111!!!!!!!!!!!!!!!!!!!!!!!!!!!! in QED. It stops
>when I hit space. I use clocky for keyboard mapping.

Funny because my ST has same problems in the top left, but I think the
problem with mine is to do with the keyboard lead being over 1 metre
and not sheilded. Also it only does it if the CPU is under load, ie
playing a mod tune.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4836. Re: Milan keyboard jitters

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-19 22:25:39 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a3fdce6421260@free.fr>
Source record: 6189

Hello,

in article <91o3up$o93$1@sun27.hrz.tu-darmstadt.de> (comp.sys.atari.st.tech)
Thomas Binder wrote on Tue 19-12-2000 16:55 (GMT):

> Just to note here that the Milan does not use a PS/2-connector for the
> keyboard, but an old-style 5-pin one (they're called "DIN"-plugs here).

Aka PS/1 connector iirc.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4837. Re: Interesting Japanese DIY sites

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-20 00:12:30 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1336.389T1500T724853optimus@canit.se>
Source record: 6190

Robert Schaffner skrev:

>Hallvard Tangeraas <northstar2010@yahoo.no> wrote:

>> VGA monitor adapter (another site)
>> http://www.avis.ne.jp/~fluffy/myu/atari/dis/dis.htm

>Other way to build an atari 13 pin to vga adaptor..
>With insulating tape and glue.. (What a mess !)
>(Sorry, but that can be made realy better (and more stable))

How?

>> Using a PC mouse (another site)
>> http://www.avis.ne.jp/~fluffy/myu/atari/mouse/mouse.htm

>Looks for me as they guys connect an other mouse to an atari.
>That mouse must be had an specialy japan mouse connector before.
>Solder points are realy a mess! ;)

IIRC, it should be a Fujitsu "FM Towns" mouse, or perhaps a NEC PC98 one.

>On whitch way you found this pages? :)

I once found them when some Japanese bloke posted links to his Falcon icon
sets a while ago on c.s.a.st, then following his links.

>Well, solderings on monitor plugs ec. looks like an hobbist do that.
>Not one profi use insulating tape, glue, silicone or what ever.. :->

>That's bullshit for a long time stable and clean work.

How does one do it, then? I've soldered monitor plugs before, but the image
was very fuzzy (Mac adapter).

--
En ligne avec Thor 2.6.

Netiquette: it's not just a good idea, there's actually an RFC about it!
For the full details, check out <http://www.faqs.org/rfcs/rfc1855.html>.

4838. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-20 00:13:23 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <524.389T1150T734327optimus@canit.se>
Source record: 6191

sjhgfdjjhsgdf skrev:

>I saw a used Atari 1040 STE for sell (125$ can) and I wonder if I
>should buy it to sequence my MIDI instruments because I heard Atari
>was excellent for midi sequencing. Could anybody tell me if it's a
>good move to do?

The price is hideous, unless it comes with some nice peripherals such as hard
drive, monitor and software.

--
En ligne avec Thor 2.6.

Anv�nd g�rna mitt staket, fast du beh�ver nog fr�scha upp det lite.
Lupin III, Lupin den otrolige (Lupin III vs. fukusei ningen), TMS 1978

4839. Re: Milan keyboard jitters

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-20 01:32:25 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <91p279ong1@cubacola.tninet.se>
Source record: 6192

On 19 Dec 2000 16:55:53 , Thomas Binder wrote:
>Hi!
>
>J�rgen Nyberg <jorgen.nyberg@mailbox.hogia.net> wrote:
>> Surely this must be a hardware prob. Do you have another PS-2 keyboard
>> at hand?
>
>Just to note here that the Milan does not use a PS/2-connector for the
>keyboard, but an old-style 5-pin one (they're called "DIN"-plugs here).
>
>Of course, you can connect a PS/2-keyboard using an adaptor (like I do),
>but some of these seem to not work properly (not limited to the Milan).
>
>
>Ciao
>
>Thomas
>
>
Hi Thomas

```
Yep, you're right of course, maybe my brain is on the glitch ;-).
If it doesn't work using a adaptor, then it must the adaptor that is
faulty. IIRC the adaptor is just a straitthrough wiring thing.
Probably it's like any computer cabel, buy cheap and pay twice as much
since one needs to buy two cheap ones, to be sure that it works.
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4840. Re: Interesting Japanese DIY sites

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-20 05:45:51 UTC
From: rsmac@t-online.de
Message-ID: <1elxczg.2xpzm149wa8zN%rsmac@t-online.de>
Source record: 6193

Iggy Drougge <optimus@canit.se> wrote:

> How?

Hard if no plugs avaiable.
Other way is to remove the original 13 pin DIN connector from mainboard
and solder any wirde directly to solder holes on main board. (Made for
use ONLY VGA displays) No glue, no tape and mostly short wires without
gnd shild :)

> IIRC, it should be a Fujitsu "FM Towns" mouse, or perhaps a NEC PC98 one.

Yep, maybee, i never seeï¿½n that mouse before. In early atari years i
made that with an simple cheap bus mouse. Works fine for years and the
mouse was faster as the original atari mouse. (without software)

(I remove the original cable from atari mouse and connect it directly
on the board on the bus mouse) Needï¿½s no adaptor, no cutten plugs ;)

> I once found them when some Japanese bloke posted links to his Falcon icon
> sets a while ago on c.s.a.st, then following his links.

Great. I never seeï¿½n any japanese atari pages before! ;)
I was not sure they use atari in japan before. Great news ;)

> How does one do it, then? I've soldered monitor plugs before, but the image
> was very fuzzy (Mac adapter).

Yes, -some- adaptors, on which way ever, looks better as the picture
from this side :) Tape and glue are not the best materials to build an
video adaptor. Ahrg.. :)

As the jaguar comes up i build video/audio connectors nearly the
original that was selled from atari.

Materials are a smal cases, nearly C64 user port connectors, desoldered
slots from old PC main boards, shildet round cable and plastic hard glue
(only to fix the PC slot on one side to the middle to connector case)

That was very stable, no brocken solder points, loosed wires or brocken
flat wires..

OK itï¿½s only an example. Iï¿½m sure ANY adptor on the japanese site can be
made cleaner ;-) Last, an stable adaptor minimise the amount of trouble
while touching the cable.

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4841. Re: Milan keyboard jitters

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-20 10:36:34 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <91q23icrd1@sun27.hrz.tu-darmstadt.de>
Source record: 6194

Hi!

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> wrote:
>>Of course, you can connect a PS/2-keyboard using an adaptor (like I do),
>>but some of these seem to not work properly (not limited to the Milan).

> Strange - the only difference between the two types of keyboard is the
> connector used, so converting this with a DIN/PS2-Adapter should work
> with *every* keyboard and computer (I have not yet seen a single
> failure, but as always, YMMV).

At the office, I already had two or three non-working adaptors. I can't
tell whether they were new, but the keyboards connected with them either
didn't produce any keystrokes at all or they were totally wrong.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4842. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-20 11:28:06 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977385722-78880AEicMi@cwcom.net>
Source record: 6199

From: woofer@cableinet.co.uk (Woofer)
Date: Mon, 18 Dec 2000 17:13:18 GMT

>In the auto folder I have (I'm using an Atari STe BTW):
>
>STING.PRG
>STING.INF ; pointing to a:\sting
>DRIVIN.PRG
>MFP.PRG

STinG should run _after_ HSModem, use a directory resorting tool to make it so (or copy the files to another temp. folder in the order you want them to run).

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4843. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-20 11:34:18 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977385724-79340AEicMi@cwcom.net>
Source record: 6200

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Tue, 19 Dec 2000 17:54:20 -0000

>On 19 Dec 2000 11:34:59 , "Anthony G Beckett" wrote:
>>Help
>>
>>I have an Atari TT030, and the mouse, when connected, goes bezerk. When

>Hnmm sounds like a dodgy 6301 keyboard controller, or possibly one of
>the ACIAs which communicates with the keyboard controller.

Might even be a virus perhaps, or possibly faulty solder joints on the mouse
port?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4844. audio patches on Falcon - help

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-20 14:09:30 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3A40BD9A.CF884A54@cfc.dnd.ca>
Source record: 6195

hello
I've started work on various soldering patches for the Falcon,
and have gotten as far as the audio patches.
I can get most of the surface mount resistors and caps,
but need to know the wattage of the resistors and the voltage of the
caps.
I am not an electronics person, otherwise I would know this! ;-)
Can anyone tell me what wattage and voltage I need?

the patches are as follows

To remove the bass boost on the output:
Change C58 and C59 from 100PF to 1000PF.
Change R123 anr R130 from 10K to 15K.
Change R59 and R68 from 100K to 4.7K.
Change C95 and C90 from 0.033yF to 1K Resistor.

To reduce the speaker amplifier gain:
Add a 100K resistor between pin 2 of U21 (@R119) and AGND (@R111).

To reduce the Input Gain by 6dB:
Remove R56, R57, R90, R92, C21 and C81.
Change R66 and R87 from 100K to 1.8K.
Add a 470pF NPO +/- 5% in parallel with R67.
Add a 470pF NPO +/-5% in parallel with R88.
Add a 100pF NPO +/-5% in parallel with R66.
Add a 100pF NPO +/-5% in parallel with R87.

thanks in advance for any help.
thanks.merci.tussen tak.slainte mhath
ken

4845. ST/TT Emulator Source Code

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-20 21:21:07 UTC
From: rtdos@qwest.net
Message-ID: <_t906.677$8N6.251441@news.uswest.net>
Source record: 6196

Does anyone know where I can find Emulator Source Code for the Atari ST/TT computers?

--
J.Wood

4846. Re: Falcon modification info needed!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 04:24:13 UTC
From: anarkist@idirect.com
Message-ID: <NBf06.14870$7.651548@quark.idirect.com>
Source record: 6197

please ignore my recent message in the newsgroups.
I should have remembered that I'd asked this question previously,
but forgot as I had to drop the project for a month.

On 2 Nov 2000 13:48:08 +, Jonas Klereborn wrote:
->Ken Macdonald wrote:
->
->> Then I went to a local electronics shop to purchase the resistors and
capacitors
->> and discovered a bewildering variety!
->> ->> But I feel sure that _someone_ here has done these mods, so would you
help me
->> out here by letting me know what wattages I need, and what voltages?
->
->The resistors and capacitors for the audio modification are surface
->mounted (SMD) and they have numbers corresponding to their size rather
->than the power rating. The original components are 0805, I think, but
->you could do with 1206. (I made my modification with 1206 because that
->was what I had at home.) The 1206 are a little bit bigger.

yes. I have 1206's as they were all I could find!!
but I am still missing a 1 000 and a 470 pF cap.
and a 10k and 100k ohm resistor.
I can't seem to get those caps or resistors in SMD, so will ceramic do?
The mobo is going to be recased in a large tower, so there is plenty
of room.

-snip-
->The F-series has a typical delay of 3ns per gate and the LS has 9ns per
->gate.The closest in time is the ALS (4ns) and S (3ns). The S has a power
->consumption of 20 mW per gate instead of 2 mW for the LS, 4 mW for the F
->and 1mW for the ALS. Pretty much any of these should do, but you never
->know. We are dealing with clock pulses here.
->You could also go for the HCT (8ns) that are suggested in some drawings
->of the clk-patch.

this mod is done!

->My suggestion is get two with different delay time and if one doesn't
->work try the other.
->The 47 ohm and 82 ohm resistors are for one version of the clk patch I
->think? These could and could not be surface mounted. It depends on what
->the person doing de soldering prefer.
->Good luck.
->/Jonas
->.

thanks for all your assistance!
ken

4847. Re: audio patches on Falcon - help

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 04:31:10 UTC
From: anarkist@idirect.com
Message-ID: <ilf06.14873$7.651548@quark.idirect.com>
Source record: 6198

I was forced by extracurricular activities
to put this project on hold for a month, and forgot that I had
asked this question on 1 nov, and received some answers!
but there are still some questions I have! :-)

On 20 Dec 2000 09:09:30 , Ken Macdonald wrote:
->hello
->I've started work on various soldering patches for the Falcon,
->the patches are as follows
->To remove the bass boost on the output:
->Change C58 and C59 from 100PF to 1000PF.

can't find a SMD version. can I use cermaic??

->Change R123 anr R130 from 10K to 15K.
->Change R59 and R68 from 100K to 4.7K.
->Change C95 and C90 from 0.033yF to 1K Resistor.

got the above.

->To reduce the speaker amplifier gain:
->Add a 100K resistor between pin 2 of U21 (@R119) and AGND (@R111).

Claus Holmerup suggests a 10Kohm here?

->To reduce the Input Gain by 6dB:
->Remove R56, R57, R90, R92, C21 and C81.
->Change R66 and R87 from 100K to 1.8K.
->Add a 470pF NPO +/- 5% in parallel with R67.
->Add a 470pF NPO +/-5% in parallel with R88.
->Add a 100pF NPO +/-5% in parallel with R66.
->Add a 100pF NPO +/-5% in parallel with R87.

can't find the 100pF cap in SMD. can I use another type?

thanks in advance for any help.
thanks.merci.tussen tak.slainte mhath
ken

4848. WANTED: TT Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 11:32:35 UTC
From: Anthony G Beckett <a.beckett@bigfoot.com>
Message-ID: <nTI06.227$Rq3.143095@news.chello.com.au>
Source record: 6101

Wanted: one keyboard for an Atari TT. MUST WORK! :)
If anyone out there has one, please let me know how much you want for it.

--
Regards,

Anthony Beckett
http://pcmuseum.i-o.net.au

4849. Re: WANTED: TT Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 12:08:33 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Ztm06.2017$Bi.21892@NewsReader>
Source record: 6102

Hello.

"Anthony G Beckett" <a.beckett@bigfoot.com> wrote in message
news:nTl06.227$Rq3.143095@news.chello.com.au...
> Wanted: one keyboard for an Atari TT. MUST WORK! :)
> If anyone out there has one, please let me know how much you want for it.

Keychange Music, + 44 (0) 1925 266120 can supply new TT and Mega STE
keyboards in various languages, Spanish, German and others. They all work in
the TOS language of the machine, you can change the key tops if you have a
broken one.

In England the price is £25 including post. The rest of the world add
postage. If you wish you can buy 5 in a box for £100, sell the ones you
don't need and get yours free.

It's also a cheap way to fix a duff mouse port on an ST or Falcon, I can
provide adaptors for £7.50 inc post in the UK, plus post the world.

Merry Christmas,

Barrie at Keychange.

www.atamusic.u-net.com

www.keychange.co.uk soon.

4850. Re: ISDN on serial port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 13:31:59 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3a42028e1b97070@free.fr>
Source record: 6103

Hello,

in article <3a2b939216eac13@free.fr> (comp.sys.atari.st.tech)
Pascal Ricard wrote on Mon 04-12-2000 12:54 (GMT):

> Mike De.Petris wrote on Thu 01-01-1970 00:59 (GMT):
>
> > ZyXEL omni.net LCD+M
>
> Great model ! I'm looking for something less expensive, the Omni.net D
> for example.

I finaly opted for this model. My phone line have been "ISDNized" this
morning and... it's great :-). I wonder how I could live without such a
line for so long :-)

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

4851. Re: Falcon modification info needed!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 13:43:27 UTC
From: bindon@madasafish.com
Message-ID: <t4427vrc4f8l24@corp.supernews.com>
Source record: 6104

On 21 Dec 2000 04:24:13 , Ken Macdonald wrote:

>I can't seem to get those caps or resistors in SMD, so will ceramic do?
>The mobo is going to be recased in a large tower, so there is plenty
>of room.

I really can't see why not. Advice is to keep the leads as short as
poss to prevent picking up stray noises, but it's very unlikely that
if you had the leads really long that it'll crash the computer, I mean
this is audio circuitry.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4852. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 13:43:30 UTC
From: bindon@madasafish.com
Message-ID: <t44282iqajtb27@corp.supernews.com>
Source record: 6105

```
On 20 Dec 2000 11:34:18 , Derryck Croker wrote:
>From: bindon@madasafish.com (Lyndon Amsdon)
>Date: Tue, 19 Dec 2000 17:54:20 -0000
>
>>On 19 Dec 2000 11:34:59 , "Anthony G Beckett" wrote:
>>>Help
>>>
>>>I have an Atari TT030, and the mouse, when connected, goes bezerk. When
>
>>Hnmm sounds like a dodgy 6301 keyboard controller, or possibly one of
>>the ACIAs which communicates with the keyboard controller.
>
>Might even be a virus perhaps, or possibly faulty solder joints on the mouse
>port?

Virus!!?? Heh, the only one I have on some of my disks is the
annoying ghost virus. I didn't know there was a virus that made the
mouse go bezerk. It could be the solder joints but I would have
thought he would have checked those from the start.

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+
```

4853. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 14:33:34 UTC
From: woofer@cableinet.co.uk
Message-ID: <MPG.14ac264046719aba98968a@news.blueyonder.co.uk>
Source record: 6106

In article <977385722-78880AEicMi@cwcom.net>, derryck@NOSPAMcix.co.uk
says...
> From: woofer@cableinet.co.uk (Woofer)
> Date: Mon, 18 Dec 2000 17:13:18 GMT
>
> >In the auto folder I have (I'm using an Atari STe BTW):
> >
> >STING.PRG
> >STING.INF ; pointing to a:\sting
> >DRIVIN.PRG
> >MFP.PRG
>
> STinG should run _after_ HSModem, use a directory resorting tool to make it
> so (or copy the files to another temp. folder in the order you want them to
> run).

Thank you very much! The Modem 1 option is there now.

It seems a bit obvious now, STinG would not be able to recognise the
serial driver, with out the serial support driver being loaded first <:)

Now I just have to work on re-inserting my hair.

4854. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 14:37:26 UTC
From: woofer@cableinet.co.uk
Message-ID: <MPG.14ac272752c2b9f098968b@news.blueyonder.co.uk>
Source record: 6107

> I have a friend who has his TT connected to his PC via NetBSD. He also
> connected some ST's to PC's via OS-9. I am sure he could help you. His
> email address is: mike@cpdist.com and his name is Mike Sienicki.
>
Thank you.
You've all been very helpful :)

4855. Re: ST/TT Emulator Source Code

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 17:23:59 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <91te9q$a11$1@newsg3.svr.pol.co.uk>
Source record: 6108

<rtdos@qwest.net> wrote in message
news:_t906.677$8N6.251441@news.uswest.net...
> Does anyone know where I can find Emulator Source Code for the Atari ST/TT
> computers?
>
> --
> J.Wood
>
>
>
The source to Stonx is on Little Green Desktop http://www.atarist.com/

4856. Re: Dumb Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 20:53:45 UTC
From: woofer@cableinet.co.uk
Message-ID: <MPG.14ac7f54eaef340598968c@news.blueyonder.co.uk>
Source record: 6109

> > His email address is: mike@cpdist.com and his name is Mike Sienicki.

The E-mail address doesn't seem to work it keeps coming back
undeliverable.

It could be my ISPs fault though, since the whole network is falling
apart at the moment :)

4857. Re: ROM and memory

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 21:58:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <91tuen$q1p$1@plutonium.compulink.co.uk>
Source record: 6110

In message <91luhb$4it$1@bagan.srce.hr>, dk33806@pinus.cc.fer.hr said:

> Could you perhaps have any more information? I downloaded
>simm.lzh - only document describing that, but it is on German and there are
>.plt files which I suppose need Platinum ST or a similar program which I
>dont have.

The .plt files are probably from Scooter-PCB, the English version of
which I translated and used to distribute (none left, I fear). But a
demo version should be available on a web site; this prints existing PCB
layouts but doesn't allow you to save (and then print) your own layouts.
If you can't find it, send me, say, 4 International Reply Coupons to
cover postage and I'll send you the demo version on 2 floppies (or 1 if
you can handle HD disks).

It's just possible that the files come from Platon, which used the same
.plt extender but a different format. :-(

> I am looking for description of what to connect, where, and what to
>disconnect on the board , and how and where to connect 72-pin socket.
> Other thing which I don't know is can I use DRAM or SIMM memory
>and which is better.

Sorry can't help you there.

Regards, /Peter/

4858. Re: ISDN on serial port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-21 23:13:44 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <19315_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6111

In uno strano messaggio del 21 Dec 00 paricard@free.fr (2:333/608.1) scrisse
al povero All :
>> > ZyXEL omni.net LCD+M
p> I finaly opted for this model. My phone line have been "ISDNized" this
p> morning and... it's great :-). I wonder how I could live without such a
p> line for so long :-)

Great choice, and easy to configure, I do not need the PC or Mac
configuration programs, some AT commands and there you go!

Just a pity that analog calls use the Phone2 line, otherwise it would be a
perfect home phone manger too.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Un rimbambit e' l'ottava parte di un rimbambyte.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4859. Re: ROM and memory

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-22 09:36:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <977652298-057401AEicMi@cwcom.net>
Source record: 6125

From: xlator@cix.compulink.co.uk
Date: 21 Dec 2000 21:58:47 GMT

>It's just possible that the files come from Platon, which used the same
>.plt extender but a different format. :-(

Scooter has a Platine-Scooter format converter, but it looks like you need
the library file from Platine as well.

Perhaps there is a demo version of Platine that could be used to print the
file in question.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4860. Re: ROM and memory

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-22 12:17:36 UTC
From: bindon@madasafish.com
Message-ID: <t46hj0aasrqd3a@corp.supernews.com>
Source record: 6112

On 21 Dec 2000 21:58:47 , xlator@cix.compulink.co.uk wrote:
>In message <91luhb$4it$1@bagan.srce.hr>, dk33806@pinus.cc.fer.hr said:
>
>> Could you perhaps have any more information? I downloaded
>>simm.lzh - only document describing that, but it is on German and there are
>>.plt files which I suppose need Platinum ST or a similar program which I
>>dont have.
>
>The .plt files are probably from Scooter-PCB, the English version of
>which I translated and used to distribute (none left, I fear). But a
>demo version should be available on a web site;

Chapelie.rma.ac.be has it under the electronics section for Ataris. I
suggest you buy the programme though because it's excellent if you do
electronics and you want to use Ataris.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4861. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-22 12:48:35 UTC
From: Anthony G Beckett <a.beckett@bigfoot.com>
Message-ID: <D4I06.245$Rq3.142971@news.chello.com.au>
Source record: 6113

Certainly did. I attempted to replace the 6301 and two tracks lifted (urk!) and I now have beautiful (not!) cables joining circuits, as the tracks broke off.. Also, in my TT Keyboard, there is no socket - hence the soldering - I actually soldered a socket in for flexibility.

After all that, it now works *worse* than before.. I will spend more time on it after I get over being annoyed.. :)

Regards,

Anthony Beckett
http://pcmuseum.i-o.net.au
"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t44282iqajtb27@corp.supernews.com...
> On 20 Dec 2000 11:34:18 , Derryck Croker wrote:
> >From: bindon@madasafish.com (Lyndon Amsdon)
> >Date: Tue, 19 Dec 2000 17:54:20 -0000
> >
> >>On 19 Dec 2000 11:34:59 , "Anthony G Beckett" wrote:
> >>>Help
> >>>
> >>>I have an Atari TT030, and the mouse, when connected, goes bezerk. When
> >
> >>Hnmm sounds like a dodgy 6301 keyboard controller, or possibly one of
> >>the ACIAs which communicates with the keyboard controller.
> >
> >Might even be a virus perhaps, or possibly faulty solder joints on the
mouse
> >port?
>
> Virus!!?? Heh, the only one I have on some of my disks is the
> annoying ghost virus. I didn't know there was a virus that made the
> mouse go bezerk. It could be the solder joints but I would have
> thought he would have checked those from the start.
>
>
> Lyndon Amsdon
> --
> +---------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +---------------------------+

4862. STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-22 20:42:46 UTC
From: Frank Lockwood <lockwood@nucleus.com>
Message-ID: <3a434caaa38270@nucleus.com>
Source record: 6114

Can anyone help me to either get an upgrade or to modify the STING Dialer? My U.S. Robotics seems to need quite a lengthy INIT string to be able to log on successfully to my ISP, and the STING Dialer has a limited number of characters in that field - not enough.

I tried simply modifying the .RSC file so that the appropriate fields would hold more characters, but that did not work once I started the program.

Can anyone help me with recoding the program so that the INIT string can hold at least 40 characters?

Thanks,

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

4863. How much ram on a 1040 STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-23 17:51:00 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3a455ae4$1_1@news.pacifier.com>
Source record: 6119

```
d> I just got a 1040 STe through ebay. I have it opened and see the
d> simms, but I have no idea how much memory it has in it. It's been a
d> while since I've used an ST and I can't remember how to get it to
d> tell me how much ram it has installed. I have a bunch of pc 30 pin
d> 1meg simms lying around, so I want to bring it to 4megs before I
d> close it up again.

The Atari 1040ST when stock has 1 meg of RAM.

Don
Vancouver, USA
--
---
pacifier.com - Vancouver's Public access Internet (360) 693-0325
telnet or dial the above and type "new" at the prompt to register
```

4864. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-23 22:50:00 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012232247310.84-100000@TT030>
Source record: 6120

On 24 Dec 2000 xlator@cix.compulink.co.uk wrote:

> In message <3a434caaa38270@nucleus.com>, lockwood@nucleus.com said:
>
> >Can anyone help me to either get an upgrade or to modify the STING
> >Dialer? My U.S. Robotics seems to need quite a lengthy INIT string to
> >be able to log on successfully to my ISP, and the STING Dialer has a
> >limited number of characters in that field - not enough.
> >
> >Can anyone help me with recoding the program so that the INIT string
> >can hold at least 40 characters?
>
> Can't help with that, but couldn't you store most of the string
> functions in the S registers?

I agree.
If that modem is worth anything it should allow at least one
custom/default setup to be stored in NVRAM. Then a simple
ATZ should be the only thing required. This is how my modem
is setup, and it makes setting up dialers quite easy.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4865. Help - Where can I download ST Shareware?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-23 22:57:39 UTC
From: stooriepops <stooriepops@hotmail.comNOSPAM>
Message-ID: <923b6esl1@newsg2.svr.pol.co.uk>
Source record: 6116

Hi,

I'm looking to download a copy of The Financer (which I wrote in 1992).

Is there a shareware archive that I can search?

It was also on ST Format's July 1992 cover disk.

I'm in a nostalgic mood. :-)

Many thanks

Kevin Munro

--
---
stooriepops@hotmailNOSPAM.com
"This world is totally FUGAZI..."

4866. How much ram on a 1040 STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-23 22:58:43 UTC
From: djg <djg@spamisbad.world.com>
Message-ID: <D6a16.27272$1t.914205@typhoon.ne.mediaone.net>
Source record: 6115

I just got a 1040 STe through ebay. I have it opened and see the simms,
but I have no idea how much memory it has in it.
It's been a while since I've used an ST and I can't remember how to get it
to tell me how much ram it has installed. I have a bunch of pc 30 pin 1meg
simms lying around, so I want to bring it to 4megs before I close it up
again.

It's hooked up to a monitor and running. I also have stbasic and gfa
basic. Is there a command I can use to find out?
Also, if I do need to put more memory in, what kind should I look for and
what should I stay away from. The memory that is in there has printed on
it,: MT 4C1024DJ -7 9039 made in USA
is has 8 chips with a space for a 9th. I assume from the -7 that it's a
70ns.

Any help would be appreciated,
Thanks
Dan

4867. Re: How much ram on a 1040 STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-24 00:50:33 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <923hbp$2qek$1@news.comnet.co.nz>
Source record: 6117

"djg" <djg@spamisbad.world.com> wrote ...
> I just got a 1040 STe through ebay. I have it opened and see the
simms,
> but I have no idea how much memory it has in it.

When it left the factory, it would have had 1 MB. (520 = half meg, 1040
= 1 meg)

It may have been altered after that.

You machine must have a multiple of two SIMMs in it - as the 68k
processor has a 16-bit bus, and SIMMs are 8 data bits wide.

If there are four SIMMs in the machine, you have either got 1 MB
(half+half), 2.5MB (two+half or half+two [I can't recall, but some
systems have a hardware limitation on what goes first]) or 4 MB
(two+two).

If you only have two SIMMs, then you'll only have 0.5MB or 2MB.

> It's been a while since I've used an ST and I can't remember how to
get it
> to tell me how much ram it has installed. I have a bunch of pc 30 pin
1meg
> simms lying around, so I want to bring it to 4megs before I close it
up
> again.
>
> It's hooked up to a monitor and running. I also have stbasic and
gfa
> basic. Is there a command I can use to find out?

It's been a long time (over 10 years) since I've used BASIC seriously on
an ST (I generally use attice C or Devpac assembly language on my TT),
so here is how I can recall it. (CHECK YOUR USER/LANGUAGE MANUALS BEFORE
TRYING THIS!) BASIC isn't known for its standardisation - so your
language may be a bit different.

PRINT FRE(0)

will tell you how much free RAM you have available for doing things.

To find out how much the computer OS thinks it has installed:

PRINT PEEKL(&H42E)

will fetch the four-byte 32-bit integer which tells you how much much
memory TOS has found, and print it on screen.

Your language may prefer LPEEK or something similar instead of PEEKL in the example.

If your version of BASIC doesn't understand hexadecimal notation, the address :"&H42E" is 1070 in decimal.

The following values are common:
524288 0.5 MB
1048576 1 MB
2097152 2 MB
2621440 2.5 MB
4194304 4 MB

To convert to megabytes, using the previous PEEK instruction:

```
PRINT (PEEK( &H42E ) / 1024) / 1024
```

or

```
PRINT PEEK( &H42E ) / 1048576
```

--

Quote for the month:

"There are no k's in broke"
(Al Bundy, "Married With Children")

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4868. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-24 01:56:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <923l58$q46$1@plutonium.compulink.co.uk>
Source record: 6118

In message <3a434caaa38270@nucleus.com>, lockwood@nucleus.com said:

>Can anyone help me to either get an upgrade or to modify the STING
>Dialer? My U.S. Robotics seems to need quite a lengthy INIT string to
>be able to log on successfully to my ISP, and the STING Dialer has a
>limited number of characters in that field - not enough.
>
>Can anyone help me with recoding the program so that the INIT string
>can hold at least 40 characters?

Can't help with that, but couldn't you store most of the string
functions in the S registers?

Regards, /Peter/

4869. Re: How much ram on a 1040 STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-24 05:25:21 UTC
From: djg <djg@spamisbad.world.com>
Message-ID: <5Nf16.27387$1t.940507@typhoon.ne.mediaone.net>
Source record: 6121

Thanks,
I used print fre(0), and it returned 3867392, so considering tos and basic being loaded it looks like I have 4 megs after all.
Oddly though, when I used "print peek(&h42e)" it returned a value of 64. peekl and lpeek wouldn't work.It said "subscript out of range".

Dan
G Swaine <g.swaine@the.gluepot.com> wrote in message news:923hbp$2qek$1@news.comnet.co.nz...
> "djg" <djg@spamisbad.world.com> wrote ...
> > I just got a 1040 STe through ebay. I have it opened and see the
> simms,
> > but I have no idea how much memory it has in it.
>
> When it left the factory, it would have had 1 MB. (520 = half meg, 1040
> = 1 meg)
>
> It may have been altered after that.
>
> You machine must have a multiple of two SIMMs in it - as the 68k
> processor has a 16-bit bus, and SIMMs are 8 data bits wide.
>
> If there are four SIMMs in the machine, you have either got 1 MB
> (half+half), 2.5MB (two+half or half+two [I can't recall, but some
> systems have a hardware limitation on what goes first]) or 4 MB
> (two+two).
>
> If you only have two SIMMs, then you'll only have 0.5MB or 2MB.
>
> > It's been a while since I've used an ST and I can't remember how to
> get it
> > to tell me how much ram it has installed. I have a bunch of pc 30 pin
> 1meg
> > simms lying around, so I want to bring it to 4megs before I close it
> up
> > again.
> >
> > It's hooked up to a monitor and running. I also have stbasic and
> gfa
> > basic. Is there a command I can use to find out?
>
> It's been a long time (over 10 years) since I've used BASIC seriously on
> an ST (I generally use attice C or Devpac assembly language on my TT),
> so here is how I can recall it. (CHECK YOUR USER/LANGUAGE MANUALS BEFORE

> TRYING THIS!) BASIC isn't known for its standardisation - so your
> language may be a bit different.
>
> PRINT FRE(0)
>
> will tell you how much free RAM you have available for doing things.
>
> To find out how much the computer OS thinks it has installed:
>
> PRINT PEEKL(&H42E)
>
> will fetch the four-byte 32-bit integer which tells you how much much
> memory TOS has found, and print it on screen.
>
> Your language may prefer LPEEK or something similar instead of PEEKL in
> the example.
>
> If your version of BASIC doesn't understand hexadecimal notation, the
> address :"&H42E" is 1070 in decimal.
>

4870. Re: How much ram on a 1040 STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-24 06:12:10 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <92446q$8hr$1@news.comnet.co.nz>
Source record: 6122

"djg" <djg@spamisbad.world.com> replied to my answer and added ...
> Thanks,
> I used print fre(0), and it returned 3867392, so considering tos and
basic
> being loaded it looks like I have 4 megs after all.
> Oddly though, when I used "print peek(&h42e)" it returned a value of
64.
> peekl and lpeek wouldn't work.It said "subscript out of range".

The 64 returned by your question is simply the upper sixteen bits of the full 32 bit amount (in hexadecimal it's "0040"). The least-significant sixteen bits (stored at &h430) should be all zeroes.

In this case, for all known legal RAM values for an ST/STE computer, you'd get:

8 = 524288 = 512k (hex: 00080000)
16 = 1048576 = 1 M (00100000)
32 = 2097152 = 2 M (00200000)
40 = 2621440 = 2.5 M (00280000)
64 = 4194304 = 4 M (00400000)

In case you're wondering, the address you are peeking at is what is called a "system variable", and is stored in RAM by TOS after it starts up and has worked out how much RAM you have installed.

If your machine has "alternative" or "TT" RAM, (this requires a 32-bit CPU ie 68020 or better) then look at the four bytes at address &h5a4 will tell you the end of "alternative" RAM. If there isn't any, then this location should contain the value zero. If not, (assuming you only retrieve the upper 16 bits at the address, rather than the 32 bit value required) then subtract 256, and then divide by 16 and you will get the amount of alternative/fast/TT RAM.

(Note to the programmers out there : the addresses I've given in these articles are in protected memory, so you must be in the 68k CPU's "Supervisor mode" to access them, otherwise you'll get a multi-bomb crash. Basic appears to do this mode-swap for you)

As long as your machine is fully TOS compatible, the addresses I've given you will work on any ST/TT/Falcon/clone machine.

--

Quote for the month:

"There are no k's in broke"
(Al Bundy, "Married With Children")

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4871. Re: How much ram on a 1040 STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-24 06:27:42 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <92453s$98r$1@news.comnet.co.nz>
Source record: 6123

"djg" <djg@spamisbad.world.com> ...
> Thanks,
> I used print fre(0), and it returned 3867392, so considering tos and
basic
> being loaded it looks like I have 4 megs after all.
> Oddly though, when I used "print peek(&h42e)" it returned a value of
64.
> peekl and lpeek wouldn't work.It said "subscript out of range".

I've just had another thought:

If you have "Enhanced ST Basic", it had PEEK_L instead of PEEKL.

So, "PRINT PEEK_L(&h42e)" would give 4194304 in your case - meaning 4
megs.

(I haven't tried this, as I don't have ST BASIC handy on my TT, but it
may be of some help for you)

--

Quote for the month:

"There are no k's in broke"
(Al Bundy, "Married With Children")

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
intermediary : gem at gem win co nz. I would like to apologise to the
genuine respondents that this may inconvenience.

4872. Re: How much ram on a 1040 STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-24 09:30:36 UTC
From: djg <djg@spamisbad.world.com>
Message-ID: <0nj16.27409$1t.953504@typhoon.ne.mediaone.net>
Source record: 6124

You are correct! :)
Peek_L(&h42e) did indeed work and gave me a value of 4194304.
Thanks, this has been really informative.
What books would you recommend for more info like this on the STe?

Thanks,
Dan
G Swaine <g.swaine@the.gluepot.com> wrote in message
news:92453s$98r$1@news.comnet.co.nz...
> "djg" <djg@spamisbad.world.com> ...
> > Thanks,
> > I used print fre(0), and it returned 3867392, so considering tos and
> basic
> > being loaded it looks like I have 4 megs after all.
> > Oddly though, when I used "print peek(&h42e)" it returned a value of
> 64.
> > peekl and lpeek wouldn't work.It said "subscript out of range".
>
> I've just had another thought:
>
> If you have "Enhanced ST Basic", it had PEEK_L instead of PEEKL.
>
> So, "PRINT PEEK_L(&h42e)" would give 4194304 in your case - meaning 4
> megs.
>
> (I haven't tried this, as I don't have ST BASIC handy on my TT, but it
> may be of some help for you)
>
> --
>
> Quote for the month:
>
> "There are no k's in broke"
> (Al Bundy, "Married With Children")
>
> --
>
> g.swaine@the.gluepot.com is a bogus address. I can be contacted via an
> intermediary : gem at gem win co nz. I would like to apologise to the
> genuine respondents that this may inconvenience.
>

4873. ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-24 19:09:06 UTC
From: bgarvey355@aol.com
Message-ID: <20001224140906.00652.00005513@ng-cb1.aol.com>
Source record: 6126

Chalk this one up as a stupid thing to do. Exactly how much voltage ɾuns through an ST keybaord anyway, I had my ST apart, withthe power on doing some testing and I set the keyboard down (with Mobo rf shield off) onto its mount and WooHoo I got a heck of a jolt, the ST never skipped a beat, but I think I did my arms were a tingling, Stupid, stupid, stupid, yes I know better, and now I really know better ;-)

BG

4874. Re: How much ram on a 1040 STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-25 06:33:51 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <926prh$2bc8$1@news.comnet.co.nz>
Source record: 6127

"djg" <djg@spamisbad.world.com> wrote ...
> You are correct! :)
> Peek_L(&h42e) did indeed work and gave me a value of 4194304.
> Thanks, this has been really informative.
> What books would you recommend for more info like this on the STe?

Most of the ways I used to learn about the ST in the late 1980s (magazine articles, series, books etc) I no longer seem to have available, unfortunately.

The first place you should try is always your local user group. They usually have books available for the enthusiast, and users that are usually within a local phone call that can be very helpful.

Assuming you know how to write software, there was a "memory map" book/leaflet detailing the ST memory map.

Programming the hardware of the ST family is generally a matter of putting a value into an address, with an operation similar to the BASIC "POKE address, value" command.

Reading through some of the memory maps will give details of what a computer and/or its OS can do.

And, if you can lay your hands on the Atari Compendium book/CD, then that is a very good source of info about the computers OS and hardware from a programmers point of view. (Rumour has it that it was available on the net somewhere, but I cannot recall ever seeing the address of where this info appears on the net)

--

Quote for the month:

"There are no k's in broke"
(Al Bundy, "Married With Children")

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

4875. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-25 09:05:11 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <grgEqIAH3wR6Ew$h@steverosie.demon.co.uk>
Source record: 6128

In article <20001224140906.00652.00005513@ng-cb1.aol.com>, BGarvey355
<bgarvey355@aol.com> writes
>Chalk this one up as a stupid thing to do. Exactly how much voltage runs
>through an ST keybaord anyway, I had my ST apart, withthe power on doing some
>testing and I set the keyboard down (with Mobo rf shield off) onto its mount
>and WooHoo I got a heck of a jolt, the ST never skipped a beat, but I think I
>did my arms were a tingling, Stupid, stupid, stupid, yes I know better, and now
>I really know better ;-)
>
>BG

I've no idea off hand of the voltage.. but, I did something similar with
my Lynx handheld.. and boy did I get a surprise, high voltage enclosed
or what... it must have killed most of my brain cells (that's my excuse
anyway:P)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

4876. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-25 09:32:54 UTC
From: bindon@madasafish.com
Message-ID: <t4e526p40hq03@corp.supernews.com>
Source record: 6129

On 24 Dec 2000 19:09:06 , BGarvey355 wrote:
>Chalk this one up as a stupid thing to do. Exactly how much voltage runs
>through an ST keybaord anyway, I had my ST apart, withthe power on doing some
>testing and I set the keyboard down (with Mobo rf shield off) onto its mount
>and WooHoo I got a heck of a jolt, the ST never skipped a beat, but I think I
>did my arms were a tingling, Stupid, stupid, stupid, yes I know better, and now
>I really know better ;-)

Heh 5v, you must me a lttle weak! No what may of happened is you
touched the end of the keyboard on the PSU heat sink which are live.
I can't see how the ST didn't collapse though....

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4877. Milan Keyboad Prob

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-25 09:47:49 UTC
From: Johannes H&#65533;drich <haedrich@dusnet.de>
Message-ID: <927571dtm03$1@news.t-online.com>
Source record: 6130

Hi there,

i have an awful problem with my Milan keyboard:

1. After booting up my Milan my keyboard does not respond to my
keystrokes... NOTHING

2. I have to pull out the DIN-Plug and replug it in the Milan and then
everything function very well...

3. During the boot procedure the keyboard is initialized and showing the
Numlock LED ... and i may toggle the CAPS LOCK LED by pressing CAPS LOCK....
but when the Milan LOGO on white background appears the keyboard fails...
then i have replug the DIN-plug.. :((

WHAT THE HELL IS THIS?

Anybody any ideas?

Greetings from Germany

Johannes
webmaster of atari-home.de

4878. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-25 10:02:18 UTC
From: bindon@madasafish.com
Message-ID: <t4e6paq7h7n0c9@corp.supernews.com>
Source record: 6131

On 25 Dec 2000 09:05:11 , Steve Stupple wrote:
>In article <20001224140906.00652.00005513@ng-cb1.aol.com>, BGarvey355
><bgarvey355@aol.com> writes
>>Chalk this one up as a stupid thing to do. Exactly how much voltage runs
>>through an ST keybaord anyway, I had my ST apart, withthe power on doing some
>>testing and I set the keyboard down (with Mobo rf shield off) onto its mount
>>and WooHoo I got a heck of a jolt, the ST never skipped a beat, but I think I
>>did my arms were a tingling, Stupid, stupid, stupid, yes I know better, and now
>>I really know better ;-)
>>
>>BG
>
>I've no idea off hand of the voltage.. but, I did something similar with
>my Lynx handheld.. and boy did I get a surprise, high voltage enclosed
>or what... it must have killed most of my brain cells (that's my excuse
>anyway:P)

Does the Lynx have a backlit type thing. I haven't seen my friends
one for years. It may have been the inverter in that giving you a
belt.

4879. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-25 13:32:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977849092-581948AEicMi@madasafish.com>
Source record: 6140

Hi Frank

>Can anyone help me to either get an upgrade or to modify the STING
>Dialer? My U.S. Robotics seems to need quite a lengthy INIT string to
>be able to log on successfully to my ISP,

Why do you need such a long string, my USR 28k8 and my previous 56K
needed only ATZ once it was configured correctly.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4880. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-25 15:32:10 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <927p5p$6ga$1@newsg2.svr.pol.co.uk>
Source record: 6132

Don't know about the voltage of the Lynx backlight but on my Game Gear the backlight switches on at about 550v. Certainly enough make you think twice.

Don't worry though, your not alone!! I was servicing a laptop LCD Screen and stcuk my finger on the inverter circuit. That hurt for a while, made my arm ache.

Tim

Lyndon Amsdon <bindon@madasafish.com> wrote in message news:t4e526p40hq03@corp.supernews.com...
> On 24 Dec 2000 19:09:06 , BGarvey355 wrote:
> >Chalk this one up as a stupid thing to do. Exactly how much voltage runs
> >through an ST keybaord anyway, I had my ST apart, withthe power on doing some
> >testing and I set the keyboard down (with Mobo rf shield off) onto its mount
> >and WooHoo I got a heck of a jolt, the ST never skipped a beat, but I think I
> >did my arms were a tingling, Stupid, stupid, stupid, yes I know better, and now
> >I really know better ;-)
>
> Heh 5v, you must me a lttle weak! No what may of happened is you
> touched the end of the keyboard on the PSU heat sink which are live.
> I can't see how the ST didn't collapse though....
>
> Lyndon Amsdon
> --
> +---------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +---------------------------+

4881. IDE harddisk on Atari STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-25 17:30:42 UTC
From: Marc Belier <vooj@xs4all.nl.nospam>
Message-ID: <928082$9vf$1@boile.a2000.nl>
Source record: 6133

Hi there,

I just purchased an Atari STe again (having sold my first one due to money problems). Since the local shops stopped selling ST stuff a long time ago, I was wondering if it would be possible to connect a regular IDE harddisk to it?

Greetings,
Marc

4882. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-26 12:28:07 UTC
From: bindon@madasafish.com
Message-ID: <t4h3mn96mv3g72@corp.supernews.com>
Source record: 6134

On 25 Dec 2000 15:32:10 , "timothy" wrote:
>Don't know about the voltage of the Lynx backlight but on my Game Gear the
>backlight switches on at about 550v. Certainly enough make you think twice.
>
>Don't worry though, your not alone!! I was servicing a laptop LCD Screen and
>stcuk my finger on the inverter circuit. That hurt for a while, made my arm
>ache.

That ain't nothing really. I burnt my fingers on an ancient SMPSU
that had a couple of 100uf 400v caps. My arm was waving around all
over the place. In fact I'm in the process of getting dud PC PSU's
and ripping the caps out. I'm gonna bank them all up and make a
inverter running of a couple of AA's. I've got 700uf so far...

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4883. Re: IDE harddisk on Atari STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-26 12:28:10 UTC
From: bindon@madasafish.com
Message-ID: <t4h3mq8mfcu675@corp.supernews.com>
Source record: 6135

On 25 Dec 2000 18:30:42 , "Marc Belier" wrote:
>Hi there,
>
>I just purchased an Atari STe again (having sold my first one due to money
>problems). Since the local shops stopped selling ST stuff a long time ago, I
>was wondering if it would be possible to connect a regular IDE harddisk to
>it?

Mario Becrofts IDE adaptor works a treat. Have virtually any size HD
(using a better OS than TOS like Magic, Mint etc). Just avoid Western
Digital and some IBM models. ASP sell them in the UK.

Lyndon Amsdon
--
+---------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+---------------------------+

4884. Re: IDE harddisk on Atari STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-26 15:36:08 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <92adp4$2og$1@news5.svr.pol.co.uk>
Source record: 6136

Toshiba laptop hard disc's work a treat.

Tim

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:t4h3mq8mfcu675@corp.supernews.com...
> On 25 Dec 2000 18:30:42 , "Marc Belier" wrote:
> >Hi there,
> >
> >I just purchased an Atari STe again (having sold my first one due to
money
> >problems). Since the local shops stopped selling ST stuff a long time
ago, I
> >was wondering if it would be possible to connect a regular IDE harddisk
to
> >it?
>
> Mario Becrofts IDE adaptor works a treat. Have virtually any size HD
> (using a better OS than TOS like Magic, Mint etc). Just avoid Western
> Digital and some IBM models. ASP sell them in the UK.
>
> Lyndon Amsdon
> --
> +--------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +--------------------------+

4885. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-26 16:32:37 UTC
From: timothy <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <92ah32$4vq$1@news5.svr.pol.co.uk>
Source record: 6137

What on earth are you gonna use that for?

Tim

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:t4h3mn96mv3g72@corp.supernews.com...
> On 25 Dec 2000 15:32:10 , "timothy" wrote:
> >Don't know about the voltage of the Lynx backlight but on my Game Gear
the
> >backlight switches on at about 550v. Certainly enough make you think
twice.
> >
> >Don't worry though, your not alone!! I was servicing a laptop LCD Screen
and
> >stcuk my finger on the inverter circuit. That hurt for a while, made my
arm
> >ache.
>
> That ain't nothing really. I burnt my fingers on an ancient SMPSU
> that had a couple of 100uf 400v caps. My arm was waving around all
> over the place. In fact I'm in the process of getting dud PC PSU's
> and ripping the caps out. I'm gonna bank them all up and make a
> inverter running of a couple of AA's. I've got 700uf so far...
>
> Lyndon Amsdon
> --
> +--------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +--------------------------+

4886. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-26 17:17:20 UTC
From: bindon@madasafish.com
Message-ID: <t4hkl0gki3tl36@corp.supernews.com>
Source record: 6138

On 26 Dec 2000 16:32:37 , "timothy" wrote:

>What on earth are you gonna use that for?

<shrug of shoulders>
Cattle prod maybe? :)

Lyndon Amsdon
--
+--------------------------+
|STe 4Mb/1.7gb/48x/56k/Tower|
| bindon@madasafish.com |
+--------------------------+

4887. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-26 17:27:43 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a48d50f$1_3@athena.netset.com>
Source record: 6139

In article <D4I06.245$Rq3.142971@news.chello.com.au>,
Anthony G Beckett <a.beckett@bigfoot.com> wrote:
>Certainly did. I attempted to replace the 6301 and two tracks lifted (urk!)
>and I now have beautiful (not!) cables joining circuits, as the tracks broke
>off.. Also, in my TT Keyboard, there is no socket - hence the soldering - I
>actually soldered a socket in for flexibility.
>
>After all that, it now works *worse* than before.. I will spend more time on
>it after I get over being annoyed.. :)
>
>Regards,
>
>Anthony Beckett
>http://pcmuseum.i-o.net.au

There is one simple cure for all of this. Mario Becrofts QWERTY.
Great product!

May not be the answer you specifically want, but this product is
nice and gives you the ability to use PC keyboards and mice on your Atari.
When you consider that one replacement mylar for the TT keyboard will buy
you a decent PC keyboard or a few cheap ones, it works out in the long
run.

Dan Ackerman

4888. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 00:48:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977937464-490822AEicMi@madasafish.com>
Source record: 6145

Hi Lyndon

>That ain't nothing really. I burnt my fingers on an ancient SMPSU that
>had a couple of 100uf 400v caps.

What a boy!, you aint lost your techno-cherry until youve held a live mains chassis, whilst earthed with an aerial lead, whilst trying to look up some babes skirt, whilst she giggles to her mate with the big boob's, "look, he's getting a shock"

Not a bad day, pronounced dead, resusitation attempted just in case and still finished my work after discharge.

>My arm was waving around all over the place. In fact I'm in the process
>of getting dud PC PSU's and ripping the caps out. I'm gonna bank them
>all up and make a inverter running of a couple of AA's.

Car batteries are more use, you should design a switching circuit that will connect them in paralel acroos the battery to charge them, and then switch them in series, in series with your cats testicles.

>I've got 700uf so far...

Wow, and there's me sitting here with 2000uF in one can.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4889. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 00:50:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <977937466-491522AEicMi@madasafish.com>
Source record: 6146

Hi guy's.

>>What on earth are you gonna use that for?

><shrug of shoulders>
>Cattle prod maybe? :)

You could try connecting to a frog, them basts dont arf jump with some
help.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4890. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 10:29:06 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <92cg37$8d8$1@newsg3.svr.pol.co.uk>
Source record: 6141

Hahaha!

Tim

Lyndon Amsdon wrote in message ...
>On 26 Dec 2000 16:32:37 , "timothy" wrote:
>
>>What on earth are you gonna use that for?
>
><shrug of shoulders>
>Cattle prod maybe? :)
>
>Lyndon Amsdon
>--
> +---------------------------+
> |STe 4Mb/1.7gb/48x/56k/Tower|
> | bindon@madasafish.com |
> +---------------------------+

4891. Help for CardFile 4? Update needed.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 11:07:08 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10012270259050.25635-100000@user2.teleport.com>
Source record: 6142
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have CardFile 4.05 and I wan't to get the latest version. Is Gribnif Software still supporting Atari? How do I contact them? I tried using the Patch software from Gribnif but it doesn't work. If someone can help, please E-Mail atari@benjamin.net

==Thanx==
===Ben===

Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974 DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4892. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 11:41:19 UTC
From: Anthony G Beckett <a.beckett@bigfoot.com>
Message-ID: <zzk26.310$Rq3.206054@news.chello.com.au>
Source record: 6143

Hi Dan;

Where can I get one, how much does it cost, etc etc etc! :)

Regards,

Anthony Beckett
http://pcmuseum.i-o.net.au
"Dan Ackerman" <baldrick@dilbert.netset.com> wrote in message
news:3a48d50f$1_3@athena.netset.com...
> In article <D4I06.245$Rq3.142971@news.chello.com.au>,
> Anthony G Beckett <a.beckett@bigfoot.com> wrote:
> >Certainly did. I attempted to replace the 6301 and two tracks lifted
(urk!)
> >and I now have beautiful (not!) cables joining circuits, as the tracks
broke
> >off.. Also, in my TT Keyboard, there is no socket - hence the soldering -
I
> >actually soldered a socket in for flexibility.
> >
> >After all that, it now works *worse* than before.. I will spend more time
on
> >it after I get over being annoyed.. :)
> >
> >Regards,
> >
> >Anthony Beckett
> >http://pcmuseum.i-o.net.au
>
>
> There is one simple cure for all of this. Mario Becrofts QWERTY.
> Great product!
>
> May not be the answer you specifically want, but this product is
> nice and gives you the ability to use PC keyboards and mice on your Atari.
> When you consider that one replacement mylar for the TT keyboard will buy
> you a decent PC keyboard or a few cheap ones, it works out in the long
> run.
>
> Dan Ackerman
>

4893. Re: Help for CardFile 4? Update needed. Help Found.

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 13:18:51 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.10.10012270509290.23027-100000@user2.teleport.com>
Source record: 6144
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Everybody,

it's me Ben again. Please forgive my Rash, Jumping of the gun. I found
what I was looking for on Gribnif Software's web site. It looks like
their still in business and I may buy more of their Software. If I can
get support for CardFile first. I can't give you address info now,
but I found them on www.search.com searching under either (I think)
Gribnif or Gribnif Software. Thank You for your support.

==Thanx==
===Ben===

On Wed, 27 Dec 2000, Bravo Sierra Computers wrote:

> I have CardFile 4.05 and I wan't to get the latest version. Is Gribnif
> Software still supporting Atari? How do I contact them? I tried using
> the Patch software from Gribnif but it doesn't work. If someone can
> help, please E-Mail atari@benjamin.net
>
>
> ==Thanx==
> ===Ben===
>
> Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
> DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
> http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
> http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!
>
>
>

Atari 8 Bit, ST & Jaguar Hardware, Software, Books & Accessories(503)256-9974
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebSite at
http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail at
bensmith@teleport.com or atari@benjamin.net Specify 8 Bit, ST &/or Jaguar!

4894. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 19:05:07 UTC
From: bindon@madasafish.com
Message-ID: <t4kfb3hgofkh4e@corp.supernews.com>
Source record: 6147

On 27 Dec 2000 00:48:42 , Steve Sweet wrote:

Hi Steve!

>>I've got 700uf so far...
>
>Wow, and there's me sitting here with 2000uF in one can.

Yeah, alright, but I can't be bothered to buy them new. These aren't the sort of things I have kicking around, never needed to make a SMPSU before. Best I can see in my catalouges though are 200v @ 10,000uf or 450v @ 4700uf or even 600v @ 2200uf. Not bad caps, by BHC Aerovox, but when that 600v cap is just under 100 ukp, I don't think so.

Maybe I should try one of those designs for a home made Tesla Coil!
:)

I think this is getting a bit OT!

4895. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 19:13:22 UTC
From: Frank Lockwood <lockwood@nucleus.com>
Message-ID: <3a49ceec64a8e1@nucleus.com>
Source record: 6148

On Mon 25-12-2000 13:32,
Steve Sweet wrote about Re: STING modification?
in comp.sys.atari.st.tech:

SS> >Can anyone help me to either get an upgrade or to modify the STING >Dialer?
SS> My U.S. Robotics seems to need quite a lengthy INIT string to >be able to log
SS> on successfully to my ISP,
SS> Why do you need such a long string, my USR 28k8 and my previous 56K needed
SS> only ATZ once it was configured correctly.

For the last seven months or so, it's been getting harder and harder
for me to establish a connection with my ISP. It would connect
alright, but the PPP authentication would fail or time out. Finally,
I was completely unable to log on at all. Their tech support guy
invited me and my TT down to their office where we tried another modem
- which worked. We then extracted the INIT string from the Modem
script used by a Macintosh, and tried that, and lo and behold, my
modem was able to make a connection. Unfortunately, this string is
about 40 characters long - more than the fields in either STING or
STIK2 allow.

I know that there is a way to store this string in a memory in the
modem, but I need to find the command codes to do this (I suppose from
a terminal emulator). Any suggestions?

Thanks,

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

4896. Re: Milan Keyboad Prob

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 20:01:11 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <92dhq7$q4c$1@sun27.hrz.tu-darmstadt.de>
Source record: 6149

Hi!

Johannes Hï¿½drich <haedrich@dusnet.de> wrote:
> i have an awful problem with my Milan keyboard:
> [...]
> Anybody any ideas?

Already tried a different keyboard (if possible)? What brand is the one
that fails, anyway?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

4897. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 20:49:55 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10012272044480.89-100000@TT030>
Source record: 6053

On Wed, 27 Dec 2000, Frank Lockwood wrote:

> I know that there is a way to store this string in a memory in the
> modem, but I need to find the command codes to do this (I suppose from
> a terminal emulator). Any suggestions?

Load up STalker, Connect, or any terminal app that you might use
for call a BBS. Go to the terminal mode type: AT<return>
if you see "Ok" appear then enter the init string followed
by a return, then type:

AT&Y0<return>
AT&W0<return>

That should store the current settings into the NVRAM and make
it the default at power up. Most modems use these same commands
at least several I've had over the years did.

ATZ or ATZ0 will reset it back your settings, assuming the above
commands worked.

Good luck...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4898. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-27 21:11:34 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92dlu6pfq1@plutonium.compulink.co.uk>
Source record: 6150

In message <20001224140906.00652.00005513@ng-cb1.aol.com>, bgarvey355@aol.com said:

>Chalk this one up as a stupid thing to do. Exactly how much voltage runs
>through an ST keybaord anyway, I had my ST apart, withthe power on doing some
>testing and I set the keyboard down (with Mobo rf shield off) onto its mount
>and WooHoo I got a heck of a jolt, the ST never skipped a beat, but I think I
>did my arms were a tingling, Stupid, stupid, stupid, yes I know better, and now
>I really know better ;-)

AFAIK, the only high voltage present in the computer is the line voltage
of the incoming power supply, plus slightly higher voltages in the
switch-mode circuit which is often present on the heat-sinks of the
relevant transistors. Your hand must have strayed into that area...

Regards, /Peter/

4899. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-28 00:45:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a4a8d0c$1_3@athena.netset.com>
Source record: 6051

In article <3a49ceec64a8e1@nucleus.com>,
Frank Lockwood <lockwood@nucleus.com> wrote:
>
>For the last seven months or so, it's been getting harder and harder
>for me to establish a connection with my ISP. It would connect
>alright, but the PPP authentication would fail or time out. Finally,
>I was completely unable to log on at all. Their tech support guy
>invited me and my TT down to their office where we tried another modem
>- which worked. We then extracted the INIT string from the Modem
>script used by a Macintosh, and tried that, and lo and behold, my
>modem was able to make a connection. Unfortunately, this string is
>about 40 characters long - more than the fields in either STING or
>STIK2 allow.
>

Well I read this at work and got a patch for you for STiK2.
Qdialer v .47 now will store an init string up to 60 characters long. I
don't know why anyone would need one that long, but 20 bytes shouldn't
kill anyone.

Dan Ackerman
aka baldrick

4900. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-28 00:48:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a4a8dc0$1_3@athena.netset.com>
Source record: 6052

In article <zzk26.310$Rq3.206054@news.chello.com.au>,
Anthony G Beckett <a.beckett@bigfoot.com> wrote:
>Hi Dan;
>
>Where can I get one, how much does it cost, etc etc etc! :)
>
>Regards,
>
>Anthony Beckett

Well to find someone local to you check with Marios web site. I
can't remember the URL directly, but you should be able to find info on
his Galaxy Video Card/Ethernet Card on most of the big atari news sites.
All the ones that I've seen have links directly to his site.

Dan Ackerman
aka baldrick

4901. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-28 13:04:57 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978008769.23363.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 6054

I was thinking about Robot Wars and using some BIG caps to shock the others but on testing the results were very disappointing, plus it would appear it against the rules.

I used a CD-ROM drive and tried to 'burn' some of the chips, etc in it - using a car and one of the HT leads I arced it across the drive but it worked fine after, this should be about 30,000 volts and well I do not know what the uF would be (probably not enough). It may have simply been that the sparks went through the case and did not go near the good stuff.

How long would a BIG cap take to charge on a standard 12V car battery?

(I think I may be going a bit sad in my old age).

Mark.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:t4kfb3hgofkh4e@corp.supernews.com...
> On 27 Dec 2000 00:48:42 , Steve Sweet wrote:
>
> Hi Steve!
>
> >>I've got 700uf so far...
> >
> >Wow, and there's me sitting here with 2000uF in one can.
>
> Yeah, alright, but I can't be bothered to buy them new. These aren't
> the sort of things I have kicking around, never needed to make a SMPSU
> before. Best I can see in my catalouges though are 200v @ 10,000uf or
> 450v @ 4700uf or even 600v @ 2200uf. Not bad caps, by BHC Aerovox, but
> when that 600v cap is just under 100 ukp, I don't think so.
>
> Maybe I should try one of those designs for a home made Tesla Coil!
> :)
>
> I think this is getting a bit OT!

4902. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-28 20:36:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110630-055215AEicMi@madasafish.com>
Source record: 6067

Hi Frank

>about 40 characters long - more than the fields in either STING or
>STIK2 allow.

>I know that there is a way to store this string in a memory in the
>modem, but I need to find the command codes to do this (I suppose from
>a terminal emulator). Any suggestions?

As this string will be an ascii string, you could use a terminal
emulator, type in the string and follow with an at&w to store it.
Any registers that were modified will now be save in memory.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4903. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-28 20:43:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110632-055839AEicMi@madasafish.com>
Source record: 6068

HI Lyndon

>Hi Steve!

Not yet, working on it though.

>>>I've got 700uf so far...

>>Wow, and there's me sitting here with 2000uF in one can.

>Yeah, alright, but I can't be bothered to buy them new.

I dont buy them they live in my car, with all the other freebies.

>Maybe I should try one of those designs for a home made Tesla Coil!

Drerryck was experimenting with one of those a while back, used a TV LOPT
I suggest some ArgoSheid TC gas in a bottle for a nice ion stream.

>:)

Stop it, it's make you blind, besides, your mum might walk in and catch
you!!.

>I think this is getting a bit OT!

Where animal torture is the subject there is no OT!!. ;-)

To all you bleedin heart liberals, any innocent furry creatures harmed
during this thread were for my personal perverted pleasure only, and
would have suffered needles pain for my self gratification anyway.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4904. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-28 20:45:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110636-056535AEicMi@madasafish.com>
Source record: 6069

Hi Mark

>How long would a BIG cap take to charge on a standard 12V car battery?

You know the capacity, and since Q=IT, you can work out the rest.
T by the way is the time it takes to get to 0.707 of Vmax, not full
charge, which in theory will never happen.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4905. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-28 20:46:46 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978110638-057137AEicMi@madasafish.com>
Source record: 6070

Hi Pete

>Your hand must have strayed into that area...

Ah!, that reminds me, i must go to the hospital and have this thumb
stiched back on, again!!
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4906. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-28 21:15:39 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <92gahrgmk1@plutonium.compulink.co.uk>
Source record: 6055

In message <977937464-490822AEicMi@madasafish.com>, steve_sweet@madasafish.com said:

>Wow, and there's me sitting here with 2000uF in one can.

If you go to some car audio showrooms, you can buy 1 Farad capacitors
off the shelf. Only 12 VW or so - but enough to give a nice fat spark
when charged and then shorted, I would have thought.

Regards, /Peter/

4907. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-28 23:37:59 UTC
From: sidcelery@cix.co.uk
Message-ID: <92gisnkbp1@plutonium.compulink.co.uk>
Source record: 6056

On 27 Dec 2000 19:48:00 , Dan Ackerman wrote:
>Anthony G Beckett <a.beckett@bigfoot.com> wrote:
>> Where can I get one, how much does it cost, etc etc etc! :)
>
> Well to find someone local to you check with Marios web site. I
> can't remember the URL directly, but you should be able to find info on
> his Galaxy Video Card/Ethernet Card on most of the big atari news sites.
> All the ones that I've seen have links directly to his site.

Hi Dan, it's:

http://gem.win.co.nz

rgds
H

4908. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-28 23:38:15 UTC
From: sidcelery@cix.co.uk
Message-ID: <92git7kbp2@plutonium.compulink.co.uk>
Source record: 6057

On 27 Dec 2000 20:49:55 , Lonny Pursell wrote:
>On Wed, 27 Dec 2000, Frank Lockwood wrote:
>> I know that there is a way to store this string in a memory in the
>> modem, but I need to find the command codes to do this (I suppose
>> from a terminal emulator). Any suggestions?
> Load up STalker, Connect, or any terminal app that you might use
> for call a BBS. Go to the terminal mode type: AT<return>
> if you see "Ok" appear then enter the init string followed
> by a return, then type:
>
> AT&Y0<return>
> AT&W0<return>
>
> That should store the current settings into the NVRAM and make
> it the default at power up.

Yup, that'll do it, Lonny.

It would also be useful to do an AT&V to view the active profile and paste this into a text file. Then do an AT&F to recall the Factory profile (don't do either of Lonny's two above when this the factory setting is on view, otherwise you'll have to start from scratch).

From the results of the active and factory settings you can determine those ones that are the same. If they exist in this 40-character string then they're redundant and can be removed.

Then, just keep a note of what's left, so if ever there's another problem with the modem you can solve it with:

AT&F
AT....init string....
AT&Y0
AT&W0

This should always work (I think).

rgds
H

4909. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 00:30:20 UTC
From: Frank Lockwood <lockwood@nucleus.com>
Message-ID: <3a4b6ae8907b01@nucleus.com>
Source record: 6058

Thank you Lonny and Harry. And Dan - thanks very much for modifying QDIALER. I hate to say it, but I've been having other problems trying to get STIK2 to run on my TT with Magic 6/Thing 1.27. Qdialer behaves similar to when I start a AUTO folder program from the desktop - my whole screen begins to scroll upwards, line by line, every five seconds or so as QDIALER updates its current state of connectedness (sic?). So I've been working with STING for now.

Regards,

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

4910. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 01:16:19 UTC
From: wongck@letterbox.com
Message-ID: <92gok9$5sh$2@mailint03.im.hou.compaq.com>
Source record: 6059

In article <3a4a8dc0$1_3@athena.netset.com>, baldrick@dilbert.netset.com (Dan Ackerman) wrote:
>
> Well to find someone local to you check with Marios web site. I
>can't remember the URL directly, but you should be able to find info on
>his Galaxy Video Card/Ethernet Card on most of the big atari news sites.
>

That will be
http://gem.win.co.nz/mario/hardware/galaxy.html

HTH
William

4911. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 10:03:20 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978105188-42744AEicMi@cwcom.net>
Source record: 6066

From: "Mark" <mark@recycledsteel.co.uk>
Date: Thu, 28 Dec 2000 13:04:57 -0000

>I used a CD-ROM drive and tried to 'burn' some of the chips, etc in it -
>using a car and one of the HT leads I arced it across the drive but it
>worked fine after, this should be about 30,000 volts and well I do not
>know

If you're into this sort of thing then look at
http://www.electricstuff.co.uk

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4912. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 10:04:37 UTC
From: bindon@madasafish.com
Message-ID: <t4oodle44c44d1@corp.supernews.com>
Source record: 6060

On 28 Dec 2000 13:04:57 , "Mark" wrote:
>I was thinking about Robot Wars and using some BIG caps to shock the others
>but on testing the results were very disappointing, plus it would appear it
>against the rules.

Ha, same here. About 2 years ago I thought that up but the guy I was
working with downloaded and printed of loads of information including
the rules, and it strictly says "no discharge capacitors or HT coils,
or any other means of producing high voltage" It would have killed
there radio gear and get very annoyed especially when some of the
recievers are over 200 pounds.. :)

>I used a CD-ROM drive and tried to 'burn' some of the chips, etc in it -
>using a car and one of the HT leads I arced it across the drive but it
>worked fine after, this should be about 30,000 volts and well I do not know
>what the uF would be (probably not enough). It may have simply been that
>the sparks went through the case and did not go near the good stuff.

uf? I think you mean current. Chips won't burn on 30,000 volt if its
only a few ma which it is. Go down to about 50v, like I do on my
bench PSU, get a sheet of glass for protection, and use some 10v
2700uf caps (quite big) and shove that through em. They blow big
time!

>How long would a BIG cap take to charge on a standard 12V car battery?

You have to make an inverter to charge a 400v cap up from 12v. You
can use lower voltage caps, which have a big advantage that they
through out huge amount of amps!

4913. STE and bogus DMA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 10:49:08 UTC
From: Fred <developpement@vigis.com>
Message-ID: <92hq6a$74jo1$1@ID-63701.news.dfncis.de>
Source record: 6061

Hello,

I have a (french) 520STe with the bogus DMA chipset. I'd like to know where I could find drivers to solve my problems when using a hard drive. I'm using a SCSI hard drive with a ACSI / SCSI converter.

Thanks.

Fred

4914. Re: IDE harddisk on Atari STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 14:12:17 UTC
From: chrisc1966@my-deja.com
Message-ID: <92i63u$b87$1@nnrp1.deja.com>
Source record: 6062

Lyndon wrote..

> > Mario Becrofts IDE adaptor works a treat. Have virtually any size
HD
> > (using a better OS than TOS like Magic, Mint etc). Just avoid
Western
> > Digital and some IBM models. ASP sell them in the UK.
> >

Unfortunately out of stock ATM.....:-((

chrisc
(ASP)

Sent via Deja.com
http://www.deja.com/

4915. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 14:45:58 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a4ca3a6$1_3@athena.netset.com>
Source record: 6063

In article <3a4b6ae8907b01@nucleus.com>,
Frank Lockwood <lockwood@nucleus.com> wrote:
>Thank you Lonny and Harry. And Dan - thanks very much for modifying
>QDIALER. I hate to say it, but I've been having other problems trying
>to get STIK2 to run on my TT with Magic 6/Thing 1.27. Qdialer behaves
>similar to when I start a AUTO folder program from the desktop - my
>whole screen begins to scroll upwards, line by line, every five
>seconds or so as QDIALER updates its current state of connectedness
>(sic?). So I've been working with STING for now.
>

No problem at all. It was a simple patch. And as for your other
problem it is simple as well. Check in your default.cfg file or your dial
script. One of the two has REPORT = 1 in it. Turn it to REPORT = 0. The
REPORT variable dtermines whether to print some debugging information to
the screen or to supress it.

Dan Ackerman
aka baldrick

4916. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 16:43:30 UTC
From: bindon@madasafish.com
Message-ID: <t4pfpin76neva9@corp.supernews.com>
Source record: 6064

On 28 Dec 2000 21:15:39 , xlator@cix.compulink.co.uk wrote:
>In message <977937464-490822AEicMi@madasafish.com>, steve_sweet@madasafish.com said:
>
>>Wow, and there's me sitting here with 2000uF in one can.
>
>If you go to some car audio showrooms, you can buy 1 Farad capacitors
>off the shelf. Only 12 VW or so - but enough to give a nice fat spark
>when charged and then shorted, I would have thought.

True, they're designed to give good low end bass, but it would be
interesting to see if they're really 1 Farad, as there is a lot of
fake ratings going on, especially in the car audio area.

4917. Re: STE and bogus DMA

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 16:43:32 UTC
From: bindon@madasafish.com
Message-ID: <t4pfpkmnm1o0aa@corp.supernews.com>
Source record: 6065

On 29 Dec 2000 11:49:08 , "Fred" wrote:
>Hello,
>
>I have a (french) 520STe with the bogus DMA chipset. I'd like to know where
>I could find drivers to solve my problems when using a hard drive. I'm using
>a SCSI hard drive with a ACSI / SCSI converter.

I think the only way to patch the DMA problem is to solder a newer one
in. Anyone else? If you use IDE on a ST you can get around the DMA
problem.

4918. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 19:02:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978113704-110501AEicMi@madasafish.com>
Source record: 6071

Hi Lyndon

>How long would a BIG cap take to charge on a standard 12V car battery?

>You have to make an inverter to charge a 400v cap up from 12v.

Why do you. Just smack it across the battery and presto its charged.

>You can use lower voltage caps, which have a big advantage that they
>through out huge amount of amps!

They only give out what you put in, and even a small cap can give out
huge amounts of amps, but for a shorter period.

Have a play with Q=IT and you'l see.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4919. Re: ISDN on serial port

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 19:36:16 UTC
From: hel@veda.is
Message-ID: <92ip3g$r82$1@nnrp1.deja.com>
Source record: 6072

In article <3a2b939216eac13@free.fr>,
"Pascal Ricard" <paricard@free.fr> wrote:
> Hello,
>
> in article
<18727_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
(comp.sys.atari.st.tech)
> Mike De.Petris wrote on Thu 01-01-1970 00:59 (GMT):
>
> > ZyXEL omni.net LCD+M
>
> Great model ! I'm looking for something less expensive, the Omni.net
D
> for example. It have neither the analog modem nor analog ports. I
can
> have it for arround 150 EUR. There is also the ELSA Microlink ISDN,
at
> arround 110 EUR, but I don't know if it will be as good as the
ZyXEL.

I have used the Target 25083 for the Atari (and OS/2 actually), it's
the version with 2 POTS built in, there is a less expencive version
called 25082 with no POTS or voice capabilities.

http://www.targetweb.nl/txt/tx25083.htm

These are for sale all over europe, both under the Target name and
others.
I paid around 100 euros for it (ex tax)and it should be availeble even
cheaper.
--
'Olafur Gunnlaugsson - oli@olafur.net
http://olafur.net

Sent via Deja.com
http://www.deja.com/

4920. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-29 19:58:07 UTC
From: bindon@madasafish.com
Message-ID: <t4pr6f2q49m646@corp.supernews.com>
Source record: 6073

On 29 Dec 2000 19:02:48 , Steve Sweet wrote:
>Hi Lyndon
>
>>How long would a BIG cap take to charge on a standard 12V car battery?
>
>>You have to make an inverter to charge a 400v cap up from 12v.
>
>Why do you. Just smack it across the battery and presto its charged.

A 400v cap being charged with a 12v battery will only be charged upto 12v
surely?

>>You can use lower voltage caps, which have a big advantage that they
>>through out huge amount of amps!
>
>They only give out what you put in, and even a small cap can give out
>huge amounts of amps, but for a shorter period.

Yeah, but then what's the point of have big amps for short periods!
With a 27,000 cap with 50v in it, it held a screwdriver across the
terminals for about 5 seconds.

4921. Atart ST explosion

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-30 00:26:47 UTC
From: David <drishani@bigpond.net.au>
Message-ID: <bZ936.37610$xW4.299781@news-server.bigpond.net.au>
Source record: 6074

Once many years ago, i was trying to install a memory upgrade to my 520stfm, and somehow shorted out the powersupply and 240volts was sent straight through the motherbord. Blew the shit out of the powersupply and i thought the computer would have been dead too.

but its now working happily on an amiga 500 powersuplly bodgily soldered in.

I bet if a pc had the same thing done to it, it'd be cactus.

eventualy i couldnt get the memory upgrade kit to fit, because it was the wrong version... but i got my st up to 1meg by soldering sockets and capacitors equivilent to the bank 0 ones, onto the the bare bank 1 side, just put 4 chips in the sockets from an old pc video card and it worked perfectly...

4922. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-30 00:55:57 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3A4D329D.5B50CBD8@avtomatika.com>
Source record: 6075

I think someone is tumbling in the dark here ;o)

Just a few thing I think should be considered.

When you are after biggest bang for a buck, what counts is energy that can be stored in cap, not pure capacity.
W=c(U^2)/2, Where W is stored energy (Ws=J), c is capacity (F) and U is of course voltage across the cap terminals (V).

So, cap from 1040 ST's PSU (100 ďž˝F/400V) can store as much energy as 10.000ďž˝F cap, rated for 40V.
If you want especially violent burst, it helps to have caps with low resistance and low inductance. That is the key reason why one can see many smaller caps, wired in parallel.

Steve Sweet wrote:

> HI Lyndon
>
> >Hi Steve!
>
> Not yet, working on it though.
>
> >>>I've got 700uf so far...
>

If that 700 ďž˝F are high voltage, then you might have something, but REMEMBER:

- always charge cap through appropriate diode and some resistive load (wirewound resistor e.g. 100 Ohm/ 5W or something like that).
You need the diode to get DC, AC would get you BANG at charging time with cancerogenous chemicals spilled all over the place and possible serious eye damage, caused from airborne bits...

- you have to multiply line voltage by SQRT(2)=cca. 1.414 to get peak voltage to which the cap will be filled. If you live in 220V, your peak voltage will be some 310V.
Add to that some safety margin! For 220V power lines, I would use cap with at least 400V rating.

- caps do get old, which affects their capacitance as well as max. allowable voltage...

Regards,

Branko

>
> >>Wow, and there's me sitting here with 2000uF in one can.
>
> >Yeah, alright, but I can't be bothered to buy them new.
>
> I dont buy them they live in my car, with all the other freebies.
>
> >Maybe I should try one of those designs for a home made Tesla Coil!
>
> Drerryck was experimenting with one of those a while back, used a TV LOPT
> I suggest some ArgoSheid TC gas in a bottle for a nice ion stream.
>
> >:)
>
> Stop it, it's make you blind, besides, your mum might walk in and catch
> you!!.
>
> >I think this is getting a bit OT!
>
> Where animal torture is the subject there is no OT!!. ;-)
>
> To all you bleedin heart liberals, any innocent furry creatures harmed
> during this thread were for my personal perverted pleasure only, and
> would have suffered needles pain for my self gratification anyway.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4923. TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-30 08:07:32 UTC
From: David <drishani@bigpond.net.au>
Message-ID: <8Jg36.38090$xW4.303860@news-server.bigpond.net.au>
Source record: 6076

is there any such network cards in a VME style suitable for the TT? drivers would also be needed.. and do they have UTP sockets? Coax is useless to me..

Also is there a board in existance for the TT to use standard 72pin EDO simms ?
because that would be alot faster than whats in there .. Or even Better 168pin dimms? unlikly because there 64bits each, but i suppose 1 dimm could be seperated into 2 banks, or is this not possible? Or if it is possible, why havent any of you made the boards yet ? :P :)

cheers.

4924. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-30 10:14:57 UTC
From: atarist@xs4all.nl
Message-ID: <92kcj1$69l$1@news1.xs4all.nl>
Source record: 6077

Look for a place on the net with HAYES
commando's
[...]
Met vriendelijke groet,
Ronald van der Kamp

On 27 Dec 2000 12:13:22 , "Frank Lockwood" wrote:
>On Mon 25-12-2000 13:32,
>Steve Sweet wrote about Re: STING modification?
>in comp.sys.atari.st.tech:
>
[...]
>- which worked. We then extracted the INIT string from the Modem
>script used by a Macintosh, and tried that, and lo and behold, my
>modem was able to make a connection. Unfortunately, this string is
>about 40 characters long - more than the fields in either STING or
>STIK2 allow.
>
>I know that there is a way to store this string in a memory in the
>modem, but I need to find the command codes to do this (I suppose from
>a terminal emulator). Any suggestions?
>
>Thanks,
>
>--
> Frank Lockwood ~ Lockwood A.R.S.
> Calgary, Alberta, Canada
> Quality Classical Music Recording and Editing
> http://www.nucleus.com/~lockwood/
>.

4925. Re: My TT's Mouse has probs!!

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-30 12:33:50 UTC
From: Anthony G Beckett <a.beckett@bigfoot.com>
Message-ID: <OCk36.348$Rq3.358031@news.chello.com.au>
Source record: 6078

Thanks for your assistance guys! I will be ordering one of these fantastic devices! Great to see hardware is still being designed.

--
Regards,

Anthony Beckett
http://pcmuseum.i-o.net.au
"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:92gisnkbp1@plutonium.compulink.co.uk...
> On 27 Dec 2000 19:48:00 , Dan Ackerman wrote:
> >Anthony G Beckett <a.beckett@bigfoot.com> wrote:
> >> Where can I get one, how much does it cost, etc etc etc! :)
> >
> > Well to find someone local to you check with Marios web site. I
> > can't remember the URL directly, but you should be able to find info on
> > his Galaxy Video Card/Ethernet Card on most of the big atari news
sites.
> > All the ones that I've seen have links directly to his site.
>
> Hi Dan, it's:
>
>
> http://gem.win.co.nz
>
> rgds
> H

4926. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-30 13:21:44 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978214752-631174AEicMi@madasafish.com>
Source record: 6080

Hi Lyndon

>>>You have to make an inverter to charge a 400v cap up from 12v.

>>Why do you. Just smack it across the battery and presto its charged.

>A 400v cap being charged with a 12v battery will only be charged upto
>12v surely?

Yes..., and the point it..

Are you wanting to charge this thing to its rated capacity by chance?, in which case you would need an invertor, but thats not what you said, you just wanted to charge it.

Remember capacitors store current so it could still be full at only 12V.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4927. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-30 15:42:04 UTC
From: bindon@madasafish.com
Message-ID: <t4s0icjto5u020@corp.supernews.com>
Source record: 6079

On 30 Dec 2000 01:55:57 , Branko Badrljica wrote:

>You need the diode to get DC, AC would get you BANG at charging time with
>cancerogenous chemicals spilled all over the place and possible serious eye
>damage, caused from airborne bits...

Cancerogenous? Oops. I've blown up about 15 or so small 100uf type
ones.

4928. Re: TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-31 02:53:44 UTC
From: sidcelery@cix.co.uk
Message-ID: <92m73ognh2@plutonium.compulink.co.uk>
Source record: 6081

On 30 Dec 2000 08:07:32 , "David" wrote:
> Also is there a board in existance for the TT to use standard 72pin
> EDO simms ? because that would be a lot faster than what's in there ..

The AixTT handles 72-pin EDO SIMMs as TT-RAM. It can take two of 32Mb
maximum, plus whatever you've got as ST RAM in the old configuration.

rgds
H

4929. Re: TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-31 03:04:51 UTC
From: David <drishani@bigpond.net.au>
Message-ID: <nnx36.39040$xW4.311959@news-server.bigpond.net.au>
Source record: 6082

where can one aquire such an item?

thanks

4930. Re: TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-31 10:29:36 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <92n1qg$b3h$1@draco.stochastik.rwth-aachen.de>
Source record: 6083

In article <nnx36.39040$xW4.311959@news-server.bigpond.net.au>,
David <drishani@bigpond.net.au> wrote:
>where can one aquire such an item?

Woller Systeme should be able to get you a MagnumTT[1], which is the newer
version of the AixTT which supports up to 2*128MB SIMMs.

cu
Michael

[1] If not: tell Konstantin to ask Uwe ;-)
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4931. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-31 10:49:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978268488-634795AEicMi@cwcom.net>
Source record: 6085

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Thu, 28 Dec 2000 20:43:08 -0000

>>Maybe I should try one of those designs for a home made Tesla Coil!
>
>Drerryck was experimenting with one of those a while back, used a TV LOPT

It was for a plasma globe, but you really need some gas like Argon for a
decent display. Got the right LOPT for the job though (I'm going to have to
struggle very hard to get this thread back on topic!) :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4932. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-31 13:32:39 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <92nd4v$h7s$1@news6.svr.pol.co.uk>
Source record: 6084

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:978214752-631174AEicMi@madasafish.com...

> Remember capacitors store current so it could still be full at only 12V.

To be pedantic .... they store charge (coulombs-or what you will).

4933. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-31 14:46:02 UTC
From: bindon@madasafish.com
Message-ID: <t4uhlajd22vfb7@corp.supernews.com>
Source record: 6086

On 30 Dec 2000 13:21:44 , Steve Sweet wrote:
Hi Steve

>Are you wanting to charge this thing to its rated capacity by chance?, in
>which case you would need an invertor, but thats not what you said, you
>just wanted to charge it.

Yep, sorry, I meant charge upto full voltage. I'm off to Sams
schematics for an inverter! :) Might make that rodent
zapper too....(modified bug zapper for more kick!)

4934. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-31 15:38:18 UTC
From: bindon@madasafish.com
Message-ID: <t4uknafaac6gb5@corp.supernews.com>
Source record: 6087

On 31 Dec 2000 10:49:44 , Derryck Croker wrote:
>From: Steve Sweet <steve_sweet@madasafish.com>
>Date: Thu, 28 Dec 2000 20:43:08 -0000
>
>>>Maybe I should try one of those designs for a home made Tesla Coil!
>>
>>Drerryck was experimenting with one of those a while back, used a TV LOPT
>
>It was for a plasma globe, but you really need some gas like Argon for a
>decent display. Got the right LOPT for the job though (I'm going to have to
>struggle very hard to get this thread back on topic!) :-)

I think I saw something about using a dead bulb or something. They
use an inert gas like Argon AFAIK.

4935. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-31 18:00:24 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978371894-338028AEicMi@madasafish.com>
Source record: 6091

Hi Derryck

>>>Maybe I should try one of those designs for a home made Tesla Coil!

>>Derryck was experimenting with one of those a while back, used a TV
>LOPT

>It was for a plasma globe, but you really need some gas like Argon for a
>decent display.

I suggested ArgoShield TC, its got nitrogen and Oxygen in it should gibe
a nice discharge effect.

>Got the right LOPT for the job though (I'm going to have to struggle
>very hard to get this thread back on topic!) :-)

Whats that got to do with anything. :-)

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4936. Looking for Atari ATW...

Newsgroup: comp.sys.atari.st.tech
Date: 2000-12-31 19:00:27 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <978289432.4477.0.pluto.d4ee0f47@news.demon.nl>
Source record: 6088
Cross-posted to: comp.sys.atari.st.tech,maus.computer.atari.hardware,maus.sys.atari.hardware

Hi,

Is there anybody who has an Atari ATW for sale?

Mail offers to: Rene@underground.demon.nl

Rene

4937. Re: Atart ST explosion

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-01 01:20:17 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3a4fdb51$1_3@athena.netset.com>
Source record: 6089

David <drishani@bigpond.net.au> wrote in <bZ936.37610$xW4.299781@news-server.bigpond.net.au>:

>Once many years ago, i was trying to install a memory upgrade to my 520stfm,
>and somehow shorted out the powersupply and 240volts was sent straight
>through the motherbord. Blew the shit out of the powersupply and i thought
>the computer would have been dead too.
>
>but its now working happily on an amiga 500 powersuplly bodgily soldered in.
>
>I bet if a pc had the same thing done to it, it'd be cactus.
>
>eventualy i couldnt get the memory upgrade kit to fit, because it was the
>wrong version... but i got my st up to 1meg by soldering sockets and
>capacitors equivilent to the bank 0 ones, onto the the bare bank 1 side,
>just put 4 chips in the sockets from an old pc video card and it worked
>perfectly...
>
>
>
Now THAT, is hardcore hacking!!!!!!!!

Regards,

Jim

4938. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-01 11:21:42 UTC
From: Frank Lockwood <lockwood@nucleus.com>
Message-ID: <3a4ff88e17bd7c0@nucleus.com>
Source record: 6090

On Fri 29-12-2000 09:45,
Dan Ackerman wrote about Re: STING modification?
in comp.sys.atari.st.tech:

[regarding QDialer 0.47 now having a 60 character INIT field...]

DA> No problem at all. It was a simple patch.

Well, when I tried it with my 38 character INIT string, QDialer 0.47
only displayed the first 24 characters. Is this a display problem or
have I done something wrong.

DA> And as for your other problem it
DA> is simple as well. Check in your default.cfg file or your dial script. One
DA> of the two has REPORT = 1 in it. Turn it to REPORT = 0.

That did the trick - easy when you know how... I guess I had been a
little over anxious to, erm, configure things as a result of all the
problems I've been having.

Thanks again,

--
Frank Lockwood ~ Lockwood A.R.S.
Calgary, Alberta, Canada
Quality Classical Music Recording and Editing
http://www.nucleus.com/~lockwood/

4939. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-02 00:25:14 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a511fea_3@athena.netset.com>
Source record: 6092

In article <3a4ff88e17bd7c0@nucleus.com>,
Frank Lockwood <lockwood@nucleus.com> wrote:
>On Fri 29-12-2000 09:45,
>Dan Ackerman wrote about Re: STING modification?
>in comp.sys.atari.st.tech:
>
>[regarding QDialer 0.47 now having a 60 character INIT field...]
>
>DA> No problem at all. It was a simple patch.
>
>Well, when I tried it with my 38 character INIT string, QDialer 0.47
>only displayed the first 24 characters. Is this a display problem or
>have I done something wrong.
>

Probably just a clipping issue. There is no wrapping of lines so
anything longer than the window just gets clipped off in display.

Dan
aka baldrick

4940. Re: Atart ST explosion

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-02 01:07:20 UTC
From: wongck@letterbox.com
Message-ID: <92r9jdktj1@mailint03.im.hou.compaq.com>
Source record: 6093

In article <bZ936.37610$xW4.299781@news-server.bigpond.net.au>, "David"
<drishani@bigpond.net.au> wrote:
>wrong version... but i got my st up to 1meg by soldering sockets and
>capacitors equivilent to the bank 0 ones, onto the the bare bank 1 side,
>just put 4 chips in the sockets from an old pc video card and it worked
>perfectly...

I did that as well to get from 512K to 1MB on my 520STFM back in 1989. It seems that the ones with 4 memory chips can be easily done so, for older boards which requires some memory 16 chips, it's not as easy as to solder the blank slots with the correct memory & capacitors. Somewhere there is a need to cut some traces and place some resistors. It may be the memory bank selector or something like that.

Rgds
William

4941. Re: Atart ST explosion

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-02 02:02:16 UTC
From: David <drishani@bigpond.net.au>
Message-ID: <IEa46.41136$xW4.330227@news-server.bigpond.net.au>
Source record: 6094

with all the technology in Singapore, your still interested in atari's ?

:)

4942. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-02 09:42:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978504418-171463AEicMi@cwcom.net>
Source record: 6003

Hi Steve,

>>Got the right LOPT for the job though (I'm going to have to struggle
>>very hard to get this thread back on topic!) :-)
>
>Whats that got to do with anything. :-)

Hmm, well I'm usually the first to complain when OT stuff creeps in!

So, I could use Scooter to design the PCB on my Falcon (phew, managed
it!) :-)

Apologies to Lyndon for mistakenly sending him an email on this
subject, it was meant to go in here but I hit the wrong button! :-)

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4943. Re: STING modification?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-02 09:44:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978504422-171927AEicMi@cwcom.net>
Source record: 6002

From: baldrick@dilbert.netset.com (Dan Ackerman)
Date: 1 Jan 2001 19:25:14 -0500

>>Well, when I tried it with my 38 character INIT string, QDialer 0.47
>>only displayed the first 24 characters. Is this a display problem or
>>have I done something wrong.
>>
>
> Probably just a clipping issue. There is no wrapping of lines so
>anything longer than the window just gets clipped off in display.

On systems running MagiC it's usual to have input fields which scroll to
reveal any remaining text that's too long to fit into the window BTW :-)

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4944. Re: Atart ST explosion

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-02 09:48:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <978504424-172408AEicMi@cwcom.net>
Source record: 6004

From: wongck@letterbox.com (william wong)
Date: Tue, 02 Jan 2001 01:07:20 GMT

>In article <bZ936.37610$xW4.299781@news-server.bigpond.net.au>, "David"
><drishani@bigpond.net.au> wrote:
>>wrong version... but i got my st up to 1meg by soldering sockets and
>>capacitors equivilent to the bank 0 ones, onto the the bare bank 1 side,

[...]

>blank slots with the correct memory & capacitors. Somewhere there is a need to
>cut some traces and place some resistors. It may be the memory bank selector
>or something like that.

Very easy, you need to unsolder the ends of some resistors and connect them to
+5V to disable the existing memory banks.

Having soldered in loads of memory chips myself, I'd definitely recommend one of
the commercial memory upgrade boards, much easier to expand to the max 4Mb.

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

4945. Re: Looking for Atari ATW...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-02 13:58:43 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A51DE93.A439F2B7@it.kth.se>
Source record: 6095
Cross-posted to: comp.sys.atari.st.tech,maus.computer.atari.hardware,maus.sys.atari.hardware

Hi all,

> Is there anybody who has an Atari ATW for sale?

I'm looking for one and other Ataris as well!

I'm looking for various versions of the 520 and 1040, Megas, Mega STE,
TT, Falcons, Medusas, Hades' and Milans.

I'm looking for these items because I'm designing hardware for Ataris
that needs to be working with all kinds of hardware. Also, I will rather
go for a busted or broken device than a high price...

Best regards
Sven

4946. Re: MagnumTT in Rev. A TT?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-02 17:20:18 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101021717360.85-100000@TT030>
Source record: 6097

On 2 Jan 2001, Theo Hopman wrote:

> Hi, all. I'm thinking of upgrading my TT with a MagnumTT board.
> Unfortunately, I have a Rev.A motherboard, with the CPU
> daughtercard. Is the MagnumTT known to work with a TT having a CPU
> daughtercard?

Wow, you must have an early TT. I have the original 64meg board
from the same company, and no where in the docs does it mention
that situation. Tried asking the company directly? I mailed
once about something, I forget why, but they did reply.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

4947. MagnumTT in Rev. A TT?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-02 18:41:52 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <92t7dgett1@testinfo.cs.uoguelph.ca>
Source record: 6096

Hi, all. I'm thinking of upgrading my TT with a MagnumTT board.
Unfortunately, I have a Rev.A motherboard, with the CPU
daughtercard. Is the MagnumTT known to work with a TT having a CPU
daughtercard?

THeo

4948. LAN: Milan and Mac

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-03 02:55:15 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <92u4aj$5rc$1@zingo.tninet.se>
Source record: 6098

Hi all!

Tried setting up a LAN via nullmodem, with the Milan running Sting as
server. No problem on the TOS side, of course:-), but the Mac....
I can set the port speed to anything on the Milan and it works, but
on the Mac, I can't use anything but 19200. Doe's anuone have a clue
or a hint? Is there anybody else who has done this?

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

4949. internet access

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-03 03:59:00 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <8sx46.42571$xW4.342696@news-server.bigpond.net.au>
Source record: 6099

is it possible to share a net connection with a TT from a PC ?

If so, what software is needed ?

thanks

4950. Re: internet access

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-03 04:56:05 UTC
From: baldrick@dilbert.netset.com
Message-ID: <3a52b0e5$1_3@athena.netset.com>
Source record: 6100

In article <8sx46.42571$xW4.342696@news-server.bigpond.net.au>,
The Original David <drishani@bigpond.net.au> wrote:
>is it possible to share a net connection with a TT from a PC ?
>
>If so, what software is needed ?
>
>thanks
>
>

This is a common topic. Without too much fear I can say virutally
any TCPIP driver for the atari *if* you are connecting it to the PC and
are using the PC for the real net connection.

I have seen no full step by step for the atari for this, but there is
a TidBits article for the Mac on how to network a Mac to a PC to use an
internet connection on the PC. If you track that down, it should give you
all the necessary info for the PC side of things.

Dan Ackerman
aka baldrick

4951. Re: Atart ST explosion

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-03 07:25:29 UTC
From: wongck@letterbox.com
Message-ID: <92uk4h$878$1@mailint03.im.hou.compaq.com>
Source record: 6001

In article <IEa46.41136$xW4.330227@news-server.bigpond.net.au>, "David"
<drishani@bigpond.net.au> wrote:
>with all the technology in Singapore, your still interested in atari's ?
>
tis the computer that wow me back in the 80s, after using mainframes & apple
][.

rgds

4952. Re: Looking for Atari ATW...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-03 13:07:21 UTC
From: chrisc1966@my-deja.com
Message-ID: <92v867ugs1@nnrp1.deja.com>
Source record: 6005
Cross-posted to: comp.sys.atari.st.tech,maus.computer.atari.hardware,maus.sys.atari.hardware

THere's a lot of us out here who would love to get an ATW.......I
missed a chance at one that had about 16 transputers in it a few years
ago (I didn't know what it was back then) and have been kicking myself
for it.....

In article <3A51DE93.A439F2B7@it.kth.se>,
Sven Karlsson <svenka@it.kth.se> wrote:
> Hi all,
>
> > Is there anybody who has an Atari ATW for sale?
>
> I'm looking for one and other Ataris as well!
>
> I'm looking for various versions of the 520 and 1040, Megas, Mega STE,
> TT, Falcons, Medusas, Hades' and Milans.
>
> I'm looking for these items because I'm designing hardware for Ataris
> that needs to be working with all kinds of hardware. Also, I will
rather
> go for a busted or broken device than a high price...
>
> Best regards
> Sven
>

Sent via Deja.com
http://www.deja.com/

4953. AppleTalk

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-03 15:38:17 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A534769.5952@fatum.umcs.lublin.pl>
Source record: 6006

Hello,

Does anyone know any technical details about the AplleTalk connector
available in Megas and TTs? How does it compare to UTP? Has anybody
utilised the connector?

Kylo :-)

PS. So many questions at the very beginning of the century... ;-)

4954. Re: AppleTalk

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-03 15:44:59 UTC
From: rsmac@t-online.de
Message-ID: <1emo3oq.p53q1nnfs7ggN%rsmac@t-online.de>
Source record: 6007

Kylo <grabek@fatum.umcs.lublin.pl> wrote:

> Does anyone know any technical details about the AplleTalk connector

Port is an serial port, nothing more. "LAN" suggest Network, but it is
on atari only an name for an serial port. No adaptor avaiable to connect
an atari via "LAN" and UTP cable to an local network.

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4955. the TT bloke

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-04 08:55:26 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <2UW46.44552$xW4.355302@news-server.bigpond.net.au>
Source record: 6008

some one asked me to send them some atari hard drive drivers and I forgot who it was, ive deleted all my e-mails....

anyway e-mail me if you want them still..

4956. Re: MagnumTT in Rev. A TT?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-04 21:04:07 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <932og7$7l2$1@draco.stochastik.rwth-aachen.de>
Source record: 6009

In article <92t7dgett1@testinfo.cs.uoguelph.ca>,
Theo Hopman <thopmanNOSPAM@uoguelph.ca> wrote:
>Hi, all. I'm thinking of upgrading my TT with a MagnumTT board.
>Unfortunately, I have a Rev.A motherboard, with the CPU
>daughtercard. Is the MagnumTT known to work with a TT having a CPU
>daughtercard?

Should work, provided it fits in mechanically.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4957. Re: STE and bogus DMA

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 09:11:10 UTC
From: Fred <developpement@vigis.com>
Message-ID: <934328$8qp36$1@ID-63701.news.dfncis.de>
Source record: 6010
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Is there any page on the web listing all available HD drivers ?
I could try them all and see if one manages to work around the problem.
The only drivers I had tried was the ICD 5.x and 6.x.

--
Frederic Claux
```

"Lyndon Amsdon" <bindon@madasafish.com> a crit dans le message news:
t4pfpkmnm1o0aa@corp.supernews.com...
> On 29 Dec 2000 11:49:08 , "Fred" wrote:
> >Hello,
> >
> >I have a (french) 520STe with the bogus DMA chipset. I'd like to know
where
> >I could find drivers to solve my problems when using a hard drive. I'm
using
> >a SCSI hard drive with a ACSI / SCSI converter.
>
> I think the only way to patch the DMA problem is to solder a newer one
> in. Anyone else? If you use IDE on a ST you can get around the DMA
> problem.

4958. Re: STE and bogus DMA

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 10:33:40 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978690908.20922.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 6011
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This really is a hardware problem I think, I would go for an IDE interface, try;

www.keychange.co.uk

http://gem.win.co.nz/mario/hardware/

Or if you have the extra harddisk, etc then I would get another STE, I got a 1Mb English one for £30 inc P&P and I know people have picked them up for less (much less).

Mark

"Fred" <developpement@vigis.com> wrote in message news:934328$8qp36$1@ID-63701.news.dfncis.de...
> Is there any page on the web listing all available HD drivers ?
> I could try them all and see if one manages to work around the problem.
> The only drivers I had tried was the ICD 5.x and 6.x.
>
> --
> Frederic Claux
>
> "Lyndon Amsdon" <bindon@madasafish.com> a écrit dans le message news:
> t4pfpkmnm1o0aa@corp.supernews.com...
> > On 29 Dec 2000 11:49:08 , "Fred" wrote:
> > >Hello,
> > >
> > >I have a (french) 520STe with the bogus DMA chipset. I'd like to know
> where
> > >I could find drivers to solve my problems when using a hard drive. I'm
> using
> > >a SCSI hard drive with a ACSI / SCSI converter.
> >
> > I think the only way to patch the DMA problem is to solder a newer one
> > in. Anyone else? If you use IDE on a ST you can get around the DMA
> > problem.
>
>

4959. Re: IDE harddisk on Atari STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 10:48:06 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978691774.21549.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 6012

You could also try

www.keychange.co.uk

"Marc Belier" <vooj@xs4all.nl.nospam> wrote in message
news:928082$9vf$1@boile.a2000.nl...
> Hi there,
>
> I just purchased an Atari STe again (having sold my first one due to money
> problems). Since the local shops stopped selling ST stuff a long time ago,
I
> was wondering if it would be possible to connect a regular IDE harddisk to
> it?
>
> Greetings,
> Marc
>
>

4960. Re: TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 10:52:03 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978692012.21675.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 6013

Maybe you could try the CTT booster from

http://www.czuba-tech.com/

This has a fast EDO controller onboard PLUS you will get a 64Mhz 68030, I also think this will change to a 68060 in the future but we will see. Unfortunately it is not ready yet but it should be in the next few months.

Mark

"David" <drishani@bigpond.net.au> wrote in message news:8Jg36.38090$xW4.303860@news-server.bigpond.net.au...
> is there any such network cards in a VME style suitable for the TT? drivers
> would also be needed.. and do they have UTP sockets? Coax is useless to me..
>
> Also is there a board in existance for the TT to use standard 72pin EDO
> simms ?
> because that would be alot faster than whats in there .. Or even Better
> 168pin dimms? unlikly because there 64bits each, but i suppose 1 dimm could
> be seperated into 2 banks, or is this not possible? Or if it is possible,
> why havent any of you made the boards yet ? :P :)
>
> cheers.
>
>
>
>

4961. Re: TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 11:51:07 UTC
From: Sven Karlsson <svenka@it.kth.se>
Message-ID: <3A55B52B.EBE763DD@it.kth.se>
Source record: 6014

Hi all,

> also think this will change to a 68060 in the future but we will see.
> Unfortunately it is not ready yet but it should be in the next few months.

Will it? Last I heard it wasn't even worked on, i.e., nothing has been
done on the design or anything.

As always you are of course welcome to prove me wrong...

Best regards
Sven

4962. Atari System V

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 13:55:03 UTC
From: MARTINAUX Franck <fm@meteorage.com>
Message-ID: <3A55D237.42794312@meteorage.com>
Source record: 6015

Hi everyone!

Do you know where can I download a full version of Atari UNIX system V?
Is Atari system V compatible with TOS?

Franck

4963. CTT CT60 Tempest and Coldfire

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 14:12:02 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978704010.26570.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 6016

This is third hand info (so it could be rubbish, and probably is) but the CT60 should be shipping in the next month or two, as soon as that is done then the CTT will be finished. The reason that the 68060 may be used is that the CT60 uses them and all that is needed is an order for a few extra (i.e no large batch problems). The CTT is basically the same ' idea' as the CT2 or the CT60 (I do not know) so the development time should be less.

I think there is about 20 people after the CTT at present (anyone that has not showed their interest really should).

As for my opinion, the more Atari system that we get towards the PPC the better (TOS, Mint, Magic, etc needs to make that jump) - if the cards include a 68060 BUS connector then it should be possible to connect a PPC at a later date, Tempest is forgoing this step and I can't wait for them both to come out!

You should also remember that the Atari community is always held back by delays.

This ColdFire clone coming out is going down a slightly different route but I do not know much about the chip, I think it is just a real quick chip which is based on the 68040 - maybe it is better to use these chips in the upgrades instead of the (relatively) slow and expensive 68060 (I don't know the technicalities of it). I do not think that the ColdFire Clone is going to come about, the poll on Magic finishes in 5 days and only 43 English (speaking) people have voted, that leaves 300 or so from Germany and about 150 for the rest of Europe and USA required before they will consider building it - if only there was a good Web browser (Java applets, etc) then no one would care but at present everyone is maintaining 2 computers (Win-tel or MAC and a TOS).

I would like to see an ATX PPC MoBo that boots into TOS, Magic, or whatever - I think most people here can sort the rest out.

Mark

"Sven Karlsson" <svenka@it.kth.se> wrote in message news:3A55B52B.EBE763DD@it.kth.se...
> Hi all,
>
> > also think this will change to a 68060 in the future but we will see.
> > Unfortunately it is not ready yet but it should be in the next few months.
>
> Will it? Last I heard it wasn't even worked on, i.e., nothing has been
> done on the design or anything.

>
> As always you are of course welcome to prove me wrong...
>
> Best regards
> Sven

4964. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 14:50:49 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978706336.27444.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 6017

All I really wanted to do was take out some chips that will probably be hiding behind a layer of steel and a couple of inches of air.

The rules say I can't but it would still be a nice experiment, the last one looked good but failed (really disappointing). I thought a Cap full of charge may work?

Another idea I thought of was to put a charged Cap into someone's pocket, how long will a Cap hold its charge? Will this kill someone? (I ask because I don't want to do this as it will not be that funny in a pub)

Mark.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:t4kfb3hgofkh4e@corp.supernews.com...
> On 27 Dec 2000 00:48:42 , Steve Sweet wrote:
>
> Hi Steve!
>
> >>I've got 700uf so far...
> >
> >Wow, and there's me sitting here with 2000uF in one can.
>
> Yeah, alright, but I can't be bothered to buy them new. These aren't
> the sort of things I have kicking around, never needed to make a SMPSU
> before. Best I can see in my catalouges though are 200v @ 10,000uf or
> 450v @ 4700uf or even 600v @ 2200uf. Not bad caps, by BHC Aerovox, but
> when that 600v cap is just under 100 ukp, I don't think so.
>
> Maybe I should try one of those designs for a home made Tesla Coil!
> :)
>
> I think this is getting a bit OT!

4965. Re: Atari System V

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 16:36:34 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A55F812.AF303B3B@ooc.de>
Source record: 6018

MARTINAUX Franck wrote:

> Do you know where can I download a full version of Atari UNIX system V?

You can't. This is no freeware product. You wouldn't have been able to
install it anyway from other media than a tape drive or a pre-installed
hard disk.

> Is Atari system V compatible with TOS?

No. It's a Unix and thus not compatible with TOS.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4966. Re: CTT CT60 Tempest and Coldfire

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 17:29:04 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978715831.27324.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 6019

Sorry got carried away there.

4967. Re: MagnumTT in Rev. A TT?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 17:53:44 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9351n8$as3$1@snipp.uninett.no>
Source record: 6020

Theo Hopman <thopmanNOSPAM@uoguelph.ca> wrote:
> Hi, all. I'm thinking of upgrading my TT with a MagnumTT board.
> Unfortunately, I have a Rev.A motherboard, with the CPU
> daughtercard. Is the MagnumTT known to work with a TT having a CPU
> daughtercard?

I also have an early TT with the CPU daughterboard, and it doesn't
interfere with the fastram-card at all. Atleast both the original 4Mb card
and the aixTT fits with lots of space to spare.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

4968. Re: Atari System V

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-05 17:58:42 UTC
From: MARTINAUX Franck <fm@meteorage.com>
Message-ID: <3A560B52.26206B@meteorage.com>
Source record: 6021

Uwe Seimet wrote:

> MARTINAUX Franck wrote:
>
> > Do you know where can I download a full version of Atari UNIX system V?
>
> You can't. This is no freeware product. You wouldn't have been able to
> install it anyway from other media than a tape drive or a pre-installed
> hard disk.

>
> > Is Atari system V compatible with TOS?
>
> No. It's a Unix and thus not compatible with TOS.
>

Ok, so there is no advantage to use this OS instead of MiNT?

4969. Sync rates and 12MHz clock on ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-06 01:36:26 UTC
From: vdjole@EUnet.yu
Message-ID: <935sqq$8t1$1@SOLAIR2.EUnet.yu>
Source record: 6022

Hi;

Following Jo's experience with accelerating a STacy, I tried to accelerate a Mega ST (up to 10MHz for the moment) and to convince a SM124 monitor to work with it- so far with limited success. I built a little circuit that produces correct sync rates, and made a little program that sets a flag for external syncs into the register at $FF820A. The external sync circuit works perfectly with computer at original 8MHz, but not so good with CPU at 10MHz- the picture zig-zags left-right about 10-20 pixels, several times per second, and there are white specks in the picture, which will require further thought. An unfortunate side-effect is that Lacescan circuit and driver do not work with external syncs at all.

It seems to me that getting a correct picture with extended resolution may be, from this point on, a software, not hardware problem. Is there a screen driver available somewhere for a ST accelerated like this? Or maybe Lacescan/Overscan drivers should be OK but my hardware should be designed differently? Any other suggestions?

Alas, that magazine article on this subject (ST-Computer, 9+10/1992) would be so useful if I could find it...

Btw the sync circuit takes the 500KHz signal (I generate it anyway for the keyboard ACIA) and then uses two counters: divide by 14 to get horizontal sync rate of 35.7KHz (2us sync pulse width) and then by 512 to get vertical sync rate of 69.7Hz (28us sync pulse width) - apparently the slightly lower vertical sync is acceptable (is it really?) to both the computer and monitor, at least at 8MHz CPU clock.

Thanx in advance.

4970. Re: Atari System V

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-06 16:31:37 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3A574869.1DAFEF7A@ooc.de>
Source record: 6023

MARTINAUX Franck wrote:

> Ok, so there is no advantage to use this OS instead of MiNT?

If you are interested in a full-featured Unix, MiNT won't do. I recommend reading literature on Unix. You don't seem to know the differences between these systems and that's why you should improve your knowledge about Unix and MiNT before deciding anything. As far as Unix is concerned nowadays Linux is definitely a better choice than the Atari System V. And, of course, you need a faster machine than an Atari to be able to really work with Unix. The TT is simply to slow for working seriously in a Unix environment.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

4971. Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-07 02:31:02 UTC
From: Anthony G Beckett <a.beckett@bigfoot.com>
Message-ID: <GxQ56.502$Rq3.1057950@news.chello.com.au>
Source record: 6024

Hi all;

The Atari 520ST was created.But then came the Atari 520STfm, which had a floppy ("f" ?) and TV OUT .. where does the "m" come in to it?

--
Regards,

Anthony Beckett
http://pcmuseum.i-o.net.au

4972. Re: WANTED: TT Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-07 03:27:07 UTC
From: anarkist@idirect.com
Message-ID: <fmR56.23340$7.982950@quark.idirect.com>
Source record: 6025

On 21 Dec 2000 11:32:35 , "Anthony G Beckett" wrote:
->Wanted: one keyboard for an Atari TT. MUST WORK! :)
->If anyone out there has one, please let me know how much you want for it.
->Regards,
->Anthony Beckett
->http://pcmuseum.i-o.net.au
->
check out Mario Becrofts site
http://gem.win.co.nz/mario/
ken

4973. Re: Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-07 04:20:25 UTC
From: The Original David <drishani@bigpond.net.au>
Message-ID: <d8S56.48632$xW4.389096@news-server.bigpond.net.au>
Source record: 6026

maybe F for floppy and the M for the rf Modulator ?

"Anthony G Beckett" <a.beckett@bigfoot.com> wrote in message
news:GxQ56.502$Rq3.1057950@news.chello.com.au...
> Hi all;
>
> The Atari 520ST was created.But then came the Atari 520STfm, which had a
> floppy ("f" ?) and TV OUT .. where does the "m" come in to it?
>
> --
> Regards,
>
> Anthony Beckett
> http://pcmuseum.i-o.net.au
>
>

4974. Wanted - a Hitachi HD6301V1P

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-07 07:18:53 UTC
From: Anthony G Beckett <a.beckett@bigfoot.com>
Message-ID: <xLU56.507$Rq3.1078767@news.chello.com.au>
Source record: 6027

Wanted - a Hitachi HD6301V1P

Yes, the chip inside most ST, Falcon & TT's keyboard. Anyone know where I
can get one, or anyone have one they'd like to sell me?

Thanks in advance;

Regards,

Anthony Beckett
http://pcmuseum.i-o.net.au

4975. Re: Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-07 13:11:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <978976514-63673AEicMi@madasafish.com>
Source record: 6036

Hi Anthony

>The Atari 520ST was created.But then came the Atari 520STfm, which had a
>floppy ("f" ?) and TV OUT .. where does the "m" come in to it?

The 'M' is for modulator, the device that generates the signal in a
manner that a TV tuner can eat.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4976. Re: Atari System V

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-07 18:53:47 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93advr$co6$1@draco.stochastik.rwth-aachen.de>
Source record: 6028

In article <3A55F812.AF303B3B@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
>
>You can't. This is no freeware product. You wouldn't have been able to
>install it anyway from other media than a tape drive or a pre-installed
>hard disk.

Just wondering: how do you install from a tape drive on a TT?

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

4977. Re: Atari System V

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-07 20:24:38 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <3a58cf5a$0$64258$1a0eedbc@dreader2.news.xs4all.nl>
Source record: 6029

The Atari System V was only sold together with a TT and 19 " b/w screen.
And how did Atari Benelux install the system?
Put a SCSI-harddisk on their System V TT and copied the lot. Then put the
harddisk in the customer TT.
They had a script for this.

--
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de> schreef in
berichtnieuws 93advr$co6$1@draco.stochastik.rwth-aachen.de...
> In article <3A55F812.AF303B3B@ooc.de>, Uwe Seimet <us@ooc.de> wrote:
> >
> >You can't. This is no freeware product. You wouldn't have been able to
> >install it anyway from other media than a tape drive or a pre-installed
> >hard disk.
>
> Just wondering: how do you install from a tape drive on a TT?
>
> cu
> Michael
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

4978. Hard Drives for TT?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-07 23:19:45 UTC
From: Rob <rmahlert@delphi.com>
Message-ID: <93atid$a1h$1@nnrp1.deja.com>
Source record: 6030

Please help..

I finally have run out of room on my hard drive.
I've been looking for a new one.. but I forgot What types of hard
drives will work on the TT.

Will a SCSI Ultra 50 pin work?
SCSI 2? Can I use 68 to 50 pin adaptors? ? ?

Thanks,
Rob M
rob@atari-users.net

Sent via Deja.com
http://www.deja.com/

4979. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-08 00:48:54 UTC
From: David and Ben Miller <dbmiller@sympatico.ca>
Message-ID: <3A590E72.3ED05DC1@sympatico.ca>
Source record: 6031

The Notator program for Atari is still one of the best sequencing
packages, and the Mega STE is a fine machine. Trouble is finding parts
and service

sjhgfdjjhsgdf@hgfd.com wrote:

> I saw a used Atari 1040 STE for sell (125$ can) and I wonder if I
> should buy it to sequence my MIDI instruments because I heard Atari
> was excellent for midi sequencing. Could anybody tell me if it's a
> good move to do?

4980. Re: Hard Drives for TT?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-08 04:25:01 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A59411C.A102F7AC@ihug.co.nz>
Source record: 6032

Hi there,

Rob wrote:
>
> Please help..
>
> I finally have run out of room on my hard drive.
> I've been looking for a new one.. but I forgot What types of hard
> drives will work on the TT.
>
> Will a SCSI Ultra 50 pin work?
> SCSI 2? Can I use 68 to 50 pin adaptors? ? ?

Not sure about the 68-50 adaptor, but any 50-pin SCSI disk >should<
be OK. There is really only 1 way to find out...

SCSI ultras, SCSI-2's etc...should still work, as the standard does
include backward compat. for older SCSI controllers AFAIK...

My best advice is to make sure you CAN return the disk should the TT's
SCSI controller not like it...most companies/people would understand
I'm sure...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

4981. Re: Wanted - a Hitachi HD6301V1P

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-08 15:15:03 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <978966996.24039.0.nnrp-04.9e98a620@news.demon.co.uk>
Source record: 6033

I think I may have an old 520ST that does not work, would that do??? Only thing is that it is an orriginal ST (not STfm or anything) so I think the keybourd design was a bit dofferent as the mouse and joystick are on the side, etc.

Mark.

4982. Re: Hard Drives for TT?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-08 16:13:12 UTC
From: rsmac@t-online.de
Message-ID: <1emxc1a.17amylq1htwicoN%rsmac@t-online.de>
Source record: 6034

Rob <rmahlert@delphi.com> wrote:

> Will a SCSI Ultra 50 pin work?

Yes.

> SCSI 2? Can I use 68 to 50 pin adaptors? ? ?

Yes. But watch for TermPwr!. 68/50 Adaptor had to terminate 8 not used
data lines. Use HDDriver.

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

4983. Re: Atari System V

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-08 16:57:48 UTC
From: MARTINAUX Franck <fm@meteorage.com>
Message-ID: <3A59F18B.F05D643B@meteorage.com>
Source record: 6035

Uwe Seimet wrote:

> MARTINAUX Franck wrote:
>
> > Ok, so there is no advantage to use this OS instead of MiNT?
>
> If you are interested in a full-featured Unix, MiNT won't do. I
> recommend reading literature on Unix. You don't seem to know the
> differences between these systems and that's why you should improve your
> knowledge about Unix and MiNT before deciding anything. As far as Unix
> is concerned nowadays Linux is definitely a better choice than the Atari
> System V. And, of course, you need a faster machine than an Atari to be
> able to really work with Unix. The TT is simply to slow for working
> seriously in a Unix environment.
>

Hello,
I own a falcon with CT2 accellerator and I already use MiNT.
My job is developper/administrator on UNIX system.
I use also use QNX on my personnal PC.
If I follow your advice, there is no interest in using a true UNIX (BSD or System V) on Atari platform.

4984. Re: Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-08 18:57:45 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <93d2j9slo1@plutonium.compulink.co.uk>
Source record: 6037

In message <GxQ56.502$Rq3.1057950@news.chello.com.au>, a.beckett@bigfoot.com said:

>The Atari 520ST was created.But then came the Atari 520STfm, which had a
>floppy ("f" ?) and TV OUT .. where does the "m" come in to it?

The 'm' stands for 'modulator' - which is what turns a video signal into
a TV signal to feed into the antenna/aerial socket of your TV.

Regards, /Peter/

4985. Linux on a TT [Was: Re: Atari System V]

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-08 19:44:02 UTC
From: mlake@melake.erols.com
Message-ID: <slrn95k640.g42.mlake@melake.erols.com>
Source record: 6038

>> As far as Unix
>> is concerned nowadays Linux is definitely a better choice than the Atari
>> System V. And, of course, you need a faster machine than an Atari to be
>> able to really work with Unix. The TT is simply to slow for working
>> seriously in a Unix environment.

I run Linux on a standard TT, a 33 mHz PC, a 300 mHz PC, and a 600 mHz
PC, and I disagree in part. If you only want/need to work in a non-X
environment then the TT runs fine enough for development or most any
other thing in my opinion.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/the-beach http://melake.erols.com/genealogy

4986. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-08 20:14:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979059978-330095AEicMi@madasafish.com>
Source record: 6039

Hi David

>The Notator program for Atari is still one of the best sequencing
>packages, and the Mega STE is a fine machine. Trouble is finding parts
>and service

Then youve obviously not heard of Atari Workshop in windsor.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4987. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-09 20:51:47 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <STK66.156$IX3.7473@NewsReader>
Source record: 6040

Hello.

.....or Keychange Music in Warrington

Mega STE, Cubase, Notator SL and Logic in stock.
www.keychange.co.uk

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:979059978-330095AEicMi@madasafish.com...
> Hi David
>
> >The Notator program for Atari is still one of the best sequencing
> >packages, and the Mega STE is a fine machine. Trouble is finding parts
> >and service
>
> Then you've obviously not heard of Atari Workshop in windsor.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

4988. Deskicon.rsc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-10 03:29:59 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <XGQ66.52991$xW4.423019@news-server.bigpond.net.au>
Source record: 6041

Could someone tell me where to find a copy of the standard TOS 2.06
Deskicon.rsc file. Cant seem to find it for love nor money.

Mark

--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom
Falcon030-4-800MB-SBlaster II, MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, mark@baypc.com.au
****

4989. Re: Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-10 05:56:25 UTC
From: blubereit@aol.com
Message-ID: <20010110005625.03721.00000612@ng-bh1.aol.com>
Source record: 6042

```
Hallo Anthony ,
it means
fm - frequenz modulator
will say TV conection possible
```

4990. Re: Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-10 14:47:57 UTC
From: "Craig Hart"
Message-ID: <93hs65$it7$1@perki.connect.com.au>
Source record: 6043

Fine Machine :-)

"Anthony G Beckett" <a.beckett@bigfoot.com> wrote in message
news:GxQ56.502$Rq3.1057950@news.chello.com.au...
> Hi all;
>
> The Atari 520ST was created.But then came the Atari 520STfm, which had a
> floppy ("f" ?) and TV OUT .. where does the "m" come in to it?
>
> --
> Regards,
>
> Anthony Beckett
> http://pcmuseum.i-o.net.au
>
>

4991. Re: Wanted - a Hitachi HD6301V1P

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-10 17:55:46 UTC
From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Message-ID: <93i7mt$5d6$1@nnrp1.deja.com>
Source record: 6044

All keyboard controller in the Atati ST series use the HD6301V1P. Later units made in Korea do not indicate that it is a 6301. You must use the original 6301 from an Atari keyboard. The 6301 has On-Chip ROM that is ATARI's own. The -xxx numbers after the Atari part number indicates different versions of the code in the 6301. The first keyboard controllers in the original Atari 520ST used a different support TTL IC, these will not work correctly in the keyboards that followed.

In article <978966996.24039.0.nnrp-04.9e98a620@news.demon.co.uk>,
"Mark" <mark@recycledsteel.co.uk> wrote:
>
> I think I may have an old 520ST that does not work, would that do???
Only
> thing is that it is an orriginal ST (not STfm or anything) so I think
the
> keybourd design was a bit dofferent as the mouse and joystick are on
the
> side, etc.
>
> Mark.
>
>

Sent via Deja.com
http://www.deja.com/

4992. Re: Deskicon.rsc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-10 21:21:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979162484-533369AEicMi@madasafish.com>
Source record: 6046

Hi Mark

>Could someone tell me where to find a copy of the standard TOS 2.06
>Deskicon.rsc file.

The 'standard' .rsc file is in ROM. you can create you own, but make sure
to match the order of the ROM copy.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4993. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-10 21:31:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979162488-534017AEicMi@madasafish.com>
Source record: 6047

Hi again David

>>>The Notator program for Atari is still one of the best sequencing
>>>packages, and the Mega STE is a fine machine. Trouble is finding parts
>>>and service

> Then you've obviously not heard of Atari Workshop in windsor.

>......or Keychange Music in Warrington
>Mega STE, Cubase, Notator SL and Logic in stock.

Or there's Atari Workshop, the /only/ Atari Authorised service centre
left in Great Britain. Licensed to supply any TOS version.

Complete music solutions built and supplied to specification.

As frequented by big music names such as Abbey Road Studios, D.Ream, Rolf
Harris.

Please remove "outdatedhippielambchops" from eMail address to reply

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

4994. Re: Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-10 22:33:32 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <20400_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6045

In uno strano messaggio del 10 Jan 01 blubereit@aol.com (2:333/608.1)
scrisse al povero All :
b> fm - frequenz modulator

Ho no, "f" is for "floppy", 520ST (I had one) had an external one, STf had
the internal floppy, STfm had internal floppy and TV modulator.

It may also have existed the STm with external floppy and internal TV
modulator, but I think you can find on a faq.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
--
The FIRST line will be placed in front of the footline and can be empty.
--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4995. Re: Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-11 01:52:23 UTC
From: wongck@letterbox.com
Message-ID: <93j3k2$21c$2@mailint03.im.hou.compaq.com>
Source record: 6048

In article <93hs65$it7$1@perki.connect.com.au>, "Craig Hart"
<chart@nospam@hyperlink.net.au> wrote:
>Fine Machine :-)
>

.....but it can also mean F*** Machine,

Is there one star too many above?? I mean FUN !
I'm using a darn windows program, can't even correclty tpye what I tyep. :-)

4996. Re: Deskicon.rsc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-11 02:09:31 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <vB876.54461$xW4.435957@news-server.bigpond.net.au>
Source record: 6049

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:979162484-533369AEicMi@madasafish.com...
> Hi Mark
>
> >Could someone tell me where to find a copy of the standard TOS 2.06
> >Deskicon.rsc file.
>
> The 'standard' .rsc file is in ROM. you can create you own, but make sure
> to match the order of the ROM copy.

I am after the file that originally came with TOS 2.06, it uses the same
icon's as the ROM, but has a few more too.

Mark

4997. Re: Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-11 11:01:30 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <20430_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 6050

In uno strano messaggio del 11 Jan 01 wongck@letterbox.com (2:333/608.1)
scrisse al povero All :
w> ....but it can also mean F*** Machine,
w> Is there one star too many above?? I mean FUN !

Ho no it was right, FAST Machine.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4998. Re: Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-11 12:16:11 UTC
From: "Craig Hart"
Message-ID: <93k7llguu1@perki.connect.com.au>
Source record: 5951

Faster (than a) Macintosh ?

"Mike De.Petris" <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote
in message news:20430_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it...
> In uno strano messaggio del 11 Jan 01 wongck@letterbox.com (2:333/608.1)
> scrisse al povero All :
> w> ....but it can also mean F*** Machine,
> w> Is there one star too many above?? I mean FUN !
>
> Ho no it was right, FAST Machine.
>
> Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it
>
> --
> Ti sento, bellissima statua sommersa.... mi ami o nooooo ?
>
> --
>
> Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

4999. Re: Deskicon.rsc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-11 16:19:37 UTC
From: bindon@madasafish.com
Message-ID: <t5rn8psgh82r0e@corp.supernews.com>
Source record: 5952

>"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
>news:979162484-533369AEicMi@madasafish.com...
>> Hi Mark
>>
>> >Could someone tell me where to find a copy of the standard TOS 2.06
>> >Deskicon.rsc file.
>>
>> The 'standard' .rsc file is in ROM. you can create you own, but make sure
>> to match the order of the ROM copy.
>
>I am after the file that originally came with TOS 2.06, it uses the same
>icon's as the ROM, but has a few more too.

I know what you're after. I have it on my disk I got from TUS.
Email me at bindon@madasafish.com and I'll glady send it.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5000. Home Build Computers

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-11 21:23:50 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a5e2466.0@energise.enta.net>
Source record: 5953

There has been much debate recently about the planned new
computers from Medusa and Milan.

Has anyone here every tried to "home" build an Atari compatible
machine ? I don't mean self assembling a Milan or Hades but
designing the whole thing from scratch. Obviously, the PCB
would need to be done commercially so it would only make
sense if someone wanted something a bit special. Maybe the
surface mount soldering would defeat even the most patient
person.

It is well beyond my abilities I must confess but I know that
many things get built by people who have access to modern
PCB design tools and a good electronics workshop were a lot
of proto-typing goes on.

Does anyone know what, if anything, is currently happening at
Milan ? I assume that they are quietly working away in Kiel
building the super-Milan that they announced three months ago.
It is possible that they have a proto-type sitting on a bench
being tested but we have heard nothing and I need reassuring.

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5001. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-11 22:28:46 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Kuq76.771$ni.7091@NewsReader>
Source record: 5954

Hello all,

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:979162488-534017AEicMi@madasafish.com...
> Hi again David
>
> >>>The Notator program for Atari is still one of the best sequencing
> >>>packages, and the Mega STE is a fine machine. Trouble is finding parts
> >>>and service
>
> > Then you've obviously not heard of Atari Workshop in windsor.
>
> >......or Keychange Music in Warrington +44 (0) 1925 266120.

www.keychange.co.uk

> >Mega STE, Cubase, Notator SL and Logic in stock.
>
> Or there's S****m S*******s. Licensed to supply any TOS version.

You need a licence to supply TOS roms? I think not.

Do you realise what a prat you look continually sniping at an Atari Supplier
established eight years ago?

All the musicians I work for must be ankle deep by now.

Just what do you do that's constructive? Besides sell the occasional mouse,
we all wanna know, don't we????

Regards from STEve & his nice warm tea cosey.

Yes, Sweetie, I think we all know what you've got by now........

I won't mention my two TTs, TTM 195 monitors, Clab Falcon, Mega STE,
16mhz TOS 2.06 Mega ST and SM 146 monitors again, promise.

Anyone else wanna have a go at Keychange Music, feel free.

Just try to be honest and constructive. Lies = libel

Barrie at Keychange Music Services.

5002. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 00:55:12 UTC
From: Dave Escott <dave@theupgradeshop.clara.net>
Message-ID: <4Fs76.801$ni.7972@NewsReader>
Source record: 5955

SOME THINGS just NEVER CHANGE.....

I have been following the Atari groups for a while now and even though i am no longer active in developing Atari related products i still spend time talking
to old customers and reading about new products on the Web.

Back in the days of Compo, Gasteiner, System Solutions, Marpet, Ladbrokes etc etc etc, the market was competitive and at times saturated by the bigger dealers and their large advertising budgets. As soon as the market began to shrink (mid 96) many dealers had either gone bust trying to support the platform or had jumped ship and told prospective customers to basically go away. However, some dealers where still entheuastic about the platform and carried on to support it with spare parts, software and repairs.

As suppliers we all had to endure the customer who is never pleased. Sometimes
it was the suppliers fault and other times it was the customer who was being unrealistic or down right rude and abusive. Many stories about various suppliers
did the rounds but as ever there is two sides to a story and most of us did not
dignify the rumour with a responce (enough said).

What i cannot understand and hence the reason for my posting is the stupendous
rantings of a user called "Steve Sweet". His postings are offensive and the content at times (comp.sys.atari.st) is down right disgusting for a group that is
meant to share information about the Atari and not about a certain act. Steve
Sweet in my opinion is the type of person who likes to voice his views without any thought and is probably the customer from hell. If Steve Sweet is such an authority on the Atari then maybe he would like to tell us what he ever did for the platform except winge and be a wanabee rep for a certain company. (Whats wrong, are you still trying to get a (h***) job their)

At the end of the day the companies left in the Atari market are few and far between. Many people are happy to have their machines repaired or serviced at reasonable rates. If someone posts an enquirey for information to an Atari
group then as long as the responce is reasonable then anyone can respond wether
it be a dealer or private person.

Good luck to all the Atari Users Around the world

Dave Escott
(TUS)

(By the way the spell check ain't working so sorry for the bad spelling)

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:Kuq76.771$ni.7091@NewsReader...
> Hello all,
>
> "Steve Sweet" <steve_sweet@madasafish.com> wrote in message
> news:979162488-534017AEicMi@madasafish.com...
> > Hi again David
> >
> > >>>The Notator program for Atari is still one of the best sequencing
> > >>>packages, and the Mega STE is a fine machine. Trouble is finding
parts
> > >>>and service
> >
> > > Then you've obviously not heard of Atari Workshop in windsor.
> >
> > >......or Keychange Music in Warrington +44 (0) 1925 266120.
>
> www.keychange.co.uk
>
> > >Mega STE, Cubase, Notator SL and Logic in stock.
> >
> > Or there's S****m S*******s. Licensed to supply any TOS version.
>
> You need a licence to supply TOS roms? I think not.
>
> Do you realise what a prat you look continually sniping at an Atari
Supplier
> established eight years ago?
>
> All the musicians I work for must be ankle deep by now.
>
> Just what do you do that's constructive? Besides sell the occasional
mouse,
> we all wanna know, don't we????
>
> Regards from STEve & his nice warm tea cosey.
>
> Yes, Sweetie, I think we all know what you've got by now........
>
> I won't mention my two TTs, TTM 195 monitors, Clab Falcon, Mega STE,
> 16mhz TOS 2.06 Mega ST and SM 146 monitors again, promise.
>
> Anyone else wanna have a go at Keychange Music, feel free.
>
> Just try to be honest and constructive. Lies = libel

>
> Barrie at Keychange Music Services.
>
>
>
>
>
>
>
>

5003. Help needed - HDD's, modems, TCP/IP etc.....

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 02:35:27 UTC
From: "matthew.shaw" <matthew.shaw@ntlworld.com>
Message-ID: <x2u76.3056$XC4.55035@news6-win.server.ntlworld.com>
Source record: 5956

Hey everybody........

You look like the guys to ask for help.....I recently got hold of an Atari Mega
ST 2......

It has got something which was described as a "PC emulator card", which has a
"Siemens-made" Intel 286 CPU on it.........What software can I use to get into the
"PC" mode ????? Is it downloadable from anywhere ?????

I also heard that I may be able to put a hard disc inside, I have loads available,
would I be able to do it myself ???? Would I use a SCSI, IDE, or Laptop HDD ???

The Mega ST2 also has a modem interface, I also heard something about a TCP/IP
stack program for the ST, where can I get it, and how do I get it all runnning ???? Will
I be able to get on the internet with my ST ??????

If you can help me with these questions, please send me an email......I will give u my
friendship for life, and all the programs for ST I have.......I also have loads of PC hardware,
software and other older computer gear which I am going to not want for ever......

Please help me !!!!

Cheers

Matt Shaw
matthew.shaw@ntlworld.com

5004. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 07:37:14 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3a5eb42a$0$174@news.zetnet.co.uk>
Source record: 5958

>On 12 Jan 2001 00:55:12 , "Dave Escott" wrote:
>SOME THINGS just NEVER CHANGE.....

...very very large snip

>Good luck to all the Atari Users Around the world

I echo that sentiment and agree with all you say.Now is not the time for ATARIANS to snipe at each other,we need all the services we can get. I have been perfectly satisfied with those I use and will obviously use them until events change. Both TUS and KEYCHANGE have never let me down.

Nice to know you are still around Dave. Hope you have got over the car shunt.

Regards
Derek

>(By the way the spell check ain't working so sorry for the bad spelling)

The way they accept spelling mistakes in Schools these days will bring a new type of spell check,or maybe we will wind up like our American Cousins and forget how to speak the Queens English.

dhunt@zetnet.co.uk

The Non Welsh Welshman.

5005. Re: Wanted - a Hitachi HD6301V1P

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 08:07:16 UTC
From: Richard Detlefsen <"74766,1561"@compuserve.com>
Message-ID: <3A5EBB34.AB439FC8@compuserve.com>
Source record: 5957

Anthony G Beckett wrote:

> Wanted - a Hitachi HD6301V1P
>
> Yes, the chip inside most ST, Falcon & TT's keyboard. Anyone know where I
> can get one, or anyone have one they'd like to sell me?
>
> Thanks in advance;
>
> Regards,
>
> Anthony Beckett
> http://pcmuseum.i-o.net.au

You can try Best Electronics, they have almost any part you'd need.
1-408-243-6950. http://www.best-electronics-ca.com/ .

Rick D.

5006. Re: Atari STfm <-- what does the fm stand for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 12:00:12 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <20468_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 5959

In uno strano messaggio del 11 Jan 01 chart@nospam@hyperlink.net.au
(2:333/608.1) scrisse al povero All :
c> Faster (than a) Macintosh ?

That would have been 520STftam instead !

BTW my Atari is a Mac, with MagiCMac 8^)

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
The new Pentium Overheat, CPU and water boiler in a single chip!

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5007. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 15:59:28 UTC
From: FCR <frosaire@olypen.com>
Message-ID: <zRF76.194457$IP1.7139051@news1.giganews.com>
Source record: 5960

As a sequencer for over 12 years, and a performer for over 30 I wouldn't trust anything BUTan Atari.
midi=music=atari...nuff said!
fcr

Nighttrain Entertainment
http://expage.com/nighttrain

<sjhgfdjjhsgdf@hgfd.com> wrote in message
news:3a3eb9be.39412762@news.videotron.ca...
> I saw a used Atari 1040 STE for sell (125$ can) and I wonder if I
> should buy it to sequence my MIDI instruments because I heard Atari
> was excellent for midi sequencing. Could anybody tell me if it's a
> good move to do?
>

5008. Re: Home Build Computers

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 17:00:45 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <93nd7t$4r6$1@draco.stochastik.rwth-aachen.de>
Source record: 5961

In article <3a5e2466.0@energise.enta.net>,
Peter Slegg <peter.slegg@===ANTI-SPAM===scubadivers.co.uk> wrote:

>sense if someone wanted something a bit special. Maybe the
>surface mount soldering would defeat even the most patient
>person.

It can be done - the first 10 Milan boards (that went to early software
developers) are completely hand-soldered - I did one myself, and it took
something short of one day for the soldering.

Soldering PQFP parts with 0.5mm pitch is no real fun, but it can be done
without much problems with steady hands and a normal, temperature-controlled
soldering iron and extra flux.

However, many newer parts can only be had in BGA packages, and these are
definitely not hand-solderable without a special BGA soldering station.

>Does anyone know what, if anything, is currently happening at
>Milan ? I assume that they are quietly working away in Kiel

The Milan II is stopped, so no new *hardware* is being designed.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5009. Re: Wanted - a Hitachi HD6301V1P

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 18:36:17 UTC
From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Message-ID: <93nir1qhi1@nnrp1.deja.com>
Source record: 5962

Yes you can get different versions of the 6301. The 6301 is an MCU, basicly a slightly modified 6801 MCU. The MCU is a CPU with on chip ROM, RAM, ACIA, TIMERS, and i/o lines. The 6301/6801 have several modes of operation. The application of the 6301 in the Atari keyboard is in single chip mode. This uses Atari's code in the On-Chip ROM to do all keyboard, mouse, and joystick operations, which is then sent to the ACIA '6850' on Atari main CPU board and processed through the MFP '68901'.

Any 6301 can be used in any circuit ONLY if you do not plan to use the device in any mode which uses the On-Chip ROM. I use the 6301 in some of my projects in Mode 2 which does not use the On-Chip ROM and allows the MCU to access 65280 '$FF00' bytes of external ROM, RAM, whatever. This is the same mode supported by the 6303/6803.

Does anyone have a *.BIN file and a disassembly of the code in the Atari keyboard controller '6301'?. I have a ceramic 6301 with a 28 pin EPROM socket built in the top of the MCU. I have tested this IC in an application for a 6303 an it works.
--
Canadian CoCo Nut

Sent via Deja.com
http://www.deja.com/

5010. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 19:58:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979381340-363477AEicMi@madasafish.com>
Source record: 5969

Hi "Honest" Barry

>> Or there's System Solutions. Licensed to supply any TOS version.

Your system seemed to have added some '*'s, which ive corrected for you.

>You need a licence to supply TOS roms? I think not.

Yes you do, obviously done your homework eh!.

>Do you realise what a prat you look continually sniping at an Atari
>Supplier established eight years ago?

Hm!, it seems only you think so.

>All the musicians I work for must be ankle deep by now.

They do tend to die young dont they muso's, must be the stress.

>Just what do you do that's constructive? Besides sell the occasional
>mouse, we all wanna know, don't we????

All that know me know me!!.

>Yes, Sweetie, I think we all know what you've got by now........

Ooh!, a personal insult, hasnt the tone lowered some.

>Anyone else wanna have a go at Keychange Music, feel free.

Actually its being done in closed groups at the moment, but i know they
read in here, perhaps they'd pop in after theyve left your customer
services dept.

>Just try to be honest and constructive. Lies = libel

Hm!, algebra, if Lies = Libel, then truth must equal, upset customers.

Please quote all lies ive told so far, in public so that i may be
humiliated, and not by personal eMail as youve resorted to so far, BTW,
say hello to Dennis the pimp for me..

I have stated that a number of people are unhappy with past dealings with
your establishment and are letting their feelings known, just not in here
where you can see it, yet, although if they did i could keep quiet.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5011. Re: Deskicon.rsc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 20:02:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979381344-364209AEicMi@madasafish.com>
Source record: 5970

Hi Mark

>> The 'standard' .rsc file is in ROM. you can create you own, but make
>> sure to match the order of the ROM copy.

>I am after the file that originally came with TOS 2.06, it uses the same
>icon's as the ROM, but has a few more too.

I never had that, i made my own at the beginning, but i see someone else
has offered to supply it for you. I think you'd be better constructing
your own, much more personal.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5012. Re: Wanted - a Hitachi HD6301V1P

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 21:06:10 UTC
From: steve@mctavish.co.uk
Message-ID: <93nrk2$f78$1@wee-eck.mctavish.co.uk>
Source record: 5963

Canadian CoCo Nut <canadiancoconut@my-deja.com> writes:

>Does anyone have a *.BIN file and a disassembly of the code in the
>Atari keyboard controller '6301'?. I have a ceramic 6301 with a 28 pin
>EPROM socket built in the top of the MCU. I have tested this IC in an
>application for a 6303 an it works.

You may find http://www.mctavish.co.uk/archive/st-kbd.tar.gz useful, as
long as you have a working ST available.

(If your browser doesn't deal well with that URL, try:
http://www.mctavish.plus.com/mctavish/archive/st-kbd.tar.gz)

This contains some code I wrote many years ago to dump the `ikbd' co-
processor's ROM to a file, plus a 6[83]01 disassembler to go with it.

There's even a partially commented disassembly there, from when I had
way too much time on my hands. ;-)

Cheers, Steve

5013. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-12 21:46:22 UTC
From: Sean Barbieri <root@ic24.net>
Message-ID: <3a5f8a8e232ca50@ic24.net>
Source record: 5964

Hi Dave,

on Fri 12-01-2001 00:55 (GMT) Dave Escott wrote:

Good to see you are still about. Waiting for your Veloce+100 Dave! :-)

>As suppliers we all had to endure the customer who is never pleased.
>Sometimes
>it was the suppliers fault and other times it was the customer who was being
>unrealistic or down right rude and abusive.

I personally have found that some suppliers have been absolutely disgraceful
in the "service" or lack of it they have given (not Sys Sol's or yourself btw)
and have heard many stories too from very well respected ppl I know who have
had similar experiences. So perhaps some of the customers may have had just
cause for complaint?

>rantings of a user called "Steve Sweet". His postings are offensive and the
Steve _can_ be blunt at times and I guess he can go ott but I have also
found that he is _very_ helpful with advice (normally the first) in certain
areas - which some "so called experts" I found seemed to think was only to
be kept to themselves - true.

>he ever did for the platform except winge and be a wanabee rep for a
>certain company. (Whats wrong, are you still trying to get a (h***) job
>
I have found that if you do manage to find a good - and still active - Atari
supplier you feel obliged to recomend them as you know that your mates won't
get ripped off - maybe Steve feels like this too?

>Good luck to all the Atari Users Around the world

Best of Luck to you too Dave and if you get some spare time can you cook
up a Ste Veloce+4 compatible colour graphics expander card! :-)

--
Regards
Sean

Atari STe TOS 2.06 Veloce+4 4MB(ST)+4MB(TT) Motorola 68020/68000 RSVE\
MagiC 6.01 NVDI 5.03 Jinnee 2.5 ExtenDOS Gold 3.3a\

5014. Re: Help needed - HDD's, modems, TCP/IP etc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-13 00:54:52 UTC
From: ebaiz@skyenet.net
Message-ID: <wHN76.254$d25.1728@newsfeed.slurp.net>
Source record: 5965

On 12 Jan 2001 02:35:27 , "matthew.shaw" wrote:
>Hey everybody........
>
>You look like the guys to ask for help.....I recently got hold of an Atari
>Mega
>ST 2......
>
>It has got something which was described as a "PC emulator card", which has
>a
>"Siemens-made" Intel 286 CPU on it........What software can I use to get
>into the
>"PC" mode ????? Is it downloadable from anywhere ?????

Are you sure it was not included with the software that came with the
computer?

>
>I also heard that I may be able to put a hard disc inside, I have loads
>available,
>would I be able to do it myself ???? Would I use a SCSI, IDE, or Laptop HDD

You should be able to install it yourself. A SCSI drive will do nicely.
You will need a hard drive driver program like HDDriver.

>
>The Mega ST2 also has a modem interface, I also heard something about a
>TCP/IP
>stack program for the ST, where can I get it, and how do I get it all
>runnning ???? Will
>I be able to get on the internet with my ST ??????

Yes, you can get on the internet with the ST. I did it with my ST. The
software can be downloaded at the following sites:

http://www.netset.com/~baldrick/stik2.html
http://www.pwp.cz/atack/
http://www.tu-darmstadt.de/~aclauss/
http://user.tninet.se/~gcc561r/
http://www.primenet.com/~rojewski/
http://www.gapcs.fsnet.co.uk/atari/atari.html

If you have questions here, just ask....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz

Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5015. HELP: FreeMiNT 1.15.1

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-13 05:37:45 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A5FE9A6.81BFF99E@ihug.co.nz>
Source record: 5966

Hi there,

I'm trying to install FreeMiNT 1.15.1 onto a Falcon with
14MB RAM, IDE/SCSI disks, and an FPU (also PowerUp2 CPU
accelerator). I plan to use the XaAES 0.9x beta as a GUI.

MiNT doesn't seem to like my machine, as it crashes during
booting. This is what is tells me...

Reading 'mint.cnf' ... 7746 bytes done

pid 0(MiNT):MEMORY VIOLATION:type=hardware AA=FFFFFFFF PC=1645C8 BP=16348C
pid 0(MiNT):Operating system killed

FATAL ERROR. You must reboot the system

...at which point everything stops...

Obviously something is NOT right here, as evidenced by the text shown, and
the fact that the machine hangs (doh!). I've carefully gone through both
'mint.cnf' and 'xaaes.cnf' to check all is OK. It is. I've also played with
options in both those, and still it crashes with the above message. NVDI is
in the right place, so I've run out of ideas as to the cause of my problem.

Can anyone shed some light on this? Is XaAES the best option? (it IS a beta!)
If not is there a better GUI I can use?

I would really appreciate some help on this one, as SingleTOS drives me nuts
(Its ugly, slow, and...well, single!).

Please email direct, rather than news post (I don't read news often)...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5016. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-13 10:07:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979377476-270226AEicMi@cwcom.net>
Source record: 5968

From: "Sean Barbieri" <root@ic24.net>
Date: Fri, 12 Jan 2001 21:46:22 GMT

Sean, I'm not going to quote anything from your reply, but I'd just like
to say that I support your statements 100%

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5017. Re: Help needed - HDD's, modems, TCP/IP etc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-13 10:10:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <979377478-270661AEicMi@cwcom.net>
Source record: 5967

From: ebaiz@skyenet.net (Edward S. Baiz Jr.)
Date: Sat, 13 Jan 2001 00:54:52 GMT

>>It has got something which was described as a "PC emulator card", which has
>>a
>>"Siemens-made" Intel 286 CPU on it.....What software can I use to get
>>into the
>>"PC" mode ????? Is it downloadable from anywhere ?????
>
>Are you sure it was not included with the software that came with the
>computer?

The software would have been supplied with the emulator board, Matthew will
have to try and identify the make of the card for starters. There must be at
least a manufacturer's name screened onto the PCB, top or bottom.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5018. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-13 13:19:09 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <CDY76.2177$IX3.40376@NewsReader>
Source record: 5971

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:979381340-363477AEicMi@madasafish.com...
> Hi "Honest" Barry

That's Barrie, which I've corrected.

Any one with a genuine complaint about Keychange can contact me to discuss it.

I've never knowingly dealt with Sweetie, he is publishing claims he cannot at this time substantiate.

I emailed him privately to give him a chance to retract his foolishness with a smidgeon of credibility.

He seems unwilling or unable to do this.

Now I ask him to forward his home address so my solicitor can discuss his claims and defamation.

Barrie at Keychange.

5019. Need help with Supra hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-13 17:01:40 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <UR%76.134243$w35.22888706@news1.rdc1.nj.home.com>
Source record: 5972

Hello all,

I just got a 20 MB SupraDrive with no software or documentation.
What software is needed to access this drive and where can I get it?
It has one cable about 2 feet long with a 19 pin connector. On the back
it has one 19 pin female and one 25 pin female connector. I assume that
the 19 pin female would be for adding another drive. Is the 25 pin another
printer port? Thanks a lot.

Ralph

5020. Re: HELP: FreeMiNT 1.15.1

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-13 20:38:22 UTC
From: Frank Naumann <fnaumann@cs.uni-magdeburg.de>
Message-ID: <Pine.MNT.4.30.0101132136520.148-100000@FreeMiNT.st.uni-magdeburg.de>
Source record: 5973

Hello!

> I'm trying to install FreeMiNT 1.15.1 onto a Falcon with
> 14MB RAM, IDE/SCSI disks, and an FPU (also PowerUp2 CPU
> accelerator). I plan to use the XaAES 0.9x beta as a GUI.
>
> MiNT doesn't seem to like my machine, as it crashes during
> booting. This is what is tells me...

Please check out a newer version (latest stable release 1.15.5, latest
beta 1.15.10).

You can download it from my homepage.

Tschuess
...Frank

--
ATARI FALCON 040 // MILAN 060
----
http://www.cs.uni-magdeburg.de/~fnaumann/
e-Mail: fnaumann@freemint.de

5021. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-13 21:21:26 UTC
From: Sean Barbieri <root@ic24.net>
Message-ID: <3a60b9d411bafb0@ic24.net>
Source record: 5974

-----BEGIN PGP SIGNED MESSAGE-----

Hello,

on Sat 13-01-2001 13:19 (GMT) Barrie at Atarispares wrote:

>I've never knowingly dealt with Sweetie, he is publishing claims he cannot
>at this time substantiate.
>
Where? When? Basically, Steve is saying that he knows of friends/ other Atari users who have had increadibly bad "service" from you - that's all.

>I emailed him privately to give him a chance to retract his foolishness with
>a smidgeon of credibility.
>
Hmmm, In a credibilty rating I would not fancy your chances with Steve in my books.

>He seems unwilling or unable to do this.
>
Maybe he feels he has just cause then?

>Now I ask him to forward his home address so my solicitor can discuss his
>claims and defamation.
>
I think Steve is on totally solid ground here and if he requires written/ personal backup I will be glad to supply it. Obviously your solicitor must not be on a "no win no fee" agreement or you wouldn't have stated the above.

Ok, as you seem keen on trying to intimidate ppl in here, and you obviously feel _that_ confident then I will put my personal experience of any dealings with you regarding your "service", in writing if necessary, for Steve, (solicitors etc.) or whomever would like to read and discuss it or take any action if they see fit. Beware, as I have witnesses to confirm my details of transactions with yourself and I know respected real "Atari" people who have mentioned other stories - but obviously I will let them comment on their own experiences. I have not mentioned anything in this newsgroup as I was under the false impression it may just have been a "one off" but it seems obvious this is _not_ the case.

Of course, if you would like me to take the time to catalogue my experiences here in this group - no problem. The fact that this is an Atari newsgroup means that users are encouraged to give their views and "support" (the concept of which you may not totally understand) and that also means if ppl are not receiving a good service then they are entitled to give their view (with all the resulting legal issues withstanding). I personally have had more than my fill of any dealings with yourself to even enter into any

extended dialogue - but seeing as you are trying to push ppl around in here
I have gone against my normal taste to offer my support to Mr Sweet.

If you keep records, your solicitor will know my full name and address.

- --
Yours Sincerley
Sean

-----BEGIN PGP SIGNATURE-----
Version: 2.6.3ia
Charset: noconv

iQCVAwUBOmC4pCQnCiX8ifhpAQFubAP+InyQIBhRZThw1utZRodQ8eIAiw11JN3t
leODTLKAOnixJmuJcsEGPfEFx2czypWsHIdve63/SH150IdX6vdWwtmYLPq0VmjG
SpH4YUoGQpxXBrsLugmn75jgdtGDDkUFDmlsuc0IjmuCeKIyjwy5JamCFJ4mfSVu
XTl82UHiwbM=
=/Rp2
-----END PGP SIGNATURE-----

5022. Re: HELP: FreeMiNT 1.15.1

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-13 23:40:08 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A60E758.A1E6377D@chello.nl>
Source record: 5975

Hi

J Wilkinson wrote:
>
> Hi there,
>
> Can anyone shed some light on this? Is XaAES the best option? (it IS a beta!)
> If not is there a better GUI I can use?
>
Once XaAES is finished, it will be the best. ;-)
Before that, you can use N.AES which is commercial, or Genevea.

XaAES IS beta indeed. This means there is absolutely no guarantee.
Back up your data before using it. You must rename mint to mintnp because
XaAES is not yet ready for memory protection.

Follow Frank Naumann's advice and use the latest stable version of mint.
XaAES is released as beta for betatesting. So I expect bug reports from you.
(This sounds better than 'complaints' :-)

> I would really appreciate some help on this one, as SingleTOS drives me nuts
> (Its ugly, slow, and...well, single!).
>
> Please email direct, rather than news post (I don't read news often)...

No, you ask to the NG, then replies go to the NG, so others can benefit from them.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

5023. Re: HELP: FreeMiNT 1.15.1

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-14 00:48:07 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <93qt07$7rd$1@zingo.tninet.se>
Source record: 5976

```
On 13 Jan 2001 18:37:45 , J Wilkinson wrote:
>Hi there,
>
>I'm trying to install FreeMiNT 1.15.1 onto a Falcon with
>
snip
>
>Kind regards,
>
>Chris Wilkinson, Christchurch, New Zealand.
>/|\ ATARI Falcon030 owner.
>.
Hi Chris

This isn't a problem with the ramdisk is it? From 1.15.0 and onwards,
one needs a newer ramdisk, FNRAM.XFS 0.70 or newer, IIRC.
```

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5024. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-14 01:47:31 UTC
From: Dave Escott <atari@abrasystems.co.uk>
Message-ID: <Nr786.3922$l5.43189@stones>
Source record: 5977

Hi Derek,
Nice to hear from you again. The Car Shunt you
mentioned turned my car from a saloon into a compact and
hence an insurance cheque. Iv'e got another Rover now
(buy British) and it's great.
Thank you for your support in replying to this group, sorry
for the rather long rant the other day but i wanted to vent
some of the frustration that built up whilst running TUS. The
truth of the matter is that no matter what you do for certain
people you cannot please everyone.
Take for example Veloce +2/4 for the STE. That was a sod
of a board to write the logic devices for as the timing of the
DMA on the STE was so bad. It took around 6 re-writes
of the state machines to get it right, but, at the end of the
day it wasn't released untill it was a stable product unlike
many others sold by various suppliers. Having said that, didn't
i take some stick for the late delivery and a relativly small price
increase to cover some of the cost.
The stories i could tell to the group about certain products and
the way they were marketed would really annoy a lot of the
regular group members. At the end of the day their is no
point as that is in the past and the future of the group and the
platform is to look to the future.
A message to certain group members is to enjoy the group
and stop the offensive postings. You are part of a community
that enjoys using their machines for the shear hell of it and not
tied to the M$ bandwagon.

As ever good luck to all Atarians around the world.

Dave
(TUS)

PS. I know, another long post without a spell checker.

"Derek W W Hunt" <dhunt@zetnet.co.uk> wrote in message
news:3a5eb42a$0$174@news.zetnet.co.uk...
> >On 12 Jan 2001 00:55:12 , "Dave Escott" wrote:
> >SOME THINGS just NEVER CHANGE.....................................
>
> ...very very large snip
>
> >Good luck to all the Atari Users Around the world
>
> I echo that sentiment and agree with all you say.Now is not the

> time for ATARIANS to snipe at each other,we need all the services
> we can get. I have been perfectly satisfied with those I use and
> will obviously use them until events change. Both TUS and
> KEYCHANGE have never let me down.
>
> Nice to know you are still around Dave. Hope you have got over the
> car shunt.
>
> Regards
> Derek
>
>
> >(By the way the spell check ain't working so sorry for the bad spelling)
>
> The way they accept spelling mistakes in Schools these days will
> bring a new type of spell check,or maybe we will wind up like our
> American Cousins and forget how to speak the Queens English.
>
>
>
>
>
>
>
>
>
>
> dhunt@zetnet.co.uk
>
> The Non Welsh Welshman.
>
>

5025. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-14 02:09:24 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <xW786.2419$IX3.44671@NewsReader>
Source record: 5978

Hello.

"Sean Barbieri" <root@ic24.net> wrote in message
news:3a60b9d411bafb0@ic24.net...

> on Sat 13-01-2001 13:19 (GMT) Barrie at Atarispares wrote:
>
> >I've never knowingly dealt with Sweetie, he is publishing claims he
cannot
> >at this time substantiate.
> >
> Where? When? Basically, Steve is saying that he knows of friends/ other
Atari
> users who have had increadibly bad "service" from you - that's all.

That's the point, he says he knows of them but cannot at this time prove
it. If he can, let him.

> >I emailed him privately to give him a chance to retract his foolishness
with
> >a smidgeon of credibility.
> >
> Hmmm, In a credibilty rating I would not fancy your chances with Steve in
my
> books.

If you can, explain yourself.

> >He seems unwilling or unable to do this.
> >
> Maybe he feels he has just cause then?

What possible cause can a person who has never dealt with me have to publish
the rubbish he has?
Except that having started this 'discussion' he can't afford to lose
face......can he?

> >Now I ask him to forward his home address so my solicitor can discuss his
> >claims and defamation.
> >
> I think Steve is on totally solid ground here and if he requires written/
> personal backup I will be glad to supply it.

I can't wait....

> Ok, as you seem keen on trying to intimidate ppl in here, and you
obviously

> feel _that_ confident then I will put my personal experience of any
dealings
> with you regarding your "service", in writing if necessary, for Steve,
> (solicitors etc.) or whomever would like to read and discuss it or take
any
> action if they see fit.

Publish the TRUTH and be damned, sir, I fear it not.

Beware, as I have witnesses to confirm my details
> of transactions with yourself and I know respected real "Atari" people who
> have mentioned other stories

Now who's trying intimidation, (it's not working).

> - but obviously I will let them comment on their own experiences.

I hope they do....

>I have not mentioned anything in this newsgroup as I was
> under the false impression it may just have been a "one off" but it seems
> obvious this is _not_ the case.
> Of course, if you would like me to take the time to catalogue my
experiences
> here in this group - no problem.

This I presume is about the complete hard drive system you bought from me in
perfect working order and returned completely screwed up and which I
repaired for free.You paid the carriage only.
You then bought an additional drive from Sys Sol and messed my drive up
again, at which point I bought my drive back and advised you to use Sys Sol
in future.
I recall you then complained because my drive had been less
expensive.........

As has been said, some things never change.

>The fact that this is an Atari newsgroup
> means that users are encouraged to give their views and "support" (the
> concept of which you may not totally understand)

Ah, the personal insult, last resort of a person who can't get their own
way!!!!!!
Don't forget to stamp your foot and skweem and skweem etc.

> and that also means if ppl are not receiving a good service then they are
entitled to give their view

Exactly, their view, not the unsubstantiated ramblings of an apparent users'
champion.

> (with all the resulting legal issues withstanding). I personally have had
> more than my fill of any dealings with yourself to even enter into any
> extended dialogue - but seeing as you are trying to push ppl around in

here
> I have gone against my normal taste to offer my support to Mr Sweet.

I repeat, again, deliberately, anyone with an honest, verifiable complaint about my service is free to publish it here or anywhere else. It would be advisable if the complaint was emailed to me first to verify you really are complaining about me, but please yourselves.
Please don't bother to complain about my not telling you how to use a pirate copy of Cubase.

Barrie at Keychange Music Services.

5026. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-14 02:20:09 UTC
From: Dave Escott <atari@abrasystems.co.uk>
Message-ID: <lW786.3927$l5.43715@stones>
Source record: 5979

OK then steve,

If your such an authority over what is right and wrong
then please tell me who was only licenced in 95 to supply
Tos 2.06 roms in the UK, aswell as the the manuall.
(Tos 2.06 users have a look for the copyright info in
the manuall that was supplied with the kits). In 95
the manuall was supplied with the roms only on official
licenced product.
Anyone can supply Tos Roms, you do not need a
license to sell pre-programmed parts. Before posting
again check your facts. Some people may one day
even thank you for it.

Dave Escott.

{ MANY MANY THOUSANDS OF STE RELATED UPGRADES}

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:979381340-363477AEicMi@madasafish.com...
> Hi "Honest" Barry
>
> >> Or there's System Solutions. Licensed to supply any TOS version.
>
> Your system seemed to have added some '*'s, which ive corrected for you.
>
> >You need a licence to supply TOS roms? I think not.
>
> Yes you do, obviously done your homework eh!.
>
> >Do you realise what a prat you look continually sniping at an Atari
> >Supplier established eight years ago?
>
> Hm!, it seems only you think so.
>
> >All the musicians I work for must be ankle deep by now.
>
> They do tend to die young dont they muso's, must be the stress.
>
> >Just what do you do that's constructive? Besides sell the occasional
> >mouse, we all wanna know, don't we????
>
> All that know me know me!!.
>
> >Yes, Sweetie, I think we all know what you've got by now........

>
> Ooh!, a personal insult, hasnt the tone lowered some.
>
> >Anyone else wanna have a go at Keychange Music, feel free.
>
> Actually its being done in closed groups at the moment, but i know they
> read in here, perhaps they'd pop in after theyve left your customer
> services dept.
>
> >Just try to be honest and constructive. Lies = libel
>
> Hm!, algebra, if Lies = Libel, then truth must equal, upset customers.
>
> Please quote all lies ive told so far, in public so that i may be
> humiliated, and not by personal eMail as youve resorted to so far, BTW,
> say hello to Dennis the pimp for me..
>
> I have stated that a number of people are unhappy with past dealings with
> your establishment and are letting their feelings known, just not in here
> where you can see it, yet, although if they did i could keep quiet.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

5027. [HELP] PC Speed installation

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-14 08:15:35 UTC
From: french-lines@usa.net
Message-ID: <93rn76utp1@nnrp1.deja.com>
Source record: 5980

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com
http://www.deja.com/

5028. Re: Need help with Supra hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-14 14:49:58 UTC
From: ebaiz@skyenet.net
Message-ID: <q0j86.1204$d25.7090@newsfeed.slurp.net>
Source record: 5981

On 13 Jan 2001 17:01:40 , "Ralph E. Dodd" wrote:
>Hello all,
>
>I just got a 20 MB SupraDrive with no software or documentation.
>What software is needed to access this drive and where can I get it?
>It has one cable about 2 feet long with a 19 pin connector. On the back
>it has one 19 pin female and one 25 pin female connector. I assume that
>the 19 pin female would be for adding another drive. Is the 25 pin another
>printer port? Thanks a lot.

I would get HDDriver. It is the best hard drive driver software for the
Atari line of computers. You can download a demo at:

http://home.nikocity.de/nogfradelt/index_english.html

Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5029. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-14 21:14:16 UTC
From: Sean Barbieri <root@ic24.net>
Message-ID: <3a62091259b5910@ic24.net>
Source record: 5982

Helo Barrie,

on Sun 14-01-2001 02:09 (GMT) Barrie at Atarispares wrote:

>This I presume is about the complete hard drive system you bought from me in
>perfect working order and returned completely screwed up and which I
^^^^^^^^^^^^^^^^^^
Ermm, your memory must have eluded you and now that you are trying to
blame me I think I should remind you of the facts. I had to send this
drive back 5 times altogether and had it - replaced twice - because it
just stopped spinning altogether. After the final time it just died
again and is now binned.

As you also may remember I sent it back to be tested with the Link 97
adapter I bought at the same time so you could test it together in case
of a fault - it never arrived back as you decided to sell it and send
me a cheque for 30ukp! all without permission I may add. I suppose I had
agreed to this? it would have cost me 70ukp plus to replace! This was the
last time I had any dealings with you and wrote it off to not using my
normal suppliers.

>repaired for free.You paid the carriage only.

5 x carridge! I could have bought another drive for the amount it cost.

>You then bought an additional drive from Sys Sol and messed my drive up
>again,
Yes I did buy another hard drive from System Solutions which amazingly
actually worked! which your drive did, intermitantly, for about a week
then died again.

> at which point I bought my drive back and advised you to use Sys Sol
>in future.

At which point you starting moaning that I had the cheek to use another
supplier and in a strop (skweem and skweem etc) said send the thing back,
which I did and on having to contact you for a response after sending it
you then decided that you would _not_ now send a refund and would only
replace the dead drive again. You did and it died 2 weeks later.

This you explained was because you were "upset" cause I had mentioned
System Solutions! to which I explained that I could use whomever I liked.

>I recall you then complained because my drive had been less
>expensive.........
>
????? I just don't understand the logic behind this. I initially chose to

use you because you were on the surface a lot cheaper than Sys Sol. Obviously it turned out the opposite in the long run.

>Ah, the personal insult, last resort of a person who can't get their own
>way!!!!!!
>Don't forget to stamp your foot and skweem and skweem etc.
>
:)) No, just that I recal when I tried to use your drive as the second drive - not the boot - to see if we could then find the fault, I found I couldn't because the drive id jumpers were not wired up and to be told that it wasn't up to me to choose how I should setup my system! I think the "skweem" thing is something that you have based you PR on ;-)

>Exactly, their view, not the unsubstantiated ramblings of an apparent users'
>champion.
>
But as far as I can read (unless I've missed some postings in this thread) Steve hasn't critisized your company on here - so why the big fuss?

All I can say that in my personal experience, and I have used most of the Atari companies still in buisness I personally would never deal with you or recomend anyone to again. But, Derreck Hunt feels the opposite so it seems that not everyone has had the treatment I received.

As Dave says it's a shame that we have ppl sniping at the few dealers that are left but it's also a shame that those dealers can treat their customers with contempt and get away with it too.

I personally have nothing to gain for critising you as I know that I am not interested in using Keychange again or want any compenstaion or the like. As far as I'm concerned I've put it down to a bad experience but would hate to see anyone I know go through the same thing.

--
Regards
Sean

5030. Re: Deskicon.rsc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-14 22:08:25 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <trp86.61669$xW4.489253@news-server.bigpond.net.au>
Source record: 5983

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:979381344-364209AEicMi@madasafish.com...
> Hi Mark
>
> >> The 'standard' .rsc file is in ROM. you can create you own, but make
> >> sure to match the order of the ROM copy.
>
> >I am after the file that originally came with TOS 2.06, it uses the same
> >icon's as the ROM, but has a few more too.
>
> I never had that, i made my own at the beginning, but i see someone else
> has offered to supply it for you. I think you'd be better constructing
> your own, much more personal

I spend too much time editing icon's on my Falcon's. Anyway Ron Field has
e-mailed my a copy, thanks ron. Like to keep the Mega virgin, the only mod I
nave done to it is replacing Tos 2.05 with 2.06. Altho I am keen to get an
ICD internal scsi controller one day....

Mark

5031. sleep mode on a Stacy Hard Drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-14 22:43:52 UTC
From: Ron Palangio <ronpala@interlynx.net>
Message-ID: <93ta63$q89$1@wolf.interlynx.net>
Source record: 5984

I have a 4 meg Stacy with a 40 meg Conner Hard drive. There is one thing I find annoying about this otherwise cool little computer. The hard drive goes into sleep mode after about 10 minutes. It takes a few seconds for it to "wake up" when I have to save or load something, which can be frustrating if I need to load something fast especially when I am using it for performing sequences (I am a musician and use it on stage). One other thing is if an application is working and needs to access the disk and the drive has just gone asleep the computer gives the dreaded "Hard drive C may be damaged" message and I have to reboot.
Is there a way to set the sleep mode for say 60 minutes or longer or to turn it off altogether?

Ron P.

ronpala@interlynx.net

5032. TT Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-14 23:29:21 UTC
From: sidcelery@cix.co.uk
Message-ID: <93tcoh$8o6$2@plutonium.compulink.co.uk>
Source record: 5985

On 21 Dec 2000 12:08:33 , "Barrie at Atarispares" wrote:
> Hello.
> "Anthony G Beckett" <a.beckett@bigfoot.com> wrote...
>> Wanted: one keyboard for an Atari TT. MUST WORK! :)
>> If anyone out there has one, please let me know how much you want
>> for it.
> Keychange Music, + 44 (0) 1925 266120 can supply new TT and Mega
> STE keyboards in various languages, Spanish, German and others.
> They all work in the TOS language of the machine, you can change
> the key tops if you have a broken one.
>
> In England the price is £25 including post...

Hi Barrie,
I kept this old message for reference and I'm interested.

Tell me, are these original TT keyboards or is it an acceptable alternative you've developed? Are there any wierdo key reassignments I need to make?

The reason is that I've typed so much that I've literally rubbed the printing off my keyboard and I occasionally have a problem with keys not registering as pressed. I know this is nothing drastic, but I've screwed up a keyboard more than once and I'd appreciate something pristine.

regards
Harry

5033. Re: TT Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-15 00:55:04 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <H3s86.2663$ni.33839@NewsReader>
Source record: 5986

Hello H.

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message
news:93tcoh$8o6$2@plutonium.compulink.co.uk...
> On 21 Dec 2000 12:08:33 , "Barrie at Atarispares" wrote:
> > Hello.
> > "Anthony G Beckett" <a.beckett@bigfoot.com> wrote...
> >> Wanted: one keyboard for an Atari TT. MUST WORK! :)
> >> If anyone out there has one, please let me know how much you want
> >> for it.
> > Keychange Music, + 44 (0) 1925 266120 can supply new TT and Mega
> > STE keyboards in various languages, Spanish, German and others.
> > They all work in the TOS language of the machine, you can change
> > the key tops if you have a broken one.
> >
> > In England the price is £25 including post...
>
> Hi Barrie,
> I kept this old message for reference and I'm interested.

These are brand new TT or Mega STE keyboards in various languages. They
'adopt' the TOS language of the machine, most of the keystops can be
switched to give an English layout.

Barrie at Keychange.

5034. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-15 01:40:01 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <uAs86.2671$ni.34101@NewsReader>
Source record: 5987

Hello.

"Sean Barbieri" <root@ic24.net> wrote in message
news:3a62091259b5910@ic24.net...
> Helo Barrie,
>
> on Sun 14-01-2001 02:09 (GMT) Barrie at Atarispares wrote:
>
> >This I presume is about the complete hard drive system you bought from me
in
> >perfect working order and returned completely screwed up and which I
repaired free of charge.

> Ermm, your memory must have eluded you and now that you are trying to
> blame me I think I should remind you of the facts. I had to send this
> drive back 5 times altogether

Each time you managed to screw it up, it tested ok here after I fettled it.
I have no control over what you do to hard drives.

> As you also may remember I sent it back to be tested with the Link 97
> adapter I bought at the same time so you could test it together in case
> of a fault - it never arrived back as you decided to sell it ....

Wrong, I bought it back as you seemed to think Sys Sol were a better place
to deal with.

>it would have cost me 70ukp plus to replace!

Some things never change, you screwed a good deal and then whinged.

>This was the last time I had any dealings with you and wrote it off to
not using my
> normal suppliers.

If the deal was so bad why didn't you complain to Trading Standards.

>You paid the carriage only 5 x carridge!
>I could have bought another drive for the amount it cost.

If YOU keep screwing something up I ain't paying for it.

> >You then bought an additional drive from Sys Sol and messed my drive up
> >again,
> Yes I did buy another hard drive from System Solutions which amazingly
> actually worked! (I should hope so) which your drive did

Yes, mine did work perfectly until you got your clumsy mits on it.
>
> At which point you starting moaning that I had the cheek to use another
> supplier

Actually I was annoyed you were holding them up as a paragon whilst blaming me for your own incompetant meddling.

There comes a time when there is no choice but to leave a fool to his fate.

>I explained that I could use whomever I liked.

That's whosoever and yes, you can use whosoever you wish as long as it ain't me.

> >I recall you then complained because my drive had been less
> >expensive.....

> ????? I just don't understand the logic behind this.

Just like you didn't understand hard drives.

> I initially chose to use you because you were on the surface less expensive than Sys Sol.
>Obviously it turned out the opposite in the long run.

Due to your incompetant meddling.

>.......I was told that it wasn't up to me to choose how I should setup my system!

As with all my customers I discussed the set up with you and supplied the drive to your spec.

> >Exactly, their view, not the unsubstantiated ramblings of an apparent users'
> >champion. But as far as I can read (unless I've missed some postings in this thread)
Yes.
> Steve hasn't critisized your company on here - so why the big fuss?

Sweetie has stated he knows of people who say I give a poor service and defamed me.
Again, if people wish to complain, Trading Standards are the people to whinge to.

> All I can say that in my personal experience, and I have used most of the
> Atari companies still in buisness I personally would never deal with you

Hooray!!!! This is rich from someone so clearly the author of his own misfortune!!!!

I don't see any more complaints on this newsgroup yet, do the disgruntled customers really exist or are they a figment of Sweeties' imagination.

Barrie at Keychange.

5035. ? ide drive in ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-15 11:16:51 UTC
From: Juergen Oppermann <joogn@gmx.li>
Message-ID: <3A62DC23.71B66589@gmx.li>
Source record: 5988

hi, hi, pera putnik presented an GAL curciut to plug an ide into a ST.
i want to rebuild that w/o the GAL, but would like to understand, why
it's been done the way it is - i.e. why these addresses and so on ...

does anybody know sth about the ide concept of the drivers in a ST ?

tia
--
* Jï¿½rgen Oppermann
* Atari - 68K, C64 - SID, Charisma - Musik, ...
* http://www.joogn.de

5036. Re: Wanted - a Hitachi HD6301V1P

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-15 11:48:54 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979559438.1033.0.nnrp-09.9e98a620@news.demon.co.uk>
Source record: 5989

Thanks, I want bother loookgin any more for it (really can't find it), sorry
Anthony

Mark.

"Canadian CoCo Nut" <canadiancoconut@my-deja.com> wrote in message
news:93i7mt$5d6$1@nnrp1.deja.com...
> All keyboard controller in the Atati ST series use the HD6301V1P. Later
> units made in Korea do not indicate that it is a 6301. You must use the
> original 6301 from an Atari keyboard. The 6301 has On-Chip ROM that is
> ATARI's own. The -xxx numbers after the Atari part number indicates
> different versions of the code in the 6301. The first keyboard
> controllers in the original Atari 520ST used a different support TTL
> IC, these will not work correctly in the keyboards that followed.
>
> In article <978966996.24039.0.nnrp-04.9e98a620@news.demon.co.uk>,
> "Mark" <mark@recycledsteel.co.uk> wrote:
> >
> > I think I may have an old 520ST that does not work, would that do???
> Only
> > thing is that it is an orriginal ST (not STfm or anything) so I think
> the
> > keybourd design was a bit dofferent as the mouse and joystick are on
> the
> > side, etc.
> >
> > Mark.
> >
> >
>
>
> Sent via Deja.com
> http://www.deja.com/

5037. F.S. Service Literature for Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-15 19:44:20 UTC
From: mikeh1@my-deja.com
Message-ID: <93vjui$v4m$1@nnrp1.deja.com>
Source record: 5990

Sams Computerfacts Technical Service Data
For Atari 520ST
Features ..
Complete Schematics
Preliminary Service Checks
Troubleshooting Tips
Easy read waveforms
Replacement Parts Lists
Semiconducter Cross Reference

Good Shape
Cost Me 39.95 in '86

Yours for $20 + shipping

Sent via Deja.com
http://www.deja.com/

5038. Re: Atari 1040 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-15 20:56:20 UTC
From: Sean Barbieri <root@ic24.net>
Message-ID: <3a635670b19c90@ic24.net>
Source record: 5991

on Mon 15-01-2001 01:40 (GMT) Barrie at Atarispares wrote:

>Each time you managed to screw it up, it tested ok here after I fettled it.
>I have no control over what you do to hard drives.
>
Plug them in, and just use them. I have several drives now which have
always worked great no problems. In fact, I _was_ initially under the
impression that hard drives didn't "ever" work properly until I bought
one from someone else.

Link97
>Wrong, I bought it back as you seemed to think Sys Sol were a better place
>to deal with.
>
Ha! well there you go again, to buy something back you have to have
the owners permission - but that obviously doesn't mean anything to
you. Typical of you loose scandalous attitude towards customers.

>Some things never change, you screwed a good deal and then whinged.
>
You don't actually understand do you? If someone doesn't want to sell
something they shouldn't *have* to.

>If the deal was so bad why didn't you complain to Trading Standards.
>
Because by that time (or more acurately long before) I had become
totally sick of dealing with you - phone calls etc - that I decided to
cal it a day. The costs involved in phone calls, carridge etc were
becomming ridiculas, but then that's probably how you do buisness..

>If YOU keep screwing something up I ain't paying for it.
>
I agree, but when it "dies" or doesn't function correctly from the
onset and when compared to something that did - who's the problem?

>Yes, mine did work perfectly until you got your clumsy mits on it.
>>
Until I opened the box...

>Actually I was annoyed you were holding them up as a paragon whilst blaming
>me for your own incompetant meddling.
>
:)) and then after I sent the package back (again) as you agreed for
a full refund, you decided to change your agreement...very professional
attitude which I hope prospective purchasers are taking note off...

>That's whosoever and yes, you can use whosoever you wish as long as it ain't
>me.
>
:-) I think you'll find *I* did that because I binned the (again) non
working drive and called it a day after you had sent it back - but
I had gotten used to that by now.

>Just like you didn't understand hard drives.
>
:)) yeah, like you don't understand the meaning of good service or indeed
selling one that actually works!
Like I said, strangely, I have build up my own drives since and even
though I would admit to not being Uwe Seimet, I can get by with little
help these days - and with no help from the likes of you I might add.

>> I initially chose to use you because you were on the surface less
>expensive than Sys Sol.
>>Obviously it turned out the opposite in the long run.
>
>Due to your incompetant meddling.
>
No, Due to your incompetant fettling...

>As with all my customers I discussed the set up with you and supplied the
>drive to your spec.
>
Rubbish! You just forgot (or couldn't be bothered) to fit the jumpers.
I was just a system and that's it - but that's no problem. The problem
comes when I want to upgrade or increase my setup, So even if the case
has the option to change id's you dictate that I can't? Obviously I can
do that on my own now but as this thing of yours was under warranty I had to
send it back. Again, very unprofessional.

>Sweetie has stated he knows of people who say I give a poor service and
>defamed me.
>Again, if people wish to complain, Trading Standards are the people to
>whinge to.
>
>> All I can say that in my personal experience, and I have used most of the
>> Atari companies still in buisness I personally would never deal with you
>
>Hooray!!!! This is rich from someone so clearly the author of his own
>misfortune!!!!
>
Hmmm, well I seem to be doing ok now I don't have to put up with using
your equipment. In fact I sometimes do beta testing for a few ppl and have had
no complaints so far, so maybe it was *your* involvement that was holding
me back? Anyway, I think *you* are doing the best advert ever for
detering users away from your "service" anyway, keep up the good work!

>I don't see any more complaints on this newsgroup yet, do the disgruntled
>customers really exist or are they a figment of Sweeties' imagination.
>

No, I'm one but as per all your previously poorly treated clients I guess your attitude has said it all really.

Best of luck, you will need it...

--
Regards
Sean

5039. Deskicon.RSC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-16 10:26:27 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <9417bj$v0j$1@news6.svr.pol.co.uk>
Source record: 5992

Hi,

I was wondering if anybody could tell me how big a Deskicon.RSC file can be.

I only ask because I can make one that uses a lot of new icons and takes up
about 500Kb and during booting, I get an out of memory error.

I am using a TOS 4.04 Falcon with a 3.2gb hard disc and 14Mb of Ram.

Tim

5040. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-16 22:11:47 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <TI396.38651$0d.4308401@nnrp4.clara.net>
Source record: 5993

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:90eidm$86c$1@snipp.uninett.no...
> Today I successfully accelerated my Stacy to 10MHz :-)

I know of a Stacy fitted with PAK 030.
Can't imagine the battery life...

Shiuming Lai

5041. *ignore test run*

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-17 01:11:22 UTC
From: John N Oakes <doyene@zetnet.co.uk>
Message-ID: <WS3.836a26ce.12d64420.doyene@zetnet.co.uk>
Source record: 5995

```
BONJOUR JEAN-LUC.
**********DROP ME A LINE IF THIS TURNS OKAY
TRY AND RUN THIS METHOD )(/-*+

REGARDS
```

5042. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-17 01:19:27 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <zq696.65943$xW4.517071@news-server.bigpond.net.au>
Source record: 5994

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:TI396.38651$0d.4308401@nnrp4.clara.net...
>
> "Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
> news:90eidm$86c$1@snipp.uninett.no...
> > Today I successfully accelerated my Stacy to 10MHz :-)
>
> I know of a Stacy fitted with PAK 030.
> Can't imagine the battery life...

Need's a couple of blue led's and a fan;-)

Mark

5043. EZ RAM 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-17 16:46:32 UTC
From: Video61@webtv.net
Message-ID: <22997-3A65CC68-9@storefull-172.iap.bryant.webtv.net>
Source record: 5996

hi all,
i have a friend with a 1040 ST that has 2.5 megs in it, i think its the EZ RAM 2.5 meg upgrade. not being the installer, or not ever having done a upgrade on a ST, if it is a true 2.5 meg upgrade does it include the original meg as part of the 2.5, or is it really just adding 1.5 meg to the system. if it a true 2.5 megs added, what happens to the original meg? how can this be accessed. according to his diagnostic software his machins responds as 2.5 megs of free ram.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5044. Re: Accelerated Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-17 20:33:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979841772-923223AEicMi@madasafish.com>
Source record: 5904

Hi Shiuming

>> Today I successfully accelerated my Stacy to 10MHz :-)

>I know of a Stacy fitted with PAK 030.

In the origional case>.

>Can't imagine the battery life...

Should just about boot i'd have thought!.

Needs some chrome LED's

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5045. Re: Deskicon.RSC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-17 20:55:33 UTC
From: ebaiz@skyenet.net
Message-ID: <9Fn96.4047$d25.24490@newsfeed.slurp.net>
Source record: 5997

On 16 Jan 2001 10:26:27 , "tim anderson" wrote:
>Hi,
>
>I was wondering if anybody could tell me how big a Deskicon.RSC file can be.
>
>I only ask because I can make one that uses a lot of new icons and takes up
>about 500Kb and during booting, I get an out of memory error.
>
>I am using a TOS 4.04 Falcon with a 3.2gb hard disc and 14Mb of Ram.

Well it depends on your RAM. I have 135meg in my Hades and Jinnie uses RSC
files totaling almost 3meg.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5046. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-17 22:11:31 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <DOo96.181534$eT4.14925996@nnrp3.clara.net>
Source record: 5998

"Bob King" <robert.king@patent.gov.uk> wrote in message
news:3A239127.FAB33062@patent.gov.uk...
> Hi all,
>
> I want to bulk transfer files from my Milan to my Falcon so that I can
> burn them onto my Falcon attached SCSI CD burner, and PARCP v3.80 seemed
> to be a solution. However the Doc. says that it's not Milan compatible
> as it 'lacks the ST-compatible parallel port' and it 'requires'one
> compatible parallel port(drivem by Yamaha YM-2149 and by MFp 68901)'.
> I'm only interested in the Milan to Falcon flow of data, but if the
> Milan printer/parallel port also needs to be bidirectional, eg for
> control signals, then, no go I suppose. Any ideas please.

Forget that, you'd be tearing your hair
out at the transfer rate. Get a SCSI card
for the Milan.

Shiuming Lai

5047. Re: EZ RAM 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-17 22:22:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <cWo96.67537$xW4.526166@news-server.bigpond.net.au>
Source record: 5999

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:22997-3A65CC68-9@storefull-172.iap.bryant.webtv.net...
> hi all,
> i have a friend with a 1040 ST that has 2.5 megs in it, i think its the
> EZ RAM 2.5 meg upgrade. not being the installer, or not ever having done
> a upgrade on a ST, if it is a true 2.5 meg upgrade does it include the
> original meg as part of the 2.5, or is it really just adding 1.5 meg to
> the system. if it a true 2.5 megs added, what happens to the original
> meg? how can this be accessed. according to his diagnostic software his
> machins responds as 2.5 megs of free ram.

Here's how it works: you have 2 bank's of ram in an ST (FM or E). They are either half a meg or 2 meg each. so to get 2.5 meg you dissable half a meg and increase a bank to 2 meg. So that would mean, being a 1040, that one onboard bank is off. In theory, depending on the upgrade, you just dissable the other half meg bank and install another 2 mb of dram. STe's use simm's and wont support 2.5 mb. Here are the permutation's, 512k/0k=512k or 520ST ,512k/512k=1M(1040ST) these are the Atari Standard's. Then you can 2M/0k, 0k/2M, 2M/2M. So a 2.5 meg upgrade add's 2meg not 1.5meg.

Mark

5048. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-17 23:24:58 UTC
From: rking@zetnet.co.uk
Message-ID: <3a6629ca$0$175@news.zetnet.co.uk>
Source record: 6000

On 17 Jan 2001 22:11:31 , "Shiuming Lai" wrote:
>
>"Bob King" <robert.king@patent.gov.uk> wrote in message
>news:3A239127.FAB33062@patent.gov.uk...
>> Hi all,
>>
>> I want to bulk transfer files from my Milan to my Falcon so that I can
>> burn them onto my Falcon attached SCSI CD burner, and PARCP v3.80 seemed
>> to be a solution. However the Doc. says that it's not Milan compatible
>> as it 'lacks the ST-compatible parallel port' and it 'requires'one
>> compatible parallel port(drivem by Yamaha YM-2149 and by MFp 68901)'.
>> I'm only interested in the Milan to Falcon flow of data, but if the
>> Milan printer/parallel port also needs to be bidirectional, eg for
>> control signals, then, no go I suppose. Any ideas please.
>
>Forget that, you'd be tearing your hair
>out at the transfer rate. Get a SCSI card
>for the Milan.
>
>Shiuming Lai
>
>
>.
HI Shiuming,

I would love to. It difficult getting a card with the correct chip set in the
UK, impossible to get the driver. If you know different, please let me know.

Bob King.

5049. Re: EZ RAM 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-18 03:04:23 UTC
From: Video61@webtv.net
Message-ID: <19697-3A665D37-49@storefull-173.iap.bryant.webtv.net>
Source record: 5901

hi mark,
if i read you right you forget 1/2 meg, what a waste. this must be a
operating, or hardware limitation correct?
there is no patch for the O.S., or the hardware?
or should you just add another 2 megs to the other side?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5050. Re: Deskicon.RSC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-18 10:47:59 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <946hbo$g15$1@newsg3.svr.pol.co.uk>
Source record: 5902

Hi,

I've 14mb and it was only 500kb.

I'm actually getting a sneaky suspicion that it depends on The OS that's running. Don't forget I am using the standard Gem desktop.

Tim

Edward S. Baiz Jr. wrote in message
<9Fn96.4047$d25.24490@newsfeed.slurp.net>...
>On 16 Jan 2001 10:26:27 , "tim anderson" wrote:
>>Hi,
>>
>>I was wondering if anybody could tell me how big a Deskicon.RSC file can be.
>>
>>I only ask because I can make one that uses a lot of new icons and takes up
>>about 500Kb and during booting, I get an out of memory error.
>>
>>I am using a TOS 4.04 Falcon with a 3.2gb hard disc and 14Mb of Ram.
>
>Well it depends on your RAM. I have 135meg in my Hades and Jinnie uses RSC
>files totaling almost 3meg.
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 135meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>

5051. 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-18 16:35:14 UTC
From: Video61@webtv.net
Message-ID: <19634-3A671B42-16@storefull-174.iap.bryant.webtv.net>
Source record: 5903

i was reading a old ST world last night, and there was a nice article
on developing a 68030 upgrade board for ST's, did anything come of it,
and if not why, and if it did, does anyone have one,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5052. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-18 21:20:52 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <947mnk$ll6$1@draco.stochastik.rwth-aachen.de>
Source record: 5905

In article <3a6629ca$0$175@news.zetnet.co.uk>,
Bob King <rking@zetnet.co.uk> wrote:
>
>I would love to. It difficult getting a card with the correct chip set in the
>UK, impossible to get the driver. If you know different, please let me know.

You can get the driver directly from me, provided you manage to get the
money to my account - I do not accept non-german checks any more, due to the
enormous bank costs.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5053. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-18 22:46:16 UTC
From: rking@zetnet.co.uk
Message-ID: <3a677238$0$180@news.zetnet.co.uk>
Source record: 5906

On 18 Jan 2001 22:20:52 , Michael Schwingen wrote:
>In article <3a6629ca$0$175@news.zetnet.co.uk>,
>Bob King <rking@zetnet.co.uk> wrote:
>>
>>I would love to. It difficult getting a card with the correct chip set in the
>>UK, impossible to get the driver. If you know different, please let me know.
>
>You can get the driver directly from me, provided you manage to get the
>money to my account - I do not accept non-german checks any more, due to the
>enormous bank costs.
>
>cu
>Michael
>--
>"Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)
>.

Hi Michael,

You told me this before, thanks. Just what do you mean by a german cheque? If you can quote me a total cost in DM including all extras p & p etc, at least that will be a start. I bank with the Nat West and I'm sure they have some arrangement with a German bank.

Thanks again,

Bob.

5054. Re: EZ RAM 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-19 10:29:11 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <979900241.5025.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 5907

You can have 2.5 Mb in a STE but the problem is due to the OS, there are
patches that will allow you to do this.

Mark.

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:cWo96.67537$xW4.526166@news-server.bigpond.net.au...
>
> "Lance Ringquist" <Video61@webtv.net> wrote in message
> news:22997-3A65CC68-9@storefull-172.iap.bryant.webtv.net...
> > hi all,
> > i have a friend with a 1040 ST that has 2.5 megs in it, i think its the
> > EZ RAM 2.5 meg upgrade. not being the installer, or not ever having done
> > a upgrade on a ST, if it is a true 2.5 meg upgrade does it include the
> > original meg as part of the 2.5, or is it really just adding 1.5 meg to
> > the system. if it a true 2.5 megs added, what happens to the original
> > meg? how can this be accessed. according to his diagnostic software his
> > machins responds as 2.5 megs of free ram.
>
> Here's how it works: you have 2 bank's of ram in an ST (FM or E). They are
> either half a meg or 2 meg each. so to get 2.5 meg you dissable half a meg
> and increase a bank to 2 meg. So that would mean, being a 1040, that one
> onboard bank is off. In theory, depending on the upgrade, you just
dissable
> the other half meg bank and install another 2 mb of dram. STe's use simm's
> and wont support 2.5 mb. Here are the permutation's, 512k/0k=512k or 520ST
> ,512k/512k=1M(1040ST) these are the Atari Standard's. Then you can 2M/0k,
> 0k/2M, 2M/2M. So a 2.5 meg upgrade add's 2meg not 1.5meg.
>
> Mark
>
>

5055. Re: EZ RAM 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-19 17:02:29 UTC
From: bindon@madasafish.com
Message-ID: <t6gsp5ob0k39e1@corp.supernews.com>
Source record: 5908

On 19 Jan 2001 10:29:11 , "Mark" wrote:
>You can have 2.5 Mb in a STE but the problem is due to the OS, there are
>patches that will allow you to do this.

...which I'll just add that they are not that good for compatability
under TOS and even worse for games. I removed my two 256k simms in my
STE back then to give me 2mb. It was worth the small loss in RAM.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5056. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-19 18:18:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979927352-884965AEicMi@madasafish.com>
Source record: 5909

Hi Lance

> I was reading a old ST world last night, and there was a nice article
>on developing a 68030 upgrade board for ST's, did anything come of it,
>and if not why, and if it did, does anyone have one,

Ive got an 030 upgrade in my machine, a PAK030 is its name, its got a
68030 processor, a 68882 FPU, 16Meg of TT ram, currently running at
40Mhz.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5057. Re: EZ RAM 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-19 18:20:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <979927356-885569AEicMi@madasafish.com>
Source record: 5910

Hi Mark

>STe's use simm's and wont support 2.5 mb.

They will with the appropriate patch program.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5058. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-19 22:16:28 UTC
From: Video61@webtv.net
Message-ID: <28508-3A68BCBC-65@storefull-178.iap.bryant.webtv.net>
Source record: 5911

hi steve,
cool! whats it like, will it give you a fast operating enviroment?
does it enhance the operations of good software.
do you use your machine for web surfing?
how does it compare to a falcon?
where can i get one,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5059. 3.5 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 05:03:36 UTC
From: Shath <shath_2000@yahoo.com>
Message-ID: <DZ8a6.2258$E52.679216@news.uswest.net>
Source record: 5912

How can I get a 3.5 floppy to work on my Atari (if possible at all)

5060. downloading games

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 05:11:32 UTC
From: Shath <shath_2000@yahoo.com>
Message-ID: <359a6.2263$E52.684873@news.uswest.net>
Source record: 5913

How can I download a game from the internet for the Atari 800xl and play it
(on the 800xl)

5061. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 11:47:51 UTC
From: bindon@madasafish.com
Message-ID: <t6iun7h79uurab@corp.supernews.com>
Source record: 5914

On 19 Jan 2001 16:16:28 , Lance Ringquist wrote:
>hi steve,
> cool! whats it like, will it give you a fast operating enviroment?
> does it enhance the operations of good software.
> do you use your machine for web surfing?
> how does it compare to a falcon?
> where can i get one,
>thanks,
>lance

They're amazing! Go to http://www.wrsdesign.de as I think they still sell
them, along with a lot of other goodies. Faster than a Falcon, but
lacks the graphics unless you add a graphics card. Mega STe is the
only model in the ST range to support a graphics cards easily via the
VME bus (also found in the Hades and TT).

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5062. Re: 3.5 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 12:06:22 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <yOVGyKA+8Xa6Ew2d@steverosie.demon.co.uk>
Source record: 5915

In article <DZ8a6.2258$E52.679216@news.uswest.net>, Shath
<shath_2000@yahoo.com> writes
>How can I get a 3.5 floppy to work on my Atari (if possible at all)
>
>

Hiya

I may have a spare internal floppy knocking around, I do have at least 1
spare external drive.

I'm UK based
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5063. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 12:11:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980068226-347493AEicMi@cwcom.net>
Source record: 5921

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Fri, 19 Jan 2001 18:18:56 -0000

>Ive got an 030 upgrade in my machine, a PAK030 is its name, its got a

Lance wanted a URL - I've got http://www.wrsonline.de/index_e.html (WRS Software-Design Homepage)

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5064. Re: 3.5 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 12:15:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980068228-347910AEicMi@cwcom.net>
Source record: 5922

From: "Shath" <shath_2000@yahoo.com>
Date: Fri, 19 Jan 2001 22:03:36 -0700

>How can I get a 3.5 floppy to work on my Atari (if possible at all)

By changing its ID from 1 to 0. That will be either solder pads, a jumper to move, or with a floppy drive cable which has the 0 and 1 drive ID wires (I can't remember the proper name for this) twisted. A PC shop should help.

We are talking Atari ST here are we?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5065. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 18:36:30 UTC
From: Video61@webtv.net
Message-ID: <8121-3A69DAAE-17@storefull-178.iap.bryant.webtv.net>
Source record: 5917

hi lyndon,
are you sure that they are still around. my browser says that that
address is unknown, maybe you could check and see if they are still up,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5066. Re: MagnumTT in Rev. A TT?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 18:48:41 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A69DD89.7964@fatum.umcs.lublin.pl>
Source record: 5916

Jo Even Skarstein wrote:
>
> Theo Hopman <thopmanNOSPAM@uoguelph.ca> wrote:
> > Hi, all. I'm thinking of upgrading my TT with a MagnumTT board.
> > Unfortunately, I have a Rev.A motherboard, with the CPU
> > daughtercard. Is the MagnumTT known to work with a TT having a CPU
> > daughtercard?
>
> I also have an early TT with the CPU daughterboard, and it doesn't
> interfere with the fastram-card at all. Atleast both the original 4Mb card
> and the aixTT fits with lots of space to spare.
>

Nor I had problems with fitting my aixTT ram card to the socket (my TT
has a daughterboard as well). By the way, one should say that the card
covers a part of the cpu and gets warm a bit. But everything works fine
though.

Kylo :-)

5067. Re: Atari System V

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 18:53:00 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A69DE8C.4971@fatum.umcs.lublin.pl>
Source record: 5918

MARTINAUX Franck wrote:
>
> Hello,
> I own a falcon with CT2 accellerator and I already use MiNT.
> My job is developper/administrator on UNIX system.
> I use also use QNX on my personnal PC.
> If I follow your advice, there is no interest in using a true UNIX (BSD or
> System V) on Atari platform.

Once I had a debian-m68k installed on my TT. It worked, but really slowly. I don't know how to explain it, but eg. executing cp file_1MB_big somewhere took much more time than on a bare TT (under TOS).

Kylo :-)

5068. Re: Atari System V

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 18:55:37 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A69DF29.3909@fatum.umcs.lublin.pl>
Source record: 5919

Stichting ST wrote:
>
> The Atari System V was only sold together with a TT and 19 " b/w screen.
> And how did Atari Benelux install the system?
> Put a SCSI-harddisk on their System V TT and copied the lot. Then put the
> harddisk in the customer TT.
> They had a script for this.
>

Oh gosh, weren't there any other ways of doing that? Eg. no installation
packet with compressed system components? It's strange.

Kylo :-)

5069. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-20 22:24:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980071498-436522AEicMi@madasafish.com>
Source record: 5924

Hi Lance

> cool! whats it like, will it give you a fast operating enviroment?

It is very fast, and once combined with NVDI and MAGIC it is blimey fast.

> does it enhance the operations of good software.

Well at the moment ive got a piccy viewer running in the background with
about 30 pictures on screen in 256 colour, Fiffi is busy doing some
troughing and CAB is telling me there's not a lot of Atari based sites
left :-(

> do you use your machine for web surfing?

Sure do.

>how does it compare to a falcon?

For day to day use it gives that old rooster a real good kicking,
obviously DSP applications cannot be entertained on my Mega, it also
gives an upgraded Falcon a real good seeing to in most cases.

I'm not going to part with mine. In fact i'm contemplating fitting it in
a tower case as soon as i get to audition one. :-)

Only a dedicated idiot like myself would spend the neccesary amount of
money to do a setup to this level.
In fact i dont know anyone who bought their kit new, there are lots of
second hand PAK users around.

Pop along to here for more information, and carefull you dont drool on
the keyboard, could cause a fire. :-)

http://www.wrsonline.de/index_e.html

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5070. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 01:27:24 UTC
From: Video61@webtv.net
Message-ID: <10319-3A6A3AFC-68@storefull-174.iap.bryant.webtv.net>
Source record: 5920

info again please,
i take it the 68030 upgrade will only work on STE'S, not a stock
520,1040, or mega's. if so is it because of the better tos, and color
palette?, or hardware architecture?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5071. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 10:51:46 UTC
From: bindon@madasafish.com
Message-ID: <t6lfq2lki9ltb5@corp.supernews.com>
Source record: 5923

```
On 20 Jan 2001 12:36:30 , Lance Ringquist wrote:
>hi lyndon,
> are you sure that they are still around. my browser says that that
>address is unknown, maybe you could check and see if they are still up,
>thanks,
>lance

Oops, soory Lance, it's http://www.wrsonline.de

:)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

5072. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 12:19:07 UTC
From: bindon@madasafish.com
Message-ID: <t6lktrelhhg182@corp.supernews.com>
Source record: 5925

On 20 Jan 2001 19:27:24 , Lance Ringquist wrote:
>info again please,
> i take it the 68030 upgrade will only work on STE'S, not a stock
>520,1040, or mega's. if so is it because of the better tos, and color
>palette?, or hardware architecture?
>thanks,
>lance

Unless the design changed, they were made for the "normal" STs and
owners of STEs had to buy and adaptor. Although the CPUs in the STE
and ST are the same make and model, they are different sizes, STE has
a square type chip (PLCC) and the ST(fm) has a long rectangular chip
(DIP).

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

5073. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 13:59:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980085862-162000AEicMi@madasafish.com>
Source record: 5927

Hi Lance

> i take it the 68030 upgrade will only work on STE'S, not a stock
>520,1040, or mega's.

Nope, they will work on all Atari 68000 based machine, but the MegaSTE
requires an additional board to correct timing problems with the mother
board and if i read the book right allows the MB to be clocked at 12Mhz.

>if so is it because of the better tos, and color palette?, or hardware
>architecture?

Nope, but one of the features of the PAK is that you can add a different
processor, such as a 68020 or a 68030.

You can also elect a different TOS if you choose, and a special modified
32 bit TOS is available for the 68030.
--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5074. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 14:00:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980085866-162804AEicMi@madasafish.com>
Source record: 5928

Hi Dudester

>>Ive got an 030 upgrade in my machine, a PAK030 is its name, its got a

>Lance wanted a URL - I've got http://www.wrsonline.de/index_e.html (WRS
>Software-Design Homepage)

I realised i didnt add that to my first reply, but have since sent it
seperately.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5075. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 14:02:18 UTC
From: bindon@madasafish.com
Message-ID: <t6lqvail2l2v84@corp.supernews.com>
Source record: 5926

On 20 Jan 2001 22:24:32 , Steve Sweet wrote:

Hi Steve

>I'm not going to part with mine. In fact i'm contemplating fitting it in
>a tower case as soon as i get to audition one. :-)

At the moment I'm searching for a Tower case for my Falcon. Problem
is in my Towered ST the mobo is too long, and blocks the three lower
5.25" drive bays, only giving 2 left :(

I don't want to make this mistake again, especially now I have
SCSI (SCSI=more drives) so I'm looking for a wide Full Tower
(more than 8") so the mobo can go to the side of the bay hanger (as
opposed to being at the back). Proving quite difficult, might have a
word with Jo Even about this.

BTW Consider getting the bus accelerator, to make the PAK really
fast! Quite cheap IIRC.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5076. Re: 3.5 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 14:03:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980085870-163535AEicMi@madasafish.com>
Source record: 5929

Hi Derryck

>A PC shop should help.

Hello Mr. PC world rep, i need a floppy drive for my Atari ST.

Certainly sir, and what version of windows is your machine running.
Our current selection of floppy drives require Windows 2000 for some of
the newer features, this i can bundle with your floppy drive for only an
additional ï¿½85.
There are so many updates and features added to this version that would
benefit and enhance your system that you'd be a fool not to take this
offer..

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5077. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 16:25:53 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94f2ihjdj1@snipp.uninett.no>
Source record: 5930

Lyndon Amsdon <bindon@madasafish.com> wrote:

> SCSI (SCSI=more drives) so I'm looking for a wide Full Tower
> (more than 8") so the mobo can go to the side of the bay hanger (as
> opposed to being at the back). Proving quite difficult, might have a
> word with Jo Even about this.

I've been looking for such a tower myself, but they're hard to find. One
way to work around this is to use a normal miditower, mount the mobo on
the outside of the frame and replace the original cover with a wider one.
Without the proper tools it's not easy to make a good-looking metal cover
though, so you might want to use fiberglass or even wood for this.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5078. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 18:25:37 UTC
From: Video61@webtv.net
Message-ID: <17672-3A6B29A1-5@storefull-175.iap.bryant.webtv.net>
Source record: 5932

thanks derryck,
i will try, and find a way to translate the pages, but it looks like a lot of cool stuff.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5079. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 18:30:50 UTC
From: Video61@webtv.net
Message-ID: <17670-3A6B2ADA-34@storefull-175.iap.bryant.webtv.net>
Source record: 5931

this all has been quite interesting, i never relized how far you could push a ST.
the next question is instability, software incompatibilities, and heat problems, are there any?
thanks for letting me pick your brains,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5080. Tosbaox 1.10 and NVDI 3.0

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 23:08:16 UTC
From: Robert Cy Jones <cy@cassini.demon.co.uk>
Message-ID: <3A6B6BE0.340A5263@cassini.demon.co.uk>
Source record: 5933

Hi I'm emulating my old Atari on my PC :(via TosBox 1.10

I can get NVDI 3.0 to run, but it only deals with the fonts and not the screen resolutions. I can get it to run at 1280 x 1024 in 16 colours but not the higher colours 256 etc that my TT used to have.

NVDI is configered for my old ET400 card, my PC has an STB Velocity.

Any ideas?

tia
--
Robert Cy Jones

020 7498 6809
cy@cassini.demon.co.uk
http://www.cassini.demon.co.uk

5081. Re: EZ RAM 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-21 23:46:28 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <94fsck$f04$1@plutonium.compulink.co.uk>
Source record: 5934

In message <cWo96.67537$xW4.526166@news-server.bigpond.net.au>, mark@baypc.com.au said:

>"Lance Ringquist" <Video61@webtv.net> wrote in message
>news:22997-3A65CC68-9@storefull-172.iap.bryant.webtv.net...
>> hi all,
>> i have a friend with a 1040 ST that has 2.5 megs in it, i think its the
>> EZ RAM 2.5 meg upgrade. not being the installer, or not ever having done
>> a upgrade on a ST, if it is a true 2.5 meg upgrade does it include the
>> original meg as part of the 2.5, or is it really just adding 1.5 meg to
>> the system. if it a true 2.5 megs added, what happens to the original
>> meg? how can this be accessed. according to his diagnostic software his
>> machins responds as 2.5 megs of free ram.
>
>Here's how it works: you have 2 bank's of ram in an ST (FM or E). They are
>either half a meg or 2 meg each. so to get 2.5 meg you dissable half a meg
>and increase a bank to 2 meg. So that would mean, being a 1040, that one
>onboard bank is off. In theory, depending on the upgrade, you just dissable
>the other half meg bank and install another 2 mb of dram. STe's use simm's
>and wont support 2.5 mb. Here are the permutation's, 512k/0k=512k or 520ST
>,512k/512k=1M(1040ST) these are the Atari Standard's. Then you can 2M/0k,
>0k/2M, 2M/2M. So a 2.5 meg upgrade add's 2meg not 1.5meg.

Only partly correct. There was an article in /ST Computer/ many years
ago that allowed you to use 3 MB in a STFM 1040. I translated it into
English. It needs a small circuit added and minor board mods to use the
extra 1/2 Meg. I actually bought the parts for my uprated 520 STFM but
never went ahead as memory prices dropped enough to make it worth while
disabling the whole original 1 MB of memory and go straight to 4 MB of
SIMMs. (Though the 520 STFM only had 1/2 Meg as standard, when I bought
mine Evesham soldered in a second 1/2 Meg bank to the available pads.)

Regards, /Peter/

5082. Re: EZ RAM 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 01:39:32 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <obMa6.75838$xW4.583569@news-server.bigpond.net.au>
Source record: 5935

<xlator@cix.compulink.co.uk> wrote in message
news:94fsck$f04$1@plutonium.compulink.co.uk...
> In message <cWo96.67537$xW4.526166@news-server.bigpond.net.au>,
mark@baypc.com.au said:
>
> >"Lance Ringquist" <Video61@webtv.net> wrote in message
> >news:22997-3A65CC68-9@storefull-172.iap.bryant.webtv.net...
> >> hi all,
> >> i have a friend with a 1040 ST that has 2.5 megs in it, i think its
the
> >> EZ RAM 2.5 meg upgrade. not being the installer, or not ever having
done
>

Big Snip

> Only partly correct. There was an article in /ST Computer/ many years
> ago that allowed you to use 3 MB in a STFM 1040. I translated it into
> English. It needs a small circuit added and minor board mods to use the
> extra 1/2 Meg. I actually bought the parts for my uprated 520 STFM but
> never went ahead as memory prices dropped enough to make it worth while
> disabling the whole original 1 MB of memory and go straight to 4 MB of
> SIMMs. (Though the 520 STFM only had 1/2 Meg as standard, when I bought
> mine Evesham soldered in a second 1/2 Meg bank to the available pads.)

Hmmm, I would be interested in a look at those schematic's. Where are they
avaliable? I have never heard of a 3MB ST, it would be an interesting
project;-)

Mark

5083. Re: 3.5 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 08:11:27 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <i3RS8LAvs+a6Ewn6@steverosie.demon.co.uk>
Source record: 5936

In article <980085870-163535AEicMi@madasafish.com>, Steve Sweet
<steve_sweet@madasafish.com> writes
>Hello Mr. PC world rep, i need a floppy drive for my Atari ST.

hehehe

and follow up with: 'what disks do I use?' gets 'em everytime

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5084. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 10:28:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980229060-117533AEicMi@cwcom.net>
Source record: 5947

From: Video61@webtv.net (Lance Ringquist)
Date: Sun, 21 Jan 2001 12:25:37 -0600 (CST)

>i will try, and find a way to translate the pages, but it looks like a
>lot of cool stuff.

There are online dictionaries, try Bablefish or Systran.

You could also try Mark Wherry's GEMTrade, which will plug into CAB's
Modules list and provide translation of web pages.

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5085. Re: 3.5 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 10:30:22 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980229064-118453AEicMi@cwcom.net>
Source record: 5948

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Sun, 21 Jan 2001 14:03:52 -0000

>>A PC shop should help.
>
>Hello Mr. PC world rep, i need a floppy drive for my Atari ST.

<wry smile>

Never, ever mention Atari in a PC shop because they'll suddenly become deaf,
dumb and blind.

--


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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5086. Re: EZ RAM 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 10:33:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980229068-118869AEicMi@cwcom.net>
Source record: 5949

From: xlator@cix.compulink.co.uk
Date: 21 Jan 2001 23:46:28 GMT

>>Here's how it works: you have 2 bank's of ram in an ST (FM or E). They are
>>either half a meg or 2 meg each. so to get 2.5 meg you dissable half a meg

>Only partly correct. There was an article in /ST Computer/ many years
>ago that allowed you to use 3 MB in a STFM 1040. I translated it into
>English. It needs a small circuit added and minor board mods to use the

"From 2.5 make 3" IIRC. I bet I've got that filed away in a folder.

>extra 1/2 Meg. I actually bought the parts for my uprated 520 STFM but

The big problem was that one could end up with "holes" in the Desktop
background pattern, caused it would seem by either poor installation or too
slow logic in the upgrade board. But it did work.

--


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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5087. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 16:05:16 UTC
From: bindon@madasafish.com
Message-ID: <t6omhs9rhbctdb@corp.supernews.com>
Source record: 5937

On 21 Jan 2001 16:25:53 , Jo Even Skarstein wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:

Hi Jo

>> SCSI (SCSI=more drives) so I'm looking for a wide Full Tower
>> (more than 8") so the mobo can go to the side of the bay hanger (as
>> opposed to being at the back). Proving quite difficult, might have a
>> word with Jo Even about this.
>
>I've been looking for such a tower myself, but they're hard to find. One
>way to work around this is to use a normal miditower, mount the mobo on
>the outside of the frame and replace the original cover with a wider one.
>Without the proper tools it's not easy to make a good-looking metal cover
>though, so you might want to use fiberglass or even wood for this.

I always had the impression you did this to your Falcon. Anyway, the
widest I could find was the A500 which is 220mm wide, but just too
short by about 60mm or somewhere around that figure. The Q500 is
about the widest at 200mm that is a full tower. I mean I could buy
one of those big fat server cases but at $400 a piece I don't think
so! There were some I was looking at for over $1000. Extremly nice
and extremely pricy. :(

I'm actually going to use a full tower and just put up with having
the last drive bay not usable. I suppose it could be used for a
shorter device. I've realised, that if I get a full tower exactly the
same as my ST's one, and move the mobo back 30mm and down 5mm then
I'll be able to utilise all but one of the drive bays. Right angle
midi plugs are (will) be used and the usual bending up of the
cartridge port for dongles.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5088. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 16:05:18 UTC
From: bindon@madasafish.com
Message-ID: <t6omhucp1atrdc@corp.supernews.com>
Source record: 5938

On 21 Jan 2001 12:30:50 , Lance Ringquist wrote:
>this all has been quite interesting, i never relized how far you could
>push a ST.
> the next question is instability, software incompatibilities, and heat
>problems, are there any?
> thanks for letting me pick your brains,
>lance

Oh, yeah, I forget to tell you something. The PAK needs to be in a
bigger case :(Instability is fine, although I think some machines
didn't like 50Mhz clock. Software incompatibilities is no problem if
you're using modern apps. Remeber you can switch back to the original
state with the good old 68000.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5089. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 17:12:51 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10101221710240.88-100000@Hades060>
Source record: 5944

On Mon, 22 Jan 2001, Kylo wrote:

> It's weird but why isn't there any tos 3.06 (tt tos) image file on the
> internet? One can find toses 1.00-2.06 and falcon tos, but no tt tos.
> Does anyone know why?

Probably because it's a bit specific to the TT and as far as I
know, emulators generally do not support it.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5090. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 17:32:40 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <94hqro$6v9$1@snipp.uninett.no>
Source record: 5939

Lyndon Amsdon <bindon@madasafish.com> wrote:

> I always had the impression you did this to your Falcon. Anyway, the

No, I have a normal maxitower (six 5.25" slots) where I cut away parts of
the two lowest drivebays. They can still be used for 3.5" devices (with
modified 5.25" -> 3.5" adapters), but I only have one harddisk, one floppy
and one CD-ROM so I really don't need that ;-)

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5091. No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 19:36:04 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A6C8BA4.1FE1@fatum.umcs.lublin.pl>
Source record: 5940

Hello,

It's weird but why isn't there any tos 3.06 (tt tos) image file on the
internet? One can find toses 1.00-2.06 and falcon tos, but no tt tos.
Does anyone know why?

Kylo :-)

5092. F.S> ATARI 520ST Service Literature

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 20:05:46 UTC
From: mikeh1@my-deja.com
Message-ID: <94i3qi$54p$1@nnrp1.deja.com>
Source record: 5941

Sams Computerfacts Technical Service Data
For Atari 520ST
Features ..
Complete Schematics
Preliminary Service Checks
Troubleshooting Tips
Easy read waveforms
Replacement Parts Lists
Semiconducter Cross Reference

Good Shape
Cost 39.95 in '86

Yours for $15 + shipping

Mike

gato_uno@yahoo.com

Sent via Deja.com
http://www.deja.com/

5093. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 21:10:34 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980270062-641382AEicMi@madasafish.com>
Source record: 5802

Hi Lyndon

> Remeber you can switch back to the original state with the good old
>68000.

Only if you buy that option, its not standard.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5094. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 21:13:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980270066-642054AEicMi@madasafish.com>
Source record: 5803

Hi Lance

>this all has been quite interesting, i never relized how far you could
>push a ST.

> the next question is instability,

Wossatt then!!

>software incompatibilities,

Wossatt then!!

>and heat problems,

I found mine needed a number of fans fitted to make it ultra relable, i
got intermittent problems in really hot weather.

>are there any?

> thanks for letting me pick your brains,

They are there for picking.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5095. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 22:07:09 UTC
From: ebaiz@skyenet.net
Message-ID: <ha2b6.8608$d25.53346@newsfeed.slurp.net>
Source record: 5942

On 22 Jan 2001 20:36:04 , Kylo wrote:
>Hello,
>
>It's weird but why isn't there any tos 3.06 (tt tos) image file on the
>internet? One can find toses 1.00-2.06 and falcon tos, but no tt tos.
>Does anyone know why?

Not sure.. What is the legality of having that on the web?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 196meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5096. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 22:18:05 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <xk2b6.77659$xW4.598230@news-server.bigpond.net.au>
Source record: 5943

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
news:ha2b6.8608$d25.53346@newsfeed.slurp.net...
> On 22 Jan 2001 20:36:04 , Kylo wrote:
> >Hello,
> >
> >It's weird but why isn't there any tos 3.06 (tt tos) image file on the
> >internet? One can find toses 1.00-2.06 and falcon tos, but no tt tos.
> >Does anyone know why?
>
> Not sure.. What is the legality of having that on the web?

Isn't TOS open source? Or is the that just GEM? And where are these Falcon Tos version's located? I have been after a binary of 4.04 for ages.

Mark

5097. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 22:21:20 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <An2b6.77662$xW4.598980@news-server.bigpond.net.au>
Source record: 5945

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:94hqro$6v9$1@snipp.uninett.no...
> Lyndon Amsdon <bindon@madasafish.com> wrote:
>
> > I always had the impression you did this to your Falcon. Anyway, the
>
> No, I have a normal maxitower (six 5.25" slots) where I cut away parts of
> the two lowest drivebays. They can still be used for 3.5" devices (with
> modified 5.25" -> 3.5" adapters), but I only have one harddisk, one floppy
> and one CD-ROM so I really don't need that ;-)

Exactly what I did, I used the half cut 5.25 bay to fit another scsi hard drive. I got 1Hdd, 1 removable Hdd, 1 syquest 5.25, 1 cdrom and a floppy into my Full tower. I had to mount the psu sideways tho to get the falcon board in.

Mark

5098. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-22 23:15:32 UTC
From: bindon@madasafish.com
Message-ID: <t6pfokpsnkie7@corp.supernews.com>
Source record: 5946

On 22 Jan 2001 22:21:20 , "Mark Bedingfield" wrote:

>Exactly what I did, I used the half cut 5.25 bay to fit another scsi hard
>drive. I got 1Hdd, 1 removable Hdd, 1 syquest 5.25, 1 cdrom and a floppy
>into my Full tower. I had to mount the psu sideways tho to get the falcon
>board in.

For the PSU I made a new face plate on the back where the PSU was
originally, cut some IEC slots for it and hung the PSU right at the
top, across the frame useing some mild steel. Then just made some
simple small mains extension cables.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5099. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-23 11:35:55 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A6D6C9B.6919@fatum.umcs.lublin.pl>
Source record: 5950

Mark Bedingfield wrote:
>
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message
> news:ha2b6.8608$d25.53346@newsfeed.slurp.net...
> > On 22 Jan 2001 20:36:04 , Kylo wrote:
> > Not sure.. What is the legality of having that on the web?
>
> Isn't TOS open source? Or is that just GEM? And where are these Falcon Tos
> version's located? I have been after a binary of 4.04 for ages.
>
> Mark

Sorry but I can't tell you where it was, cause I just don't have the
URL. But I found falcon tos once.

Kylo :-)

5100. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-23 11:36:34 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A6D6CC2.27A4@fatum.umcs.lublin.pl>
Source record: 5801

Edward S. Baiz Jr. wrote:
>
> On 22 Jan 2001 20:36:04 , Kylo wrote:
> >Hello,
> >
> >It's weird but why isn't there any tos 3.06 (tt tos) image file on the
> >internet? One can find toses 1.00-2.06 and falcon tos, but no tt tos.
> >Does anyone know why?
>
> Not sure.. What is the legality of having that on the web?

OK, but what'bout other toses (available on the web).

Kylo :-)

5101. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-23 19:30:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980352478-505701AEicMi@madasafish.com>
Source record: 5810

Hi Kylo

>It's weird but why isn't there any tos 3.06 (tt tos) image file on the
>internet? One can find toses 1.00-2.06 and falcon tos, but no tt tos.

You shouldnt be able to access any TOS on the web as they (except TOS
1.0) are rom images which were never intended to be ripped off the chips
and uploaded by pirates...

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5102. Re: 3.5 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-23 19:35:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980352480-506305AEicMi@madasafish.com>
Source record: 5811

Hi Dezza

>>Hello Mr. PC world rep, i need a floppy drive for my Atari ST.

><wry smile>

>Never, ever mention Atari in a PC shop because they'll suddenly become
>deaf, dumb and blind.

And that is the point i start raising my voice and asking if they really
need income to keep open.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5103. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-23 19:36:38 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980352484-506902AEicMi@madasafish.com>
Source record: 5812

Hi Derryck

>You could also try Mark Wherry's GEMTrade, which will plug into CAB's
>Modules list and provide translation of web pages.

But dont expect to get any support for your registration fee!!!!!

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5104. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-23 21:43:09 UTC
From: ebaiz@skyenet.net
Message-ID: <NVmb6.9426$d25.59519@newsfeed.slurp.net>
Source record: 5804

On 23 Jan 2001 12:36:34 , Kylo wrote:
>Edward S. Baiz Jr. wrote:
>>
>> On 22 Jan 2001 20:36:04 , Kylo wrote:
>> >Hello,
>> >
>> >It's weird but why isn't there any tos 3.06 (tt tos) image file on the
>> >internet? One can find toses 1.00-2.06 and falcon tos, but no tt tos.
>> >Does anyone know why?
>>
>> Not sure.. What is the legality of having that on the web?
>
>OK, but what'bout other toses (available on the web).

All the other TOS's I have seen on the web. There is a program that, when run on an Atari, will dump the TOS resulting in an IMAGE file. I use TOS 3.06 and have dumped it to an IMG file using this same program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 196meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5105. ST to PC Null modem (help please)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-23 23:35:14 UTC
From: Neil Eves <Neil.Eves@btinternet.com>
Message-ID: <94l4lljiv1@plutonium.btinternet.com>
Source record: 5805

Hi all I am trying to connect my 4 meg STe to my PC using the Ghostlink software and a standard null modem cable.
The cable connects my ST's modem port to the PC's serial port on com 2. I have check that com 2 in installed and configured correctly through windows, and configured my ST's control panel to "8 bit, 1 stopbit, no parity, no flowcontrol" as directed by Ghostlink's readme file.

When loading the STMASTER.PRG I only have the option to set the channel to "standard" I have no control over the com port used, I then assigned ST drive icon's to my PC's drives. I installed the new drives as desktop icons and tried to use them but my ST refuses to received or send data to my PC all I get is the ST busy bee sybul for an indefinite period of time. The only change to this was when I installed the PC link using channel 3 on the STMASTER.PRG this caused my ST to crash when I try to access the drive with 4 bombs.

Am I running the PCSLAVE.EXE and STMASTER.PRG and the same Baud speed of 300 (slow connection to try stop errors) I have also tried altering the speed and played around with the flow control functions. Flow control isn't suppose to be used but it makes no difference at all I cant make my ST talk to my PC at all. Please help I'm going mad trying to figure it out :O(

MIKE
mj_graphics@leeds28.fsnet.co.uk
or
evesy@evesm.freeserve.co.uk

5106. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-24 00:35:18 UTC
From: sidcelery@cix.co.uk
Message-ID: <94l806ioa2@plutonium.compulink.co.uk>
Source record: 5806

On 22 Jan 2001 17:12:51 , Lonny Pursell wrote:
> On Mon, 22 Jan 2001, Kylo wrote:
>> It's wierd but why isn't there any tos 3.06 (ttt tos) image file on
>> the internet? One can find toses 1.00-2.06 and falcon tos, but no
>> tt tos. Does anyone know why?
> probably because it's a bit specific to the TT and as far as I know,
> emulators generally do not support it.

The original TOS in my TT is 3.01, but among the files on the hard drive was TOS 3.06. I haven't bothered with it because I use Magic and I've never been comfortable with the loader program (which isn't included here).

Also, because this was G�nter Minnerup's machine, I don't know whether this is a german or english TOS. Would anyone like to check it out?

[Update] I've just checked it out in Edhak's Hack mode and it's definitely english...

rgds
H

5107. Re: ST to PC Null modem (help please)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-24 09:26:06 UTC
From: nemanja@neobee.net
Message-ID: <nemanja-2401011026060001@bee-181.neobee.net>
Source record: 5807

In article <94l4lljiv1@plutonium.btinternet.com>, "Neil Eves"
<Neil.Eves@btinternet.com> wrote:

> Hi all I am trying to connect my 4 meg STe to my PC using the Ghostlink
> software and a standard null modem cable.
I guess your cable is O.K?
Maybe you should try using HyperTerminal on a PC as you already have it in
Windows, and an ordinary terminal program on the Atari (I think there are
some good ones available for free download)
I did this with my old Apple Mac and it worked great.
Just go through all the options, it should be intuitive...

5108. Re: ST to PC Null modem (help please)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-24 12:51:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980338250-535243AEicMi@cwcom.net>
Source record: 5808

From: "Neil Eves" <Neil.Eves@btinternet.com>
Date: Tue, 23 Jan 2001 23:35:14 -0000

>Hi all I am trying to connect my 4 meg STe to my PC using the Ghostlink
>software and a standard null modem cable.

I've had this setup working in the past. May I make some suggestions?

Get hold of PARCP, a link to Petr's site was mentioned in a message in
comp.sys.atari.st very recently. This program allows file transfers over
the parallel ports using a slightly modified cable, and is much faster than
using the serial ports.

However, if you're dead set on the serial port solution then make sure that
you have HSModem installed. That will ensure that the bugs aren't causing
your problem (English docs on my web site, MISC section, HSModem from ftp
sites such as ftp.chapelie.rma.be). Try running a terminal program on each
computer to make sure that you've got a working null modem connection
before tackling Ghostlink.

HTH.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5109. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-24 19:23:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980443280-57316AEicMi@madasafish.com>
Source record: 5824

Hi Mark

>I can't understand their web site so these questions may sound silly, I
>am looking at upgrading an Mega STE (maybe with a Crazy Dots card).

Some Crazy Dots cards require a upgraded GAL to be able to function with
the PAK, which has proved impossible to obtain!!.

>Are these people still selling this stuff?

>Anyone know what the PuPla2 does?

Its a buffer board, corrects some timing anomolys and depending on what
GALS you have allows the MB to run at 12Mhz

>Anyone have a clue about the price (including PuPla/2 and Frak/2)?

I got change out of ï¿½900 for my setup.

>Anyone know how hard it is installed?

I recomend dealer installation, intimate knowledge of the Atari is a
bonus.

>Anyone want to sell me one?

You can have mine for ï¿½2500

>Steve, Why is yours not running at 50Mhz?

I never progressed to 50Mhz as Karl told me of possible prob's with the
serial ports.

>Did you fit it into the Mega case OK?

Its in my MegaSTE, this requires that the PSU is moved to external on
extension leads.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5110. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-24 21:19:09 UTC
From: Video61@webtv.net
Message-ID: <11889-3A6F46CD-28@storefull-178.iap.bryant.webtv.net>
Source record: 5814

hi guys,
one more thing maybe,
will the pak'ed ST give the same resolution as a falcon.
i was told that the falcon uses 128k windows, and ST's use a 32k
window, does this change when you PAK it,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5111. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-24 22:06:44 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <UIIb6.81314$xW4.631592@news-server.bigpond.net.au>
Source record: 5815

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:11889-3A6F46CD-28@storefull-178.iap.bryant.webtv.net...
> hi guys,
> one more thing maybe,
> will the pak'ed ST give the same resolution as a falcon.
> i was told that the falcon uses 128k windows, and ST's use a 32k
> window, does this change when you PAK it,

No, the st will only use 32k unless you have a vga card, etc. The Falcon's video is fully programable, so you can use as much ram as you like (videl chip), there is no 128k limit. Otherwise 768x576 True colour wouldnt be possible, needs 884k.

Mark

5112. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-24 22:24:59 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980346390.1236.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 5809

I have a few questions too (if you don't mind),

I can't understand their web site so these questions may sound silly, I am looking at upgrading an Mega STE (maybe with a Crazy Dots card).

Are these people still selling this stuff?
Anyone know what the PuPla2 does?
Anyone have a clue about the price (including PuPla/2 and Frak/2)?
Anyone know how hard it is installed?
Anyone want to sell me one?

Steve, Why is yours not running at 50Mhz?
Did you fit it into the Mega case OK?

Mark

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:980071498-436522AEicMi@madasafish.com...
> Hi Lance
>
> > cool! whats it like, will it give you a fast operating enviroment?
>
> It is very fast, and once combined with NVDI and MAGIC it is blimey fast.
>
> > does it enhance the operations of good software.
>
> Well at the moment ive got a piccy viewer running in the background with
> about 30 pictures on screen in 256 colour, Fiffi is busy doing some
> troughing and CAB is telling me there's not a lot of Atari based sites
> left :-(
>
> > do you use your machine for web surfing?
>
> Sure do.
>
> >how does it compare to a falcon?
>
> For day to day use it gives that old rooster a real good kicking,
> obviously DSP applications cannot be entertained on my Mega, it also
> gives an upgraded Falcon a real good seeing to in most cases.
>
> I'm not going to part with mine. In fact i'm contemplating fitting it in
> a tower case as soon as i get to audition one. :-)
>
> Only a dedicated idiot like myself would spend the neccesary amount of
> money to do a setup to this level.

> In fact i dont know anyone who bought their kit new, there are lots of
> second hand PAK users around.
>
> Pop along to here for more information, and carefull you dont drool on
> the keyboard, could cause a fire. :-)
>
> http://www.wrsonline.de/index_e.html
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

5113. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 01:22:40 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980357050.3749.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 5813

As has been mentioned TOS is still copyright but have a look on;

www.atari.co.uk

They have 3.1 and I may try and get that burnt onto some chips as the German version I have is really annoying, don't know what the law is about replacing a version with the same version just different language........

Mark.

Kylo <grabek@fatum.umcs.lublin.pl> wrote in message news:3A6C8BA4.1FE1@fatum.umcs.lublin.pl...
> Hello,
>
> It's weird but why isn't there any tos 3.06 (tt tos) image file on the
> internet? One can find toses 1.00-2.06 and falcon tos, but no tt tos.
> Does anyone know why?
>
> Kylo :-)

5114. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 02:20:37 UTC
From: Video61@webtv.net
Message-ID: <2658-3A6F8D75-91@storefull-177.iap.bryant.webtv.net>
Source record: 5816

mark,
that would be the cards that mario is developing?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5115. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 07:45:58 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3A6FD9B6.D1B3602F@ndh.net>
Source record: 5817

Hi Mark,

> Are these people still selling this stuff?
Yes, they do.

> Anyone know what the PuPla2 does?
You need it, if you want to run the PAK with 50MHz, without it the PAK
(and your ST) ist stable only up to 40MHz.

> Anyone have a clue about the price (including PuPla/2 and Frak/2)?
Itï¿½s about 200 USD.

> Anyone know how hard it is installed?
Itï¿½s not so easy, you have to remove the CPU and to install a socket
instead. The PAK itself has very much parts, so you shoul do it only if
you have expierience in soldering!

> Anyone want to sell me one?
Sorry, but I wonï¿½t remove my PAK.:)

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

5116. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 11:20:11 UTC
From: tim anderson <t_anderson@talk21.com>
Message-ID: <94p24a$ed3$1@news8.svr.pol.co.uk>
Source record: 5818

Hi,

How have you got that resolution?

I am running in 800x608 16 colours. Anything above the standard and it wont
let me use any more than 16 colours.

Tim

Lance Ringquist wrote in message
<2658-3A6F8D75-91@storefull-177.iap.bryant.webtv.net>...
mark,
that would be the cards that mario is developing?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5117. Better than Ghostlink To network ST and PC?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 12:22:50 UTC
From: Guillaume LE TETU <Guillaume.Letetu-Renexter@renault.com>
Message-ID: <3A701A9A.291F28B8@renault.com>
Source record: 5819

I tried Ghostlink to access the hard disk of my PC. The direct access
like any atari st drive is a good thing but It is too slow and often
crash. I tried also ParCP3 which is faster but It need running a program
and is only a transfert (need free space on local hard drive ...).

Is there a soft like ghostlink and as fast as ParCP ?

Thanks.

Guillaume.

5118. Atari Software for Sale

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 15:15:38 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <94pg0bqet4@uranium.btinternet.com>
Source record: 5820
Cross-posted to:
alt.games.atari,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,misc.for-sale,uk,uk.adverts.other

Atari Software for Sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

5119. Re: EZ RAM 1040 ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 15:24:45 UTC
From: vdjole@EUnet.yu
Message-ID: <94pgft$7r3$1@SOLAIR2.EUnet.yu>
Source record: 5821

On 22 Jan 2001 10:33:48 , Derryck Croker wrote:

>>Only partly correct. There was an article in /ST Computer/ many years
>>ago that allowed you to use 3 MB in a STFM 1040.
>
> I actually bought the parts for my uprated 520 STFM but
>The big problem was that one could end up with "holes" in the Desktop
>background pattern, caused it would seem by either poor installation or too
>slow logic in the upgrade board. But it did work.

I have seen the schematics for 3MB mod, and have also heard that it
was unreliable- if there were "holes" in the Desktop then there were "holes"
in the RAM too... and, looking at the schematics, one can see that it
was quite possible that the logic was too slow- but probably that could
have been cured by using short signal lines and substuting 74LS** chips
with faster 74F** or 74ALS** (checking, of course fan-in and fan-out
loads)...

cu.

5120. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 17:02:35 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A705C2A.2AF2@fatum.umcs.lublin.pl>
Source record: 5823

Steve Sweet wrote:
>
> You shouldnt be able to access any TOS on the web as they (except TOS
> 1.0) are rom images which were never intended to be ripped off the chips
> and uploaded by pirates...

That's obvious but I was _just_wondering_ why isn't there in the i-net
just tt tos.

5121. JVC CD ROM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 18:13:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980443300-61337AEicMi@madasafish.com>
Source record: 5825

Yo!, Dudes.

Does anyone have any information ref. the option links on a JVC XR-W2001
CD R/W drive please.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5122. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 18:34:15 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <h5%b6.79$wq.37822@nnrp3.clara.net>
Source record: 5827

"Bob King" <robert.king@patent.gov.uk> wrote in message
news:3A251EBC.8C71DDE4@patent.gov.uk...
> Another solution is a SCSI card for my Milan, I know from Dennis and
> others that they are available from Germany, customised to the mother
> board, but does anyone know a source (not System Solutions) in the UK?

Why not? If you look at Milan's
official German brochure you'll see
System Solutions is listed as its UK
agent. Or would you prefer to buy
from some grey importer who takes
the money and runs?

See www.atari-workshop.co.uk
for ordering details.

Shiuming Lai

5123. Re: ST to PC Null modem (help please)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 19:10:05 UTC
From: Tim Anderson <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <94ptmhlqu1@newsg1.svr.pol.co.uk>
Source record: 5826

Hi,

Stupid as it sounds but are you running PCSLAVE.EXE in windows?

It doesn't appear to work on my PC in Windows only a real dos mode.

Tim

Derryck Croker wrote in message <980338250-535243AEicMi@cwcom.net>...
>From: "Neil Eves" <Neil.Eves@btinternet.com>
>Date: Tue, 23 Jan 2001 23:35:14 -0000
>
>>Hi all I am trying to connect my 4 meg STe to my PC using the Ghostlink
>>software and a standard null modem cable.
>
>I've had this setup working in the past. May I make some suggestions?
>
>Get hold of PARCP, a link to Petr's site was mentioned in a message in
>comp.sys.atari.st very recently. This program allows file transfers over
>the parallel ports using a slightly modified cable, and is much faster than
>using the serial ports.
>
>However, if you're dead set on the serial port solution then make sure that
>you have HSModem installed. That will ensure that the bugs aren't causing
>your problem (English docs on my web site, MISC section, HSModem from ftp
>sites such as ftp.chapelie.rma.be). Try running a terminal program on each
>computer to make sure that you've got a working null modem connection
>before tackling Ghostlink.
>
>HTH.
>
>
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>--
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> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
>http://www.cix.co.uk/~derryck/index.htm
>

5124. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 20:33:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980529820-265082AEicMi@madasafish.com>
Source record: 5839

Hi Kylo

>> You shouldnt be able to access any TOS on the web as they (except TOS
>> 1.0) are rom images which were never intended to be ripped off the
>>chips and uploaded by pirates...

>That's obvious

So WTF are you asking!!!! Doh!!

>but I was _just_wondering_ why isn't there in the i-net just tt t

Coz no one has stolen it and distributed it yet!, but since youre
encouraging it i'm sure that someone will pop along with one shortly and
you can then hold your head up and tell people you helped drive another
nail in the Atari coffin with an act of piracy.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5125. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 21:36:46 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <94q69ekgb1@draco.stochastik.rwth-aachen.de>
Source record: 5828

In article <ha2b6.8608$d25.53346@newsfeed.slurp.net>,
Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>>
>>It's weird but why isn't there any tos 3.06 (tt tos) image file on the
>>internet? One can find toses 1.00-2.06 and falcon tos, but no tt tos.
>>Does anyone know why?
>
>Not sure.. What is the legality of having that on the web?

It is definitely illegal.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5126. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-25 22:55:57 UTC
From: rking@zetnet.co.uk
Message-ID: <3a70aefd$0$180@news.zetnet.co.uk>
Source record: 5829

On 25 Jan 2001 18:34:15 , "Shiuming Lai" wrote:
>
>"Bob King" <robert.king@patent.gov.uk> wrote in message
>news:3A251EBC.8C71DDE4@patent.gov.uk...
>> Another solution is a SCSI card for my Milan, I know from Dennis and
>> others that they are available from Germany, customised to the mother
>> board, but does anyone know a source (not System Solutions) in the UK?
>
>Why not? If you look at Milan's
>official German brochure you'll see
>System Solutions is listed as its UK
>agent. Or would you prefer to buy
>from some grey importer who takes
>the money and runs?
>
>See www.atari-workshop.co.uk
>for ordering details.
>
>Shiuming Lai
>
>
>.

Hi Shiuming,

It's not because of anything personal, just that they never answer their phone or e-mails. I understand that many SCSI cards are suitable as long as it uses a certain chip set. I'll try them again.

Bob King

5127. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 00:33:16 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980440491.985.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 5822

The best price I have is ?300 (admittedly fitted), were did you get that price from? how much would someone charge to fit one?

mark

Marc-Ant?n Kehr <m.kehr@ndh.net> wrote in message news:3A6FD9B6.D1B3602F@ndh.net...
> Hi Mark,
>
>
> > Are these people still selling this stuff?
> Yes, they do.
>
> > Anyone know what the PuPla2 does?
> You need it, if you want to run the PAK with 50MHz, without it the PAK
> (and your ST) ist stable only up to 40MHz.
>
> > Anyone have a clue about the price (including PuPla/2 and Frak/2)?
> It?s about 200 USD.
>
> > Anyone know how hard it is installed?
> It?s not so easy, you have to remove the CPU and to install a socket
> instead. The PAK itself has very much parts, so you shoul do it only if
> you have expierience in soldering!
>
> > Anyone want to sell me one?
> Sorry, but I won?t remove my PAK.:)
>
>
> Ciao
>
> Marc-Ant?n
>
> --
> **********
> Business: http://www.st-katharina.purespace.de
> Photography: http://www.ndh.net/home/kehr
> Home of MiCo: http://mico-mint.atari.org
> **********

5128. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 03:26:13 UTC
From: Video61@webtv.net
Message-ID: <12474-3A70EE55-89@storefull-177.iap.bryant.webtv.net>
Source record: 5831

hi again,
besides the site that has the 030 upgrade for sale, is there a page
that has a pic, or schematic, and documentation of how it is done?
many thanks again,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5129. cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 03:31:36 UTC
From: Video61@webtv.net
Message-ID: <12474-3A70EF98-90@storefull-177.iap.bryant.webtv.net>
Source record: 5830

which 060 upgrade would any one get, i see rodolphy has 2 different ones coming out, which one keeps the most compatibility, simplistic operations, and least damaging to the falcon motherboard, and ease of installation,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5130. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 07:16:56 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3A712468.D52C30DA@ndh.net>
Source record: 5832

Hi Mark,

> The best price I have is ï¿½300 (admittedly fitted), were did you get that
> price from?
Directly from the wrs homepage, all components (PAK, PuPla, FRAK) costs
about 400,- German Marks, so itï¿½s about 200 USD.
But you canï¿½t get the assembled components in the moment, you have to
build it your own.

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

5131. ST to PC Null modem (further help please)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 10:44:16 UTC
From: Michael Eves <evesy@evesm.freeserve.co.uk>
Message-ID: <94rkka$5n9$1@neptunium.btinternet.com>
Source record: 5834

Thanks to every one who has tried to help me on this problem so far, I am still unable to connect my ST and PC using ghostlink.

I am using clean dos (F8 from boot up) but still no luck, I'm not familiar with hyper terminal and I can only seem to make it use my PC's internal modem.

PARCP sounded like a good alternative but all the links on the web to that particular software seem to be broken (or they are when I try to download it)

Does PARARALINK OR PARCP allow the PC drives to been used from the ATARI desktop in the same way that Ghostlink does?

I am using the Atari's Modem port to connect to com 2 with a standard null modem cable is this the correct setup, also how do I tell the Atari which Port I'm using my control panel doesn't let me assign a different port.

If anyone can shed more light on the subject please contact me.

Michael Eves
evesy@evesm.freeserve.co.uk

5132. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 15:54:29 UTC
From: Bob King <robert.king@patent.gov.uk>
Message-ID: <3A719DB5.47FCF2C8@patent.gov.uk>
Source record: 5836

Shiuming Lai wrote:
>
> "Bob King" <robert.king@patent.gov.uk> wrote in message
> news:3A251EBC.8C71DDE4@patent.gov.uk...
> > Another solution is a SCSI card for my Milan, I know from Dennis and
> > others that they are available from Germany, customised to the mother
> > board, but does anyone know a source (not System Solutions) in the UK?
>
> Why not? If you look at Milan's
> official German brochure you'll see
> System Solutions is listed as its UK
> agent. Or would you prefer to buy
> from some grey importer who takes
> the money and runs?
>
> See www.atari-workshop.co.uk
> for ordering details.
>
> Shiuming Lai

Hi Shiuming,

I've just phoned atari-workshop. The guy was very helpful, and has been trying to contact Milan for some months. No response. We left it that I would try and get some one in the know to recommend a PC1 SCSI board (with the correct chip set) and he would get one for me. SO any recommendations for a PCI SCSI board for my Milan I.

Cheers from Wales, where the leeks come from

Bob

5133. Re: 68030 ST UPGRADE BOARD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 16:09:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980523692-953609AEicMi@cwcom.net>
Source record: 5837

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Tue, 23 Jan 2001 19:36:38 -0000

>>You could also try Mark Wherry's GEMTrade, which will plug into CAB's
>>Modules list and provide translation of web pages.
>
>But dont expect to get any support for your registration fee!!!!!

Nice new web site, but there's still no sign of the new version of Gemtrade
that we've been promised.

Anyone know what's happening?

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5134. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 16:16:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <980523696-954289AEicMi@cwcom.net>
Source record: 5838

From: Video61@webtv.net (Lance Ringquist)
Date: Thu, 25 Jan 2001 21:31:36 -0600 (CST)

>which 060 upgrade would any one get, i see rodolphy has 2 different
>ones coming out, which one keeps the most compatibility, simplistic
>operations, and least damaging to the falcon motherboard, and ease of
>installation,

AFAIK the CT060 boards just plug into the Falcon's expansion bus, no need
for any soldering etc.

Falcons which have been fitted with Nemesis or a CT2 will have to have the
installation reversed to fit the CT060.
--

____ ____ ____
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5135. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 18:31:17 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980505168.4943.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 5833

Most of the TOS images you find on web sites are for running with the Emulators, as there is no TT emulator no one want the TOS image, this also applies for Falcon TOS images (although some sties do have them, for what reason I do not know).

Mark.

Kylo <grabek@fatum.umcs.lublin.pl> wrote in message news:3A705C2A.2AF2@fatum.umcs.lublin.pl...
> Steve Sweet wrote:
> >
> > You shouldnt be able to access any TOS on the web as they (except TOS
> > 1.0) are rom images which were never intended to be ripped off the chips
> > and uploaded by pirates...
>
> That's obvious but I was _just_wondering_ why isn't there in the i-net
> just tt tos.

5136. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 18:54:37 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980509668.6947.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 5835

This is how I understand it but I could be wrong (probably better to ask him), he only has one board coming out for the Falcon, this is the CT060 (any others have been put on hold).

However you can put a number of different version of the 68060 chip in it.

EC (no PMMU or FPU)
This is a real cheap version but should give massive speed increases as long as you don't want to run things like Linux, Mint in protected mode, Aniplay etc. Cubase should be really quick like this and any general progs should run fine (Papyrus, CAB) just with massive speed increases.

LC (no FPU)
In general most things should be much much quicker, you can also get higher clocked rating versions of these chips you may be able to overclock them to 90Mhz+ (rated at 75Mhz). All programs should run but ones that use the FPU will be much slower than their 'Full' counterpart as these instructions will be emulated.

Full
These will run the lot with massive speed increases, however the 'Full' versions can only be overclocked to a max of 72Mhz (rated 50Mhz although they do go up to 66Mhz), so some programs would appear faster on the LC while others will be quicker on the 'Full' version.

The calculations to work out which is best to go for is tricky, for the EC it is basically budget with this version being nearly 50% cheaper. As for the LC and 'Full' version I would put it more down to application and use, if you are going to be running Linux, CAD and playback of MP3s then maybe go for the 'Full', if you want massive speed increases but do not want to be limited then go for the LC (which is what I think I will do). There is also the problem of not being able to find the chips, if a batch of 'Full' 060 rated at 66Mhz can be found then these should be the best option (in my opinion).

Mark

Lance Ringquist <Video61@webtv.net> wrote in message
news:12474-3A70EF98-90@storefull-177.iap.bryant.webtv.net...
> which 060 upgrade would any one get, i see rodolphy has 2 different
> ones coming out, which one keeps the most compatibility, simplistic
> operations, and least damaging to the falcon motherboard, and ease of
> installation,
> thanks,
> lance
>

> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

5137. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 20:58:30 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <94sodm$7mh$1@draco.stochastik.rwth-aachen.de>
Source record: 5840

In article <3A719DB5.47FCF2C8@patent.gov.uk>,
Bob King <robert.king@patent.gov.uk> wrote:

>(with the correct chip set) and he would get one for me. SO any
>recommendations for a PCI SCSI board for my Milan I.

Any PCI card with a Symbios/LSI logic 53C810 or 53C810A chip on it. Examples
are Asus SC200, Sym20810, CI-2520 and many no-name boards.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5138. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 23:02:15 UTC
From: bindon@madasafish.com
Message-ID: <t740fnq9m2co92@corp.supernews.com>
Source record: 5841

On 26 Jan 2001 15:54:29 , Bob King wrote:

Hi

>I've just phoned atari-workshop. The guy was very helpful, and has been
>trying to contact Milan for some months. No response.

That's also the reason why I don't have a Milan. I was prepared to
buy a Milan, El at SysSol asked Axro about it but he didn't get a
response.

Now that is bad service...

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5139. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-26 23:02:18 UTC
From: bindon@madasafish.com
Message-ID: <t740fqlpjfsp94@corp.supernews.com>
Source record: 5842

```
On 26 Jan 2001 16:16:36 , Derryck Croker wrote:
>From: Video61@webtv.net (Lance Ringquist)
>Date: Thu, 25 Jan 2001 21:31:36 -0600 (CST)
>
>>which 060 upgrade would any one get, i see rodolphy has 2 different
>>ones coming out, which one keeps the most compatibility, simplistic
>>operations, and least damaging to the falcon motherboard, and ease of
>>installation,
>
>AFAIK the CT060 boards just plug into the Falcon's expansion bus, no need
>for any soldering etc.
>
>Falcons which have been fitted with Nemesis or a CT2 will have to have the
>installation reversed to fit the CT060.

....And something Czuba doesn't like to boast about is that it needs
a PC type PSU or one that can supply 3.3v@8amp. CT060 goes in the
place where the old PSU went.

Hungry old beast the CT60 sounds like :)

(Well for an Atari that is)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

5140. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-27 16:34:56 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A72F8B0.5661@fatum.umcs.lublin.pl>
Source record: 5843

Steve Sweet wrote:
>
> >That's obvious
> So WTF are you asking!!!! Doh!!

Very polite you are.....

> you can then hold your head up and tell people you helped drive another
> nail in the Atari coffin with an act of piracy.
>

You don't know bud I own a TT already and I'm not interested in sharing
my TOS nor in piracy at all. If you don't read the post exactly and/or
don't understand what's up then don't reply, ok?

Kylo :-)

5141. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-27 17:00:21 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3A72FEA5.3A34@fatum.umcs.lublin.pl>
Source record: 5844

Kylo wrote:
>
> Steve Sweet wrote:
> >

PS. A week ago my TT stopped working. As I had done some experiments around ROM, I thought it was the memory that had broked. A friend of mine who owned a TT had sold it last year so I had no source of TOS3.06 to program new EPROMs. As there are many TOSes available on the i-net I was _just_angry_ I could't have got the TT TOS and that's why I asked'bout it. But further check showed ROM works fine and after small repair I have my TT working again. Is everything clear now, Steve?

Kylo :-)

5142. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-27 19:44:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <980681878-168458AEicMi@madasafish.com>
Source record: 5848

Hi Kylo

>If you don't read the post exactly and/or don't understand what's up
>then don't reply, ok?

If you'd have been a bit clearer as to your intentions you may have got a
better responce.
However as you were very vauge what conclusions are there to be drawn.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5143. ST to Mac

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-27 19:59:13 UTC
From: gaz+liz@zetnet.co.uk
Message-ID: <3a732891$0$124@znews.zetnet.co.uk>
Source record: 5845

I want to transfer some files from an STe (with SCSI Zip and EZ135 drives) to an Apple Mac G4 (which has no floppy drive). I've tried hooking up the Zip drive to the Mac's SCSI card, but the Mac won't read the discs formatted on the Atari, and the Atari won't recognise the Mac ones. Is there some way to do this or am I barking up the wrong tree?

Failing that, are there any programs around to let me connect the two machines via their modems with a bit of phone line and send things back and forth with FTP or similar?

Gary.

5144. Re: ST to Mac

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-28 06:25:41 UTC
From: rsmac@t-online.de
Message-ID: <1enxmo9.o46w5316jgqumN%rsmac@t-online.de>
Source record: 5846

Gary Smith <gaz+liz@zetnet.co.uk> wrote:

> I want to transfer some files from an STe (with SCSI Zip and EZ135
> drives) to an Apple Mac G4 (which has no floppy drive). I've tried
> hooking up the Zip drive to the Mac's SCSI card, but the Mac won't
> read the discs formatted on the Atari, and the Atari won't recognise
> the Mac ones. Is there some way to do this or am I barking up the
> wrong tree?

Try to create an pc dos format zip disk on atari (or mac)
Copy your data on the (pc format) zip disk an you mac read it ;)
Same as here.

> Failing that, are there any programs around to let me connect the
> two machines via their modems with a bit of phone line and send
> things back and forth with FTP or similar?

Other way i used here is to connect both machine to ethernet.
(Ethernet rom port adaptor from elmar hilgart)

On falcon, i doasnï¿½t had an ste, runs ftpserver 0.7
With an simple ftp client on mac iï¿½m connectet to some folders on falcon
and thatï¿½s the way i transfer all data and programs or some else.

Not realy fast, but it works in background :)

Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
doitarchive@doitarchive.de * www.doitarchive.de

5145. Re: 3.5 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-28 11:21:21 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <_iTc6.7150$wq.992973@nnrp3.clara.net>
Source record: 5847

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:980229064-118453AEicMi@cwcom.net...
> From: Steve Sweet <steve_sweet@madasafish.com>
> Date: Sun, 21 Jan 2001 14:03:52 -0000
>
> >>A PC shop should help.
> >
> >Hello Mr. PC world rep, i need a floppy drive for my Atari ST.
>
> <wry smile>
>
> Never, ever mention Atari in a PC shop because they'll suddenly become
deaf,
> dumb and blind.

It seems like most PC shop staff are
like this anyway... The nonsense I've
heard spouted by even some of the
more "prestigious" dealers in central
London (no names mentioned:
Mico Anvika...)

Shiuming Lai

5146. WTD: "Bomb catcher" for MinT/MultiTOS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-28 11:55:48 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9511jh$35f$1@news.comnet.co.nz>
Source record: 5849

Where can I find a "bomb catcher" for MinT/MultiTOS?

I tend to crash many times per hour when using MultiTOS, and then I end up rebooting roughly once or twice per hour, due to the machine no longer accepting input from the keyboard or mouse. Using SingleTOS (AES 4.1 loaded from disc, or the TT's original AES 3.1), this only ever seems to occur perhaps once a day.

As my predominant use of the TT is for software development, this hang/reboot sequence is quite annoying.

The ALERT accessory supplied with MultiTOS was useful, telling me where the program crashed, but wont allow me to get in and edit/examine the program and either get it running again or kill it.

I run with memory protection turned on, on my TT with MultiTOS (MiNT 1.15.[5? 9?] and AES 4.1), and usually have 13+ megs of free ram (12+ of TT, and <1 of ST RAM) when it misbehaves

--

Quote for the month:

"Geez Wayne!"
("A Week Of It", SPTV, circa 1980)

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

5147. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-28 20:57:54 UTC
From: "J.W. Krych" <jwkrych@n2net.net>
Message-ID: <3a7487d2$1_3@athena.netset.com>
Source record: 5850

Mark <mark@recycledsteel.co.uk> wrote in <980509668.6947.0.nnrp-13.9e98a620@news.demon.co.uk>:

HI!

It's going to be interesting with either this or the Tempest, on how fast we can get MAME running on a Falcon now! As a comparrison, my P166 runns games from 1984 and earlier quite well, and those are the games I want to play.

One advantage we have is that the Falcon has the RGB out, so we don't need any convertors to run an arcade monitor-except maybe attentuation of the Falcon's RGB levels. Or, using my VideoTurtle and a nice big 26" S-Video TV to play the MAME on the Falcon!

Regards,

Jim

5148. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-28 23:30:44 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <952a34gh1@draco.stochastik.rwth-aachen.de>
Source record: 5851

In article <t740fnq9m2co92@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>That's also the reason why I don't have a Milan. I was prepared to
>buy a Milan, El at SysSol asked Axro about it but he didn't get a
>response.

Axro has never been a Milan dealer - they *wanted* to sell the Milan II, but
for a Milan I, they are definitely the wrong people to ask.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5149. Re: ST to PC Null modem (help please)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-29 01:18:17 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <tx3d6.90191$xW4.687968@news-server.bigpond.net.au>
Source record: 5852

"Tim Anderson" <tanderson@tanderson22.freeserve.co.uk> wrote in message
news:94ptmhlqu1@newsg1.svr.pol.co.uk...
> Hi,
>
> Stupid as it sounds but are you running PCSLAVE.EXE in windows?
>
> It doesn't appear to work on my PC in Windows only a real dos mode.

Ive had it working under windows. I actually had it using shared drive's
too. I could access all my PC's ffrom the Atari that way. Not brilliantly
reliable tho, work's alot better under DOS.

Mark

5150. Appologies for delay's ahppeing and about to happen:(

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-29 03:05:29 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <zkDmYjA53Nd6EwMt@steverosie.demon.co.uk>
Source record: 5853
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I would like to apologise to anyone who has been waiting for replies to emails or enquires etc.. over the past few months, this was due to ill health.

But during an upgrade I blew the motherboard, hoping it's just motherboard, on my main machine:(this means I don't have access to any email or addresses sent to me BEFORE or ON Sunday 28th January.

Talk about bad luck, I reinstalled an operating system on the laptop and it wiped out my entire hard drive partitions including the updates to my web sites and my entire inventory of Atari gear:((and the web sites were nearly ready for uploading...

Anyway, if you have written to me on an urgent matter, please rewrite and I'll do what I can.

Steve <><
steve@atari.org.uk

--
Steve Stupple

5151. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-29 19:48:55 UTC
From: bindon@madasafish.com
Message-ID: <t7bi97i1qtcaf5@corp.supernews.com>
Source record: 5854

On 29 Jan 2001 00:30:44 , Michael Schwingen wrote:
>In article <t740fnq9m2co92@corp.supernews.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>That's also the reason why I don't have a Milan. I was prepared to
>>buy a Milan, El at SysSol asked Axro about it but he didn't get a
>>response.
>
>Axro has never been a Milan dealer - they *wanted* to sell the Milan II, but
>for a Milan I, they are definitely the wrong people to ask.

Well, OK, whoever, but the point is still there that I wanted a Milan
and SysSol got no response.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5152. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-29 21:52:28 UTC
From: sidcelery@cix.co.uk
Message-ID: <954omssqn1@plutonium.compulink.co.uk>
Source record: 5855

On 26 Jan 2001 10:31:17 , "Mark" wrote:
>Kylo <grabek@fatum.umcs.lublin.pl> wrote:
>> Steve Sweet wrote:
>>> You shouldnt be able to access any TOS on the web as they (except
>>> TOS 1.0) are rom images which were never intended to be ripped
>>> off the chips and uploaded by pirates...
>> That's obvious but I was _just_wondering_ why isn't there in the
>> i-net just tt tos.
> Most of the TOS images you find on web sites are for running with
> the Emulators, as there is no TT emulator no one wants the TOS
> image, this also applies for Falcon TOS images (although some sties
> do have them, for what reason I do not know).

Probably in case you have TOS 4.01 or 4.02 instead of the latest
version. Similarly, there ought to be a 3.06 for those with 3.01 or
3.05 (like me).

Of course, Magic makes the TOS upgrade redundant anyway...

rgds
H

5153. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-29 21:52:30 UTC
From: sidcelery@cix.co.uk
Message-ID: <954omusqn2@plutonium.compulink.co.uk>
Source record: 5856

On 25 Jan 2001 22:55:57 , Bob King wrote:
>On 25 Jan 2001 18:34:15 , "Shiuming Lai" wrote:
>>"Bob King" <robert.king@patent.gov.uk> wrote:
>>> Another solution is a SCSI card for my Milan, I know from Dennis and
>>> others that they are available from Germany, customised to the mother
>>> board, but does anyone know a source (not System Solutions) in the UK?
>> Why not? If you look at Milan's official German brochure you'll see
>> System Solutions is listed as its UK agent. Or would you prefer to buy
>> from some grey importer who takes the money and runs?
>>
>> See www.atari-workshop.co.uk for ordering details.
>It's not because of anything personal, just that they never answer
> their phone or e-mails. I understand that many SCSI cards are
> suitable as long as it uses a certain chip set. I'll try them again.

Should be ok. I've always had prompt (a day or so) answers from
El both by phone and email to sales@atari-workshop.co.uk

rgds
H

5154. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-29 21:52:33 UTC
From: sidcelery@cix.co.uk
Message-ID: <954on1sqn3@plutonium.compulink.co.uk>
Source record: 5857

On 26 Jan 2001 10:54:37 , "Mark" wrote:
> This is how I understand it but I could be wrong (probably better
> to ask him)...
>
> EC (no PMMU or FPU) ...
> LC (no FPU) ...
> Full ...
>
> The calculations to work out which is best to go for is tricky, for
> the EC it is basically budget with this version being nearly 50%
> cheaper. As for the LC and 'Full' version I would put it more down
> to application and use, if you are going to be running Linux, CAD
> and playback of MP3s then maybe go for the 'Full', if you want
> massive speed increases but do not want to be limited then go for
> the LC (which is what I think I will do). There is also the
> problem of not being able to find the chips, if a batch of 'Full'
> 060 rated at 66Mhz can be found then these should be the best
> option (in my opinion).

Is there any problem in using an EC or LC if you already have an FPU?

I'm asking because I'm very interested in the proposed CTT60 for the
TT - which is the accelerator (to 64MHz) plus TTRAM board (to 128Mb)
for E150 (~100ukp + fitting). The only problem with the TT board is
that it needs soldering to 12 places on the MB IIRC

rgds
H

5155. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-30 18:08:17 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <980849386.20157.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 5858

> Is there any problem in using an EC or LC if you already have an FPU?

The orriginal FPU will not work with the CT060, I also assume this is the
case for the TT version too.

> I'm asking because I'm very interested in the proposed CTT60 for the
> TT - which is the accelerator (to 64MHz) plus TTRAM board (to 128Mb)
> for E150 (~100ukp + fitting). The only problem with the TT board is
> that it needs soldering to 12 places on the MB IIRC

The web site is a bit confusing at the moment, I fell for that one as well
and then got told off. The CTT was about E150 BUT when it used the 68030
which is much much much cheaper than a 060. The CTT60 will probably cost
just over £100 and then you need a CPU which is about £140 unless you go for
the EC version (about £30).

At present this is just a concept, I do not think there is any formal design
in place but I imagine you will find that the CTT60 is basically a CT060
with a few mods.

One should also note that there is a very limited supply of EC chips at the
price stated and it would appear that 75% of them have already been
requested by the CT060 group. What I am trying to say is I do not think
there will be any EC chips left when the CTT is made so full 060 will be
needed at a fuller price (£240).

Mark

5156. Re: B,U.I-L,D. -Y,O.U-R, .C-A,B.L;E. ,D.E;S-C,R.A,M.B,L.E,R..,.,;;.:,;;;

> not move back through the line!
>
> Q: Do I have to alter my existing c-a-b-l-e system,
> television or VCR?
> A: The answer is no!
>
> Q: Does this work with my remote control?
> A: The answer is yes. The descrambler is
> manually controlled--but very easy to use!
>
> Q: Can you email me the plans?
> A: No the program comes with an easy to follow picture guide.
>
> Q: Does this work everywhere across the country?
> A: Yes, everywhere in the USA plus England,
> Brazil, Canada and other countries!
>
> Q: Is this deal guaranteed?
> A: Yes, if you are unhappy for any reason we will refund your money.
>
> Q: When I order, when will I get my package?
> A: We mail out all orders within 24 hours of receiving them.
>
> Q: How much does it cost to get the instruction
> plans, the easy to follow diagram, and most
> important of all the "Using a D-e-s-c-r-a-m-b-l-e-r LEGALLY Report".
> A: You get the complete 6 page report and instruction package all for
just--$10.00
>
> Q: How do I order?
> A: Fill out form below and send it, along
> with your $10.00 payment to:
>
> C-a-b-l-e-F-R-E-E-TV
> 1342 East Vine Str #216
> Kissimmee Fl 34744
>
> (Cash, Check or Money Order.)
>
> (Florida residents include 7% Florida State Sales Tax)
>
> (All orders outside the U.S.A. add $5.00)
>
>
> PRINT YOUR:
>
> NAME_____
>
> ADDRESS_____
>

> CITY/STATE/ZIP_____
>
> E-MAIl ADDRESS_____
>
> We are NOT ASSOCIATED in any way with R-A-D-I-O S-H-A-C-K.
> Neither the design nor instructions were developed
> by, are sold by, or are endorsed by R-a-d-i-o S-h-a-c-k.
> Parts for this fine-tuning device are available
> at many electronics stores (including R-a-d-i-o S-h-a-c-k)
> This is not a R-a-d-i-o S-h-a-c-k product.
>

[Inline base64-encoded payload not displayed]
>
>

>
>
>

5157. Re: JVC CD ROM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-31 12:32:42 UTC
From: chrisc1966@my-deja.com
Message-ID: <9590la$5nm$1@nnrp1.deja.com>
Source record: 5860

Try

http://www.jvc.com/ds2/pdf/xr-w2001.pdf

In article <980443300-61337AEicMi@madasafish.com>,
Steve Sweet <steve_sweet@madasafish.com> wrote:
> Yo!, Dudes.
>
> Does anyone have any information ref. the option links on a JVC XR-
W2001
> CD R/W drive please.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

Sent via Deja.com
http://www.deja.com/

5158. FA:Complete 520st

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-31 12:55:56 UTC
From: Chris Rex <chrisrex@robbware.com>
Message-ID: <t7g2qb3on1av6a@news.supernews.com>
Source record: 5861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

For auctions

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211533143

5159. Wanted: Atari 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-01-31 19:30:04 UTC
From: Charles Goddeeris <atarian@atari7800.com>
Message-ID: <0IZd6.517$YI4.22685@news.itd.umich.edu>
Source record: 5862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a 520ST, a disk drive and a color sc1224 monitor to buy.
Thanks.

Charles Goddeeris
atarian@atari7800.com

5160. Re: JVC CD ROM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-01 00:32:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981047044-133389AEicMi@madasafish.com>
Source record: 5865

Hi Chris

>Try
>
>http://www.jvc.com/ds2/pdf/xr-w2001.pdf

Thankyou.

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5161. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-01 19:20:46 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981026551.1494.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 5863

I am also looking for TOS 3.06 UK to upgrade the German TOS which is annoying me.

Mark.

Steve Sweet <steve_sweet@madasafish.com> wrote in message news:980529820-265082AEicMi@madasafish.com...
> Hi Kylo
>
> >> You shouldnt be able to access any TOS on the web as they (except TOS
> >> 1.0) are rom images which were never intended to be ripped off the
> >>chips and uploaded by pirates...
>
> >That's obvious
>
> So WTF are you asking!!!! Doh!!
>
> >but I was _just_wondering_ why isn't there in the i-net just tt t
>
> Coz no one has stolen it and distributed it yet!, but since youre
> encouraging it i'm sure that someone will pop along with one shortly and
> you can then hold your head up and tell people you helped drive another
> nail in the Atari coffin with an act of piracy.
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

5162. Lan to Serial

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-01 19:50:22 UTC
From: bindon@madasafish.com
Message-ID: <t7jffu5dhd9ce8@corp.supernews.co.uk>
Source record: 5866

Hi

Recasing my Falcon, so I thought it would be best to change the LAN
style plug with an adaptor to a standad 9 pin D-type plug. I have the
pinouts, so I connected :

9pin D-type MiniDin 8w LAN
5 GND 4
3 6
2 8

I then connected this up to my Modem and the Tx and Rx data lights are
always on.

This port is to provide a simple Null Modem connection to
my STe. This brings me along nicely to my other two questions.

Does only ground, Rx data and Tx data need to be used as flow control
doesn't need to be done (or without the use of the RTS and CTS)

How do I map a drive/printer under StinG with Magic?

Thankyou ever so much.

Best regards.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5163. Re: Appologies for delay's ahppeing and about to happen:(

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-01 22:51:04 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981039153.6948.0.nnrp-02.9e98a620@news.demon.co.uk>
Source record: 5864
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

And the moral of the story is??????????? (but I suppose you know that).

Steve Stupple <Steve@steverosie.demon.co.uk> wrote in message
news:zkDmYjA53Nd6EwMt@steverosie.demon.co.uk...
> Hi
>
> I would like to apologise to anyone who has been waiting for replies to
> emails or enquires etc.. over the past few months, this was due to ill
> health.
>
> But during an upgrade I blew the motherboard, hoping it's just
> motherboard, on my main machine:(this means I don't have access to any
> email or addresses sent to me BEFORE or ON Sunday 28th January.
>
> Talk about bad luck, I reinstalled an operating system on the laptop and
> it wiped out my entire hard drive partitions including the updates to my
> web sites and my entire inventory of Atari gear:((and the web sites
> were nearly ready for uploading...
>
> Anyway, if you have written to me on an urgent matter, please rewrite
> and I'll do what I can.
>
> Steve <><
> steve@atari.org.uk
>
> --
> Steve Stupple

5164. Re: Repair man need for 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-02 05:23:07 UTC
From: Video61@webtv.net
Message-ID: <15881-3A7A443B-42@storefull-175.iap.bryant.webtv.net>
Source record: 5867

hi randy,
go to bruce at b&c computervisions at,
www.myatari.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5165. Re: Repair man need for 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-02 12:21:48 UTC
From: ebaiz@skyenet.net
Message-ID: <wDxe6.12753$%64.2848@newsfeed.slurp.net>
Source record: 5868

On 2 Feb 2001 03:59:02 G, "@Home user group" wrote:
>I need to find someone who can work on and repair Atari computers in the
>USA, I live in Nashville Tennessee. I have music files in master Tracks
>Pro format and I need to convert them to MIDI format.
>
>Randy McClain
>mcashm2@home.com

Some other places besides B&C can be reach at the WWW sites:

http://www.vme.net/dvm/aty/
http://www.best-electronics-ca.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5166. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-03 01:10:44 UTC
From: sidcelery@cix.co.uk
Message-ID: <95flqksjf1@plutonium.compulink.co.uk>
Source record: 5869

On 30 Jan 2001 10:08:17 , "Mark" wrote:
>> Is there any problem in using an EC or LC if you already have an
>> FPU?
> The original FPU will not work with the CT060, I also assume this
> is the case for the TT version too.
That'd be a bummer if anyone wrote some useful utility that used the
FPU in a TT (hint...)

>> I'm asking because I'm very interested in the proposed CTT60 for
>> the TT - which is the accelerator (to 64MHz) plus TTRAM board (to
>> 128Mb) for E150 (~100ukp + fitting).
> The web site is a bit confusing at the moment, I fell for that one
> as well and then got told off. The CTT was about E150 BUT when it
> used the 68030 which is much much much cheaper than a 060. The
> CTT60 will probably cost just over £100 and then you need a CPU
> which is about £140 unless you go for the EC version (about £30).
Personally I'd be just as happy with an 030. I'm not entirely sure
what I'd get with an 060 that would be so much better.

> At present this is just a concept, I do not think there is any
> formal design in place but I imagine you will find that the CTT60
> is basically a CT060 with a few mods.
I'd guess so too.

> One should also note that there is a very limited supply of EC
> chips at the price stated and it would appear that 75% of them have
> already been requested by the CT060 group.
I've got my name down alreasy, so I'm happy enough.

I just hope time isn't wasted going straight to an 060 when we need to
have any kind of successful accelerator out there now. The 060 could
still be an upgrade IMO.

rgds
H

5167. FreeMiNT troubles...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-03 06:09:02 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A7BA07E.F9E0341F@ihug.co.nz>
Source record: 5870

Hi there,

I CANNOT get FreeMiNT to run on my Falcon030! HELP!!

I have kernel 1.15.5, 030 version, and AES 4.1...

I get this whenever I try to start FreeMiNT...

Reading 'mint.cnf' ... 7735 bytes done.

pid 0(MiNT): MEMORY VIOLATION: type=hardware AA=FFFFFFFF PC=181544 BP=180384
pid 0(MiNT): operating system killed
FATAL ERROR. You must reboot the system.

I have run earlier versions of MiNT (upto 1.12) but have not tried since then.
I have a PowerUp2 accelerator, 14MB of RAM, and an FPU. Other than that
it is a
stock Falcon. What is going on?

Please EMAIL any help, as I only get NG feed about once every 2 weeks
(the posts
usually expire before I get to read them!)

Your help will be be MUCH appreciated...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5168. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-03 06:32:29 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3A7BA5FD.8B66814C@ihug.co.nz>
Source record: 5871

Hi there,

Harry Sideras wrote:
>
> That'd be a bummer if anyone wrote some useful utility that used the
> FPU in a TT (hint...)

Or a Falcon for that matter. POV-ray is the only thing I've got that
does...nothing commercial I have seems to!!

> Personally I'd be just as happy with an 030. I'm not entirely sure
> what I'd get with an 060 that would be so much better.

If you got a 'full' 060, you would get a CPU that runs POV-ray 90, yes
90 times faster at 60 MHz than a standard 32MHz 030 and 68882 combo.

Not sure why you wouldn't want that quite frankly...I do!

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5169. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-03 07:50:21 UTC
From: terristelia@aol.com
Message-ID: <20010203025021.15902.00000345@ng-mf1.aol.com>
Source record: 5872

What I find amusing most of all, is that since Atari abandoned the whole 68k range of CPUs in favor of consoles, it's the pirates that pretty much saved the Atari and made it as lovable today as it always was.

We all know that, in the day of days, piracy didn't help the Atari. This is the inevitable truth. However, the very fact that the ROM image dumps are out there and that people are using them to keep the nostalgia of what once was alive, where's the harm?

Remember, Atari dumped us before we dumped their rom files.

Just my opinion, not that it really counts for anything.

5170. Re: downloading games

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-03 07:50:55 UTC
From: terristelia@aol.com
Message-ID: <20010203025055.15902.00000346@ng-mf1.aol.com>
Source record: 5873

In a word, I don't think you can.

Sorry.

5171. Re: 3.5 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-03 07:52:03 UTC
From: terristelia@aol.com
Message-ID: <20010203025203.15902.00000347@ng-mf1.aol.com>
Source record: 5874

>Never, ever mention Atari in a PC shop because they'll suddenly become deaf,
>dumb and blind.

You forgot stupid..

5172. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-03 10:40:48 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <95gn7g$jn2$1@snipp.uninett.no>
Source record: 5875

J Wilkinson <jwandjw@ihug.co.nz> wrote:

>> That'd be a bummer if anyone wrote some useful utility that used the
>> FPU in a TT (hint...)

> Or a Falcon for that matter. POV-ray is the only thing I've got that
> does...nothing commercial I have seems to!!

Don't worry, Motorola's 882-library for the 040 and 060 ensures 100%
compatibility.

--

/*
** Jo Even Skarstein http://home.nvg.org/~joska/
*/

5173. Re: Appologies for delay's ahppeing and about to happen:(

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-03 14:16:09 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <n2+K+JApKBf6Ew+Y@steverosie.demon.co.uk>
Source record: 5876
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

In article <981039153.6948.0.nnrp-02.9e98a620@news.demon.co.uk>, Mark
<mark@recycledsteel.co.uk> writes
>
>And the moral of the story is??????????? (but I suppose you know that).

If you make a backup, don't store it on another Windoze machine!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5174. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-04 14:02:15 UTC
From: vdjole@EUnet.yu
Message-ID: <95jnd7spp1@SOLAIR2.EUnet.yu>
Source record: 5878

On 3 Feb 2001 19:32:29 +, J Wilkinson wrote:

>> That'd be a bummer if anyone wrote some useful utility that used the
>> FPU in a TT (hint...)
>
>Or a Falcon for that matter. POV-ray is the only thing I've got that
>does...nothing commercial I have seems to!!

AFAIK, commercial: DynaCADD, Calamus, programs generated by
Turbo/Pure-C/Pascal, by GfaBasic (with Licom library)...

PD: POV-ray, Lindner TeX, programs generated by GNU C, some astronomy
programs, STarBall game...

There was also a "FPU-patch" which, as far as I could understand,
was supposed to patch any Pure-C program to use FPU (but I could not see
any difference when applying the patch).

But still, few apps use it. I suppose that NVDI, for example, would benefit
from FPU, and a long time ago I was sorry that Formula I GP game did not
recognize a FPU.

What's even worse is that many software authors seemed to think that the
presence of a FPU implied the presence of a MC68020 or higher (which need
not be so) and compiled their software accordingly. But there can be
"memory mapped" FPUs, like the one I have in a MegaST, and with a LineF
emulator it can simulate a co-processor FPU. But I can only use it with
DynaCADD, Prospero FORTRAN, old POV-Ray, an astronomy program and a
STarBall game.

5175. Re: Repair man need for 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-04 14:16:15 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3A7D642F.13A43E9B@ev1.net>
Source record: 5877

```
"@Home user group" wrote:
>
> I need to find someone who can work on and repair Atari computers in the
> USA, I live in Nashville Tennessee. I have music files in master Tracks
> Pro format and I need to convert them to MIDI format.
>
What seems to be wrong with your machine??? Perhaps people on the newsgroup
can suggest things to help *you* fix it yourself...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

5176. Re: 3.5 floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-04 22:44:51 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <DXkf6.42$tT3.271@news-server.bigpond.net.au>
Source record: 5879

They were usually alredy that..

Mark

"Terris Telia" <terristelia@aol.com> wrote in message
news:20010203025203.15902.00000347@ng-mf1.aol.com...
> >Never, ever mention Atari in a PC shop because they'll suddenly become
deaf,
> >dumb and blind.
>
> You forgot stupid..

5177. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-05 07:59:10 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <95lmo2$n5g$1@news.comnet.co.nz>
Source record: 5880

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:95jnd7spp1@SOLAIR2.EUnet.yu...
> On 3 Feb 2001 19:32:29 +, J Wilkinson wrote:
>
> >> That'd be a bummer if anyone wrote some useful utility that used
the
> >> FPU in a TT (hint...)
> >
> >Or a Falcon for that matter. POV-ray is the only thing I've got that
> >does...nothing commercial I have seems to!!
>
> AFAIK, commercial: DynaCADD, Calamus, programs generated by
> Turbo/Pure-C/Pascal, by GfaBasic (with Licom library)...
>
> PD: POV-ray, Lindner TeX, programs generated by GNU C, some astronomy
> programs, STarBall game...
>
> There was also a "FPU-patch" which, as far as I could understand,
> was supposed to patch any Pure-C program to use FPU (but I could not
see
> any difference when applying the patch).
>
> But still, few apps use it. I suppose that NVDI, for example, would
benefit
> from FPU, and a long time ago I was sorry that Formula I GP game did
not
> recognize a FPU.
>
> What's even worse is that many software authors seemed to think that
the
> presence of a FPU implied the presence of a MC68020 or higher (which
need
> not be so) and compiled their software accordingly. But there can be
> "memory mapped" FPUs, like the one I have in a MegaST, and with a
LineF
> emulator it can simulate a co-processor FPU. But I can only use it
with
> DynaCADD, Prospero FORTRAN, old POV-Ray, an astronomy program and a
> STarBall game.
>

5178. Line-F FPUs (was: cuzuba's 060 falcon upgrade)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-05 08:21:23 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <95lo1poho1@news.comnet.co.nz>
Source record: 5881

"Djordje Vukovic" <vdjole@EUnet.yu> wrote ...
> On 3 Feb 2001 19:32:29 +, J Wilkinson wrote:
> >> That'd be a bummer if anyone wrote some useful utility that used
the
> >> FPU in a TT (hint...)
> > >
> > >Or a Falcon for that matter. POV-ray is the only thing I've got that
> > >does...nothing commercial I have seems to!!
> >
> > AFAIK, commercial: DynaCADD, Calamus, programs generated by
> > Turbo/Pure-C/Pascal, by GfaBasic (with Licom library)...
> >
> > PD: POV-ray, Lindner TeX, programs generated by GNU C, some astronomy
> > programs, STarBall game...
> >
> > There was also a "FPU-patch" which, as far as I could understand,
> > was supposed to patch any Pure-C program to use FPU (but I could not
see
> > any difference when applying the patch).
> >
> > But still, few apps use it. I suppose that NVDI, for example, would
benefit
> > from FPU, and a long time ago I was sorry that Formula I GP game did
not
> > recognize a FPU.
> >
> > What's even worse is that many software authors seemed to think that
the
> > presence of a FPU implied the presence of a MC68020 or higher (which
need
> > not be so) and compiled their software accordingly. But there can be
> > "memory mapped" FPUs, like the one I have in a MegaST, and with a
LineF
> > emulator it can simulate a co-processor FPU. But I can only use it
with
> > DynaCADD, Prospero FORTRAN, old POV-Ray, an astronomy program and a
> > STarBall game.

You can't always expect to be able to just install a Line-F emulator and
run FPU programs.

Atari, when they designed the original 1985 pre-ROM ST TOS, used the
Line-F vector as a shortcut for the "cleanup" portion at the end of some
of its OS calls (it was their way of "executing 16 instructions within
an exception handler, instead of doing three or four instructions in

their TOS code"). To me, this seemed more like a "it works now, who knows if it'll work tomorrow" hack that is often implemented when you're under time-based constraints ("launch date is three days from now, but we still need to do two weeks worth of work to get it saleable").

And, IIRC, there was also a "call function number X" capability built into it. This capability was made known, and made use of by some programmers when the ST was in its infancy.

(It also appeared in the Abacus "ST Internals" book, complete with a commented listing of the code used to handle the F-Line exception. This further drove the nails into the "F-line instructions are only for co-processors, F-line exceptions are for coprocessor errors" that Motorola preached)

I cannot recall how long this capability lasted in TOS, or was implemented, however.

It wouldn't have been possible to use this on a TT with FPU, (the FPU uses F-Line opcodes for its own instructions, most of whom clash with Ataris use of that vector) so the use of that hack probably died around 1988/1989 with Rainbow TOS and STE TOS (1.4 and 1.6 respectively)

--

Quote for the month:

Wally Batty: "She's sending me off to an auction"

Norman Clegg: "Why doesn't she just divorce you like ordinary folk?"

("Last Of The Summer Wine" [circa 1982])

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

5179. FA: Complete Atari 520st

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-05 14:29:59 UTC
From: Chris Rex <chrisrex@robbware.com>
Message-ID: <t7te66tobtpt33@news.supernews.com>
Source record: 5883
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari,rec.games.video.classic

Check it out.. Only at $25.00

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1211533143

5180. Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-05 15:49:24 UTC
From: Tim Pattison <tim@ravenhouse.demon.co.uk>
Message-ID: <V0jIjCAEusf6Ewoo@ravenhouse.demon.co.uk>
Source record: 5884
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

I want to upgrade my STE from 520k to 4 mb and I have access to some 1mb simms from an old PC but need advice as to whether the simms need to be parity or non-parity and whether they should be of a particular speed.

I have 7 1mb simms in total but they are not all the same.

There are 4 identical ones which contain three chips on each simm (I presume this means they have parity) and the speed would appear to be 70ns.

One has 9 chips (parity?) and would appear to be 60 ns

One has 9 chips and would appear to be 80 ns

The other has 9 chips and would appear to be 100ns

Are any of these suitable for an STE?

--
Tim Pattison +email: tim@ravenhouse.demon.co.uk
UK +http://www.ravenhouse.demon.co.uk

5181. Re: cuzuba's 060 falcon upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-05 19:53:37 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981374102.25314.0.nnrp-10.9e98a620@news.demon.co.uk>
Source record: 5882

> That'd be a bummer if anyone wrote some useful utility that used the
> FPU in a TT (hint...)

The full 060 (and the 040 I think) only supported the main FPU library and the rest was emualted, I could be wrong but I think there is also a library for the EC version to emulate the lot. This will enable programs to run if they use the FPU but it shoudl be noted that this will be much slower (relatively) comaered to the full 060.

> Personally I'd be just as happy with an 030. I'm not entirely sure
> what I'd get with an 060 that would be so much better.

It will be much much much quicker then an 030 running at the same speed, and lets not forget that if you get an EC running at 75Mhz then you shoudl be able to push it past 90Mhz (the 68EC060 75 is a rare unit though).

> I just hope time isn't wasted going straight to an 060 when we need to
> have any kind of successful accelerator out there now. The 060 could
> still be an upgrade IMO.

IF I understand what you say (worried about future upgrades), I think the next step is the PPC, most (if not all) other platforms (not I say platforms and not embedded apps) have gone to PPC.

Mark.

5182. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-05 22:32:20 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <URFf6.1535$tT3.13471@news-server.bigpond.net.au>
Source record: 5885
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

"Tim Pattison" <tim@ravenhouse.demon.co.uk> wrote in message
news:V0jIjCAEusf6Ewoo@ravenhouse.demon.co.uk...
> I want to upgrade my STE from 520k to 4 mb and I have access to some 1mb
> simms from an old PC but need advice as to whether the simms need to be
> parity or non-parity and whether they should be of a particular speed.
>
> I have 7 1mb simms in total but they are not all the same.
>
> There are 4 identical ones which contain three chips on each simm (I
> presume this means they have parity) and the speed would appear to be
> 70ns.
>
> One has 9 chips (parity?) and would appear to be 60 ns
>
> One has 9 chips and would appear to be 80 ns
>
> The other has 9 chips and would appear to be 100ns
>
> Are any of these suitable for an STE?

Yes, the 9 chip is 8+parity and the 3 chip is 2+parity, best to try and use
identical chip's, parity is not used by the ST at all, so don't worry about
it.

Mark

5183. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-06 00:21:02 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <90fu7t02p9thvtlkqs82ji6nugur083429@4ax.com>
Source record: 5886
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

Just about ANY 30 pin, 1 Mb SIMM will work for the STe.

Parity doesn't matter- The STe doesn't use parity, if the SIMM has the
extra parity bit, the STe will just ignore it.

Speed also doesn't matter. any of those SIMMs listed are far faster
than the STe needs (`150ns is the spec for an ST), so any of them
will work.

It's NOT however, a good idea to mix types, styles and speeds.

I would go with the set of 4 identical types.

BobR

On Mon, 5 Feb 2001 15:49:24 +0000, Tim Pattison
<tim@ravenhouse.demon.co.uk> wrote:

>I want to upgrade my STE from 520k to 4 mb and I have access to some 1mb
>simms from an old PC but need advice as to whether the simms need to be
>parity or non-parity and whether they should be of a particular speed.
>
>I have 7 1mb simms in total but they are not all the same.
>
>There are 4 identical ones which contain three chips on each simm (I
>presume this means they have parity) and the speed would appear to be
>70ns.
>
>One has 9 chips (parity?) and would appear to be 60 ns
>
>One has 9 chips and would appear to be 80 ns
>
>The other has 9 chips and would appear to be 100ns
>
>Are any of these suitable for an STE?

5184. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-06 01:36:45 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <NyIf6.1665$tT3.14409@news-server.bigpond.net.au>
Source record: 5887
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

"Bob Retelle" <bobr1@provide.net> wrote in message
news:90fu7t02p9thvtlkqs82ji6nugur083429@4ax.com...
> Just about ANY 30 pin, 1 Mb SIMM will work for the STe.
>
> Parity doesn't matter- The STe doesn't use parity, if the SIMM has the
> extra parity bit, the STe will just ignore it.
>
> Speed also doesn't matter. any of those SIMMs listed are far faster
> than the STe needs (`150ns is the spec for an ST), so any of them
> will work.
>
> It's NOT however, a good idea to mix types, styles and speeds.
>
> I would go with the set of 4 identical types.

All correct except it is actually 120 nano seconds:-)

Mark

5185. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-06 08:02:27 UTC
From: "Craig Hart"
Message-ID: <95oaog$2b6$1@perki.connect.com.au>
Source record: 5888
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

picky bastard...

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:NyIf6.1665$tT3.14409@news-server.bigpond.net.au...
>
> "Bob Retelle" <bobr1@provide.net> wrote in message
> news:90fu7t02p9thvtlkqs82ji6nugur083429@4ax.com...
> > Just about ANY 30 pin, 1 Mb SIMM will work for the STe.
> >
> > Parity doesn't matter- The STe doesn't use parity, if the SIMM has the
> > extra parity bit, the STe will just ignore it.
> >
> > Speed also doesn't matter. any of those SIMMs listed are far faster
> > than the STe needs (`150ns is the spec for an ST), so any of them
> > will work.
> >
> > It's NOT however, a good idea to mix types, styles and speeds.
> >
> > I would go with the set of 4 identical types.
>
> All correct except it is actually 120 nano seconds:-)
>
> Mark
>
>

5186. scan doubler question

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-07 15:32:50 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A816AA2.1A8E27B6@siemens.at>
Source record: 5891
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

Is there anybody out there using a scan doubler to connect his ST to
a modern multisync monitor ?
I found two of these devices (with and without flicker fixer ?!)
advertised at a 'software hut' page but haven't the slightest idea
which of them would work better (or at all) with my ST and I suspect
that since 'software hut' is an Amiga store they won't know either.

regards
Gerhard

5187. Re: Line-F FPUs (was: cuzuba's 060 falcon u

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-07 18:15:13 UTC
From: vdjole@EUnet.yu
Message-ID: <95s3bh$4nj$1@SOLAIR2.EUnet.yu>
Source record: 5892

On 5 Feb 2001 21:21:23 +, "G Swaine" wrote:

>You can't always expect to be able to just install a Line-F emulator and
>run FPU programs.
>Atari, when they designed the original 1985 pre-ROM ST TOS, used the
>Line-F vector as a shortcut for the "cleanup" portion at the end of some
>...
>I cannot recall how long this capability lasted in TOS, or was
>implemented, however.

I am aware of that, but as I use TOS 2.06 there is no danger anymore-
and the docs for the Line-F-to-memory-mapped-FPU program say so, too (i.e
it was in TOS 1.0-1.4 only).
Btw. it would be better to say "stupidity in TOS" than "capability"...

Anyway, it seems that the only thing that the "Line-F emulator" enables me
to run is a little demo that came with it. I suppose that the authors
neglected to use the cookie-jar correctly: there is a _FPU cookie installed
by TOS, and cookie's value indicate whether a memory-mapped or a Line-F
coprocessor (or BOTH!) is present, and is there a software emulation.
But the emulator does not change this cookie at all, so there may be
applications which would not know that a Line-F FPU is there, emulated,
at least (I think e.g. Licom lib. for Gfa Basic is supposed to check _FPU).
Instead, the emulator installs its own cookie, which passes unrecognized
by anything else, and besides, it REDUCES (why?) the size of the cookie jar,
e.g. from 16 to 15, or from 32 to 31 or whatever...

(Henk Robbers, can you comment on this, please, you were one of the
authors of the FPU emulator...)

cu.

5188. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-07 20:46:16 UTC
From: terristelia@aol.com
Message-ID: <20010207154616.17456.00002442@ng-mi1.aol.com>
Source record: 5893

I thought the STe used SIPPs?

Shows what I knew..

5189. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-07 22:31:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <E0kg6.3903$o85.24904@news-server.bigpond.net.au>
Source record: 5894

"Terris Telia" <terristelia@aol.com> wrote in message
news:20010207154616.17456.00002442@ng-mi1.aol.com...
> I thought the STe used SIPPs?
>
> Shows what I knew..

Only a select few had sipp's, mostly very early STe's. Probably around 2-5%
in total.

Mark

5190. Re: ST to PC Null modem (further help please)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-07 22:54:16 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981557748.3181.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 5889

> I am using clean dos (F8 from boot up) but still no luck, I'm not
familiar
> with hyper terminal and I can only seem to make it use my PC's internal
> modem.

If you are using Win98 then double click the HyperTerminal icon, enter a name (STConnect) then click OK, change 'Connect Using' to 'Direct to COM2' and then click OK. You should then have a standard set-up of the port which needs to be identical to the STs setting.

> PARCP sounded like a good alternative but all the links on the web to that
> particular software seem to be broken (or they are when I try to download
> it)

Make or buy the cable and plug it in and off you go, really simple and quick.

> Does PARARALINK OR PARCP allow the PC drives to been used from the ATARI
> desktop in the same way that Ghostlink does?

Not Parcp, don't know about the other.

> I am using the Atari's Modem port to connect to com 2 with a standard null
> modem cable is this the correct setup, also how do I tell the Atari which
> Port I'm using my control panel doesn't let me assign a different port.

The Atari does not need to know what port you are using on the PC, this sounds fine.

The port is not that stable and it would be a good idea to investigate HSmodem to replace some of the bugs in TOS, unfortunately HSmodem is not for the faint hearted.

Mark.

5191. Re: PARCP use on Milan to Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-07 23:03:52 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <981558324.3443.0.nnrp-13.9e98a620@news.demon.co.uk>
Source record: 5890

> Should be ok. I've always had prompt (a day or so) answers from
> El both by phone and email to sales@atari-workshop.co.uk

I sent a message to him a couple of weeks ago (24 Jan) at 11:00 in the
morning and the reply (from El) came at 3:45 that afternoon, no problems.

Mark.

5192. Re: Line-F FPUs (was: cuzuba's 060 falcon u

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-07 23:43:21 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A81DD99.98923A6D@chello.nl>
Source record: 5895

Djordje Vukovic wrote:

> Anyway, it seems that the only thing that the "Line-F emulator" enables me
> to run is a little demo that came with it. I suppose that the authors
> neglected to use the cookie-jar correctly: there is a _FPU cookie installed
> by TOS, and cookie's value indicate whether a memory-mapped or a Line-F
> coprocessor (or BOTH!)

BOTH??? I cant remember, I must say.

> is present, and is there a software emulation.
> But the emulator does not change this cookie at all, so there may be
> applications which would not know that a Line-F FPU is there, emulated,
> at least (I think e.g. Licom lib. for Gfa Basic is supposed to check _FPU).
> Instead, the emulator installs its own cookie, which passes unrecognized
> by anything else, and besides, it REDUCES (why?) the size of the cookie jar,
> e.g. from 16 to 15, or from 32 to 31 or whatever...
>
> (Henk Robbers, can you comment on this, please, you were one of the
> authors of the FPU emulator...)
>

Wow! It is a long time (4 years?) ago.
Reducing the cookiejar size is obviously a stupid bug. :-(

There is a good reason not to change the _FPU cookie:
Pure C programs, when compiled with PCFLTLIB.LIB, can use the memory mapped
FPU directly. In that case the _FPU cookie must report a memory mapped fpu.
And that is exactly what is supposed to be your machine.
The emulator is a serious bottleneck. Addressing the memory mapped fpu directly
is much, much faster.

Until you mentioned this licom lib I never stumbled on a Line F using program
that actually checked the cookie jar. The reasoning is: It is very cumbersome
to implement both line_F and memory mapped and S/W in a single program.
Most programs using Line_F cant do anything else.
So if you dont have the emulator, or a real coprocessor fpu, you cant run the
program anyway.

However, if this approach prevents particular programs to use the emulater, there
is no reason not to provide a version that emulates the cookie as well.

Because the emulator is asked to lie to you ;-), there would of course be
absolutely NO guarantee. !!!

--
Groeten; Regards.

Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

5193. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-08 01:23:05 UTC
From: terristelia@aol.com
Message-ID: <20010207202305.24467.00001786@ng-ch1.aol.com>
Source record: 5896

>Only a select few had sipp's, mostly very early STe's. Probably around 2-5% in total.

Oh, ok - thanks for letting me know that I aren't TOTALLY stupid - I knew I'd seen it in STF a while ago..

TT:)

5194. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-08 01:49:16 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <wWmg6.4375$o85.26103@news-server.bigpond.net.au>
Source record: 5897

"Terris Telia" <terristelia@aol.com> wrote in message
news:20010207202305.24467.00001786@ng-ch1.aol.com...
> >Only a select few had sipp's, mostly very early STe's. Probably around
2-5% in
> total.
>
> Oh, ok - thanks for letting me know that I aren't TOTALLY stupid - I knew
I'd
> seen it in STF a while ago..

Just to confuse the issue, I just repaired an STF, with 150ns Dram in it, go
figure?

Mark

5195. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-08 16:58:18 UTC
From: bindon@madasafish.com
Message-ID: <t85k1aa6qd0a9@corp.supernews.com>
Source record: 5898

```
On 8 Feb 2001 01:49:16 G, "Mark Bedingfield" wrote:
>
>"Terris Telia" <terristelia@aol.com> wrote in message
>news:20010207202305.24467.00001786@ng-ch1.aol.com...
>> >Only a select few had sipp's, mostly very early STe's. Probably around
>2-5% in
>> total.
>>
>> Oh, ok - thanks for letting me know that I aren't TOTALLY stupid - I knew
>I'd
>> seen it in STF a while ago..
>
>Just to confuse the issue, I just repaired an STF, with 150ns Dram in it, go
>figure?

I've seen it as 150ns for STFm machines and 120ns for STEs. Also I
don't think /any/ STF had sipps, only STEs :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

5196. Page Stream 2 files to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-08 17:31:55 UTC
From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Message-ID: <95ul6b$20c$1@nnrp1.deja.com>
Source record: 5899

Does anyone know where I could get a utility for the Atari ST or the PC to convert Atari Page Stream 2 *.DOC files to PC *.BMP files.

The business I work for is trying to retire the Mega ST 2 with 4 meg RAM, 40Meg removable media hard drive, SLM-804 laser printer, and a SM-124 monitor.

Any help would be appreciated

--
Canadian CoCo Nut

Sent via Deja.com
http://www.deja.com/

5197. No video on 1040STF

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-08 18:31:19 UTC
From: Bill Bertram <no_spambb1678@hotmail.com>
Message-ID: <95uokk$pp4$1@news5.svr.pol.co.uk>
Source record: 5900
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I bought this without realizing it didn't have a built-in modulator!, so I couldn't test it, but I recently managed to get a RGB/Scart lead. It booted with a black screen. The system works, I booted a game disk, but the screen is black. I pulled the video chip (Shifter?) and put it into a 520STFM and it works. Tried the chip from the STFM on the STF, but still black screen.
The solder looks ok on the bottom of the motherboard, so I'm stumped!

Thanks,

--Bill.

5198. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-08 22:15:59 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <zUEg6.6658$o85.37839@news-server.bigpond.net.au>
Source record: 5751

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:t85k1aa6qd0a9@corp.supernews.com...
> On 8 Feb 2001 01:49:16 G, "Mark Bedingfield" wrote:
> >
> >"Terris Telia" <terristelia@aol.com> wrote in message
> >news:20010207202305.24467.00001786@ng-ch1.aol.com...
> >> >Only a select few had sipp's, mostly very early STe's. Probably around
> >2-5% in
> >> total.
> >>
> >> Oh, ok - thanks for letting me know that I aren't TOTALLY stupid - I
knew
> >I'd
> >> seen it in STF a while ago..
> >
> >Just to confuse the issue, I just repaired an STF, with 150ns Dram in it,
go
> >figure?
>
> I've seen it as 150ns for STFm machines and 120ns for STEs. Also I
> don't think /any/ STF had sipps, only STEs :)
>

STF's use dram, altho 2 of my stfm's have 1mb simm's soldered in;-)

Mark

5199. Re: No video on 1040STF

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-08 22:19:09 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <xXEg6.6661$o85.37810@news-server.bigpond.net.au>
Source record: 5752
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Bill Bertram" <no_spambb1678@hotmail.com> wrote in message
news:95uokk$pp4$1@news5.svr.pol.co.uk...
> Hi,
>
> I bought this without realizing it didn't have a built-in modulator!, so I
> couldn't test it, but I recently managed to get a RGB/Scart lead. It
booted with
> a black screen. The system works, I booted a game disk, but the screen is
black.
> I pulled the video chip (Shifter?) and put it into a 520STFM and it works.
Tried
> the chip from the STFM on the STF, but still black screen.
> The solder looks ok on the bottom of the motherboard, so I'm stumped!

I have seen an MFP do this. It trigger's the Mono detect signal. I had an STFM with a dicky MFP that caused the machine to only work in HI-res. I couldn't see a thing when a colour monitor was attached, just a black screen, and originally assumed the shifter until I got the schematic's and worked it out. Never know could be the same thing.

Mark

5200. Re: No video on 1040STF

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-08 22:31:43 UTC
From: Bill Bertram <no_spambb1678@hotmail.com>
Message-ID: <95v6nt$rg7$1@news7.svr.pol.co.uk>
Source record: 5753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:xXEg6.6661$o85.37810@news-server.bigpond.net.au...
> I have seen an MFP do this. It trigger's the Mono detect signal. I had an
> STFM with a dicky MFP that caused the machine to only work in HI-res. I
> couldn't see a thing when a colour monitor was attached, just a black
> screen, and originally assumed the shifter until I got the schematic's and
> worked it out. Never know could be the same thing.

Hi Mark,

What does MFP stand for?

Bill.

5201. Re: No video on 1040STF

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-09 01:22:38 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <yDHg6.6824$o85.39219@news-server.bigpond.net.au>
Source record: 5754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Bill Bertram" <no_spambb1678@hotmail.com> wrote in message
news:95v6nt$rg7$1@news7.svr.pol.co.uk...
>
> "Mark Bedingfield" <mark@baypc.com.au> wrote in message
> news:xXEg6.6661$o85.37810@news-server.bigpond.net.au...
> > I have seen an MFP do this. It trigger's the Mono detect signal. I had
an
> > STFM with a dicky MFP that caused the machine to only work in HI-res. I
> > couldn't see a thing when a colour monitor was attached, just a black
> > screen, and originally assumed the shifter until I got the schematic's
and
> > worked it out. Never know could be the same thing.
>
> Hi Mark,
>
> What does MFP stand for?

Multifunction Periphial, I think? It is a very large chip should be labeled
68901. Sit's around the floppy/mouse area.

Mark

5202. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-09 07:55:08 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <21803_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 5755

```
In uno strano messaggio del 08 Feb 01 bindon@madasafish.com (2:333/608.1)
scrisse al povero All :
b> I've seen it as 150ns for STFm machines and 120ns for STEs. Also I
b> don't think /any/ STF had sipps, only STEs :)

My TT has a RAM card with sipps 8^(

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it
```

5203. Re: Page Stream 2 files to PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-09 10:01:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <981793950-64743AEicMi@cwcom.net>
Source record: 5761

From: Canadian CoCo Nut <canadiancoconut@my-deja.com>
Date: Thu, 08 Feb 2001 17:31:55 GMT

>Does anyone know where I could get a utility for the Atari ST or the PC
>to convert Atari Page Stream 2 *.DOC files to PC *.BMP files.

If you can get PageStream to output to an IMG format file (if it uses GDOS
there is an IMG driver available for it) you could use Imagecopy to convert
that to a BMP format file.

The resolution will be quite low for modern standards at 300dpi.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5204. Re: No video on 1040STF

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-09 15:35:39 UTC
From: bindon@madasafish.com
Message-ID: <t883ibbjn5qbbf@corp.supernews.com>
Source record: 5756

On 8 Feb 2001 22:31:43 -, "Bill Bertram" wrote:
>
>"Mark Bedingfield" <mark@baypc.com.au> wrote in message
>news:xXEg6.6661$o85.37810@news-server.bigpond.net.au...
>> I have seen an MFP do this. It trigger's the Mono detect signal. I had an
>> STFM with a dicky MFP that caused the machine to only work in HI-res. I
>> couldn't see a thing when a colour monitor was attached, just a black
>> screen, and originally assumed the shifter until I got the schematic's and
>> worked it out. Never know could be the same thing.
>
>Hi Mark,
>
>What does MFP stand for?

Multi Function Pherperial (can't spell :)

Name says it all really. Does interupts, mono detect, system timers,
serial port.... Still made I think.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5205. Re: Lan to Serial

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-09 16:33:27 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3A8419E7.193C4C4A@village.uunet.be>
Source record: 5757

Howdy,

Lyndon Amsdon wrote:
>
> How do I map a drive/printer under StinG with Magic?

You use BNet for this. Take a look here :
http://gallery.uunet.be/saka/atari/reality/rtl8012.htm
It can be found here :
ftp://chapelie.rma.ac.be/atari/network/other/

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

5206. Re: Line-F FPUs (was: cuzuba's 060 falc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-09 20:29:40 UTC
From: vdjole@EUnet.yu
Message-ID: <961jvk$sg2$2@SOLAIR2.EUnet.yu>
Source record: 5758

On 8 Feb 2001 00:43:21 +, Henk Robbers wrote:
>> by TOS, and cookie's value indicate whether a memory-mapped or a Line-F
>> coprocessor (or BOTH!)
>
>BOTH??? I cant remember, I must say.

From "Hardware registers listing" by Dan Hollis:

```
_FPU | FPU Type
| Software FPU BIT 3 2 1 0
| 68040's internal FPU ----------------------------------------' | | |
| 01 - 6888x present ---------------------------------------------+-+ |
| 10 - 68881 for sure --------------------------------------------+-+ |
| 11 - 68882 for sure --------------------------------------------+-' |
| SFP004 present -----------------------------------------------------'
| Hardware FPU BIT 11 10 9 8
| 68040's internal FPU ----------------------------------------' | | |
| 01 - 6888x present ---------------------------------------------+-+ |
| 10 - 68881 for sure --------------------------------------------+-+ |
| 11 - 68882 for sure --------------------------------------------+-' |
| SFP004 present -----------------------------------------------------'
```

and TOS 2.06 sets bit 8 for SFP004-compatible (memory-mapped) FPU. If I use
a "memory editor" and manualy set both bits 8 and 10, then, for example,
De Beer's "SYSINFO" reports that there are two FPUs available. And indeed,
as far as I could see, that could be theoretically possible, without conflict.
How clever would some application be to interpret this is another matter :)

>Wow! It is a long time (4 years?) ago.
>Reducing the cookiejar size is obviously a stupid bug. :-(

Henk, I apologize very much! I looked into this again, and it was just
an unhappy coincidence that made me blame the emulator for reducing the
cookie jar. In fact, a stupid .CPX semms to reduce the jar size, and
the FPU emulator just happened to be last among the cookie-creating AUTO
folder progs in a situation where there were 17 cookies created (one more
than original jar size) and the cookie jar status was reported as: used: 17,
free: -2, size: 15.

>There is a good reason not to change the _FPU cookie:
>Pure C programs, when compiled with PCFLTLIB.LIB, can use the memory mapped
>FPU directly. In that case the _FPU cookie must report a memory mapped fpu.
>And that is exactly what is supposed to be your machine.

Do you think that they would not understand the coexistence of both FPUs?
I don't have Pure C so I can't test. Can you remember some app that

would use the emulated Line-F FPU so I could try it?

>The emulator is a serious bottleneck. Addressing the memory mapped fpu directly
>is much, much faster.

I am aware of this. However, I suppose that even an emulated (with memory
mapped FPU) Line-F FPU would still be somewhat faster than no-FPU, otherwise
there would be no point in doing this.

>Until you mentioned this licom lib I never stumbled on a Line F using program
>that actually checked the cookie jar. The reasoning is: It is very cumbersome
>to implement both line_F and memory mapped and S/W in a single program.
>Most programs using Line_F cant do anything else.

This is what I found in docs for Licom substitute library for Gfa basic:

>680x0-Unterst�tzung und FPU-Unterst�tzung
>----------
>Die ehemalige Funktion TT? hatte die unsaubere Angewohnheit
>selbstmodifzierenden Code zu erzeugen. Ich habe mich deshalb mal
>hingesetzt und mir das Ganze angesehen.
>
>Herausgekommen ist nun eine automatische FPU und 680x0-Unterst�tzung, die
>bei Programmstart initialisiert wird. Hierf�r wird der Cookiejar nach
>Vorhandensein einer FPU und den Typ des Prozessors befragt.
>
>Ist eine FPU vorhanden, werden die entsprechenden FPU-Befehle zum
>Rechnen verwendet, die ja bekanntlich bis zu zehn mal schneller sind.
>
>Dies umfasst im Besonderen die Funktionen SIN(), ASIN(), TAN(), ATN(),
>COS(), LOG(), LOG10(), RAD(), DEG(), sowie Realvariablen-Wandlung nach
>Integer oder umgedreht und Andere.
>
>Die 680x0-Unterst�tzung wirkt sich dahingehend aus, das ein Flag gesetzt ist,
>sobald eine CPU gleich oder gr��er 68020, oder ein 68040/060 mit FPU-Emulator
>vorhanden ist.
>Hier k�nnen nun verschiedene Funktionen das Flag abfragen und zur Prozessor-
>optimierten Routine verzweigen.

>Beispiele hierzu finden sich im Ordner TEST unter BMOVE.TOS und FPU.TOS mit
>Source.
>
>automatische FPU-Unterst�tzung
>----------
>Falls eine FPU vorhanden (wird �ber System-Cookies ermittelt),
>wird der entsprechende, bis zu 10 mal schnellere, FPU-Befehl
>verwendet.

I barely understand a little German, but I think this means what I said.

However, with or without manual changing of the _FPU cookie value, I could
not convince a program compiled with this library to run any faster, so

I could not say if this Licom's feature works at all. Maybe it needs
another CPU as well?

>However, if this approach prevents particular programs to use the emulater, there
>is no reason not to provide a version that emulates the cookie as well.

Well, in fact, I could poke into cookie's value with a separate little
program I could make for this, but I am not sure of the consequences, or
what would be the best value to write (as there are flage for "hardware fpu",
"software fpu"- is that the emulated one? etc.).

Cu.

5207. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-10 04:09:08 UTC
From: Darren West <darkelord@hotmail.com>
Message-ID: <E93h6.6556$%g3.1443726@news02.optonline.net>
Source record: 5759

Bravo Terris Telia..

I'm not saying you're right or wrong, just a nicely put point.

Out of interest, is there any kind of executable Falcon program out there?
Something that shows us long time ST users what the Falcon is actually like?

Me

"Terris Telia" <terristelia@aol.com> wrote in message
news:20010203025021.15902.00000345@ng-mf1.aol.com...
> What I find amusing most of all, is that since Atari abandoned the whole
68k
> range of CPUs in favor of consoles, it's the pirates that pretty much
saved the
> Atari and made it as lovable today as it always was.
>
> We all know that, in the day of days, piracy didn't help the Atari. This
is the
> inevitable truth. However, the very fact that the ROM image dumps are out
there
> and that people are using them to keep the nostalgia of what once was
alive,
> where's the harm?
>
> Remember, Atari dumped us before we dumped their rom files.
>
> Just my opinion, not that it really counts for anything.
>
>

5208. Re: ST Keyboard voltage ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-10 08:37:53 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <A77h6.6770$FI6.806900@nnrp4.clara.net>
Source record: 5760

<xlator@cix.compulink.co.uk> wrote in message
news:92gahrgmk1@plutonium.compulink.co.uk...
> In message <977937464-490822AEicMi@madasafish.com>,
steve_sweet@madasafish.com said:
>
> >Wow, and there's me sitting here with 2000uF in one can.
>
> If you go to some car audio showrooms, you can buy 1 Farad capacitors
> off the shelf.

You can also buy special CDs with titles
like "Booty Bass"

Shiuming Lai

5209. Re: Which PC monitors for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-10 12:30:14 UTC
From: bindon@madasafish.com
Message-ID: <t8ad2mnjdfmed2@corp.supernews.com>
Source record: 5762

On 10 Feb 2001 02:20:56 , Hallvard Tangeraas wrote:

Hi Hallvard!

>Anyway, what frequencies should the PC monitor be able to handle for ST
>high mode (and possibly also colour, but ST high is the most important
>one), what kind of monitors (VGA, SVGA?) -anything else to keep in mind?

Right, it should be any VGA or SVGA that will work. But, try before
you buy as I have an old Amber VGA from a 386 monitor that doesn't
work with my ST's. I think it was a fixed frequency one.

You're right about a VGA/SVGA not displaying medium/low rez, it can't
go down to the low sync frequencies. For this you'll need a Multisync
that can handle a good range of frequencies. Seems to be some relays
in the back of mine that "clunk" everytime I switch rez, which I
actually quite like :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5210. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-10 12:30:17 UTC
From: bindon@madasafish.com
Message-ID: <t8ad2phn2nspd3@corp.supernews.com>
Source record: 5763

On 10 Feb 2001 04:09:08 , "Darren West" wrote:
>Bravo Terris Telia..
>
>I'm not saying you're right or wrong, just a nicely put point.
>
>Out of interest, is there any kind of executable Falcon program out there?
>Something that shows us long time ST users what the Falcon is actually like?

Demos are kinda designed for this! Have one of these ready if you
sell, as they can impress buyers. Really shows the power of graphics
and sound. Erm...Here it goes..

Whip - Great Virtual light machine with some funky little patterns
Sonolumineszenz - Best demo everybodys says but not mine
Alive - I think this is one of my favourites
Scene music compilation - Quite cool mix of music here

Or just look at the desktop of a CT2 Falcon running 1024*768....

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5211. No color on 1040STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-10 14:56:30 UTC
From: hfarena@my-deja.com
Message-ID: <963kqu$3tm$1@nnrp1.deja.com>
Source record: 5764

Hi All,

I recently bought a PAL 1040STfm but when I
connect it to my multisystem TV (it's PAL and
NTSC) I see everything on B/W.

The same happen on other two different TV's.

But, I found a TV wich shows me half of the screen
in the real color and half in a distiorsioned
color. For example, in the TOS desktop I see half
in green (the real color) and half in violet. That
TV is the only one wich has a PAL/NTSC switcher
button...

Could it be the modulator? How can I fix that?

Thanks for all!!!!

Sent via Deja.com
http://www.deja.com/

5212. Re: Which PC monitors for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-10 21:36:29 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Wxih6.8103$Nw6.61740@NewsReader>
Source record: 5765

Hello.

snip.

> OK, but I need the actual specs, which I will include in the
> Notator FAQ.
> It's not enough to say that a standard PC monitor should work, "but try
> before you buy". I need something more concrete than that, numbers,
> specs and that sort of thing.

The following is based on supplying over 500 ST replacement hi res monitors to musicians, mostly for Cubase, occasionally for Notator, between 1994 and today. All first hand experience, not third hand gossip.

Opinions expressed are mine, based on daily use of Notator and Cubase.

Please read it carefully, do not make any presumptions and try to be constructive if posting a reply......

*
It is not possible, nor advisable, to choose a replacement monitor for hi res simply on its' spec.

You have to like and live with what you see.

Keychange Music has tested over 20 different VGA monos and found 5 that were deemed worthy of the ST.
A few more displayed but were not considered, by me, good enough for music.

New mono VGAs are now rare in the UK, used colour 15" SVGAs can be bought for much the same price.

I say 15" because the 14" ones are too much of a goldfish bowl to expand the picture on without distortion, not a good thing where music and musicians' eyesight is concerned.

I have also tested 10+ 15" analogue controlled SVGA colour monitors. Most displayed a picture but either were unstable or would not display more than a postcard size picture, often offset to one side. A couple were acceptable but had a 1" border.

Digital controlled 15" (and 17") SVGAs are a different kettle de poisson. I have tried 4 models in the last year and can report they are far superior to any previously tested. OK, they were brand new, but are well worth the extra cost. Nice flat steady picture, less than 1/2" border and on site warranty for 2-3 yrs. A dream to use.

If you leave the Atari (silly person) you have a usable monitor for the PC or Mac.

No, I will not name the models. (Anyone with a satisfactory, tested model can post it, they get the hassle if it don't work)

The only sensible way to buy a replacement monitor is to buy the converter lead first, either from Keychange or the other suppliers, then follow this procedure.

Tuck your ST and mains lead under your arm, (you don't need the mouse, or keyboard if a mega), march into the shop and try one or more in your price range.

Reject any objections based on possible damage caused by the Atari, at least if using a lead supplied by Keychange.

Should you become the object of ridicule simply pull out your credit card or wad of cash, shove it firmly up the salespersons' nose then demand to see his boss. Works every time for me.

If refused any help simply walk out, there are plenty of suppliers to choose from.

Helps if you choose a quiet time.

Keychange sell the converter lead, up to 2mtr long, price £13 plus post.
Sound out for an STF/M add £2.

Barrie at Keychange.... where Atarispares is the email address and embraced by both my arms.

www.keychange.co.uk

piccies of C Lab combiner, steady eye, human sync et al available this coming week

> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5213. Re: Lan to Serial

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-10 21:49:10 UTC
From: bindon@madasafish.com
Message-ID: <t8bdqmpqriq38a@corp.supernews.com>
Source record: 5766

```
On 9 Feb 2001 16:33:27 G, Karl Samyn wrote:
>Howdy,
>
>Lyndon Amsdon wrote:
>>
>> How do I map a drive/printer under StinG with Magic?
>
>You use BNet for this. Take a look here :
>http://gallery.uunet.be/saka/atari/reality/rtl8012.htm
>It can be found here :
>ftp://chapelie.rma.ac.be/atari/network/other/

Thankyou Karl ever so much, just downloaded it from chapelie so I'll
hopefully report back :)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

5214. Re: Which PC monitors for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-10 22:52:24 UTC
From: bindon@madasafish.com
Message-ID: <t8bhh8inesfd28@corp.supernews.com>
Source record: 5767

On 10 Feb 2001 18:33:03 , Hallvard Tangeraas wrote:

Hi

>OK, but I need the actual specs, which I will include in the
>Notator FAQ.
>It's not enough to say that a standard PC monitor should work, "but try
>before you buy". I need something more concrete than that -numbers,
>specs and that sort of thing.
>Know what I mean? :-)

Sorry, I never realised you wanted technical details. The monitor has to sync to 31.25Khz for high rez and 15khz for low/medium. You want one that is pin sharp and not like old VGAs that are really useless for image quality.

But as I've read from what Barry says it seems that not all monitors work actually. This is why I say, try it before you buy it. I don't want anyone being pissed around by shops that won't let you take back goods if they don't work. I know what I'm talking about here!

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5215. window sizes, limited by tos?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-11 02:34:33 UTC
From: Video61@webtv.net
Message-ID: <28868-3A85FA39-74@storefull-171.iap.bryant.webtv.net>
Source record: 5768

window sizes on stock ST'S are 32k right? on a falcon they are 128k or bigger?
what limits the window on older machines, tos, or hardware, or both? can window sizes be overcome on a older machine?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5216. Re: window sizes, limited by tos?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-11 04:04:18 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9653anbbh1@news.comnet.co.nz>
Source record: 5769

"Lance Ringquist" <Video61@webtv.net> wrote ...
> window sizes on stock ST'S are 32k right? on a falcon they are 128k or
> bigger?
> what limits the window on older machines, tos, or hardware, or both?
can
> window sizes be overcome on a older machine?
> thanks,
> lance

NEVER EVER assume that a window consumes a set amount of RAM!

A windows on-screen dimensions are limited by what the programmer tells the OS the maximum size is, via the wind_create() call to GEM AES.

The only time you would ever need to work out the RAM required for a window are if you need to copy its contents to an off-screen buffer, which you will need to allocate.

In that case, the size of the window can be calculated:

((PixelWidthOfWindow x PixelHeightOfWindow) x ColourBits) / 8

This will give the number of bytes to allocate via Malloc() - although you may need to increase the PixelWidthOfWindow slightly if it isn't a multiple of 8.

Each of these values can be obtained via GEM AES/VDI calls (wind_get() for the width and height, vq_extnd() for the colour depth)

5217. FS: Atari related books and literature

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-11 04:34:12 UTC
From: otakuvidiot@hotSPAMMYmail.com
Message-ID: <9044E2878otakuvidiothotSPAMMY@64.154.60.100>
Source record: 5770
Cross-posted to: rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.8bit

Retrotaku / Zer0-Byte Bookstore offers the following antique computer and videogame books for purchase.

If you are interested in any of the titles, please send an e-mail to retrotaku@otakuboy.com to inquire about availability, or if you have any questions. Full purchase terms are available on the web site: http://www.otakuboy.com

Thank you for perusing the list.

[000098] Winston, Patrick H.; Prendergast, Karen A. (Editors). THE AI BUSINESS - COMMERCIAL USES OF ARTIFICIAL INTELLIGENCE. Cambridge, Massachusetts, USA: The MIT Press, 1984. First Edition. 8vo - over 7" - 9" tall. Cloth. Very Good / Good. Many books on artificial intelligence are couched in theory, what could be. But THE AI BUSINESS is not focused on what could be, they focus on what can be -- for the most part. This book is about commericial applications of then-current Artificial Intelligence programs. What's especially neat about the book is many people from well knowns companies like Atari and IBM wrote these essays. There are also histories of various programming languages and applications, including XCON, Caduceus, WAVE, and PUMA. Also, Artificial Intelligence and Gaming! ON CONDITION: Book is in good, clean condition. The dust jacket is a bit banged up. The light pencil marks on the interior, front end-papers. Have not found marks inside the book.
$12.75

[000003] Sippl, Charles J. , Roger J.. Computer Dictionary & Handbook. Indianapolis, In, Usa: Howard W. Sams, 1980. 3rd Edition. 8vo - over 7" - 9" tall. Hard Cover. Very Good / No Jacket. Large dictionary of computer terms. Contains a vast introduction to computers and various languages of the time. Of large interest to someone who wants definitions of computer terms from the era -- programmers of classic systems, early languages, obsolete CPUs, etc. Contains a few predictions on the future of computers. ON CONDITION: Back cover has very light, vertical scuffle mark along height. Upper right corner of back cover has small marks where adhesive glue affixed original price tag. Upper left corner of back cover is pressed. To the left of the title page is a small punch mark into the binding, which is not visible elsewhere. Otherwise, general shelf-wear. Visit http://otakuboy.com
$11.50

[000005] Scanlon, Leo J.. 6502 SOFTWARE DESIGN. Indianapolis, In, Usa: Howard W. Sams, 1980. First Edition. 8vo - over 7" - 9" tall. Soft Cover. Fair / No Jacket. A very good introduction to the 6502 microprocessor, a popular 8-bit chip in the early 1980s, used in _many_ computer systems including a number of Apple systems, the Commodore 64 and the Nintendo Entertainment System. Great

information on pinouts, how to address the chip, register controls, and much more. Listed as a 6502.org MUST-READ. ON CONDITION: Shelf-worn and creased on many pages. A number of pages were held together via paper-clips. (Grrr..) Many of the passages are highlighted and there are some pencil notes here and there.
$8.00

[000026] Glossbrenner, Alfred. THE COMPLETE HANDBOOK OF PERSONAL COMPUTER COMMUNICATIONS. New York, New York, USA: St. Martin's Press, 1983. First Trade. 8vo - over 7" - 9" tall. Hard Cover. Very Good / Good. Special Edition, printed for industry. This book explains how to get online and get into the wonderful world of BBSs, circa 1983. If you remember the computers from the time -- XT, Commodore 64, Apple // series, CoCo, etc. Goes into remarkable detail on the services of the time, the various communications protocols in-use and upcoming. ON CONDITION: Spine upper and lower edges are bent from shelf placement. Dust jacket creased along edges. Also, a "Compliments of Hayes" sticker is affixed on front, but this may not be a defect, depending on your opinion. First page is stamped with a "from the library of" stamp. Visit http://otakuboy.com
$9.00

[000028] Williamson, Mickey. ARTIFICIAL INTELLIGENCE FOR MICROCOMPUTERS. New York, New York, USA: Brady Communications Company, Inc., 1986. First Edition. 8vo - over 7" - 9" tall. Half-Leather. Text Book. Very Good / No Jacket. Ready to turn your business into an AI heaven? Want to walk into the office and hear, "Hello, Commander. Computer reporting". This book will explain the 1986-state of AI and where it's going. The focus, as I said, is how you can use it in your business. ON CONDITION: One dent on upper spine and slight wearing on spine where it connects to front cover. Very clean. Visit http://otakuboy.com
$7.00

[000029] McClellan, Stephen T.. THE COMING COMPUTER INDUSTRY SHAKEOUT. New York, New York, USA: John Wiley & Sons, 1984. First Edition. 8vo - over 7" - 9" tall. Hard Cover. Very Good / Fair. A really neat tour of the computer industry in the early 80s. All the old favorites and players are here, from AT&T and IBM and DEC to Commodore, Atari, Tandy, Apple (right on the cusp of the Macintosh birth, no less!!!) . Mr. McClellen is warning you, though. "THE COMPUTER INDUSTRY IS GONNA FREAK!" Turns out, he was partly right. ON CONDITION: The dust jacket has bent and slightly creased along its edges. The front of the jacket is foil-stamped, and some of the foil has flecked off in tiny areas and tarnished on one part of the back jacket. Also, bottom left of back jacket has its coating torn, harming some of the text underneath. Book itself has slight shelf-wear on bottom of spine. Visit http://otakuboy.com
$8.00

[000030] Martin, James. DESIGN AND STRATEGY FOR DISTRIBUTED DATA PROCESSING. Englewood Cliffs, New Jersey, Usa: Prentice Hall, 1981. First Edition (?). 8vo - over 7" - 9" tall. Hard Cover. Text Book. Good / Fair. Is James Martin a MAGICIAN? ! You might think so, especially if you check out the picture of him

on the back in Conjure-pose. Here he is in a book (one of many) where he extolls of the virtues (in excrutiating detail) of distributed computing. And, yes, this is way before SETI, way before multi-processing PCs running Windows 2000. So, this guy just might be a magician or at least some kind of prophet. ON CONDITION: Dust jacket is creased and torn around edges. It is intact. Books seems to have been stored at an angle. As such, the whole of the book is twisted a bit on the spine. No pages are torn, but the spine has no doubt weakened. Visit http://otakuboy.com
$8.00

[000031] Schreiber, Linda M.. ADVANCED PROGRAMMING TECHNIQUES FOR YOUR ATARI. Blue Ridge Summit, Pennsylvania, USA: Tab Books, 1983. First Edition. 8vo - over 7&#65533;" - 9&#65533;" tall. Soft Cover. Very Good / No Jacket. A very nuts-and-bolts Atari programming book geared toward Atari's first foray into the world of home PCs -- the Atari 400 and 800s. Covers graphics (ANTIC, specifically) , animation, voice programs, BASIC, disk drive usage, among other things. Includes some nifty programs. And remember: All this can be typed write into one of those Atari 8-bit emulators about the Net. Has a nifty pic of an Atari 800 on the front cover. ON CONDITION: Edge-wear and shelf-worn. Mainly light creasing along spine edges. Otherwise, very clean. Visit http://otakuboy.com
$15.00

[000032] Allan, Boris. POCKET GUIDE: LOGO. Bath, England, United Kingdom: Pitman Publishing, 1984. First Edition. 32mo - over 4" - 5" tall. Spiral. Very Good / No Jacket. A pocket reference guide for that grand, old, "easy" language LOGO. You remember; the one with the turtles that drew lines across your screen. Old programmers know that LOGO is a powerful language with a deceptively simple syntax. This booklet references the entire language. Get the book, download a development environment like WinLogo, and go to town. ON CONDITION: Portion of the original price tag is on front. A minor bubble on the back panel and some light pencil marks on back panel. Visit http://otakuboy.com
$11.00

[000033] Stine, Megan and H. William. MICRO ADVENTURE NO. 2 JUNGLE QUEST. New York, New York, USA: Scholastic, 1984. First Edition. 12mo - over 6&#65533;" - 7&#65533;" tall. Mass Market Paperback. Good / No Jacket. Scarce - 1984 -- Computers were "the future" and kids could have it all for them if they'd just learn how to program. This books brings kids through an adventure in which small BASIC programs kids would enter into computers from the era woud help save the world! ON CONDITION: Slight creases down edge of spine and front cover. Another crease near the spine on the front cover. Both creases crawl along the length of the book. Small dent in the upper back cover. Otherwise, general shelf-wear. Visit http://otakuboy.com
$11.00

[000038] Conway, Gerry. ATARI FORCE #11 "By Blackjak Betrayed!". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9&#65533;" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were

distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, Blackjak betrays the Force ... But WHY? ON CONDITION: Very small creases near edges of stapes. Otherwise, pretty clean. Color is good. Visit http://otakuboy.com
$8.00

[000039] Conway, Gerry. ATARI FORCE #2 - "Dart Vs. the Warbeast". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, we meet some of the team's mortal enemies. Also has a profile of "Champion". BONUS: Ad for TREASURES OF TARMIN for the Intellivision. ON CONDITION: Some light creases around covers, mostly around edges of staples.Visit http://otakuboy.com
$8.00

[000040] Conway, Gerry. ATARI FORCE #3 - "Pakrat Goes WILD!". ill. Lopez, Jose Luis Garcia. New York, New York, USA: DC Comics, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Very Good / No Jacket. Long live ATARI FORCE! During the first set of videogame heydeys, Atari and DC Comics teamed up to bring a set of stories to the comics pages. Mini-Atari Force issues were distributed with some games. In the comics shops, full-size issues were available with a continuing storyline. In this issue, we meet some of the team's mortal enemies. Also has profiles of "Dart", "Babe", "Morphea". BONUS: Full of ads for classic videogames: Frogger, Q*Bert, Pole Position, Popeye, War Room and Masters of The Universe. ON CONDITION: Some light creases around covers, mostly around edges of staples. Visit http://otakuboy.com
$8.00

[000048] Various. ANALOG COMPUTING - DECEMBER 1984. Cherry Valley, Massachusetts, USA: Analog 400/800 Corporation, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. 1984 was high-life for Atari Computers. Think about it. The XL series were riding strong and all those nifty new XE systems were just about ready to debut with their 6502c and FREDDY chips. You Atari fans know what I'm talking about. ANALOG was the BIBLE of that Atari fandom. And this issue is no exception. This one's a Christmas issue, with all kinds of ideas of what to stuff in stockings. Big article on Atari-style FORTH in here, too, along with a weather utility program and a game. BONUS piece is the big center spread ad for the OKIMATE 10, the first really low-cost color printer for home computers. Can you say, "Thermal Transfer"? I knew you could. ON CONDITION: The cover is a bit loose from the staples; you can't so much see it as you can feel it. There is an overall warp to the magazine and some creases along the spine. Visit http://otakuboy.com
$8.00

[000049] Various. ANTIC - DECEMBER 1985. San Francisco, California, USA: Antic Publishing, 1985. First Edition. 4to - over 9" - 12" tall. Saddle Stitched.

Magazine. Very Good / No Jacket. CES Buzz. That highlights this issue of ANTIC that hit the stands right before CES'85. What would Tramiel do? Perhaps an enhanced 800XL for 1985? Maybe a whole new direction for Atari computers. This issue has an interview with Jack Tramiel, then-chairman of Atari. Look over the predictions. How many came true? Sample question: "Are you actually saying that within three years Atari is going to market a small, user-friendly computers with the power of a VAX?" Of course, we know the history. But this interview defines it more clearly. Also, ANTIC's ever-popular Software Library. ON CONDITION: Very light bumping on outer corners. The binding is tight and seems a bit warped as this issue inserts a thick card into the binding. Also, some color fade on covers and slight browning on some interior pages. Visit http://otakuboy.com
$8.00

[000053] Various. ANALOG COMPUTING - FEBRUARY 1985. Cherry Valley, Massachusetts, USA: Analog 400/800 Corporation, 1984. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. ANALOG Mag was one of those Atari Magazines that rolled on during 1985. And why not? The new Ataris were out and it looked like a new set of 16-bit machines based on Motorolas powerhouse 68000 were set to debut at January CES. Wow. Analog kept us all in suspense and in tune! In tune how? Well, how about this issue with all the programming exercise and examples, including the ever-popular Ask Mr. Forth. Not to mention the really cool adventure game -- programmed and ready for you to type in BASIC -- based on a writer's adventures at Vandenberg. ON CONDITION: Very slight bumping and wear on the outer corners. Otherwise, a very clean copy with vibrant color. Visit http://otakuboy.com
$8.25

[000057] Various. ENTER - JANUARY/FEBRUARY 1985. New York, New York, USA: Children's Television Workshop, 1985. First Edition. 4to - over 9" - 12" tall. Saddle Stitched. Magazine. Very Good / No Jacket. For a short, short time, the Children's Television Workshop even got a bit of techno-buzz in the mid 1980s. ENTER was a magazine geared toward educating kids about the wonders computers. But what could have been a large, preachy magazine about how computers are changing classrooms, is really a neat sensa-wonder publication about super cool things to do with your computers. This ish? 1984-In-Review! The year's "Greats & Glitches". Also, a neat piece on which companies are producing the dreaded "Q*Bert Clones". Plus, a big feature on what laserdisc players are going to do to arcades. Remember Dragon's Lair? ON CONDITION: Shelf-wear along the spine on both covers and along top of front cover. Slight bump on lower right cover. Visit http://otakuboy.com
$8.00

[000074] Atari, Incorporated. ATARI PORTFOLIO QUICK REFERENCE CARD. Sunnyvale, California, Usa: Atari Coporation, 1989. First Edition. 12mo - over 6" - 7" tall. Very Good / No Jacket. Unpaginated - FOLD OUT - Atari was certainly dynamic, wasn't it. After first creating one of the most successful home videogame systems ever -- not to mention their wildly popular computers -- they go on to create a really sturdy PDA-before-there-were-PDAs. The Portfolio was a nifty little handheld that ran a very sturdy and clean version of DOS,

all in memory, for a pretty decent price. People gobbled them up. It's sad that Atari was eventually gobbled up -- and with it any hopes of a newer/bigger/faster Portfolio. But now they're appearing at thrift stores and antique houses. And, blazes, many of them still work. Fortunately, this Atari Portfolio Quick Reference Card will get you up and running in no time. It covers all the apps -- the calculator, address book, diary/calendar, text editor and worksheet -- not to mention the Mini-Lotus-1-2-3 and all of its functions. ON CONDITION: One slight crease in the middle of the first fan-fold. Also a small bump on one upper, front cover. Visit http://otakuboy.com
$9.00

[000083] Various. COMPUTE!. Greensboro, North Carolina, USA: COMPUTE Publications, Incorporated, 1985. First Edition. 4to - over 9" - 12" tall. Soft Cover. Magazine. Very Good / No Jacket. The big mag that wrapped up all the computing news from the mid-80s? (I mean, of course, aside from those stuffy magazines like InfoWorld.) COMPUTE! It covered everything 8-bit: Atari, Apple, Commodore. This issue contains -- ahem -- "TURBOTAPE: SAVE AND LOAD CASSETTE AT DISK SPEEDS" for the Commodore 64 and Vic-20. Other features: a lamentation over 1984's CES (how sucky it was), "1984 revisited" visits the hi- and lo-lights, plus a bunch of classic game ads, include Bally/Midway's foray into home gaming, and a _really bad_ ad for Summer Games from EPYX. Also: Enhanced Applesoft input. ON CONDITION: Very nice. Slight foxing on the upper left front cover. Otherwise, clean with good color and crisp conditions. Visit http://otakuboy.com
$10.00

If you are interested in any of the titles, please send an e-mail to retrotaku@otakuboy.com to inquire about availability. Please see otakuboy.com for full terms.

Again, thanks for perusing the list.

Homepage: http://www.otakuboy.com
AbeBooks page:
http://dogbert.abebooks.com/abe/BooksBrowse?vendorclientid=498813&page=CLIENT

Cheers,

O_v

--
O_v

Antique Computer and Videogame Books and Ephemera!
http://www.otakuboy.com

Featured title: TI-99/4a USER'S REFERENCE GUIDE - 1981

5218. Re: Line-F FPUs

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-11 14:28:56 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A86A1A8.3C4B6A26@chello.nl>
Source record: 5771

Djordje Vukovic wrote:

> From "Hardware registers listing" by Dan Hollis:
>
> _FPU | FPU Type
> | Software FPU BIT 3 2 1 0
> | 68040's internal FPU --' | | |
> | 01 - 6888x present ---+-+ |
> | 10 - 68881 for sure --+-+ |
> | 11 - 68882 for sure --+-' |
> | SFP004 present ---'
> | Hardware FPU BIT 11 10 9 8
> | 68040's internal FPU --' | | |
> | 01 - 6888x present ---+-+ |
> | 10 - 68881 for sure --+-+ |
> | 11 - 68882 for sure --+-' |
> | SFP004 present ---'
>
> and TOS 2.06 sets bit 8 for SFP004-compatible (memory-mapped) FPU. If I use
> a "memory editor" and manualy set both bits 8 and 10, then, for example,
> De Beer's "SYSINFO" reports that there are two FPUs available. And indeed,
> as far as I could see, that could be theoretically possible, without conflict.
> How clever would some application be to interpret this is another matter :)
>

OK. I got the information from the Atari Profibuch TT.
I do not know the ""Hardware registers listing" by Dan Hollis",
but the profibuch says: The most significant word of the (long)cookie value contains
the information about FPU. That means bits 19,18,17 & 16.

The emulator does the following:
If there is a _FPU cookie, there is a suitable TOS. A TOS not abusing the line_f.
If bit 16 is set, there is a SFP004 compatible memory mapped FPU.
If both are true the emulator and the FPCP cookie are installed.

I found another reason not to change the _FPU cookie:
The emulator is not complete; fsave, frestore and exception frames are not
implemented.

The emulator assumes that bit 16 is set by TOS. TOS touches address (ff)fffa40,
if it doesnt bomb, there is a memory mapped fpu.
You can use TT-Digger to see if your TOS is doing this.

I upgraded to TOS 2.06 directly from TOS 1.00
I do not know in which TOS version the cookiejar appeared for the first time.

> >Wow! It is a long time (4 years?) ago.

Actually, it was 6 years ago. :-)

> >Reducing the cookiejar size is obviously a stupid bug. :-(
>
> Henk, I apologize very much! I looked into this again,

Never mind. It is sorted out, that's what matters. :-)

> >There is a good reason not to change the _FPU cookie:
> >Pure C programs, when compiled with PCFLTLIB.LIB, can use the memory mapped
> >FPU directly. In that case the _FPU cookie must report a memory mapped fpu.
> >And that is exactly what is supposed to be your machine.
>
> Do you think that they would not understand the coexistence of both FPUs?
> I don't have Pure C so I can't test. Can you remember some app that
> would use the emulated Line-F FPU so I could try it?
>

I have no idee, this is the first occasion that somebody trying to use the emulator
comes to my attention.

> >The emulator is a serious bottleneck. Addressing the memory mapped fpu directly
> >is much, much faster.
>
> I am aware of this. However, I suppose that even an emulated (with memory
> mapped FPU) Line-F FPU would still be somewhat faster than no-FPU, otherwise
> there would be no point in doing this.
>
Compatibility! I got bored by having to maintain 2 versions of some of my programs.
The simple arithmatic is hardly faster then PureC's s/w float lib (which is extremely
fast), but the more complex functions, as mentioned below, are!
Moreover, you can have the occasional float arithmatic
done by line_F and have some assembler routines for the heavy iterations or
large and often needed formulas.
Switching to TT line_f would need only relinking.

> >Until you mentioned this licom lib I never stumbled on a Line F using program
> >that actually checked the cookie jar. The reasoning is: It is very cumbersome
> >to implement both line_F and memory mapped and S/W in a single program.
> >Most programs using Line_F cant do anything else.
>
> This is what I found in docs for Licom substitute library for Gfa basic:
>
...

> >Ist eine FPU vorhanden, werden die entsprechenden FPU-Befehle zum
> >Rechnen verwendet, die ja bekanntlich bis zu zehn mal schneller sind.
> >
> >Dies umfasst im Besonderen die Funktionen SIN(), ASIN(), TAN(), ATN(),
> >COS(), LOG(), LOG10(), RAD(), DEG(), sowie Realvariablen-Wandlung nach
> >Integer oder umgedreht und Andere.
> >

> >Die 680x0-Unterstï¿½tzung wirkt sich dahingehend aus, das ein Flag gesetzt ist,
> >sobald eine CPU gleich oder grï¿½ï¿½er 68020, oder ein 68040/060 mit FPU-Emulator
> >vorhanden ist.

Could this be the problem? The point is of course, that you have a 68000.
I have checked (before I even bothered to finish the emulator) that PureC's
libraries didnt confuse processor type with the availability of line_F.

....

> However, with or without manual changing of the _FPU cookie value, I could
> not convince a program compiled with this library to run any faster, so
> I could not say if this Licom's feature works at all. Maybe it needs
> another CPU as well?
>
That would be wrong. See above.
On the other hand, you might be able to see the difference by running a little
test program that does a large number of COS/SIN/TAN or the like.
Then the difference should definitely be noticable.

> >However, if this approach prevents particular programs to use the emulater, there
> >is no reason not to provide a version that emulates the cookie as well.
>
> Well, in fact, I could poke into cookie's value with a separate little
> program I could make for this, but I am not sure of the consequences, or
> what would be the best value to write (as there are flage for "hardware fpu",
> "software fpu"- is that the emulated one? etc.).

Please do! That's why the FPCP cookie is installed. :-)
If there is a FPCP cookie, there is a _FPU cookie. Then set the 68881 bit,
bit 18 of the long value, and see what happens.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

5219. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-11 16:03:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <981997834-630964AEicMi@madasafish.com>
Source record: 5779

Hi Darren

>Out of interest, is there any kind of executable Falcon program out
>there? Something that shows us long time ST users what the Falcon is
>actually like?

Thats not possible, there's no program around that could possibly show
what the DSP hardware is capable of, so in short, NO!

--

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5220. Re: window sizes, limited by tos?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-11 19:10:16 UTC
From: Video61@webtv.net
Message-ID: <8627-3A86E398-35@storefull-173.iap.bryant.webtv.net>
Source record: 5773

hi,
thanks for the answer, now why will most stock ST programs not run on my stock falcon 030?
i have been told its the window sizes, can a stock ST do the same window size that a falcon can? that sounds like what you are saying.
if a stock ST can do the same size window, did most programmers do 32k as a standard?
can a stock ST have the same resolution as a falcon, or is it a hardware problem?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5221. [HELP] PC Speed installation instructions

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-11 19:25:02 UTC
From: french-lines@usa.net
Message-ID: <966ou8$e8l$1@nnrp1.deja.com>
Source record: 5772

Hi,

Many years ago, I acquired a "PC-Speed" hardware device from SACK Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe, and give access to DOS based programs.

In fact, I never went on to installing the device, (probably because I didn't want to void the ATARI's warranty), and the box laid in the back of a drawer for many years. Finally, I have decided to give it a go. I have all that is necessary (the board, the software) except the installation leaflet which presumably explains the hardware installation procedure (in particular, which way round you should install the board). My board is specifically for STe's (square type CPU).

So, if anyone has experience with this, and has kept the installation leaflet, I would be very grateful if you could send a copy (either scanned leaflet, or just the instructions).

Thanks in advance,

Patrick

french-lines@usa.net

Sent via Deja.com
http://www.deja.com/

5222. Re: [HELP] PC Speed installation instructions

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-11 22:29:51 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <znEh6.15300$o85.76637@news-server.bigpond.net.au>
Source record: 5774

<french-lines@usa.net> wrote in message news:966ou8$e8l$1@nnrp1.deja.com...
> Hi,
>
> Many years ago, I acquired a "PC-Speed" hardware device from SACK
> Electronic GmbH, which would plug over the 68000 CPU of an ATARI STe,
> and give access to DOS based programs.
>
> In fact, I never went on to installing the device, (probably because I
> didn't want to void the ATARI's warranty), and the box laid in the back
> of a drawer for many years. Finally, I have decided to give it a go. I
> have all that is necessary (the board, the software) except the
> installation leaflet which presumably explains the hardware
> installation procedure (in particular, which way round you should
> install the board). My board is specifically for STe's (square type
> CPU).
>
> So, if anyone has experience with this, and has kept the installation
> leaflet, I would be very grateful if you could send a copy (either
> scanned leaflet, or just the instructions).

To spooky for word's. I picked up a STFM version on Staurday but no software
or manual's, so if any one has a copy I would be only to grateful, as well.

Mark

5223. Re: window sizes, limited by tos?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-11 23:09:11 UTC
From: Timothy Anderson <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <9676a3suv1@newsg2.svr.pol.co.uk>
Source record: 5778

Hi,

The Falcon and the ST are two very diferent beasts.

Tim

Lance Ringquist wrote in message
<8627-3A86E398-35@storefull-173.iap.bryant.webtv.net>...
hi,
thanks for the answer, now why will most stock ST programs not run on my
stock falcon 030?
i have been told its the window sizes, can a stock ST do the same
window size that a falcon can? that sounds like what you are saying.
if a stock ST can do the same size window, did most programmers do 32k
as a standard?
can a stock ST have the same resolution as a falcon, or is it a
hardware problem?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5224. Where could I find some Atari computer games??

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-12 02:39:17 UTC
From: Jeff Ingram <jpingram@wctel.net>
Message-ID: <967iff$2m4d$1@news3.infoave.net>
Source record: 5775

Where could I find some Atari computer games?? Games that used to work with the Atari Computers. Specifically, I'm looking for Star Raiders.

Thanks,

Jeff

5225. Hot Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-12 03:13:03 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <3xIh6.15782$o85.78488@news-server.bigpond.net.au>
Source record: 5776

How hot should a MegaSTE's cpu get, I just recieved a corpse, sorta working.
The CPU is pretty warm, can't touch it for very long, and occasionally on
boot up get's 4 Bomb's (bus error?). Any ideas?

Mark

5226. Re: window sizes, limited by tos?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-12 05:59:39 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <967uc3$2i36$1@news.comnet.co.nz>
Source record: 5777

"Lance Ringquist" <Video61@webtv.net> wrote ...
> thanks for the answer, now why will most stock ST programs not run on my
> stock falcon 030?
> i have been told its the window sizes, can a stock ST do the same
> window size that a falcon can? that sounds like what you are saying.
> if a stock ST can do the same size window, did most programmers do 32k
> as a standard?
> can a stock ST have the same resolution as a falcon, or is it a
> hardware problem?

It can be a multitude of reasons.

Does the program bomb when run on the Falcon? If so, how many bombs do you get?

The 68030 is a little different to the 68k in an ST. Some of the early software used to make assumptions about hardware of the computer, and when that changes, the software will fail.

For example, the 68010 (and following 68020, 68030, 68040 etc) changed things slightly, so that you could never get access to the CPU status register from user mode (where non-OS software should be running). Accessing it from user mode would cause the CPU to issue an exception, and the system would crash.

Or the software would assume that the screen was a set size or at a set location, and access it directly. When the hardware changes (STE/MSTE/TT/Falcon), you have software that either messes the screen up, writes over unused memory, or memory owned by another app. This can cause the system to misbehave/crash.

Or, if you're running a ST-High sized screen, but doing it in colour, then the ST software will assume that "ST-High (or 640x400) equals Monochrome". Or that "Not-ST-High equals colour equals 640x200"

Sometimes it can be due to the hardware registers in the Falcon being a little different to the ST, so what was a good assumption to make in the early days can be a marginal/bad decision on later machines.

Mostly, it's the shortcuts that programmers made that'll cause the software to fail.

--

Quote for the month:

Wally Batty: "She's sending me off to an auction"

Norman Clegg: "Why doesn't she just divorce you like ordinary folk?"

("Last Of The Summer Wine" [circa 1982])

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary : gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

5227. Re: Where could I find some Atari computer games??

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-12 11:05:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <982046098-82827AEicMi@cwcom.net>
Source record: 5786

From: "Jeff Ingram" <jpingram@wctel.net>
Date: Sun, 11 Feb 2001 21:39:17 -0500

>Where could I find some Atari computer games?? Games that used to work with
>the Atari Computers. Specifically, I'm looking for Star Raiders.

8 or 16 bit?

There's a huge archive of 8 bit Atari games on Holmes' site.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5228. Re: Hot Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-12 21:05:27 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <1tZh6.14955$eZ2.1764696@nnrp3.clara.net>
Source record: 5782

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:3xIh6.15782$o85.78488@news-server.bigpond.net.au...
> How hot should a MegaSTE's cpu get, I just recieved a corpse, sorta
working.
> The CPU is pretty warm, can't touch it for very long, and occasionally on
> boot up get's 4 Bomb's (bus error?). Any ideas?

I noticed this incredible heat from the
Mega STE's CPU several years ago.
I also found that I couldn't touch it
for long.

I put some water on it while running
and watched it evaporate. I think next
time I open it I'll stick a heat-sink there.

Shiuming Lai

5229. Re: Where could I find some Atari computer games??

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-12 21:44:36 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <r8DgeLAElFi6Ew2s@steverosie.demon.co.uk>
Source record: 5780

In article <967iff$2m4d$1@news3.infoave.net>, Jeff Ingram
<jpingram@wctel.net> writes
>Where could I find some Atari computer games?? Games that used to work with
>the Atari Computers. Specifically, I'm looking for Star Raiders.
>
>
>
>Thanks,
>
>
>
>Jeff
>
>

Hi

I have quite a few Atari games/hardware etc. for sale.

You can look at: www.the-asx.co.uk

but the site is out of date, and I have just lost the new site I was
working on. So if you are after anything let me know and I can tell you
if I have it or not:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5230. Re: Lan to Serial

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-12 22:24:46 UTC
From: bindon@madasafish.com
Message-ID: <t8golen1rl0a4d@corp.supernews.com>
Source record: 5781

```
On 10 Feb 2001 21:49:10 , Lyndon Amsdon wrote:
>>> How do I map a drive/printer under StinG with Magic?
>>
>>You use BNet for this. Take a look here :
>>http://gallery.uunet.be/saka/atari/reality/rtl8012.htm
>>It can be found here :
>>ftp://chapelie.rma.ac.be/atari/network/other/
>
>Thankyou Karl ever so much, just downloaded it from chapelie so I'll
>hopefully report back :)

Back again. good site is Oliver Booklage's site for information on
this piece of software. Still haven't tried it yet....

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

5231. Re: window sizes, limited by tos?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-12 22:58:39 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3A886A9F.667B6B44@chello.nl>
Source record: 5783

Hi

Lance Ringquist wrote:
>
> hi,
> thanks for the answer, now why will most stock ST programs not run on my
> stock falcon 030?
> i have been told its the window sizes, can a stock ST do the same
> window size that a falcon can? that sounds like what you are saying.
> if a stock ST can do the same size window, did most programmers do 32k
> as a standard?

It looks you are refering to the fixed amount of memory the ST's use for the
screen as a whole. This is exactly 32000 bytes.
640*400*1/8, 640*200*2/8 or 320*200*4/8
Very early programs may have used these values for private screen saving or
x*y calculations.
such programs will certainly not run correctly on other machines having
different resolutions and/or using diffrent video hardware.

Correct programs obtain these values from the VDI, the operating system layer that
handles screen output.

The latter should run on any atari or clone, independent of video characteristics.

A 'window' is the part of the screen surrounded by all those nifty thingies like
arrows, sliders, title bar, closer, mover etcetera.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
Interactive disassembler: TT-Digger; Experimental text editor: AHCX;

5232. Re: Hot Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-13 01:24:32 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <k10i6.17830$o85.92594@news-server.bigpond.net.au>
Source record: 5784

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:1tZh6.14955$eZ2.1764696@nnrp3.clara.net...
>
> "Mark Bedingfield" <mark@baypc.com.au> wrote in message
> news:3xIh6.15782$o85.78488@news-server.bigpond.net.au...
> > How hot should a MegaSTE's cpu get, I just recieved a corpse, sorta
> working.
> > The CPU is pretty warm, can't touch it for very long, and occasionally
on
> > boot up get's 4 Bomb's (bus error?). Any ideas?
>
> I noticed this incredible heat from the
> Mega STE's CPU several years ago.
> I also found that I couldn't touch it
> for long.
>
> I put some water on it while running
> and watched it evaporate. I think next
> time I open it I'll stick a heat-sink there.

Sound's good, the CPU is actually rated at 12Mhz? Is this normal? My other 2
Mega's were FN16's.

Mark

5233. Re: Hot Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-13 03:03:39 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <fu1i6.17967$o85.93165@news-server.bigpond.net.au>
Source record: 5785

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:1tZh6.14955$eZ2.1764696@nnrp3.clara.net...
>
> "Mark Bedingfield" <mark@baypc.com.au> wrote in message
> news:3xIh6.15782$o85.78488@news-server.bigpond.net.au...
> > How hot should a MegaSTE's cpu get, I just recieved a corpse, sorta
> working.
> > The CPU is pretty warm, can't touch it for very long, and occasionally
on
> > boot up get's 4 Bomb's (bus error?). Any ideas?
>
> I noticed this incredible heat from the
> Mega STE's CPU several years ago.
> I also found that I couldn't touch it
> for long.
>
> I put some water on it while running
> and watched it evaporate. I think next
> time I open it I'll stick a heat-sink there.

Answered my own question, yes some were 12Mhz, probably the early ones. This
one has had the ROM's replaced, was probably tos 2.05 originally. I heard a
Cat pissed on it? There is a little corrosion too.

Mark

5234. Re: No color on 1040STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-13 09:38:02 UTC
From: Oracle <onenet@ISP.org.asim>
Message-ID: <_f7i6.22266$o85.98186@news-server.bigpond.net.au>
Source record: 5787

if you are doing it through the RF connector on the ST,

you also have to set the TV system on the TV correctly as well, not only the COLOUR SYSTEM.
UK pal ST's will be SYSTEM "I' where as the rest of the worlds PAL is system "B/G"
If its a SONY TV, you have to set this at the TV you cant do it from the REMOTE.

Hope this helps.

<hfarena@my-deja.com> wrote in message news:963kqu$3tm$1@nnrp1.deja.com...
> Hi All,
>
> I recently bought a PAL 1040STfm but when I
> connect it to my multisystem TV (it's PAL and
> NTSC) I see everything on B/W.
>
> The same happen on other two different TV's.
>
> But, I found a TV wich shows me half of the screen
> in the real color and half in a distiorsioned
> color. For example, in the TOS desktop I see half
> in green (the real color) and half in violet. That
> TV is the only one wich has a PAL/NTSC switcher
> button...
>
> Could it be the modulator? How can I fix that?
>
> Thanks for all!!!!
>
>
>
>
> Sent via Deja.com
> http://www.deja.com/

5235. Re: No color on 1040STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-13 09:40:28 UTC
From: Oracle <onenet@ISP.org.asim>
Message-ID: <gi7i6.22269$o85.98231@news-server.bigpond.net.au>
Source record: 5788

Failing that, you can make a cable to plug into the ST's monitor port to connect to an RGB separated Scart input on your TV, (superior quality picture) or you there is a pin in the monitor socket for straight composite video, which is either PAL or NTSC>

<hfarena@my-deja.com> wrote in message news:963kqu$3tm$1@nnrp1.deja.com...
> Hi All,
>
> I recently bought a PAL 1040STfm but when I
> connect it to my multisystem TV (it's PAL and
> NTSC) I see everything on B/W.
>
> The same happen on other two different TV's.
>
> But, I found a TV wich shows me half of the screen
> in the real color and half in a distiorsioned
> color. For example, in the TOS desktop I see half
> in green (the real color) and half in violet. That
> TV is the only one wich has a PAL/NTSC switcher
> button...
>
> Could it be the modulator? How can I fix that?
>
> Thanks for all!!!!
>
>
>
>
> Sent via Deja.com
> http://www.deja.com/

5236. You CAN use an ST's color monitor as a TV

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-13 09:45:06 UTC
From: Oracle <onenet@ISP.org.asim>
Message-ID: <Cm7i6.22285$o85.98429@news-server.bigpond.net.au>
Source record: 5789

IF, your VCR or satellite decoder's got an RGB separated SCART connector,
most satellite receivers do, but if your spending that much for one of those
I guess your gonna have a decent TV anyway :)

oh, and you'd have to fabricate a cable to do this

And its also possible to use an ST's monitor on an Amiga 500, I did this one
day when my friend got one from the rubbish tip and needed to test it, just
needed to know the pinouts and away it went.

5237. Atari Software For Sale

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-13 16:36:55 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <96bnpvack1@uranium.btinternet.com>
Source record: 5790
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Atari Software For Sale
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
01952 462135
john@tradeinpost.com
www.tradeinpost.com

5238. Re: Hot Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-13 22:28:43 UTC
From: bindon@madasafish.com
Message-ID: <t8jd8rknh8hh13@corp.supernews.com>
Source record: 5791

```
On 12 Feb 2001 21:05:27 , "Shiuming Lai" wrote:
>
>"Mark Bedingfield" <mark@baypc.com.au> wrote in message
>news:3xIh6.15782$o85.78488@news-server.bigpond.net.au...
>> How hot should a MegaSTE's cpu get, I just recieved a corpse, sorta
>working.
>> The CPU is pretty warm, can't touch it for very long, and occasionally on
>> boot up get's 4 Bomb's (bus error?). Any ideas?
>
>I noticed this incredible heat from the
>Mega STE's CPU several years ago.
>I also found that I couldn't touch it
>for long.
>
>I put some water on it while running
>and watched it evaporate. I think next
>time I open it I'll stick a heat-sink there.

...and how about that Peltier? :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

5239. Re: No TOS 3.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-13 22:43:41 UTC
From: Darren West <darkelord@hotmail.com>
Message-ID: <xMii6.37974$%g3.5508433@news02.optonline.net>
Source record: 5792

I didn't mean something that emulated a Falcon.. That's like emulating a P133 on a 386. I did see a Tos 3.06(?) in .PRG format, meaning you could run it as an auto program to override the tos roms, though your origional tos still remained the predominent "controller" so to speak. I used to use it because I preferred this desktop to my measly, but still reliable rainbow tos desktop (1.4)..

That, I believe, clarifies the point some;)

D

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message news:981997834-630964AEicMi@madasafish.com...
> Hi Darren
>
> >Out of interest, is there any kind of executable Falcon program out
> >there? Something that shows us long time ST users what the Falcon is
> >actually like?
>
> Thats not possible, there's no program around that could possibly show
> what the DSP hardware is capable of, so in short, NO!
>
> --
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

5240. Re: Hot Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-14 20:42:52 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982258870-282395AEicMi@madasafish.com>
Source record: 5796

Hi Shiuming

>> The CPU is pretty warm, can't touch it for very long, and occasionally
>> on boot up get's 4 Bomb's (bus error?). Any ideas?

>I noticed this incredible heat from the Mega STE's CPU several years
>ago. I also found that I couldn't touch it for long.

Whimp.. How else will you get a motorola tatto on your pinky..

Actually i did this some years back to a faulty memory chip and had a
reversed 'Monsanto' tatoo on my fingertip for some while. If i'd took up
burglary it would have left some interesting 'dabs'. :-)

>I put some water on it while running and watched it evaporate.

Pillock, thats not how you 'soak test' stuff :-)

>I think next time I open it I'll stick a heat-sink there.

And..... :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5241. Re: Simms for STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-14 22:31:05 UTC
From: Dave <maccdave@hotmail.com>
Message-ID: <LDDi6.4491$I5.114368@stones>
Source record: 5793

Early ST's supplied with 150ns 256K*1 Dram's some suffered
from sparkle on display.

Later Models with blitter capability supplied with 120ns or better
devices.

Memory access timing for ALL the ST series is fixed because of
the screen refresh. Ie 500ns cycle, CPU gets 250ns and Display
gets 250ns. So therefore the faster modules ie 70 & 80ns make
no difference to the speed of the machine. (it was a few years
ago since i last did any work on these machines so it could
be 500ns per cycle, so no replies of 'pillock' please).
BTW the Mega Ste with it's 16Mhz clock still uses the same
cycles and only sees the ST Ram on an 8Mhz cycle. (This is why
turning the cache on makes the difference).

Just thought I would throw my 2p in.

Dave Escott

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:zUEg6.6658$o85.37839@news-server.bigpond.net.au...
>
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:t85k1aa6qd0a9@corp.supernews.com...
> > On 8 Feb 2001 01:49:16 G, "Mark Bedingfield" wrote:
> > >
> > >"Terris Telia" <terristelia@aol.com> wrote in message
> > >news:20010207202305.24467.00001786@ng-ch1.aol.com...
> > >> >Only a select few had sipp's, mostly very early STe's. Probably
around
> > >2-5% in
> > >> total.
> > >>
> > >> Oh, ok - thanks for letting me know that I aren't TOTALLY stupid - I
> knew
> > >I'd
> > >> seen it in STF a while ago..
> > >
> > >Just to confuse the issue, I just repaired an STF, with 150ns Dram in
it,
> go
> > >figure?
> >
> > I've seen it as 150ns for STFm machines and 120ns for STEs. Also I
> > don't think /any/ STF had sipps, only STEs :)

> >
>
> STF's use dram, altho 2 of my stfm's have 1mb simm's soldered in;-)
>
> Mark
>
>

5242. Re: You CAN use an ST's color monitor as a TV

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-14 23:22:51 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <J4govjALNxi6Ewzy@steverosie.demon.co.uk>
Source record: 5794

In article <Cm7i6.22285$o85.98429@news-server.bigpond.net.au>, Oracle
<onenet@ISP.org.asim> writes
>And its also possible to use an ST's monitor on an Amiga 500, I did this one
>day when my friend got one from the rubbish tip and needed to test it, just
>needed to know the pinouts and away it went.

Yep most RGB monitors can be used on a variety of computers, the philips
chasis was used in many Atari and commodore monitors:)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5243. Atari DOC-Files and how can I convert this?!?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-15 12:46:45 UTC
From: Andre Geissler <ageissler@radiomatic.com>
Message-ID: <opjn8toh23r6i1fu4clfes4p90l4brbe70@4ax.com>
Source record: 5795

Hi folks,

I have a Ataridisk (from a friend) with documents, the extensions of
this documents are DOC. I have now two questions:
First: How can I convert this documents in MS-Word files? I hope they
gives a way to convert this kind of documents!
Second: How filesystem are used under atari-st? This is very important
for me, because when I know this I can try to mount the disk under
Linux. And I hope this is the first step to analyze the documents.
A third important thing for me is: Please forgiving me my bad English!
J
Many thanks in advance!
Many greetings on all Atari-User from South-Germany!
A.Geissler

5244. Re: Atari DOC-Files and how can I convert this?!?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-16 00:28:52 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <96hs83erq1@nnrp2.phx.gblx.net>
Source record: 5797

Andre Geissler <ageissler@radiomatic.com> writes:
: Hi folks,

: I have a Ataridisk (from a friend) with documents, the extensions of
: this documents are DOC. I have now two questions:
: First: How can I convert this documents in MS-Word files? I hope they
: gives a way to convert this kind of documents!
: Second: How filesystem are used under atari-st? This is very important
: for me, because when I know this I can try to mount the disk under
: Linux. And I hope this is the first step to analyze the documents.
: A third important thing for me is: Please forgiving me my bad English!
: J
: Many thanks in advance!
: Many greetings on all Atari-User from South-Germany!
: A.Geissler

Cannot help much. Some, but not all, .doc files are ascii files, with
ruler-line headers in ascii.

An Atari OS asks what disk format is used. The only MS-DOS machine that does
that is Windows 95, because Windows 95 was available on floppy disks, and
Microsoft wanted to use 1.62 meg disk formats.

An Atari format may be single sided, double sided, DD or HD, with tracks
from 80 to 85, and sectors per track from 9 to 11, or 18 to 22 if HD.

I would first look for a Windows 95 machine, and see if they read there, and
if they do, put them on a disk that Linux can read.

Most early Atari formats use one field of the boot sector differently
than MS-DOS, and later ones use the same thing, and should be readable by
any DOS machine, if you can tell it the tracks and sectors.

The easy answer is the Windows 95 machine.

Please forgive my non-existent German.

--

Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

5245. Need Doc's for Memory Expansion Board

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-16 07:40:50 UTC
From: Boyd Staley <BoydStaley@att.net>
Message-ID: <3A8CD94C.64C288AA@att.net>
Source record: 5798

I recently obtained an "AERCO easieST SOLDERLESS RAM"
board. It appears unused but did not come with any
instructions. The board has 32 20 pin DIP Sockets.
It attaches to the motherboard via 2 14 pin DIP headers
and a 68 pin PPGA header that has a CO25912-38 mounted
on top of it. I need to know what type of RAM chips
it takes and where to connect on the motherboard. If
anyone has any info on this board I'd really appreciate
hearing from you.

Boyd Staley

5246. connect SM124 on PC?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-16 21:29:04 UTC
From: markus@proceryon.at
Message-ID: <3A8D9BA0.5AF6994D@proceryon.at>
Source record: 5799
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everybody,

does someone of you know if it is possible to connect the SM124 monitor
to a VGA port of a PC?

Thanx in advance for your infos,
Markus

5247. motorola 68060 cpu

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-17 02:21:14 UTC
From: Video61@webtv.net
Message-ID: <16350-3A8DE01A-55@storefull-178.iap.bryant.webtv.net>
Source record: 5800

the thread on the 68060 upgrade for the falcon looked like the 68060 full chip is the one that is the most desired/powerfull, does anyone have a actuall part number for this chip?
thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5248. 68030 pinout...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-17 13:47:07 UTC
From: "Craig Hart"
Message-ID: <96lv22$q1t$1@perki.connect.com.au>
Source record: 5701

Hiya...

Looking for 68030 pinout. Got datasheets from Motorolla website, but data sheet just has [MISSING] writen in the pinouts section. (A lot of other diagrams are missing also). I'm thinking of transplanting an '030 into an ST, for no real reason other than just to see if I an make it work. I have spare 030 (16MHz at that) as found in mac LCIII - ceramic pack with surface mount leads, but not a PLCC package.. I hope you understand which package I mean..!?!!?

Craig

5249. Re: 68030 pinout...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-17 14:29:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982435828-515532AEicMi@madasafish.com>
Source record: 5704

Hi Craig

> I'm thinking of transplanting an '030 into an ST, for no real reason
>other than just to see if I an make it work.

You'l also have to re-write TOS.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5250. Re: connect SM124 on PC?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-17 15:29:45 UTC
From: bindon@madasafish.com
Message-ID: <t8t679j3g9cmff@corp.supernews.com>
Source record: 5702

```
On 16 Feb 2001 22:29:04 , markus@proceryon.at wrote:
>Hello everybody,
>
>does someone of you know if it is possible to connect the SM124 monitor
>to a VGA port of a PC?
>
>Thanx in advance for your infos,

Yes, never tried it but theorectically it will work a treat at
640*400. Look for the pinouts of the atari video port and look for
the pinouts for a standard vga port and match the two up.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

5251. Re: 68030 pinout...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-17 15:59:24 UTC
From: bindon@madasafish.com
Message-ID: <t8t7usrj04k78@corp.supernews.com>
Source record: 5703

On 18 Feb 2001 00:47:07 , "Craig Hart" wrote:
>Hiya...
>
>Looking for 68030 pinout. Got datasheets from Motorolla website, but data
>sheet just has [MISSING] writen in the pinouts section. (A lot of other
>diagrams are missing also). I'm thinking of transplanting an '030 into an
>ST, for no real reason other than just to see if I an make it work. I have
>spare 030 (16MHz at that) as found in mac LCIII - ceramic pack with surface
>mount leads, but not a PLCC package.. I hope you understand which package I
>mean..!?!!?

I hope you understand it's more than just wiring it in, a hell of a
lot more. That's why the PAK was so expensive. Good luck as you'll
need it. You need to know all about the ST's TOS and video subsytem
along with the various extra pins and timings found on the 030 and put
some sort od logic in between.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

5252. Re: Atari DOC-Files and how can I convert this?!?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-17 20:56:38 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <96moi6hne1@plutonium.compulink.co.uk>
Source record: 5705

In message <opjn8toh23r6i1fu4clfes4p90l4brbe70@4ax.com>, ageissler@radiomatic.com said:

>I have a Ataridisk (from a friend) with documents, the extensions of
>this documents are DOC. I have now two questions:
>First: How can I convert this documents in MS-Word files? I hope they
>gives a way to convert this kind of documents!

Your documents are probably files from First Word or First Word Plus.
Do you still have an Atari? Or an Atari emulator for a PC? If so, 1st
Word is PD and you can load the files and either print them from there
or save them as ASCII which you can load into MS-Word.

There are also PD converters from First Word to RTF, which keep any text
styles etc.

If you cannot run an Atari or emulator, try loading the files into a
text editor or hex editor that accepts binaries - or at least ASCII
values below 32. Then change ASCII 29 and 30 characters to 32 or a
space. Any ESC+letter combinations are styles: ESC+u-Umlaut is Bold,
ESC+a-Umlaut is italic. ESC+e-circumflex is underlined, ESC+C-cedilla
cancels emphasis and returns to normal, and is also used for form-feeds.

>Second: How filesystem are used under atari-st? This is very important
>for me, because when I know this I can try to mount the disk under
>Linux. And I hope this is the first step to analyze the documents.

The filesystem is identical to DOS. The formatting of Atari disks is
very similar to DOS but on early TOS versions the first 2 bytes of the
boot sector were different. They should be ASCII 235 ($EB = delta) and
ASCII 52 ($34 = the number 4) on DOS 3.3 and higher where early Ataris
(before TOS 1.04) had two nulls ($00). There could be other code bytes
there acting as a branch command for executable boot sectors (e.g. virus
protectors, some games).

For the Atari there are some PD programs to write an IBM boot-sector to
the disk from an early TOS version that leaves the contents intact. One
is DISKMOD.TOS used together with BLOCK0.DAT which contains the actual
boot sector to be written to disk. DOn't know if there are similar ones
for the PC. If not, and you have an Atari, I could mail it to you. If
you don't have an Atari and can't borrow one, send me the disk and I'll
either convert it for you and/or convert the DOC to plain ASCII or RTF.

Regards, /Peter/

5253. Re: Wanted: Atari 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-18 00:45:26 UTC
From: carl@dresden99.freeserve.co.uk
Message-ID: <96n5vp$u0a$1@news8.svr.pol.co.uk>
Source record: 5706
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Location ???

I have a ste 1040 (2Meg) & a 1040 (4Meg)
plus load of other stuff

"Charles Goddeeris" <atarian@atari7800.com> wrote in message
news:0IZd6.517$YI4.22685@news.itd.umich.edu...
> I'm looking for a 520ST, a disk drive and a color sc1224 monitor to buy.
> Thanks.
>
> Charles Goddeeris
> atarian@atari7800.com
>
>
>

My e-mails are certified Virus Free.
by AVG Anti-Virus Systems
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.230 / Virus Database: 111 - Release Date: 25/01/2001

5254. Gadgets by Small SST030.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-18 14:41:18 UTC
From: Eric Masson <emss@free.fr>
Message-ID: <86r90wm4tt.fsf@notbsdems.nantes.kisoft-services.com>
Source record: 5707

Hello,

I own a 520 STe and am looking for a SST030 (68030 accelerator made by Gadgets by Small).

I'd like to know if somebody has successfuly used a SST030 in a STe, and if there's a way to get one (brand new or used).

Thanks in advance.

Eric Masson
--
Progress (n) : What led from smart users in front of dumb terminals to dumb users in front of smart terminals.

5255. Re: Gadgets by Small SST030.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-18 17:44:59 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <96p160dgk1@news5.svr.pol.co.uk>
Source record: 5708

Many ST Hardware "add-ins" don't work in the STE, because it uses a 68K CPU which is physically
different to the ST CPU. So anything that fits over the CPU requires an STE specific version.

Eric Masson <emss@free.fr> wrote in message news:86r90wm4tt.fsf@notbsdems.nantes.kisoft-services.com...
> Hello,
>
> I own a 520 STe and am looking for a SST030 (68030 accelerator made by
> Gadgets by Small).
>
> I'd like to know if somebody has successfuly used a SST030 in a STe, and
> if there's a way to get one (brand new or used).
>
> Thanks in advance.
>
> Eric Masson
> --
> Progress (n) : What led from smart users in front of dumb terminals to
> dumb users in front of smart terminals.

5256. Re: Gadgets by Small SST030.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-18 18:00:24 UTC
From: Eric Masson <emss@free.fr>
Message-ID: <8666i7eurr.fsf@notbsdems.nantes.kisoft-services.com>
Source record: 5709

```
>>>>> "Dave" == Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> writes:

Dave> Many ST Hardware "add-ins" don't work in the STE, because it uses a 68K CPU
Dave> which is physically
Dave> different to the ST CPU. So anything that fits over the CPU requires an STE
Dave> specific version.

All right, so is there a plcc68 version of the SST030 ?

TIA

Eric Masson
--
Progress (n) : What led from smart users in front of dumb terminals to
dumb users in front of smart terminals.
```

5257. Re: connect SM124 on PC?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-18 19:46:46 UTC
From: yves.rogne@free.fr
Message-ID: <GEVj6.3731$5h2.6315037@nnrp4.proxad.net>
Source record: 5710

�does someone of you know if it is possible to connect the SM124 monitor
�to a VGA port of a PC?

No hope : sm124 where designed for the digital atari monochrome display and so you can't use it as a regular vga monitor unless you will make BIG modifications inside.

5258. Re: motorola 68060 cpu

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-18 19:46:47 UTC
From: yves.rogne@free.fr
Message-ID: <HEVj6.3732$jd3.6421596@nnrp4.proxad.net>
Source record: 5711

�the thread on the 68060 upgrade for the falcon looked like the 68060
�full chip is the one that is the most desired/powerfull, does anyone
�have a actuall part number for this chip ?

No, but I can order directly from Motorola as my girlfriend work for them. but a minimal
of 20 is a must (officially they don't accept orders for less than 100 pieces).
If have to report you that 2 month delay is common, even for big orderers.

5259. Re: Gadgets by Small SST030.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-18 19:46:49 UTC
From: yves.rogne@free.fr
Message-ID: <JEVj6.3734$P13.6396025@nnrp4.proxad.net>
Source record: 5712

> I own a 520 STe and am looking for a SST030 (68030 accelerator made by
> Gadgets by Small).

Don't know for that card, but you will get a nice gain of speed by only changing the speed of your
ram chip. What kind are they : 41256, 44c256 and wich speed ?

PS : email reply only

5260. Re: 68030 pinout...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-18 19:46:49 UTC
From: yves.rogne@free.fr
Message-ID: <JEVj6.3733$t13.6394997@nnrp4.proxad.net>
Source record: 5713

>Looking for 68030 pinout. Got datasheets from Motorolla website, but data
>sheet just has [MISSING] writen in the pinouts section. (A lot of other
>diagrams are missing also).

On some German universities you can search for a software nammed chinchips who features the pinout for
ALL the atari compatible chips. Try on 193.190.204.128 (because it's a good site, but I don't know if
it is there).

>I'm thinking of transplanting an '030 into an ST, for no real reason other than just to see if
>I can make it work.

The 68000 tos is not compatible with that cpu. Lots of years ago I tried to put a 68010 in a ST
because some people told me that it was compatible with the 68000, and it was not.
If you do the hardware work, put a socket for the cpu...
After you did this, you will have to do a lots of software (tos) rewriting to make it work, then
you will notice to have only 20% of speed gain.

I managed to get a nice gain of speed by replacing the 100ns ram chips by 41256 60ns chips, but I
paid them a lot. Maybe some left in my garage...

NB : email reply if you request an answer, as I don't check foreign newsgroup often.

Gilbert

5261. Re: Gadgets by Small SST030.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-18 23:36:34 UTC
From: Don <dons@qnet.com>
Message-ID: <3A905C82.431DEB89@qnet.com>
Source record: 5714

Eric,

I have all the infor on the SST you need.

The SST could be used in and ST computer but, wouldnt fit in a 520 or 1040 case you would have to recase the ST. The Mega on the other hand was a perfect fit for the SST. AS for purchasing a SST board good luck the last one I saw was auctioned off on Ebay and if I remember correctly it sold for over $300. It may have been more but $300 sticks in my head.

Good luck,

Don

Eric Masson wrote:

> Hello,
>
> I own a 520 STe and am looking for a SST030 (68030 accelerator made by
> Gadgets by Small).
>
> I'd like to know if somebody has successfuly used a SST030 in a STe, and
> if there's a way to get one (brand new or used).
>
> Thanks in advance.
>
> Eric Masson
> --
> Progress (n) : What led from smart users in front of dumb terminals to
> dumb users in front of smart terminals.

5262. Re: motorola 68060 cpu

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 02:22:13 UTC
From: Video61@webtv.net
Message-ID: <8075-3A908355-121@storefull-177.iap.bryant.webtv.net>
Source record: 5715

hi moi,
you are lucky, a in at motorola:)
but can she get me the actuall part number?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5263. Re: scan doubler question

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 09:34:06 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3A90E88E.F67122BC@siemens.at>
Source record: 5716
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Janka Gerhard wrote:
> Is there anybody out there using a scan doubler to connect his ST to
> a modern multisync monitor ?
> I found two of these devices (with and without flicker fixer ?!)
> advertised at a 'software hut' page but haven't the slightest idea
> which of them would work better (or at all) with my ST and I suspect
> that since 'software hut' is an Amiga store they won't know either.

Just in case anybody is interested, I managed to contact the
manufacturer and he said the devices rely on an Amiga specific
signal and would definitely not work on an Atari.

Any other idea how to connect an ST to a modern multisync ?

Gerhard

5264. Re: motorola 68060 cpu

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 11:26:54 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982582107.23019.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 5717

If you can get them (at a good price) then I suggest you talk to Rodolphe CZUBA (rczuba@free.fr) he is looking for the full versions.

Mark.

moi <yves.rogne@free.fr> wrote in message news:HEVj6.3732$jd3.6421596@nnrp4.proxad.net...
> the thread on the 68060 upgrade for the falcon looked like the 68060
> full chip is the one that is the most desired/powerfull, does anyone
> have a actuall part number for this chip ?
>
> No, but I can order directly from Motorola as my girlfriend work for them.
but a minimal
> of 20 is a must (officially they don't accept orders for less than 100
pieces).
> If have to report you that 2 month delay is common, even for big orderers.

5265. Re: motorola 68060 cpu

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 11:41:48 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <982583001.23413.0.nnrp-12.9e98a620@news.demon.co.uk>
Source record: 5718

I think most people have gone for the EC version as this is much much
cheaper than the full.

If you really want to go for the full chip then you really need to make sure
you get the part numbers right as there is a later 68060 (RC 75 I think)
which is really an LC version, the full with both FPU and MMU was only done
in 50, 60 and 66Mhz versions and NOT the 75MHZ.

Which CPU to use really depends on the application, the later 68060 at 75Mhz
sounds good (if you can find one) as long as you don't use anything that is
FPU intensive. For Cubase only then the EC is fine and if you really do
still use FPU progs a lot then you need to go for the full.

Mark.

Lance Ringquist <Video61@webtv.net> wrote in message
news:16350-3A8DE01A-55@storefull-178.iap.bryant.webtv.net...
> the thread on the 68060 upgrade for the falcon looked like the 68060
> full chip is the one that is the most desired/powerfull, does anyone
> have a actuall part number for this chip?
> thanks,
> lance
> www.atarisales.com
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
>

5266. Re: 68030 pinout...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 16:50:20 UTC
From: rsmac@t-online.de
Message-ID: <1ep36c1.4s79s71d39f0uN%rsmac@t-online.de>
Source record: 5719

moi <yves.rogne@free.fr> wrote:

> ï¿½Looking for 68030 pinout. Got datasheets from Motorolla website, but data

MC68030FG Microprozessor SMD -> DOITF030 / Falcon Custom Chips
Includes description what any pin does
68881/68882 FPU also

> ï¿½I'm thinking of transplanting an '030 into an ST, for no real reason
> ï¿½Iother than just to see if can make it work.

Need to port some adresses. 68000 / 68030 isnï¿½t compatible at all

Checkout DOITST / DOITF030 (both mostly in german language)

(A problem that nobody like to translate some pages an i doasnï¿½t
like to spent all the time for nothing)

Regards, Robert

--
-= Home of DOIT-Archives =-
____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5267. Re: Gadgets by Small SST030.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 17:25:50 UTC
From: Eric Masson <emss@free.fr>
Message-ID: <86zofi1t5t.fsf@notbsdems.nantes.kisoft-services.com>
Source record: 5720

>>>>> "Don" == dons <Don> writes:

Don> The SST could be used in and ST computer but, wouldnt fit in a 520
Don> or 1040 case you would have to recase the ST. The Mega on the other
Don> hand was a perfect fit for the SST. AS for purchasing a SST board good
Don> luck the last one I saw was auctioned off on Ebay and if I remember
Don> correctly it sold for over $300. It may have been more but $300 sticks
Don> in my head.

Thanks for the help

Eric
--
Progress (n) : What led from smart users in front of dumb terminals to
dumb users in front of smart terminals.

5268. Re: 68030 pinout...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 18:24:12 UTC
From: vdjole@EUnet.yu
Message-ID: <96roc9oqu1@news.EUnet.yu>
Source record: 5721

On 18 Feb 2001 19:46:49 , moi wrote:

>I managed to get a nice gain of speed by replacing the 100ns ram chips by
>41256 60ns chips, but I paid them a lot. Maybe some left in my garage...

How can that be? AFAIK memory access speed in a ST is in fact governed
by the so-called MMU chip- assuming that RAMs are faster than about
150ns. The CPU accesses the RAM "full speed", i.e. at its natural 8MHz,
without any wait states...

cu.

5269. Re: 68030 pinout...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 18:58:33 UTC
From: bindon@madasafish.com
Message-ID: <t92r6p89bvk663@corp.supernews.com>
Source record: 5722

On 19 Feb 2001 18:24:12 , Djordje Vukovic wrote:
>On 18 Feb 2001 19:46:49 , moi wrote:
>
>>I managed to get a nice gain of speed by replacing the 100ns ram chips by
>>41256 60ns chips, but I paid them a lot. Maybe some left in my garage...
>
>How can that be? AFAIK memory access speed in a ST is in fact governed
>by the so-called MMU chip- assuming that RAMs are faster than about
>150ns. The CPU accesses the RAM "full speed", i.e. at its natural 8MHz,
>without any wait states...

I also can't see why people think that going to 0ns parts will make a
differnece, they won't. Still 3.6Mb/sec or whatever.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5270. Re: scan doubler question

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 19:55:57 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3a917a4d.0@energise.enta.net>
Source record: 5723

On 19 Feb 2001 10:34:06 , Janka Gerhard wrote:
>Janka Gerhard wrote:
>> Is there anybody out there using a scan doubler to connect his ST to
>> a modern multisync monitor ?
>> I found two of these devices (with and without flicker fixer ?!)
>> advertised at a 'software hut' page but haven't the slightest idea
>> which of them would work better (or at all) with my ST and I suspect
>> that since 'software hut' is an Amiga store they won't know either.
>
>Just in case anybody is interested, I managed to contact the
>manufacturer and he said the devices rely on an Amiga specific
>signal and would definitely not work on an Atari.
>
>Any other idea how to connect an ST to a modern multisync ?
>
>Gerhard
>.

I just saw a TV advert for a small screen for use with a
games console (not sure which one).

Now one of those on an ST would be really novel.

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5271. Re: Hot Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 21:23:09 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <Omgk6.8368$Ce7.1271790@nnrp3.clara.net>
Source record: 5724

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:982258870-282395AEicMi@madasafish.com...
> Hi Shiuming
>
> >I think next time I open it I'll stick a heat-sink there.
>
> And..... :-)

Oh, do remind me, I'm going blue in the
face trying to remember...

Shiuming Lai

5272. Re: Hot Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 22:01:21 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <RIgk6.35278$o85.184185@news-server.bigpond.net.au>
Source record: 5725

"Shiuming Lai" <lais@zetnet.co.uk> wrote in message
news:Omgk6.8368$Ce7.1271790@nnrp3.clara.net...
>
> "Steve Sweet" <steve_sweet@madasafish.com> wrote in message
> news:982258870-282395AEicMi@madasafish.com...
> > Hi Shiuming
> >
> > >I think next time I open it I'll stick a heat-sink there.
> >
> > And..... :-)
>
> Oh, do remind me, I'm going blue in the
> face trying to remember...

Thinking of putting a couple of blue LED's int a couple of ST's, see how it looks.

Does anybody know how reliable the Mega's custom chips are? Are there any docos avaliable on the net for it?

Mark

5273. Re: 68030 pinout...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-19 22:05:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <gMgk6.35287$o85.184157@news-server.bigpond.net.au>
Source record: 5726

"moi" <yves.rogne@free.fr> wrote in message
news:JEVj6.3733$t13.6394997@nnrp4.proxad.net...
> ?Looking for 68030 pinout. Got datasheets from Motorolla website, but data
> ?sheet just has [MISSING] writen in the pinouts section. (A lot of other
> ?diagrams are missing also).
>
> On some German universities you can search for a software nammed chinchips
who features the pinout for
> ALL the atari compatible chips. Try on 193.190.204.128 (because it's a
good site, but I don't know if
> it is there).
>
> ?I'm thinking of transplanting an '030 into an ST, for no real reason
other than just to see if
> ?I can make it work.
>
> The 68000 tos is not compatible with that cpu. Lots of years ago I tried
to put a 68010 in a ST
> because some people told me that it was compatible with the 68000, and it
was not.
> If you do the hardware work, put a socket for the cpu...
> After you did this, you will have to do a lots of software (tos) rewriting
to make it work, then
> you will notice to have only 20% of speed gain.

What about usin TOS 3.06? I suppose the video subsystem would have to be
rewritten for that too?

Mark

5274. Re: connect SM124 on PC?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-20 01:36:17 UTC
From: "Craig Hart"
Message-ID: <lSjk6.35545$o85.185689@news-server.bigpond.net.au>
Source record: 5727
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi..

I doubt it can be done. The PC outputs no less than 3 resolutions in standard VGA - 350, 400 and 480 line modes.. the SM124 can only handle 400 lines. The PC outputs an analogue signal (even in monochrome mode), but the SM124 only accepts a digital input.

You might get "sort of" a picture in 80x25 text mode, put it would be poor quality indeed.

Craig

<markus@proceryon.at> wrote in message
news:3A8D9BA0.5AF6994D@proceryon.at...
> Hello everybody,
>
> does someone of you know if it is possible to connect the SM124 monitor
> to a VGA port of a PC?
>
> Thanx in advance for your infos,
> Markus

5275. Re: connect SM124 on PC?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-20 11:10:17 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Zisk6.71810$Nw6.221131@NewsReader>
Source record: 5728
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

In a world awash with VGA and SVGA monitors why on earth would you want to
connect an SM 124 to a PC? No hidden agenda, I'm just curious. Usually
people want to connect an (S)VGA to the Atari.

Barrie at Keychange.
<markus@proceryon.at> wrote in message
news:3A8D9BA0.5AF6994D@proceryon.at...
> Hello everybody,
>
> does someone of you know if it is possible to connect the SM124 monitor
> to a VGA port of a PC?
>
> Thanx in advance for your infos,
> Markus
>

5276. Re: Gadgets by Small SST030.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-20 17:04:40 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <96u838$9ml$1@draco.stochastik.rwth-aachen.de>
Source record: 5729

In article <JEVj6.3734$P13.6396025@nnrp4.proxad.net>,
moi <yves.rogne@free.fr> wrote:
>
>Don't know for that card, but you will get a nice gain of speed by only changing the speed of your
>ram chip. What kind are they : 41256, 44c256 and wich speed ?

Sorry, but that is nonsense.

Putting faster RAMs in a ST/STE will not gain you any speed. The DRAM timing
is set by the memory controller in the ST chipset, and the DRAM speed does
not matter (provided it is fast enough for that timing, which requires 150ns
or faster).

Actually, using very high-speed DRAMs (IIRC faster than 60ns) may cause problems
because you violate maximum timing requirements in that case.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5277. Re: scan doubler question

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-20 19:48:45 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <96uhia$bp4$1@neptunium.btinternet.com>
Source record: 5730

It was for the playstation one.

Mark

> I just saw a TV advert for a small screen for use with a
> games console (not sure which one).
>
> Now one of those on an ST would be really novel.
>
> Peter
> ---
> | Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
> | Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
> | Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
> ---
> ---
> | I live in Great Britain, abbreviated to G.B. |
> | uk is a noise made by apes. |
> ---

5278. FS: Atari jacket - Very RARE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-21 04:19:54 UTC
From: frank bridges <frank@vitalcog.com>
Message-ID: <96vfla$2o6b$1@earth.superlink.net>
Source record: 5731

i got an item on ebay that's very cool, and i believe rare. it's an
atari members only style jacket.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1215324925&r=0&t=0&showTutorial=0&ed=982960963&indexURL=0&rd=1

thanks for lookin'.

frank

--
____
Vital Cog Records http://www.vitalcog.com

Featuring releases from Sonny Sixkiller, Duochrome, Moped,
ditch croaker, The Diane Linkletter Experience, Tim,
My Dad Is Dead and John P. Strohm. PLUS Pet Sounds
compilation and Doug Allen's Steven stuff.

5279. Re: Hot Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-21 20:33:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <982862554-902340AEicMi@madasafish.com>
Source record: 5734

Hi Shiuming

>> >I think next time I open it I'll stick a heat-sink there.
>>
>> And..... :-)

>Oh, do remind me, I'm going blue in the face trying to remember...

Hold your breath just a bit longer, ive almost finished typing the
answer..

Just need to pop to the shops, keep holding that breath!!.. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5280. WTD:/S: VME LAN card 4 TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-22 09:15:48 UTC
From: adi@!!!NOSPAM!!!catbull.com
Message-ID: <3a94d8c4$0$22464@SSP1NO25.highway.telekom.at>
Source record: 5732

Hello out there!

Has anyone of you access or knows where to get a VME Bus LAN Card for an
ATARI TT030 ??? I want to use it also under Linux 68k :)

greets

--
joachim adi schuetz
baeckerbuehelgasse 5/I phone: +43-69910182836
6020 innsbruck email: adi@!!!NOSPAM!!!catbull.com
austria http://www.catbull.com

5281. Re: 68030 pinout...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-22 13:52:35 UTC
From: Edward Williams <ewilliams1@jam.rr.com>
Message-ID: <B6BA75A1.80DE%ewilliams1@jam.rr.com>
Source record: 5733

in article 96lv22$q1t$1@perki.connect.com.au, Craig Hart at
chart@nospam@hyperlink.net.au wrote on 2/17/01 7:47 AM:

> Hiya...
>
> Looking for 68030 pinout. Got datasheets from Motorolla website, but data
> sheet just has [MISSING] writen in the pinouts section. (A lot of other
> diagrams are missing also). I'm thinking of transplanting an '030 into an
> ST, for no real reason other than just to see if I an make it work. I have
> spare 030 (16MHz at that) as found in mac LCIII - ceramic pack with surface
> mount leads, but not a PLCC package.. I hope you understand which package I
> mean..!?!!?
>
> Craig
>
>
>
>
Find David Small and talk to him.
I've got a tricked out Mega ST with his SST accelerator I love it
Thanks
Ed

5282. Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-23 00:05:58 UTC
From: "john.masterman" <john.masterman@ntlworld.com>
Message-ID: <WRhl6.15546$5n4.296420@news6-win.server.ntlworld.com>
Source record: 5735

I have been fortunate to acquire a standard boxed 030 and also a cased 030 along with a batch of STEs and Mono Monitors...second drives etc. Can anyone tell me if the cased 030 was an Atari product or if it was a third party make-up. The cased one uses an external separate keyboard which is kosher as near as I can tell. It carries the appropriate badge but its built into its own casing... a bit like a pc kb. This one seems to have a lot more interfaces around the case too and the case is fitted with the small rubber feet on one edge as if for a knee hole standing position in a desk. Since there was no kb cable with it, I haven't tried to fire it up yet... got to find a din to din lead... not the audio variety, no central pin just five around the bottom circumference. Anyone know any details?

There were some add-on boards for the cartridge port which appear to be for operating/running robot kits built from Lego Technic... a couple of manuals were included. There's no Lego... just the boards, books, and discs. Its marked Personal Robot Ltd. Perhaps someone out there knows a bit about these too?

John

5283. Re: Hot Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-23 01:27:46 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.ce376b93.26ee5c41.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 5736

>Thinking of putting a couple of blue LED's int a couple of ST's, see how it
>looks.

>Does anybody know how reliable the Mega's custom chips are? Are there any
>docos avaliable on the net for it?

Very reliable! I made so many modifications on my old MST, that it
ought have stopped working, if not.

5284. faster rams

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-23 20:49:25 UTC
From: duquefne.gilbert@free.fr
Message-ID: <p1Al6.5277$QV7.8428565@nnrp4.proxad.net>
Source record: 5737

Hallo Michael,

>Don't know for that card, but you will get a nice gain of speed by only changing the speed of your
>ram chip. What kind are they : 41256, 44c256 and wich speed ?
Sorry, but that is nonsense.
Putting faster RAMs in a ST/STE will not gain you any speed. The DRAM timing
is set by the memory controller in the ST chipset, and the DRAM speed does
not matter (provided it is fast enough for that timing, which requires 150ns
or faster).

What's you write is perfectly logical, but the result are there : I changed the 41256-100 ns of my
1985 ST (those without power suply nor floppy inside), by 41256-70 and got 15-20 % of speed gain !

Does the cpu, who access the stack there, doesn't really feel the difference ?

Anyway, I have no explanation for that fac.

5285. Re: WTD:/S: VME LAN card 4 TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-23 20:52:51 UTC
From: duquefne.gilbert@free.fr
Message-ID: <D4AI6.5278$421.8589382@nnrp4.proxad.net>
Source record: 5738

Gru Got Joachim,

Has anyone of you access or knows where to get a VME Bus LAN Card for an
ATARI TT030 ??? I want to use it also under Linux 68k :)

```
Why ? Does 4 serial + 1 built in lan port not enough for you ???
```

5286. Re: Which PC monitors for Atari ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-24 01:39:42 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983011762-475842AEicMi@madasafish.com>
Source record: 5740

Hi Barrie

>Keychange sell the converter lead, up to 2mtr long, price ï¿½13 plus post.

Is this inclusive of VAT?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5287. Re: scan doubler question

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-24 08:44:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1539.455T750T5843891optimus@canit.se>
Source record: 5739
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Janka Gerhard skrev:

>Janka Gerhard wrote:
>> Is there anybody out there using a scan doubler to connect his ST to
>> a modern multisync monitor ?
>> I found two of these devices (with and without flicker fixer ?!)
>> advertised at a 'software hut' page but haven't the slightest idea
>> which of them would work better (or at all) with my ST and I suspect
>> that since 'software hut' is an Amiga store they won't know either.

>Just in case anybody is interested, I managed to contact the
>manufacturer and he said the devices rely on an Amiga specific
>signal and would definitely not work on an Atari.

>Any other idea how to connect an ST to a modern multisync ?

There are both internal and external scandoublers/flickerfixers for the Amiga.
The external one can't really rely on many specific signals, since the
particular signals of the Amiga video port are mainly clock and genlock signals.
Generating those signals, which as opposed to the multitude of display modes on
the Amiga shouldn't vary much on an ST, should be doable in just a few euros'
worth of components.
There are other external devices which convert any RGB or composite signal to
VGA frequencies, perhaps a TV->VGA converter, if one of those should have a
SCART or other RGB input.

--
En ligne avec Thor 2.6.

Ed ecco un altro esempio in cui le sigle italiane e francesi sono uguali ... non
avrei mai creduto di poter un giorno dire una cosa del genere, ma secondo me
Crostina D'Avena canta meglio.
Tacchan s gar den franska signaturen till Creamy Mami

5288. FS: 68030 accelerator, plus..

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-24 18:38:55 UTC
From: Jim Allen <gallen@mediaone.net>
Message-ID: <3A980007.90BBCD72@mediaone.net>
Source record: 5741

Hi, I have a Turbo030 accelerator, 50Mhz 030, 50Mhz 882, 4 Megs 32bit very fast dram, TOS 2.06, built in 68000 for compatibility. This is designed for MegaST's. Works like a charm, and super fast.

I also have a 1040STE, tos 2.06 4 megs. A Matrix M110 hires monichrome board for MegaST's, and a SuperVGA color card from Wittich Comp for MegaST's.

Ill let it all go for the first $250+shipping.

gallen@mediaone.net

5289. Emulator Atari formated Iomega Jaz to win2000?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-25 14:12:29 UTC
From: Mathieu <mathieu.fanedel@kfunigraz.ac.at>
Message-ID: <97b41f$6e2$1@jerry.kfunigraz.ac.at>
Source record: 5742

Hi,

I changed my music system from C-Lab Atari Falcon MK X to PC! So far so good, but can I use anyway my old atari formated Iomega jaz 1GB discs to make them read in the PC system (win 2000). The audio format is not the problem, but the "system format". Are there any emulator programms? Please help!
Thank you, Mathieu.

5290. Is re-seating the ST chips a regular occurrence?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-26 06:27:33 UTC
From: Richard <richard.mcgorman.spamfree@home.com>
Message-ID: <pHmm6.5741$2i7.63757@news1.sshe1.sk.home.com>
Source record: 5743
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've had a 520ST since 1986. It periodically stop working ever few years and I have to re-seat the chips in order to get it working again. Is this a common occurrence for others? I've never heard of this problems with other computers built in the mid to late 80's.

Thanks.

5291. Re: faster rams

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-26 10:01:08 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <97d9h4$6qu$1@draco.stochastik.rwth-aachen.de>
Source record: 5744

In article <p1Al6.5277$QV7.8428565@nnrp4.proxad.net>,
moi <duquefne.gilbert@free.fr> wrote:
>
>What's you write is perfectly logical, but the result are there : I changed the 41256-100 ns of my
>1985 ST (those without power suply nor floppy inside), by 41256-70 and got 15-20 % of speed gain !

How did you measure this? I am quite sure that eg. memspeed will still show
the old ~3.6MB/s.

>Does the cpu, who access the stack there, doesn't really feel the difference ?

No, because it is not faster - the CPU waits for the DTACK signal on every
acces, and that comes from the GLUE, which generates it so that 150ns DRAMs
have had enough time to put the data on the bus.

If you put in faster RAMs, the CPU will still wait that time, even if the
data would be available earlier.

cu
Michael

--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5292. Re: Is re-seating the ST chips a regular occurrence?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-26 10:04:13 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <97d9mt$6s6$1@draco.stochastik.rwth-aachen.de>
Source record: 5745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <pHmm6.5741$2i7.63757@news1.sshe1.sk.home.com>,
Richard <richard.mcgorman.spamfree@home.com> wrote:
>I've had a 520ST since 1986. It periodically stop working ever few years
>and I have to re-seat the chips in order to get it working again. Is this a
>common occurrence for others? I've never heard of this problems with
>other computers built in the mid to late 80's.

Yes, this is normal - it's the quality of the used sockets.

Take out the chips, clean the pins with a fiber-glass pen, and carefully
pull inwards the pins on the PLCC sockets a bit, then re-seat the chips -
this should give you a longer time until the next service is required.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5293. Re: WTD:/S: VME LAN card 4 TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-26 17:09:06 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983207431.22906.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 5746

I would wait for Mario to finish his Graphics card with built in network adaptor (Galaxy).

http://gem.win.co.nz/mario/hardware/

Mark.

Joachim Adi Schuetz <adi@!!!NOSPAM!!!catbull.com> wrote in message news:3a94d8c4$0$22464@SSP1NO25.highway.telekom.at...
> Hello out there!
>
> Has anyone of you access or knows where to get a VME Bus LAN Card for an
> ATARI TT030 ??? I want to use it also under Linux 68k :)
>
> greets
>
>
>
> --
> joachim adi schuetz
> baeckerbuehelgasse 5/I phone:
+43-69910182836
> 6020 innsbruck email:
adi@!!!NOSPAM!!!catbull.com
> austria
http://www.catbull.com

5294. Re: 68030 pinout...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-26 18:08:39 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983211003.24621.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 5747

Try this news group, there is some chap going on about a 68000 - 68020 adaptor (I know not the same but he may be able to help).

comp.sys.m68k

Mark.

Robert Schaffner <rsmac@t-online.de> wrote in message news:1ep36c1.4s79s71d39f0uN%rsmac@t-online.de...
> moi <yves.rogne@free.fr> wrote:
>
> > > Looking for 68030 pinout. Got datasheets from Motorolla website, but data
>
> MC68030FG Microprozessor SMD -> DOITF030 / Falcon Custom Chips
> Includes description what any pin does
> 68881/68882 FPU also
>
> > > I'm thinking of transplanting an '030 into an ST, for no real reason
> > > lother than just to see if can make it work.
>
> Need to port some adresses. 68000 / 68030 isn't compatible at all
>
> Checkout DOITST / DOITF030 (both mostly in german language)
>
> (A problem that nobody like to translate some pages an i doasn't
> like to spent all the time for nothing)
>
>
> Regards, Robert
>
> --
> -= Home of DOIT-Archives =-
> _____
> Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
> doitarchive@doitarchive.de * http://www.doitarchive.de

5295. Re: Emulator Atari formated Iomega Jaz to w

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-26 21:49:24 UTC
From: bindon@madasafish.com
Message-ID: <t9ljr4f8pnuub0@corp.supernews.com>
Source record: 5748

On 25 Feb 2001 15:12:29 , "Mathieu" wrote:
>Hi,
>
>I changed my music system from C-Lab Atari Falcon MK X to PC! So far so
>good, but can I use anyway my old atari formated Iomega jaz 1GB discs to
>make them read in the PC system (win 2000). The audio format is not the
>problem, but the "system format". Are there any emulator programms? Please
>help!

I'm not entirly sure how to do this. You could try an emulator but
the disk handling is left to MS DOS or Windows I think. You can
partition a disk to TOS/DOS compatibility using HDDriver, but then the
files on it will be destroyed. If you have a large internal disk in
the falcon, you could copy the files off the Jaz disks, then use
another Jaz disk that has been partitioned to TOS/DOS format and copy
off the internal drive onto this disk. It will then be read on the
PC, but it seems quite a boring process.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5296. Re: Emulator Atari formated Iomega Jaz to w

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-26 21:55:27 UTC
From: ebaiz@skyenet.net
Message-ID: <jhAm6.300$xK5.4196@newsfeed.slurp.net>
Source record: 5749

On 25 Feb 2001 15:12:29 , "Mathieu" wrote:
>Hi,
>
>I changed my music system from C-Lab Atari Falcon MK X to PC! So far so
>good, but can I use anyway my old atari formated Iomega jaz 1GB discs to
>make them read in the PC system (win 2000). The audio format is not the
>problem, but the "system format". Are there any emulator programms? Please
>help!
>Thank you, Mathieu.

Shoot why switch in the first place..? Oh well, the Jaz cart should be able
to be read on your PC. I bought some Jaz carts for my Atari Hades clone and
they were formatted for the PC. They worked fine on my Atari.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5297. Re: Is re-seating the ST chips a regular occurrence?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-26 22:37:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <gUAm6.48919$o85.273252@news-server.bigpond.net.au>
Source record: 5750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Richard" <richard.mcgorman.spamfree@home.com> wrote in message
news:pHmm6.5741$2i7.63757@news1.sshe1.sk.home.com...
> I've had a 520ST since 1986. It periodically stop working ever few years
> and I have to re-seat the chips in order to get it working again. Is this
a
> common occurrence for others? I've never heard of this problems with
> other computers built in the mid to late 80's.

Apparently common in the Amiga world too...

Mark

5298. Where would I get a "fiber-glass pen"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-26 23:57:21 UTC
From: Richard <richard.mcgorman.spamfree@home.com>
Message-ID: <B3Cm6.5753$2i7.65425@news1.sshe1.sk.home.com>
Source record: 5651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Michael. Thanks for the reply. :-)

I must admit, I've never heard of a fiber-glass pen. Would a store like
Radio Shack carry
them?

Richard

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in
message >
> Yes, this is normal - it's the quality of the used sockets.
>
> Take out the chips, clean the pins with a fiber-glass pen, and carefully
> pull inwards the pins on the PLCC sockets a bit, then re-seat the chips -
> this should give you a longer time until the next service is required.
>
> cu
> Michael

5299. Re: Where would I get a "fiber-glass pen"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-27 00:18:20 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <97eroc$64h$1@draco.stochastik.rwth-aachen.de>
Source record: 5652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <B3Cm6.5753$2i7.65425@news1.sshe1.sk.home.com>,
Richard <richard.mcgorman.spamfree@home.com> wrote:
>Michael. Thanks for the reply. :-)
>
>I must admit, I've never heard of a fiber-glass pen. Would a store like
>Radio Shack carry
>them?

Not sure of the correct english term - it is used as a special kind of
eraser on ink drawings, and consists of a bundle of thin glass fibres - they
are available around here quite cheap in shops that have stuff for graphics
people and/or technical drawings.

Be careful not to get any glass parts or dust at your skin or eyes.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5300. Re: Emulator Atari formated Iomega Jaz to w

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-27 00:59:49 UTC
From: Mathieu <mathieu.fanedel@kfunigraz.ac.at>
Message-ID: <97eub1$bh7$1@jerry.kfunigraz.ac.at>
Source record: 5653

Thank you for your interest and tips! I m sorry having "switched the first place", but I don t know how to switch the second - and I m not used to!

The problem is, what you said Lyndon, I can t even save the Jaz to disk and then going to reformat, because the win system doesn t read/ understand the atari formated jaz! It s an good idea, but I need a programm/ emulator that makes the win believe reading an atari format.

Maybe you or anyone can give me further advice, please!
Thank you, Mathieu.

5301. Re: Is re-seating the ST chips a regular occurrence?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-27 02:09:54 UTC
From: Mindfield <mindfield@badgers.emulationnet.com>
Message-ID: <2s2m9toolmhiljrig1lg110gqg2kh5j1de@4ax.com>
Source record: 5654
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mon, 26 Feb 2001 06:27:33 GMT, "Richard"
<richard.mcgorman.spamfree@home.com> drooled an embarassing wet spot
in his lap as he typed:

>I've had a 520ST since 1986. It periodically stop working ever few years
>and I have to re-seat the chips in order to get it working again. Is this a
>common occurrence for others? I've never heard of this problems with
>other computers built in the mid to late 80's.

I never had to re-seat any of the chips on my ST, but I had a
custom-built hard drive way back made from the guts of a Megafile that
I had to re-seat several times due to dust and oxydization. It's
still a common occurrence nonetheless.

>
>Thanks.
>

--

Almost there...

"Ignorance breeds confidence more often than does knowledge." -Darwin
The Emulation Newbie FAQ: http://www.emulationnet.com/emufaq.html

Remove the badgers before E-Mailing.

5302. Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-27 08:25:49 UTC
From: ian <ian@dotqr.com>
Message-ID: <983262439.8024.0.nnrp-12.9e98e6ee@news.demon.co.uk>
Source record: 5655

Im using an Falcon/Afterburner which has developed startup problems. Typically when you switch on the screen clears, flickers a while but fails to boot. Sometimes it boots OK. Anyone know what this might be?

Cheers, Ian.

5303. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-27 20:59:40 UTC
From: Ian <info@techsoftware.freeserve.co.uk>
Message-ID: <983307928.5935.0.nnrp-10.9e98e6ee@news.demon.co.uk>
Source record: 5656

Yes I have a Nemesis board installed. Actually Id like to 'uninstall' it as
I suspect that this is causing a lot of instability - and might not actually
add much to the performance?

Ian.

5304. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-27 21:38:07 UTC
From: rustynutt <rustynutt@hotmail.com>
Message-ID: <3A9C1E3F.3C8C7C83@hotmail.com>
Source record: 5657

There is also some sort of mod to do if your using a PC power
supply. With my AB mounted in a Falcon Rack, at least
one reset is normal. In a C-Lab case with the stock
power supply, boot-up is consistent.
It's been so long, I have no idea where to look for the
PC power supply trick. Wizztronics would know, if they
still answer emails. Tell them your using a Falcon Rack.
Or maybe Jo or Geir knows. What has Geir been doing anyway?

Mike

Jo Even Skarstein wrote:
>
> ian <ian@dotqr.com> wrote:
> > Im using an Falcon/Afterburner which has
> > developed startup problems. Typically when
> > you switch on the screen clears, flickers a
> > while but fails to boot. Sometimes it boots
> > OK. Anyone know what this might be?
>
> Do you happen to have a Nemesis, Speed Resolution Card or a similar
> bus-accelerator installed? Some of these (the Nemesis in particular) can
> actually switch between standard and accelerated mode a few times at power
> up, resulting in the same problems as you describe.
>
> It could also be a DMA-problem, check your clock-patch or your
> DSP-accelerator (if you have one).
>
> --
>
> /*
> ** Jo Even Skarstein http://joska.nvg.org/
> */

5305. Re: Is re-seating the ST chips a regular occurrence?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-28 00:46:22 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <qiio9t47blj5cach4fj34pvmh1fpct1gme@4ax.com>
Source record: 5658
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>"Richard" <richard.mcgorman.spamfree@home.com> wrote in message
>news:pHmm6.5741$2i7.63757@news1.sshe1.sk.home.com...
>> I've had a 520ST since 1986. It periodically stop working ever few years
>> and I have to re-seat the chips in order to get it working again. Is this
>a
>> common occurrence for others? I've never heard of this problems with
>> other computers built in the mid to late 80's.
>

The problem with the 520 and 1040 STs is that the motherboard is
mounted inside the same case as the keyboard.

The long, narrow PC board tends to flex as you pound on the keyboard,
eventually causing the chips to "creep" up out of the sockets.

The very early 520STs exhibited this quite a bit, so eventually Atari
put metal clips on the square socketed chips, but the ROM chips still
tended to creep because of the flexing.

Systems like the Mega and MegaSTe don't have this problem because the
keyboards are separate from the CPU unit.

This creeping chips problem lead to several "popular fixes",
predominant among which was the "Atari drop fix", where you'd lift the
ST about 12" above the work surface and let it drop. If that didn't
fix it, you'd hold it higher and higher, until either the chips made
better contact or you smashed the thing and it became moot.

My favorite fix, short of actually disassembling the computer to press
the chips down is to hold the computer in both hands, one hand at each
end of the case, then "twist" the case almost like wringing out a wet
sponge (gently though!).

Actually, after I installed a 4 Meg upgrade, I ended up just leaving
the screws out of the case, and ditching the metal RF shield so I
could just pop the top off and push everything back into its socket at
a moment's notice.

Interesting to note that people would put up with an annoyance like
that because they liked the computer so much..!

BobR

5306. Atari ST Midi Help Please?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-28 15:45:53 UTC
From: ldodman@home.com
Message-ID: <3a9d1d4a.1274443@news>
Source record: 5659

I have an Atari 520 ST, single sided floppy (I think) which I upgraded many years ago to 1Mb of RAM, I have a 40 Mb hard drive and DOS emulator. I haven't used the Atari in a long time.

My son is now very heavy into music, plays quitar. What is it I need (hardware and software) for the Atari to take andvantage of it's MIDI ports? Is it possible to attach the quitars and/or keyboard to the computer and enter quitar/keyboard music tracks etc, can the computer play the quitars? Is there a speaker/amplifire system available for this system? What kind of amplifier speaker system would it require?

I understand that Cubase and Notator are the sequencers of choice, is there any freeware, shareware that comes close to this? What is really needed software wise?

I am now using a PC, what is the best way to download to a disk so the Atari can read the disk, I can't remember anymore?

Is it possible to pick up any of the stuff I need in the Toronto, Ontario Canada region?

thanks in advance.............

Les Dodman
ldodman@home.com

5307. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-28 17:49:16 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <97jdms$7v8$1@snipp.uninett.no>
Source record: 5660

Ian <info@techsoftware.freeserve.co.uk> wrote:
> Yes I have a Nemesis board installed. Actually Id like to 'uninstall' it as
> I suspect that this is causing a lot of instability - and might not actually
> add much to the performance?

Try grounding both the control-lines and see if that helps.

I have removed the Nemesis in my Falcon, and it did indeed improve
stability a lot.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5308. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-28 20:52:41 UTC
From: Ian <info@techsoftware.freeserve.co.uk>
Message-ID: <983393504.202.0.nnrp-09.9e98e6ee@news.demon.co.uk>
Source record: 5661

Finally sorted. The SIMM on the AB board must have been slightly loose. Boots up fine now. One problem Ive always had is that I cant run the AB utility which lets you set up the cache etc. The machine just freezes up. The driver runs fine though, and luckily its setup OK.

5309. Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2001-02-28 22:09:19 UTC
From: "john.masterman" <john.masterman@ntlworld.com>
Message-ID: <3ten6.997$DS.133030@news6-win.server.ntlworld.com>
Source record: 5662
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have inherited a Falcon in a Tower case and a Falcon as it came... and its still boxed too but no system discs... and a batch of STEs and SM124 Monitors.

Will someone please tell me how do you get to use and IDE 3.5" HDs capacity on a Falcon? I have the 85m one which was originally in the Tower Case... its a Quantum and I think its' goosed. I'm going to try it on a connector for a PC I use for repairing laptop HDs and see. In the meantime, I thought it might be good idea to replace the drive in the Tower and install a drive in the boxed Falcon... both 4M as yet. I've brought ST drives up b4 ON STs, using that poor AHDI thing Atari did. I think I've got the latest version now but it doesn't go beyond a 60m HD and the smallest I have to hand is a 340M, the other is a 1.2G.
I really don't want to format a 340 as a 60, or for that matter a 1.2G. I get the feeling from articles I've seen that this is something that can be overcome... perhaps without resort to too much expense or departure from the Atari system.

I'd appreciate pointing to where you get the 14M boards for the Falcon too, if anyone knows.

JLM

5310. Re: Where would I get a "fiber-glass pe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-01 01:54:13 UTC
From: vdjole@EUnet.yu
Message-ID: <97ka43$10k$2@news.EUnet.yu>
Source record: 5663

On 27 Feb 2001 01:18:20 , Michael Schwingen wrote:

>>I must admit, I've never heard of a fiber-glass pen. Would a store like
>>Radio Shack carry
>>them?
>
>Not sure of the correct english term - it is used as a special kind of
>eraser on ink drawings, and consists of a bundle of thin glass fibres - they
>are available around here quite cheap in shops that have stuff for graphics
>people and/or technical drawings.
>
>Be careful not to get any glass parts or dust at your skin or eyes.

And a piece of erasing rubber might be used with similer results. That is,
the rubber used for erasing ink, ofen used in combination with soft
rubber for erasing pencil. The hard part with abrasive particles is most
often colourd blue.

5311. Re: Atari ST Midi Help Please?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-01 04:54:21 UTC
From: Juergen Oppermann <joogn@gmx.li>
Message-ID: <3A9DD5FD.E752A843@gmx.li>
Source record: 5664

Les Dodman wrote:
>
> I have an Atari 520 ST, single sided floppy (I think) which I upgraded
> many years ago to 1Mb of RAM, I have a 40 Mb hard drive and DOS
> emulator. I haven't used the Atari in a long time.
the HD-drive you will need running a sequencer on floppy is no fun.
the atari is fine for simple MIDI-sequencing as the ports are already
there and you dont have the delay-responses you often have on PCs
due to software-routings within the PC software.

> My son is now very heavy into music, plays quitar. What is it I need
> (hardware and software) for the Atari to take andvantage of it's MIDI
only software and MIDI-cables no more hardware - unless you intent
to synchronise old-stylish-tape-machines to MIDI-Clock.

> ports? Is it possible to attach the quitars and/or keyboard to the
> computer and enter quitar/keyboard music tracks etc, can the
> computer play the quitars? Is there a speaker/amplifire system
> available for this system? What kind of amplifier speaker system would
> it require?
there are special MIDI-guitars, you cannot interface a guitar to midi.
all other electronic keyboards, epianos, HD-trackers, effects have midi

understand that midi just memorises the played note not the audio-signal.
for recording you will need additional hardware, or to make it cheaper
a PC with hard-disk-recording facilities !

speakers what for ? home-playing ? stage playing ? have a look at the
huge musik-instrument-stores - here in germany they usuall have good
service as well to help you.

however on basic questions, like "my son wants to make musik" you might
get a sore glance - it's like going into a restaurant saying "i'm hungry".

and understand that proper musik-making is NOT a simple kids hobby.
it can become pretty expensive if you want to make it properly:

i spent about 50.000DM for a homestudio, even with a PC you will have
to spend about 10.000DM for a good start.

> I understand that Cubase and Notator are the sequencers of choice, is
> there any freeware, shareware that comes close to this? What is really
> needed software wise?
i only stick to cubase from steinberg. it uses a dongle that is plugged
into the rom-port. here in germany you might get cubase 3.10 for about
280,-DM - not that expensive if you intent to work seriously.

freeware ? no idea.

> I am now using a PC, what is the best way to download to a disk so the
> Atari can read the disk, I can't remember anymore?
on floppy disk just format a 720kB disk on the PC the ST will read it.
the other way round will be rejected by the PC - thanks DOS !

> Is it possible to pick up any of the stuff I need in the Toronto,
> Ontario Canada region?
this is supposed to be a major city - isnt it ? so it should.
look up the yellow-pages for a instruments shop you should find a few
just have a look there (;

--
* Jï¿½rgen Oppermann
* http://www.joogn.de
* Deep Thought Systems Present "The Answer to all Questions" of the Day:
* 41,9999999999 (Powered by InTeL Pentium)

5312. Is my TT 16 MHz or 32 MHz ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-01 14:53:15 UTC
From: Eddy Morfan <eddy.morfan@mail.dotcom.fr>
Message-ID: <3A9E625B.5272C8CC@mail.dotcom.fr>
Source record: 5665

Hi there,
I own a TT with a 32 MHz CPU (68030RC33B) and a 16MHz 68881
FPU(68881FN16B) , but I'm not sure if
the board is a 32MHz one.

You can read the following on the upside of the board :
CA400310 _____REV____ (nothing is written after REV).

On the other side you can read C300720-001 REV A

The 68030 CPU is directly plugged onto the board, there's no daughter
board between the CPU and the board.

Could someone help me ? (I wish I had the TT Field Service Manual).
Regards, Eddy.

PS I can send digital pictures of the mainboard through email if it can
help..

5313. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-01 15:37:47 UTC
From: bindon@madasafish.com
Message-ID: <t9sr6bpsvh7n2a@corp.supernews.com>
Source record: 5666

On 28 Feb 2001 17:49:16 , Jo Even Skarstein wrote:
>Ian <info@techsoftware.freeserve.co.uk> wrote:

Hi Jo

>> Yes I have a Nemesis board installed. Actually Id like to 'uninstall' it as
>> I suspect that this is causing a lot of instability - and might not actually
>> add much to the performance?
>
>Try grounding both the control-lines and see if that helps.
>
>I have removed the Nemesis in my Falcon, and it did indeed improve
>stability a lot.

Even if it's switched off?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

5314. Re: Is my TT 16 MHz or 32 MHz ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-01 16:17:59 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <983463571.7754.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 5667

Not 100% sure but I believe that the BUS on a TT runs at 16Mhz but the CPU runs at 32Mhz, it is therefor possible that the FPU runs at bus speed.

Mark.

Eddy Morfan <eddy.morfan@mail.dotcom.fr> wrote in message news:3A9E625B.5272C8CC@mail.dotcom.fr...
> Hi there,
> I own a TT with a 32 MHz CPU (68030RC33B) and a 16MHz 68881
> FPU(68881FN16B) , but I'm not sure if
> the board is a 32MHz one.
>
> You can read the following on the upside of the board :
> CA400310 _____REV____ (nothing is written after REV).
>
> On the other side you can read C300720-001 REV A
>
> The 68030 CPU is directly plugged onto the board, there's no daughter
> board between the CPU and the board.
>
> Could someone help me ? (I wish I had the TT Field Service Manual).
> Regards, Eddy.
>
> PS I can send digital pictures of the mainboard through email if it can
> help..

5315. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-01 19:04:04 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983556292-190500AEicMi@madasafish.com>
Source record: 5672

Hi Lyndon

>>I have removed the Nemesis in my Falcon, and it did indeed improve
>>stability a lot.

>Even if it's switched off?

Even a PC is stable when its switched off!!

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5316. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-01 20:04:06 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <97m9vmpeu1@snipp.uninett.no>
Source record: 5668

Lyndon Amsdon <bindon@madasafish.com> wrote:

>>Try grounding both the control-lines and see if that helps.
>>
>>I have removed the Nemesis in my Falcon, and it did indeed improve
>>stability a lot.

> Even if it's switched off?

Yes. I've also tried replacing the entire Nemesis with a single 40MHz TTL oscillator, this was more stable than the Nemesis at 32MHz... It's possible that mine was defect (e.g. I had to replace the Nemesis' 500KHz ACIA rx/tx clock with a self made (32MHz TTL and a 4024) to get a stable keyboard), you might have better luck with your Nemesis.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5317. Re: ST to PC Null modem (further help please)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-01 22:07:11 UTC
From: "john.masterman" <john.masterman@ntlworld.com>
Message-ID: <zxzn6.1285$e83.174866@news6-win.server.ntlworld.com>
Source record: 5669

Just a suggestion, I've used this on a Falcon to PC many times, but
Ghostlink does give control of the PC drive from the Desktop on the Atari.
I've got it for up for dload, since the guy who wrote it did not reply to my
messages.

Go to http://www.concealedcollege.freeserve.co.uk/ and dload it.

I'm trying to get a Falcon to work with HDs > 80M. Need a newer version of
AHDI. If you know of anyone etc. etc.

Regards

John

Mark <mark@recycledsteel.co.uk> wrote in message
news:981557748.3181.0.nnrp-13.9e98a620@news.demon.co.uk...
>
> > I am using clean dos (F8 from boot up) but still no luck, I'm not
> familiar
> > with hyper terminal and I can only seem to make it use my PC's internal
> > modem.
>
> If you are using Win98 then double click the HyperTerminal icon, enter a
> name (STConnect) then click OK, change 'Connect Using' to 'Direct to COM2'
> and then click OK. You should then have a standard set-up of the port
which
> needs to be identical to the STs setting.
>
> > PARCP sounded like a good alternative but all the links on the web to
that
> > particular software seem to be broken (or they are when I try to
download
> > it)
>
> Make or buy the cable and plug it in and off you go, really simple and
> quick.
>
> > Does PARARALINK OR PARCP allow the PC drives to been used from the ATARI
> > desktop in the same way that Ghostlink does?
>
> Not Parcp, don't know about the other.
>
> > I am using the Atari's Modem port to connect to com 2 with a standard
null
> > modem cable is this the correct setup, also how do I tell the Atari
which

> > Port I'm using my control panel doesn't let me assign a different port.
>
> The Atari does not need to know what port you are using on the PC, this
> sounds fine.
>
> The port is not that stable and it would be a good idea to investigate
> HSmodem to replace some of the bugs in TOS, unfortunately HSmodem is not
for
> the faint hearted.
>
> Mark.
>
>
>
>

5318. Atari 1040ST on standard RGB?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-01 23:12:14 UTC
From: Piozet <piozet@ihot.com>
Message-ID: <3a9ed6ea@news.ihot.com>
Source record: 5670

Hi,

I have an old NEC RGB monitor with TTL/Analog RGB inputs. Is it possible to build a cable that will run an Atari 1040ST on standard RGB, or will there be things preventing it, such as the "clock select"?

Thanks in advance!

-Steven

5319. Re: Atari 1040ST on standard RGB?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-02 11:26:07 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <jrLn6.56957$o85.317639@news-server.bigpond.net.au>
Source record: 5671

you can do it, very easily...
you can even use a scart tv as an RGB monitor for the st and amiga..

"Piozet" <piozet@ihot.com> wrote in message news:3a9ed6ea@news.ihot.com...
> Hi,
>
> I have an old NEC RGB monitor with TTL/Analog RGB inputs. Is it possible
to
> build a cable that will run an Atari 1040ST on standard RGB, or will there
> be things preventing it, such as the "clock select"?
>
> Thanks in advance!
>
> -Steven
>
>
>

5320. Re: [Q]: What is the maximum serial speed o

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-03 00:12:47 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.10103030111190.736-100000@mail.online.no>
Source record: 5673

On Tue, 27 Feb 2001, Lyndon Amsdon wrote:

> On 26 Feb 2001 21:06:02 , Konstantinos Xonis wrote:
> Hi,
>
> >excuse this stupid question,
>
> It isn't.
>
> >but what is the maximum reliable speed the
> >SCC85C30 can run over port A (LAN-Port on TT030) ??
>
> chip is fitted to an Atari. Magic is the best and whatever OS you
> use, you /must/ use HSModem v7 to patch the serial port for faster
> rates. My guess is maybe 230K?

Not with MiNT, as there are decent scc.xdd drivers. Those replace
HSModem, and work much better. HSModem should not be used with MiNT,
acutally.

Regards,

Odd Skancke - ozk@atari.org - http://assemsoft.atari.org

5321. Re: Emulator Atari formated Iomega Jaz to w

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-03 20:27:23 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <97rjht$v97$2@news5.svr.pol.co.uk>
Source record: 5674

Try GEMULATOR 2000. I think that that will talk to real SCSI devices.
You will need to load the driver onto your PC though...

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:t9ljr4f8pnuub0@corp.supernews.com...
> On 25 Feb 2001 15:12:29 , "Mathieu" wrote:
> >Hi,
> >
> >I changed my music system from C-Lab Atari Falcon MK X to PC! So far so
> >good, but can I use anyway my old atari formated Iomega jaz 1GB discs to
> >make them read in the PC system (win 2000). The audio format is not the
> >problem, but the "system format". Are there any emulator programms?
Please
> >help!
>
> I'm not entirly sure how to do this. You could try an emulator but
> the disk handling is left to MS DOS or Windows I think. You can
> partition a disk to TOS/DOS compatibility using HDDriver, but then the
> files on it will be destroyed. If you have a large internal disk in
> the falcon, you could copy the files off the Jaz disks, then use
> another Jaz disk that has been partitioned to TOS/DOS format and copy
> off the internal drive onto this disk. It will then be read on the
> PC, but it seems quite a boring process.
>
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

5322. Re: Where would I get a "fiber-glass pe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-03 23:02:48 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3aa17818$0$8833@news.zetnet.co.uk>
Source record: 5675

On 27 Feb 2001 01:18:20 , Michael Schwingen wrote:
>In article <B3Cm6.5753$2i7.65425@news1.sshe1.sk.home.com>,
>Richard <richard.mcgorman.spamfree@home.com> wrote:
>>Michael. Thanks for the reply. :-)
>>
>>I must admit, I've never heard of a fiber-glass pen. Would a store like
>>Radio Shack carry
>>them?

I have one: got from a store years ago that supplies stuff for soldering.
Don't ask for names :)

>Not sure of the correct english term - it is used as a special kind of
>eraser on ink drawings, and consists of a bundle of thin glass fibres -
>they are available around here quite cheap in shops that have stuff for
>graphics people and/or technical drawings.
>Be careful not to get any glass parts or dust at your skin or eyes.

Yes, very important: nay, vital.

Charles.

5323. DOIT-Archive Hardware FAQs

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-04 07:01:36 UTC
From: rsmac@t-online.de
Message-ID: <1epqhh4.xjvkratvi9mwN%rsmac@t-online.de>
Source record: 5676
Cross-posted to: de.comp.sys.atari,comp.sys.atari.st.tech

DOIT-Archive

DOITF030_ HTML V 7.0.5 Hardware Tip & Tricks Atari Falcon F030

Sie werden in DOITF030 alle Kabel- und Schnittstellenbelegungen neben den Custom Chips und ihrer Beschreibung finden. Auch viele Bau- und Umbauanleitungen zum Atari Falcon F030. Insidertips und komplette Reparaturanleitungen runden das Angebot ganz sicher ab. Highlight dieses Archives sind umfangreiche Reparaturanleitungen fï¿½r fast alle Subsysteme inkl. einer genauen Bauteilebeschreibung. Neben Tips zum Massenspeicheranschluss, der Ramerweiterungen und dem Einbau diverser Beschleuniger, finden Sie hier auch sehr ausfï¿½hrliche Umbauanleitungen der letzten originalen Atari Maschine in andere Gehï¿½use. Video-, SCSI- und IDE-Adapter in genauer Beschreibung sind ebenfalls vorhanden.

DOIT_ST_ HTML V 3.5.1 Hardware Tips & Trick Atari ST Serie

DOIT_ST enthï¿½lt Tips & Tricks rund um die Hardware der ST-, TT- Mega-Serie, des STacy, STBook und der Atari Clones Milan und Hades. Portofolio Anwender finden Tips zu diesen Computer wenn sie etwas einsenden. DOIT_ST entï¿½lt Pinbelegungen der meisten Customchips, komplette Beschreibungen einzelner Systemteile, Reparaturanleitungen und Bauanleitungen fï¿½r Zusatzhardware. Ethernet-Aschluï¿½. Das Archiv ist keine Abwandlung einer technischen Dokumentation von Atari.

DOITMAC_ HTML V 2.2. Tips & Tricks zum PowerMac

Sie werden in DOIT_MAC viele Kabel- und Schnittstellenbelegungen neben ihrer genauen Beschreibung finden. Ebenso viele Tips & Tricks sowie kleinere Umbauanleitungen zum Apple PowerMac oder PowerBook. Speichererweiterung, wo muï¿½ was rein, Batterien, Netzwerk, USB, Adapter komplette Beschreibungen der Monitoradapters, Systemsoftware uvm. Lï¿½ftertausch und allgemeine Daten und Insidertips runden das Angebot ganz sicher ab. Im Archiv geht es auch ï¿½ber Netzwerke, DSL Internet, Airport. DOIT-Mac ist fï¿½r Ein- und Umsteiger, aber auch fï¿½r Fortgeschrittene.

PROFIJAG_ HTML V 2.8 Tips & Tricks zur Atari Jaguar 64 Bit Hardware

PROFIJAG enthï¿½lt alle Kabel- und Schnittstellenbelegungen sowie auch Teilweise die Originalschaltung neben den Custom Chips und ihrer Beschreibung finden. Bau- und Umbauanleitungen zum Atari 64-Bit JAGUAR. Insidertips, komplette Reparaturanleitungen fï¿½r alle Systemteile der Konsole, farbig bebilderte Beschreibungen aller mï¿½glichen Videoanschluï¿½kabel zï¿½hlen zu den Highlights dieses Archivs. PROJAG enhï¿½lt eine kleine ï¿½bersicht ï¿½ber einige CD- und Modulspiele.

DOITLYNX_ HTML V 1.7 Die Reparaturanleitung zum Atari LYNX Handheld

DOITLYNX enthï¿½lt neben den Pinbelegungen aller Schnittstellen
auch die Pinbelegungen aller Custom Chips, des Modulports und
des LCD-Displays. Von allen Baugruppen sollte sich so eine
Beschreibung finden lassen. Komplette Reparaturanleitungen fï¿½r
das Video-, Sound- und Stromversorgungsteil der Konsole waren
bei Herstellung die Kï¿½r.

DOITSPEED_ HTML V 1.5 Atari, Mac ISDN und der Hagenuk SpeedDragon

AT-Kommandos, kurze Beschreibungen der wichtigsten Dinge.
Inbetriebnahme und wie man es vermeidet lange Sinnlos zu suchen.
DOITSPEED ist eine Kurzanleitung zum Speed Dragon, enthï¿½lt Tips
zum Betrieb und Anschluï¿½ fï¿½r Atari- und Macintosh Computer.

DOITDRIVE_ HTML V 2.0 Allgemeines zum Festplattenanschuï¿½

Allgemeines zum einfacheren Handling von IDE und SCSI Festplatten.
Anschluï¿½ und Betrieb von DVD, CD-ROM, CD-RW Gerï¿½ten.
Plattformunabhï¿½nging geschrieben. Enthï¿½lt Jumperbeschreibungen,
einfache Richtlinien, alles zur Terminierung, auch 68 pol. und diverse
Tips aus Benutzersicht. Pinbelegungen diverser Bussysteme.

http://www.doitarchive.de/info.htm

Kontakt:

doitarchive@doitarchive.de

Download:

http://www.doitarchive.de
http://home.t-online.de/home/rsmac/
http://home.arcor-online.de/doitarchive/
http://homepage.mac.com/rschaffner/
info.wapjag.com/doitarchive/

--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5324. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-05 00:44:36 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <UjBo6.62319$o85.351792@news-server.bigpond.net.au>
Source record: 5677

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983556292-190500AEicMi@madasafish.com...
> Hi Lyndon
>
> >>I have removed the Nemesis in my Falcon, and it did indeed improve
> >>stability a lot.
>
> >Even if it's switched off?
>
> Even a PC is stable when its switched off!!

Windows runs reliably in this state too.

Mark

5325. Re: Where would I get a "fiber-glass pe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-05 02:01:26 UTC
From: Richard <richard.mcgorman.spamfree@home.com>
Message-ID: <WrCo6.1516$L7.9555@news1.sshe1.sk.home.com>
Source record: 5678

Thanks for the feedback everyone. :-)

5326. Too think I've opened up the case, needlessly...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-05 02:10:54 UTC
From: Richard <richard.mcgorman.spamfree@home.com>
Message-ID: <OACo6.1517$L7.9571@news1.sshe1.sk.home.com>
Source record: 5679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

LOL. The "Atari Drop Fix". I never thought of doing that. Next time for sure. I've opened the case and re-seated the chips on at least five occassions. Maybe if I'd been a little rougher with it, I never would have had a problem. The floppy-head issue that someone mentioned isn't a problem for me since my system has an external floppy-drive. Certainly a concern if you have an internal one.

Thanks for all the responses. Comforting to know that I wasn't the only one re-seating chips. :-)

Richard

5327. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-05 22:07:08 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <983901772-310042AEicMi@madasafish.com>
Source record: 5682

Hi Mark

>> >>I have removed the Nemesis in my Falcon, and it did indeed improve
>> >>stability a lot.
>>
>> >Even if it's switched off?
>>
>> Even a PC is stable when its switched off!!

>Windows runs reliably in this state too.

Thats a potential flame war i'm staying out of. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5328. Re: Is my TT 16 MHz or 32 MHz ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-06 10:39:00 UTC
From: Eddy Morfan <eddy.morfan@mail.dotcom.fr>
Message-ID: <3AA4BE44.24B0BA8E@mail.dotcom.fr>
Source record: 5680

Mark wrote:
>
> Not 100% sure but I believe that the BUS on a TT runs at 16Mhz but the CPU
> runs at 32Mhz, it is therefor possible that the FPU runs at bus speed.
>
Hi,
I think my question wasn't clear, I know that in first TT series
(prototypes and developper versions), the CPU were clocked at 16 MHz,
and they was upgraded to 32 MHz in later releases.
There were also a 16MHZ version with a 32 MHz daughter board (first
commercial releases).

I wanted to know if my TT was one of the very first releases (16MHz) or
a final release (32MHz without daugther board).

5329. Re: Is my TT 16 MHz or 32 MHz ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-06 18:11:36 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <98398ohtj1@snipp.uninett.no>
Source record: 5681

```
Eddy Morfan <eddy.morfan@mail.dotcom.fr> wrote:

> I wanted to know if my TT was one of the very first releases (16MHz) or
> a final release (32MHz without daugther board).

This should be easy enough to find out - just run GEM-bench.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

5330. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-06 22:10:21 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <hfdp6.67225$o85.378059@news-server.bigpond.net.au>
Source record: 5683

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:983901772-310042AEicMi@madasafish.com...
> Hi Mark
>
> >> >>I have removed the Nemesis in my Falcon, and it did indeed improve
> >> >>stability a lot.
> >>
> >> >Even if it's switched off?
> >>
> >> Even a PC is stable when its switched off!!
>
> >Windows runs reliably in this state too.
>
> Thats a potential flame war i'm staying out of. :-)

What, steve? Not playing with matches;-)

Mark

ATARI RULZ

5331. Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-06 22:22:55 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <3rdp6.67233$o85.378131@news-server.bigpond.net.au>
Source record: 5684

I have a dead MegaSTE keyboard, I think the micro is shot. I have a replacement from an STFM, are they compatible?

Thanks
Mark

5332. NYC Repair shops?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-07 02:46:14 UTC
From: shacoustic@aol.com
Message-ID: <20010306214614.04465.00000244@ng-fi1.aol.com>
Source record: 5685

Does anyone know of a shop in the greater NYC area that can troubleshoot a third party Atari ST formatted hard drive and ICD host adapter?

Thanks,
Steve

5333. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-07 09:48:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <983970948-690385AEicMi@cwcom.net>
Source record: 5686

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Tue, 06 Mar 2001 22:22:55 GMT

>I have a dead MegaSTE keyboard, I think the micro is shot. I have a
>replacement from an STFM, are they compatible?

The keyboards or the micro?

The answer is "yes" in both cases though, AFAIK.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5334. ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-07 13:12:19 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <514.466T950T8524087optimus@canit.se>
Source record: 5687

After dealing with a lot of miswired instructions, I managed to copy a friend's ST->VGA design, a simple five wire layout - GND-GND, MONO DETECT-GND, MONO-RGB, HSYNC-HSYNC, VSYNC-VSYNC. It works, but I'm experiencing a lot of ghosting. I'm using short wires (<1 dm), but they aren't all that thick. Could it be a matter of shielding, or do I need thicker wires?

--
En ligne avec Thor 2.6.

Sagt, ist noch ein Land, au&#65533;er Deutschland, wo man die Nase eher r&#65533;mpfen lernt
als putzen?
--- Georg Christoph Lichtenberg

5335. Re: Where would I get a "fiber-glass pen"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-07 19:25:17 UTC
From: Mark Davies <Pov@nospam.btinternet.com>
Message-ID: <9861p7$do0$1@neptunium.btinternet.com>
Source record: 5688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In the UK, RS components sell them.

Check out the international web page at

http://www.rs-components.com/

Mark

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:97eroc$64h$1@draco.stochastik.rwth-aachen.de...
> In article <B3Cm6.5753$2i7.65425@news1.sshe1.sk.home.com>,
> Richard <richard.mcgorman.spamfree@home.com> wrote:
> >Michael. Thanks for the reply. :-)
> >
> >I must admit, I've never heard of a fiber-glass pen. Would a store like
> >Radio Shack carry
> >them?
>
> Not sure of the correct english term - it is used as a special kind of
> eraser on ink drawings, and consists of a bundle of thin glass fibres -
they
> are available around here quite cheap in shops that have stuff for
graphics
> people and/or technical drawings.
>
> Be careful not to get any glass parts or dust at your skin or eyes.
>
> cu
> Michael
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

5336. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-07 19:37:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984075246-829670AEicMi@madasafish.com>
Source record: 5601

Hi Mark

>I have a dead MegaSTE keyboard,

Eek!, a rare item nowadys.

>I think the micro is shot.

What makes you think that?. Have you checked the cabling and the joints
on the socket. Are you shure the MegaSTE is OK?.

Where'd you live?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5337. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-07 19:41:54 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984075250-830522AEicMi@madasafish.com>
Source record: 5700

Hi Mark

>> >> >Even if it's switched off?
>> >>
>> >> Even a PC is stable when its switched off!!
>>
>> >Windows runs reliably in this state too.
>>
>> Thats a potential flame war i'm staying out of. :-)

>What, steve? Not playing with matches;-)

:-)
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5338. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-07 22:14:41 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <lpyp6.1833$0N3.13110@news-server.bigpond.net.au>
Source record: 5689

Thanks Derryck, I will pull the old Microprocessor today and fire it up.

Mark

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:983970948-690385AEicMi@cwcom.net...
> From: "Mark Bedingfield" <mark@baypc.com.au>
> Date: Tue, 06 Mar 2001 22:22:55 GMT
>
> >I have a dead MegaSTE keyboard, I think the micro is shot. I have a
> >replacement from an STFM, are they compatible?
>
> The keyboards or the micro?
>
> The answer is "yes" in both cases though, AFAIK.

5339. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-07 23:04:00 UTC
From: bindon@madasafish.com
Message-ID: <tadfj0f7q8dk4d@corp.supernews.com>
Source record: 5690

On 7 Mar 01 14:12:19 +01, "Iggy Drougge" wrote:
>After dealing with a lot of miswired instructions, I managed to copy a
>friend's ST->VGA design, a simple five wire layout - GND-GND, MONO DETECT-GND,
>MONO-RGB, HSYNC-HSYNC, VSYNC-VSYNC. It works, but I'm experiencing a lot of
>ghosting. I'm using short wires (<1 dm), but they aren't all that thick. Could
>it be a matter of shielding, or do I need thicker wires?

Wires must be shieled. Thickness shouldn't matter as long as they're
resonable cross section area.

I wasn't too impressed with the image I got from a VGA monitor I just
got. The screen wasn't centered, and there was an anoying coloured
pattern, like the kind you get on TV sometimes on some peoples
shirts/ties. Do you know what I mean?

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5340. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-07 23:37:08 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3AA6C624.1438442D@avtomatika.com>
Source record: 5691

Lyndon Amsdon wrote:

> On 7 Mar 01 14:12:19 +01, "Iggy Drougge" wrote:
> >After dealing with a lot of miswired instructions, I managed to copy a
> >friend's ST->VGA design, a simple five wire layout - GND-GND, MONO DETECT-GND,
> >MONO-RGB, HSYNC-HSYNC, VSYNC-VSYNC. It works, but I'm experiencing a lot of
> >ghosting. I'm using short wires (<1 dm), but they aren't all that thick. Could
> >it be a matter of shielding, or do I need thicker wires?
>
> Wires must be shieled. Thickness shouldn't matter as long as they're
> resonable cross section area.

Not only that, but you should use coax cable with impedance 75 ohms at least for
MONO out line. Otherwise, there could be noticeable reflections in the cable...

> I wasn't too impressed with the image I got from a VGA monitor I just
> got. The screen wasn't centered, and there was an anoying coloured
> pattern, like the kind you get on TV sometimes on some peoples
> shirts/ties.

ST uses pattern of dots to achieve gray background colour in mono mode...
This pattern can interfere with monitor's dot grid in various ways, especially when
cabling is not right...
Ideally, transistor buffer responsible for monout should be tripled (along with
those 2-3 resistors nearby) so that each one drives it's own colour component.

Simplified solution without rearrangements inside monitor or ST should use 75 ohm
coax only for monout.
At monitor's end, monout signal from coax should go through 390hm resistor to
mutually connected RGB
inputs...

Regards,

Branko

> Do you know what I mean?
>
> Lyndon Amsdon
> --
> +---------------------------+
> | bindon@madasafish.com |
> +---------------------------+

5341. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 00:56:26 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1458.467T1300T1165141optimus@canit.se>
Source record: 5694

Lyndon Amsdon skrev:

>On 7 Mar 01 14:12:19 +01, "Iggy Drougge" wrote:
>>After dealing with a lot of miswired instructions, I managed to copy a
>>friend's ST->VGA design, a simple five wire layout - GND-GND, MONO
>>DETECT-GND, MONO-RGB, HSYNC-HSYNC, VSYNC-VSYNC. It works, but I'm
>>experiencing a lot of ghosting. I'm using short wires (<1 dm), but they
>>aren't all that thick. Could it be a matter of shielding, or do I need
>>thicker wires?

>Wires must be shieled. Thickness shouldn't matter as long as they're
>resonable cross section area.

Shielded, you say. What a mess. Should I take the shielding ground for the
colour signals from the matching ground pins?

>I wasn't too impressed with the image I got from a VGA monitor I just
>got. The screen wasn't centered, and there was an anoying coloured
>pattern, like the kind you get on TV sometimes on some peoples
>shirts/ties. Do you know what I mean?

A moir&#65533; effect, IOW, yes. =)
Should be either due to a bad adapter or due to uncalibrated cannons. I had
much the same effect on a Sony I got cheaply.

--
En ligne avec Thor 2.6.

I installed 7.6.1 on my Color Classic too. It has 6mb ram now, and no FPU
yet. Things really slowed down when I installed the Appearance extention and
control panel. But now the GUI is OS8ish! ;) That little creep is so cute,
I'll probably leave instructions to have it made my urn. It'll hold my ashes,
and still continue to function as a computer ;)
iVan

5342. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 01:01:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2022.467T750T1214799optimus@canit.se>
Source record: 5693

Branko Badrljica skrev:

>Lyndon Amsdon wrote:

>> On 7 Mar 01 14:12:19 +01, "Iggy Drougge" wrote:
>> >After dealing with a lot of miswired instructions, I managed to copy a
>> >friend's ST->VGA design, a simple five wire layout - GND-GND, MONO
>> >DETECT-GND, MONO-RGB, HSYNC-HSYNC, VSYNC-VSYNC. It works, but I'm
>> >experiencing a lot of ghosting. I'm using short wires (<1 dm), but they
>> >aren't all that thick. Could it be a matter of shielding, or do I need
>> >thicker wires?
>>
>> Wires must be shieled. Thickness shouldn't matter as long as they're
>> resonable cross section area.

>Not only that, but you should use coax cable with impedance 75 ohms at least
>for MONO out line. Otherwise, there could be noticeable reflections in the
>cable...

Thanks for the tip, I'll use that bit I snipped off a discarded VGA cable,
then. If only those coax cables weren't such a pain to solder.

>> I wasn't too impressed with the image I got from a VGA monitor I just
>> got. The screen wasn't centered, and there was an anoying coloured
>> pattern, like the kind you get on TV sometimes on some peoples
>> shirts/ties.

>ST uses pattern of dots to achieve gray background colour in mono mode...
>This pattern can interfere with monitor's dot grid in various ways,
>especially when cabling is not right... Ideally, transistor buffer
>responsible for monout should be tripled (along with those 2-3 resistors
>nearby) so that each one drives it's own colour component.

Resistors? I saw no resistors in the plans I had.

>Simplified solution without rearrangements inside monitor or ST should use 75
>ohm coax only for monout. At monitor's end, monout signal from coax should go
>through 39Ohm resistor to mutually connected RGB inputs...

Why the resistor?

--
En ligne avec Thor 2.6.

About 15 years ago(in 1984), I played many time HYDLIDE like monkey's self-
acting! HaHaHa!! Here in Nippon(Japan), many many MSX Freak played HYDLIDE
1/2/3 on MSX1/2. Perhaps, also you like HYDLIDE series!!!
K. Ikeda, MSX-Print

5343. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 01:41:34 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <irBp6.1996$0N3.14527@news-server.bigpond.net.au>
Source record: 5692

bugger, the old micro is fine:-(, can a stuffed keyboard matrix stop the mouse from working? I don't suppose that there are circuit diagrams for the Megaste/TT keyboards around?

Mark

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message news:983970948-690385AEicMi@cwcom.net...
> From: "Mark Bedingfield" <mark@baypc.com.au>
> Date: Tue, 06 Mar 2001 22:22:55 GMT
>
> >I have a dead MegaSTE keyboard, I think the micro is shot. I have a
> >replacement from an STFM, are they compatible?
>
> The keyboards or the micro?
>
> The answer is "yes" in both cases though, AFAIK.
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

5344. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 10:07:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984120364-29649AEicMi@cwcom.net>
Source record: 5606

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Thu, 08 Mar 2001 01:41:34 GMT

>bugger, the old micro is fine:-(, can a stuffed keyboard matrix stop the
>mouse from working? I don't suppose that there are circuit diagrams for the
>Megaste/TT keyboards around?

You didn't say that it was only the mouse that had failed. The usual cause
for that is loosened solder joints where the mouse connector joins the PCB.
Remake them.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5345. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 13:56:30 UTC
From: bindon@madasafish.com
Message-ID: <taf3sein74fo5a@corp.supernews.com>
Source record: 5695

On 8 Mar 2001 00:37:08 +, Branko Badrljica wrote:

Hi Branko

>Simplified solution without rearrangements inside monitor or ST should use 75 ohm
>coax only for monout.
>At monitor's end, monout signal from coax should go through 39Ohm resistor to
>mutually connected RGB
>inputs...

Thanks, I'll try this. The adaptor was made by a company, but I
remeber there was no sign of resisotrs in it, and I've heard other
people also saying these are required. The aaptor was used on a
Tatung mono monitor so I suppose it didn't need the resistors.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5346. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 13:56:32 UTC
From: bindon@madasafish.com
Message-ID: <taf3sga582q65c@corp.supernews.com>
Source record: 5696

On 8 Mar 2001 01:41:34 G, "Mark Bedingfield" wrote:
>bugger, the old micro is fine:-(, can a stuffed keyboard matrix stop the
>mouse from working? I don't suppose that there are circuit diagrams for the
>Megaste/TT keyboards around?

Have yoy tried replacing the TTLs? And yes, a stuffed keyboard can
muck up the mouse, as it easily mucked up my joystick port once.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5347. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 14:13:34 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <4pMp6.2564$Q8.110411@news.siol.net>
Source record: 5697

"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote in message
news:1epye17.o59g3o7ygqgwN%northstar2010@yahoo.no...
> Branko Badrljica <brankob@avtomatika.com> wrote:
>
> > > I wasn't too impressed with the image I got from a VGA monitor I just
> > > got. The screen wasn't centered, and there was an anoying coloured
> > > pattern, like the kind you get on TV sometimes on some peoples
> > > shirts/ties.
> >
> > ST uses pattern of dots to achieve gray background colour in mono
mode...
> > This pattern can interfere with monitor's dot grid in various ways,
> > especially when cabling is not right... Ideally, transistor buffer
> > responsible for monout should be tripled (along with
> > those 2-3 resistors nearby) so that each one drives it's own colour
component.
>
> Do you have any circuit diagrams for this, or can explain in more
> detail? I'm interested in adding a VGA outout for my MegaST 4, but I
> also want to do it properly with the highest possible quality.
>
Sorry, I'm in kinda financial hurry these days.
But I will try it first (finetuning) it on one of machines that I have got
for service and then report the results.
Thing is, ST IIRC doesnt have precisely 75 Ohm impedance outputs and signal
level is also quite high, so picture
can get too bright (input amps saturation), but those resistors should also
heal that.

Regards,

Branko
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5348. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 15:51:20 UTC
From: bindon@madasafish.com
Message-ID: <tafajor3d6u07f@corp.supernews.com>
Source record: 5698

On 8 Mar 2001 12:43:34 G, Hallvard Tangeraas wrote:
>Branko Badrljica <brankob@avtomatika.com> wrote:
>
>> > I wasn't too impressed with the image I got from a VGA monitor I just
>> > got. The screen wasn't centered, and there was an anoying coloured
>> > pattern, like the kind you get on TV sometimes on some peoples
>> > shirts/ties.
>>
>> ST uses pattern of dots to achieve gray background colour in mono mode...
>> This pattern can interfere with monitor's dot grid in various ways,
>> especially when cabling is not right... Ideally, transistor buffer
>> responsible for monout should be tripled (along with
>> those 2-3 resistors nearby) so that each one drives it's own colour component.
>
>Do you have any circuit diagrams for this, or can explain in more
>detail? I'm interested in adding a VGA outout for my MegaST 4, but I
>also want to do it properly with the highest possible quality.

Branko dd have some useful posts a few months back about connecting a
VGa up to an ST, to get better quality. I kept them safe, so if
anyone wants a copy of the post, feel free to email me. It's better
than him having to retype it all out (was quite a long post)

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

5349. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 17:36:19 UTC
From: vdjole@EUnet.yu
Message-ID: <988fuhfse1@news.EUnet.yu>
Source record: 5699

On 7 Mar 01 14:12:19 +01, "Iggy Drougge" wrote:
>After dealing with a lot of miswired instructions, I managed to copy a
>friend's ST->VGA design, a simple five wire layout - GND-GND, MONO DETECT-GND,
>MONO-RGB, HSYNC-HSYNC, VSYNC-VSYNC. It works, but I'm experiencing a lot of
>ghosting. I'm using short wires (<1 dm), but they aren't all that thick. Could
>it be a matter of shielding, or do I need thicker wires?

Possibly. AFAIK video cable is always shielded. And if you put those
three resistors on the MONO->RGB lines the impedances may match better.
Also, I have had a similar problem (with SM124 monitor) once when bad
contacts developed in the monitor connector due to oxydation. This can be
detected because the picture quality changes if you move the connector just
a little in its socket.

It should not be difficult to experiment a little.

cu.

5350. tos 4.0 on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 20:01:49 UTC
From: BadSector <webmaster@badsector.org.uk>
Message-ID: <tafpcqa00ur3b9@xo.supernews.co.uk>
Source record: 5602

hi,

since TOS 4 is designed for the '030 falcon which is also the same cpu as
the TT, is it possible to u/grade a TT to tos 4.0?

Marc

5351. Re: tos 4.0 on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 22:06:16 UTC
From: bindon@madasafish.com
Message-ID: <tag0iofn2sqmc9@corp.supernews.com>
Source record: 5603

```
On 8 Mar 2001 20:01:49 -, "BadSector" wrote:
>hi,
>
>since TOS 4 is designed for the '030 falcon which is also the same cpu as
>the TT, is it possible to u/grade a TT to tos 4.0?

Just get a new OS altogether. Mint, Geneva or Magic, a lot simpler
than hacking TOS code.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+
```

5352. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 22:17:00 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <wxTp6.3781$0N3.27307@news-server.bigpond.net.au>
Source record: 5604

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:984075246-829670AEicMi@madasafish.com...
> Hi Mark
>
> >I have a dead MegaSTE keyboard,
>
> Eek!, a rare item nowadys.
>
> >I think the micro is shot.
>
> What makes you think that?. Have you checked the cabling and the joints
> on the socket. Are you shure the MegaSTE is OK?.
>
> Where'd you live?.

My other MegaSTe's keyboard is fine, I replaced the TTLs and the Micro and still no joy. The keyboard is definately getting its 5 volts etc. Kiwi, living in Aussie.

Mark

5353. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-08 23:24:08 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <swUp6.3843$0N3.27392@news-server.bigpond.net.au>
Source record: 5605

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:taf3sga582q65c@corp.supernews.com...
> On 8 Mar 2001 01:41:34 G, "Mark Bedingfield" wrote:
> >bugger, the old micro is fine:-(, can a stuffed keyboard matrix stop the
> >mouse from working? I don't suppose that there are circuit diagrams for
the
> >Megaste/TT keyboards around?
>
> Have yoy tried replacing the TTLs? And yes, a stuffed keyboard can
> muck up the mouse, as it easily mucked up my joystick port once.

Hi lyndon, I have just been playing swapsies with my other MegaSTE, the Mouse is independent of the KB matrix it seems. But I found that the Matrix is fine except for the ctrl key, which should be easy fixed. I wonder if I got 2 crook micros? Seems the PCB is the prob, maybe a diode, multimeter here we come.

Mark

5354. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-09 09:16:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984212088-109966AEicMi@cwcom.net>
Source record: 5615

From: "Mark Bedingfield" <mark@baypc.com.au>
Date: Thu, 08 Mar 2001 23:24:08 GMT

>> Have yoy tried replacing the TTLs? And yes, a stuffed keyboard can
>> muck up the mouse, as it easily mucked up my joystick port once.
>
>Hi lyndon, I have just been playing swapsies with my other MegaSTE, the
>Mouse is independent of the KB matrix it seems. But I found that the Matrix
>is fine except for the ctrl key, which should be easy fixed. I wonder if I

You could also see if the joystick port works (with a joystick, natch). If
that's OK then it's most likely duff solder joints on the mouse connector on
the PCB as I said earlier.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5355. Re: tos 4.0 on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-09 15:54:12 UTC
From: "Laurent Favard (NT)" <laurent.favard@libertysurf.fr>
Message-ID: <3AA8FC8E.53CB8CAC@libertysurf.fr>
Source record: 5607

BadSector wrote:
> since TOS 4 is designed for the '030 falcon which is also the same cpu as
> the TT, is it possible to u/grade a TT to tos 4.0?

In my opnion, not exactly, because TOS 4.x will try to set somes
registers
that aren't available on TT. for example, TOS 4.0 could initialize DSP
which
doesn't exist on TT, in the same idea, there are Videl and specific
hardware
not present on Falcon.

You certainly need to patch this one to get a running TOS...Not an easy
work ;-)

Laurent

5356. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-09 16:44:58 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <LO7q6.3271$V%4.8906@NewsReader>
Source record: 5608

Hello.

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:wxTp6.3781$0N3.27307@news-server.bigpond.net.au...

>I have a dead MegaSTE keyboard,

I have a quantity of new Mega STE keyboards, price in the UK is £25 inc post.
They have non UK keycaps, mostly Spanish, but display the language of the host machine.
You can use your own 'caps.

> > Where'd you live?.
> Kiwi, living in Aussie.

For info. Post to OZ for 1 kbrd is £20. Buy a box of 5 for £100 plus £70 post.
Keep one or two for yourself and sell the rest in OZ.
I've seen a few requests from the southern hemisphere for TT and Mega STE kbrds on this group.

Barrie at Keychange.

www.keychange.co.uk

5357. Re: tos 4.0 on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-09 17:54:46 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AA918E6.BF62578D@ooc.de>
Source record: 5609

BadSector wrote:
>
> hi,
>
> since TOS 4 is designed for the '030 falcon which is also the same cpu as
> the TT, is it possible to u/grade a TT to tos 4.0?

No, that's impossible. The hardware is completely different. MagiC or
MiNT are a better choice anyway.

--

Dr. Uwe Seimet mailto:us@ooc.de
MausNet: Uwe Seimet @ KA2 http://home.nikocity.de/nogfradelt

5358. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-09 18:15:34 UTC
From: vdjole@EUnet.yu
Message-ID: <98b6k5ndc1@news.EUnet.yu>
Source record: 5610

On 8 Mar 2001 01:41:34 G, "Mark Bedingfield" wrote:
>I don't suppose that there are circuit diagrams for the
>Megaste/TT keyboards around?

There are for sure circuit digrams for MegaST keyboard (I know because
I have this diagram) so I suppose there should be for MegaSTE/TT too.
On the other side I suppose that MegaST and MegaSTE keyboards are
electrically identical.

I found the MegaST schematics (a long time ago) for complete MegaST on
Vezelli's Atari Hardware Hacks page. Probably MegaSTE is there, too.

cu.

5359. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-09 18:15:38 UTC
From: vdjole@EUnet.yu
Message-ID: <98b6k8ndc2@news.EUnet.yu>
Source record: 5611

On 8 Mar 01 01:56:26 +01, "Iggy Drougge" wrote:
>>pattern, like the kind you get on TV sometimes on some peoples
>>shirts/ties. Do you know what I mean?
>
>A moir&#65533; effect, IOW, yes. =)
>Should be either due to a bad adapter or due to uncalibrated cannons. I had
>much the same effect on a Sony I got cheaply.

I am inclined to think that the moire effect is practically unavoidable with a colour monitor. Unless the monitor's shadowmaks/grille has EXACTLY the same pitch as the picture pixel size, and unless the horizontal linearity of the picture and the shadowmak is ideal, those patterns will appear. AFAIK, moire on a TV picture has an additional reason to appear: when showing a very fine black-white pattern, the "luminance" signal exceeds its frequency range and enters range allocated for "chrominance" (or however it is called).

On the other hand, a monochrome monitor CRT has no "pixels", just an uniform phosphorus coating, so it should always give a better ST-monochrome picture.

5360. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-09 19:36:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984305706-160265AEicMi@madasafish.com>
Source record: 5619

Hi Mark

>> Where'd you live?.

>My other MegaSTe's keyboard is fine,

Thats good news for the Mega at least.

>I replaced the TTLs and the Micro and still no joy. The keyboard is
>definately getting its 5 volts etc.

I'd suspect the matrix next, liable to break at keyboard securing cover
points

>Kiwi, living in Aussie.

Ah!, so youre no exactly local, i'l not invite you around in that case.
:-)
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5361. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-09 20:06:05 UTC
From: bindon@madasafish.com
Message-ID: <taidtdqgk9f42c@corp.supernews.com>
Source record: 5612

On 8 Mar 2001 23:24:08 G, "Mark Bedingfield" wrote:

Hi,

>Hi lyndon, I have just been playing swapsies with my other MegaSTE, the
>Mouse is independent of the KB matrix it seems. But I found that the Matrix
>is fine except for the ctrl key, which should be easy fixed. I wonder if I
>got 2 crook micros? Seems the PCB is the prob, maybe a diode, multimeter
>here we come.

It's been a long time since I studied the ST keyboard, but I once had
a broken track stopping the 1 key to work, and this messed up my
joystick port.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

5362. Re: tos 4.0 on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-09 23:14:00 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984305710-161029AEicMi@madasafish.com>
Source record: 5618

Hi Badsector

>since TOS 4 is designed for the '030 falcon which is also the same cpu
>as the TT, is it possible to u/grade a TT to tos 4.0?

The 030 is about the only thing they've got in common, they are entirely
different machines hardware wise, you'l have to do extensive patching to
graft that 4.04 in.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5363. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-09 23:29:19 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1665.469T950T294595optimus@canit.se>
Source record: 5613

Djordje Vukovic skrev:

>On 8 Mar 01 01:56:26 +01, "Iggy Drougge" wrote:
>>>pattern, like the kind you get on TV sometimes on some peoples
>>>shirts/ties. Do you know what I mean?
>>
>>A moir&#65533; effect, IOW, yes. =)
>>Should be either due to a bad adapter or due to uncalibrated cannons. I had
>>much the same effect on a Sony I got cheaply.

>I am inclined to think that the moire effect is practically unavoidable
>with a colour monitor. Unless the monitor's shadowmaks/grille has EXACTLY
>the same pitch as the picture pixel size, and unless the horizontal
>linearity of the picture and the shadowmak is ideal, those patterns will
>appear. AFAIK, moire on a TV picture has an additional reason to appear:
>when showing a very fine black-white pattern, the "luminance" signal
>exceeds its frequency range and enters range allocated for "chrominance"
>(or however it is called).

It works well enough on most monitors. Perhaps not as sharply as on a mono
monitor, but well enough for most of us. That makes me wonder if I could adapt
the monochrome 13" Mac monitor lying around at the salvation army.

>On the other hand, a monochrome monitor CRT has no "pixels", just an uniform
>phosphorus coating, so it should always give a better ST-monochrome picture.

Sadly, I don't think the adapter would work with the mono CRT I used as a test
subject. It didn't seem to like the ST's frequency (in fact, it did a better
job with the 15 KHz signal).

--
En ligne avec Thor 2.6.

And don't tell me there isn't one bit of difference between null and space,
because that's exactly how much difference there is. :-)
--Larry Wall in <10209@jpl-devvax.JPL.NASA.GOV>

5364. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-10 06:36:56 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <ZUjq6.2714$Q8.113269@news.siol.net>
Source record: 5614

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:98b6k8ndc2@news.EUnet.yu...
> On 8 Mar 01 01:56:26 +01, "Iggy Drougge" wrote:
> >>pattern, like the kind you get on TV sometimes on some peoples
> >>shirts/ties. Do you know what I mean?
> >
> >A moir effect, IOW, yes. =)
> >Should be either due to a bad adapter or due to uncalibrated cannons. I
had
> >much the same effect on a Sony I got cheaply.
>
> I am inclined to think that the moire effect is practically unavoidable
> with a colour monitor. Unless the monitor's shadowmaks/grille has EXACTLY
> the same pitch as the picture pixel size, and unless the horizontal
> linearity of the picture and the shadowmak is ideal, those patterns will
> appear. AFAIK, moire on a TV picture has an additional reason to appear:
> when showing a very fine black-white pattern, the "luminance" signal
> exceeds its frequency range and enters range allocated for "chrominance"
> (or however it is called).
>
Amen, finally voice of truth ;0)

It seems that modern monitors fight (with more or LESS success) moire by
finely vibrating
the beam semi-randomly in sub-pixel range...
Until 2 months ago, I was craving for some giant 27" monitor that could
display 4096x4096 in say 256 shades for
exactly this reason.
Two months ago a have got second best thing- SONY 24GDM-W900 (24"
trinitron) ;o)

Regards,

Branko

> On the other hand, a monochrome monitor CRT has no "pixels", just an
uniform
> phosphorus coating, so it should always give a better ST-monochrome
picture.
>

5365. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-11 08:42:22 UTC
From: vdjole@EUnet.yu
Message-ID: <98fdpboud3@news.EUnet.yu>
Source record: 5616

On 10 Mar 2001 07:36:56 , "Branko Badrljica" wrote:
>> Djordje Vukovic wrote:
>> I am inclined to think that the moire effect is practically unavoidable
>> with a colour monitor. Unless the monitor's shadowmaks/grille has EXACTLY
>> the same pitch as the picture pixel size, and unless the horizontal
>> linearity of the picture and the shadowmak is ideal, those patterns will
>> appear.
>
>Until 2 months ago, I was craving for some giant 27" monitor that could
>display 4096x4096 in say 256 shades for exactly this reason.

Indeed. I should have phrased my statament as: "unless the shadowmask has
exactly the same or very different pitch than the picture pattern". Moire is
an optical effect obtained when two patterns of similar pitch are superimposed.
The resulting pattern has the pitch which is equal to pitch difference of
the original patterns. I suppose it can get very visible when an Atari is
displaying its desktop with 1-black-1-white pattern on a colur monitor.
Changing to a solid colour desktop background would probably help. Owing to
limitations of its original monochrome resolution, Atari applications seem to
use fine patterns much more than, say, PC ones.

>It seems that modern monitors fight (with more or LESS success) moire by
>finely vibrating the beam semi-randomly in sub-pixel range...

I didn't know about that, though I have heard that a similar technique
(it's called dithering, isn't it?) is used in some electronic control systems.

This may sound funny, but wouldn't then perhaps a not-very-good colour monitor
be moire-free too? I mean- a monitor with a slightly "fuzzy" picture, whose
real resolution (beam "dot" size) is significantly worse than the declared one.

I have a question remotely related to the original isuue of "ghosting":
does anyone know how long a standard VGA video cable can be without visibly
deteriorating picture quality and wiothout overloading the driving circuits
(a 640x480 resolution would be fine). At the place where I work it would be
VERY convenient if we could move a PC quite far away from its monitor
and keyboard (say, 5-10 metres).

cu.

5366. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-11 10:24:28 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <ckIq6.2771$Q8.114521@news.siol.net>
Source record: 5617

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:98fdpboud3@news.EUnet.yu...
> On 10 Mar 2001 07:36:56 , "Branko Badrljica" wrote:
> >> Djordje Vukovic wrote:
> >> I am inclined to think that the moire effect is practically unavoidable
> >> with a colour monitor. Unless the monitor's shadowmaks/grille has
EXACTLY
> >> the same pitch as the picture pixel size, and unless the horizontal
> >> linearity of the picture and the shadowmak is ideal, those patterns
will
> >> appear.
> >
> >Until 2 months ago, I was craving for some giant 27" monitor that could
> >display 4096x4096 in say 256 shades for exactly this reason.
>
> Indeed. I should have phrased my statament as: "unless the shadowmask has
> exactly the same or very different pitch than the picture pattern". Moire
is
> an optical effect obtained when two patterns of similar pitch are
superimposed.
> The resulting pattern has the pitch which is equal to pitch difference of
> the original patterns. I suppose it can get very visible when an Atari is
> displaying its desktop with 1-black-1-white pattern on a colur monitor.
> Changing to a solid colour desktop background would probably help. Owing
to
> limitations of its original monochrome resolution, Atari applications seem
to
> use fine patterns much more than, say, PC ones.
>
> >It seems that modern monitors fight (with more or LESS success) moire by
> >finely vibrating the beam semi-randomly in sub-pixel range...
>
> I didn't know about that, though I have heard that a similar technique
> (it's called dithering, isn't it?) is used in some electronic control
systems.
>
> This may sound funny, but wouldn't then perhaps a not-very-good colour
monitor
> be moire-free too? I mean- a monitor with a slightly "fuzzy" picture,
whose
> real resolution (beam "dot" size) is significantly worse than the declared
one.

Wouldn't know about this one...
>
> I have a question remotely related to the original isuue of "ghosting":
> does anyone know how long a standard VGA video cable can be without
visibly
> deteriorating picture quality and wiothout overloading the driving
circuits
> (a 640x480 resolution would be fine). At the place where I work it would
be
> VERY convenient if we could move a PC quite far away from its monitor
> and keyboard (say, 5-10 metres).
>
I am using with my baby homemade cable. It is made with 75Ohm RG58 coax for
each signal and is 3m long.
You should see this baby ! Compared to commercial weenie cables it looks
like anaconda !
Works perfect too. Just use quality coax cable of right impedance...

Regards,

Branko
> cu.
>
>

5367. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-11 15:34:53 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <98g5ut$ke5$1@plutonium.compulink.co.uk>
Source record: 5620

In message <taf3sga582q65c@corp.supernews.com>, bindon@madasafish.com said:

>On 8 Mar 2001 01:41:34 G, "Mark Bedingfield" wrote:
>>bugger, the old micro is fine:-(, can a stuffed keyboard matrix stop the
>>mouse from working? I don't suppose that there are circuit diagrams for the
>>Megaste/TT keyboards around?
>
>Have yoy tried replacing the TTLs? And yes, a stuffed keyboard can
>muck up the mouse, as it easily mucked up my joystick port once.

Perhaps you should have suggested that he checks the lead and plug from
the keyboard to the main PCB first - a bad connection there would stop
the mouse working. *Most* mouse problems are due to either the
connection wire failing at the mouse exit or near the plug, or the pins
of the mouse connector coming loose. Has Mark tried resoldering these?

5368. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-11 17:38:56 UTC
From: bindon@madasafish.com
Message-ID: <tane1gr2r6gqb3@corp.supernews.com>
Source record: 5621

```
On 11 Mar 2001 15:34:53 , xlator@cix.compulink.co.uk wrote:
>In message <taf3sga582q65c@corp.supernews.com>, bindon@madasafish.com said:
>
>>On 8 Mar 2001 01:41:34 G, "Mark Bedingfield" wrote:
>>>bugger, the old micro is fine:-(, can a stuffed keyboard matrix stop the
>>>mouse from working? I don't suppose that there are circuit diagrams for the
>>>Megaste/TT keyboards around?
>>
>>Have yoy tried replacing the TTLs? And yes, a stuffed keyboard can
>>muck up the mouse, as it easily mucked up my joystick port once.
>
>Perhaps you should have suggested that he checks the lead and plug from
>the keyboard to the main PCB first - a bad connection there would stop
>the mouse working.

Hang on, the mouse data is put together with the keyboard data to form
one stream o serial data. If this wire breaks everything will
malfunction. The keyboard is working from what I've understood.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+
```

5369. Mint NAES lock-ups

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-11 21:00:38 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3aabe776.0@energise.enta.net>
Source record: 5622

On my Milan I have Mint 1.15.5 and N.AES, I am not sure
which version, Mint Setter says I have AES 4.10

On those occasions when a program crashes or has to be
killed with CTRL-ALT-Help (or is it Undo ?), the mouse
pointer freezes-up.

Often it can be moved by repeatedly hitting the Escape
key. This allows me to select Change Res from the Ming
Tools menu. Changing the res to the current res seems
to cause NAES to restart and then restores normal mouse
behaviour.

I am puzzled by this problem because NAES seems to be
functioning normally apart from the frozen mouse pointer.

It is very frustrating especially if I am online at the
time, luckily NAES can often be restarted without
affecting STing.

Is there a fix ?

Peter

| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5370. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-12 16:04:23 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <98is25$68c$1@nnrp1.phx.gblx.net>
Source record: 5623

Iggy Drougge <optimus@canit.se> writes:
: Lyndon Amsdon skrev:

: >On 7 Mar 01 14:12:19 +01, "Iggy Drougge" wrote:
: >>After dealing with a lot of miswired instructions, I managed to copy a
: >>friend's ST->VGA design, a simple five wire layout - GND-GND, MONO
: >>DETECT-GND, MONO-RGB, HSYNC-HSYNC, VSYNC-VSYNC. It works, but I'm
: >>experiencing a lot of ghosting. I'm using short wires (<1 dm), but they
: >>aren't all that thick. Could it be a matter of shielding, or do I need
: >>thicker wires?

: >Wires must be shieled. Thickness shouldn't matter as long as they're
: >resonable cross section area.

: Shielded, you say. What a mess. Should I take the shielding ground for the
: colour signals from the matching ground pins?

There may be something else to look at. I took a quick look for an old
service note about ghosting, but have not found it yet. Some ST machines
did not work with some cables, and the remedy was to change the capacitors
on the output lines to lower values, something like 270 to 10.

Shielding adds capacitance, so you might have to change those capacitors.

Correction: found it. C109 thru C113, 470 pf to 22 pf. TAN # 0001,
1 June '86.

Symptons were 1 ghosting on the right or left side of vertical lines and or
characters and 2 wavy horizontal lines on the left 1/4 to 1/3 of the screen,
running the vertical length of display.

Problem stated as excessive capacitance on the monitor output lines.

Less messy than improving shielding, and might work.

Jim

--_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

5371. Re: tos 4.0 on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-12 16:11:55 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <98isgb$n2$1@draco.stochastik.rwth-aachen.de>
Source record: 5624

In article <tafpcqa00ur3b9@xo.supernews.co.uk>,
BadSector <webmaster@badsector.org.uk> wrote:
>hi,
>
>since TOS 4 is designed for the '030 falcon which is also the same cpu as
>the TT, is it possible to u/grade a TT to tos 4.0?

Only with heavy patching, unless you have access to the source code. I had
TOS 4.06 running on my TT with some quirks which I never sorted out during
development of the Milan TOS, but I never had the time to make this into a
real working version.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5372. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-12 23:58:17 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <todr6.16292$0N3.97705@news-server.bigpond.net.au>
Source record: 5625

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tane1gr2r6gqb3@corp.supernews.com...
> On 11 Mar 2001 15:34:53 , xlator@cix.compulink.co.uk wrote:
> >In message <taf3sga582q65c@corp.supernews.com>, bindon@madasafish.com
said:
> >
> >>On 8 Mar 2001 01:41:34 G, "Mark Bedingfield" wrote:
> >>>bugger, the old micro is fine:-(, can a stuffed keyboard matrix stop
the
> >>>mouse from working? I don't suppose that there are circuit diagrams for
the
> >>>Megaste/TT keyboards around?
> >>
> >>Have yoy tried replacing the TTLs? And yes, a stuffed keyboard can
> >>muck up the mouse, as it easily mucked up my joystick port once.
> >
> >Perhaps you should have suggested that he checks the lead and plug from
> >the keyboard to the main PCB first - a bad connection there would stop
> >the mouse working.
>
> Hang on, the mouse data is put together with the keyboard data to form
> one stream o serial data. If this wire breaks everything will
> malfunction. The keyboard is working from what I've understood.

Here is what I have tested/replaced so far - The Micro (2 different ones),
the TTL chip 74ls244, Lead, Keyboard mylar/matrix, and have resoldered EVERY
joint. All the above are a/ok. So now I am buggered. I get how it works, the
PCB is only single layer, so hardly challenging. I also socketed the IC's
for convenience. Bit of a dilly of a pickle.

Mark

5373. Re: Mint NAES lock-ups

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-13 00:02:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984508826-460754AEicMi@madasafish.com>
Source record: 5628

Hi Peter

This is a faint recolection but istr a keyshort that resets the mouse, i beleive it was ALT (KPD) '.' (alt dot).

Thats all i can recal, youve nowt to lose by trying it!.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5374. Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-13 13:17:55 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984489568.28507.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 5626
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I there any way I can grab files from a memory stick (such as the ones in Digital cameras)?

I imagine I would need a Parallel Stick reader or something but I do not know if there is any software about that will let me do it on the ST (well Falcon or TT).

Mark.

5375. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-13 15:24:59 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984497196.1706.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 5627

Could it be the mouse?

Mark.

Mark Bedingfield <mark@baypc.com.au> wrote in message
news:todr6.16292$0N3.97705@news-server.bigpond.net.au...
>
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:tane1gr2r6gqb3@corp.supernews.com...
> > On 11 Mar 2001 15:34:53 , xlator@cix.compulink.co.uk wrote:
> > >In message <taf3sga582q65c@corp.supernews.com>, bindon@madasafish.com
> said:
> > >
> > >>On 8 Mar 2001 01:41:34 G, "Mark Bedingfield" wrote:
> > >>>bugger, the old micro is fine:-(, can a stuffed keyboard matrix stop
> the
> > >>>mouse from working? I don't suppose that there are circuit diagrams
for
> the
> > >>>Megaste/TT keyboards around?
> > >>
> > >>Have yoy tried replacing the TTLs? And yes, a stuffed keyboard can
> > >>muck up the mouse, as it easily mucked up my joystick port once.
> > >
> > >Perhaps you should have suggested that he checks the lead and plug from
> > >the keyboard to the main PCB first - a bad connection there would stop
> > >the mouse working.
> >
> > Hang on, the mouse data is put together with the keyboard data to form
> > one stream o serial data. If this wire breaks everything will
> > malfunction. The keyboard is working from what I've understood.
>
> Here is what I have tested/replaced so far - The Micro (2 different ones),
> the TTL chip 74ls244, Lead, Keyboard mylar/matrix, and have resoldered
EVERY
> joint. All the above are a/ok. So now I am buggered. I get how it works,
the
> PCB is only single layer, so hardly challenging. I also socketed the IC's
> for convenience. Bit of a dilly of a pickle.
>
> Mark
>
>

5376. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-13 22:12:21 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <9Xwr6.18640$0N3.114951@news-server.bigpond.net.au>
Source record: 5629

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:984497196.1706.0.nnrp-07.9e98a620@news.demon.co.uk...
>
> Could it be the mouse?

Nope, tried 3. I will replace the cap and diode of the reset circuit, I found the schems. It looks very simple now;-)

Mark

5377. Re: tos 4.0 on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-13 22:14:52 UTC
From: Martin-Éric Racine <q-funk@pp.-.fishpool.fi>
Message-ID: <Pine.MNT.4.30.0103140012070.62-100000@rakas>
Source record: 5630

On 2001-3-12, Michael Schwingen <michaels@draco.stochastik.rwth-aachen.de>...:

> I had TOS 4.06 running on my TT with some quirks which I
> never sorted out during development of the Milan TOS, but I
> never had the time to make this into a real working version.

It would be nice if you got around completing the debugging and
produced a real TOS 3.06 version. I would be very interrested in
such a TOS version with AES 3.20 and 2 MB partition support.

--
Martin-ï¿½ric Racine, IT Consultant * http://funkyware.atari.org/
* May the Funk be with Q! * Author of the Atari TT030 Homepage.

5378. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-13 22:43:58 UTC
From: bindon@madasafish.com
Message-ID: <tat8lebf5vkh9d@corp.supernews.com>
Source record: 5631

On 12 Mar 2001 23:58:17 , "Mark Bedingfield" wrote:

>Here is what I have tested/replaced so far - The Micro (2 different ones),
>the TTL chip 74ls244, Lead, Keyboard mylar/matrix, and have resoldered EVERY
>joint. All the above are a/ok. So now I am buggered. I get how it works, the
>PCB is only single layer, so hardly challenging. I also socketed the IC's
>for convenience. Bit of a dilly of a pickle.

Well, then all I can suggest is testing all the passive components
with a multimeter.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

5379. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-13 23:55:18 UTC
From: vdjole@EUnet.yu
Message-ID: <98mc14$57q$1@news.EUnet.yu>
Source record: 5632

On 13 Mar 2001 13:17:55 , "Mark" wrote:
>I there any way I can grab files from a memory stick (such as the ones in
>Digital cameras)?
>
>I imagine I would need a Parallel Stick reader or something but I do not
>know if there is any software about that will let me do it on the ST (well
>Falcon or TT).

I was interesed in this, too. I suppose that the simplest way may be to find one of those adaptors that permit the memory stick to be read like a floppy disk in a floppy drive. I know such adaptors exist for Sony's Memory stick and for Memory card (or however it is called) by Olympus.

If someone tries this and finds that Atari can handle this in a floppy drive (maybe a HD drive would be needed), please let us know. With a capacity of up to 64MB, Memory stick floppy may make a convenient (though expensive?) medium for transferring large files.

cu.

5380. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-14 03:42:04 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <gMBr6.19110$0N3.117560@news-server.bigpond.net.au>
Source record: 5633

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:98mc14$57q$1@news.EUnet.yu...
> On 13 Mar 2001 13:17:55 , "Mark" wrote:
> >I there any way I can grab files from a memory stick (such as the ones in
> >Digital cameras)?
> >
> >I imagine I would need a Parallel Stick reader or something but I do not
> >know if there is any software about that will let me do it on the ST
(well
> >Falcon or TT).
>
> I was interesed in this, too. I suppose that the simplest way may be to
> find one of those adaptors that permit the memory stick to be read like a
> floppy disk in a floppy drive. I know such adaptors exist for Sony's
Memory
> stick and for Memory card (or however it is called) by Olympus.
>
> If someone tries this and finds that Atari can handle this in a floppy
drive
> (maybe a HD drive would be needed), please let us know. With a capacity
> of up to 64MB, Memory stick floppy may make a convenient (though
expensive?)
> medium for transferring large files.

Isn't there a IDE and or SCSI interface for such a thing, that allows it to
be read like a hard drive?

Mark

5381. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-14 09:12:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <984589758-731962AEicMi@cwcom.net>
Source record: 5635

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Tue, 13 Mar 2001 23:55:18 +0000 (UTC)

>>I imagine I would need a Parallel Stick reader or something but I do not
>>know if there is any software about that will let me do it on the ST (well
>>Falcon or TT).
>
>I was interesed in this, too. I suppose that the simplest way may be to
>find one of those adaptors that permit the memory stick to be read like a
>floppy disk in a floppy drive. I know such adaptors exist for Sony's Memory
>stick and for Memory card (or however it is called) by Olympus.

Yes, you CAN get floppy disk adaptors for Compact Flash cards, but they also
need a software driver - and you can bet which platform that'll be for.

It's possible to get a SCSI reader for those CF cards though (and therefore
possibly those sticks), but they aren't cheap. The article I read said that
one could both read and write to CF from your Atari without further ado.
(Given a hard disk driver).
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5382. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-14 17:08:18 UTC
From: bindon@madasafish.com
Message-ID: <tav9c2q3kj820e@corp.supernews.com>
Source record: 5634

On 14 Mar 2001 03:42:04 , "Mark Bedingfield" wrote:

Hi

>Isn't there a IDE and or SCSI interface for such a thing, that allows it to
>be read like a hard drive?

I'm sure this was done with a SCSI adaptor on an Atari.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

5383. Hitachi resolved

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-14 22:57:48 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <MHSr6.102$992.848@news-server.bigpond.net.au>
Source record: 5636

It was a 2.2 microfarad cap in the reset circuit of the Micro. The keyboard wasn't coming out of reset. I will have to remember that one. Nicely refurbished now;-). Only one thing left to fix, the control key is dead as a dodo, any ideas?

Mark

5384. Need MiNTnet help...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-15 01:40:27 UTC
From: J Wilkinson <jwandjw@ihug.co.nz>
Message-ID: <3AB01D8B.2393ED8E@ihug.co.nz>
Source record: 5637

Hi there,

I need help getting MiNTnet to work. STinG and STiK 2 have been
a total failure, and both crash repeatedly on my machine. I have
a few GEM clients (aftp, amail, cab 2.8, newsie) with MiNTnet
OVL's etc...but now need to get a working MiNTnet to use these
AND my internet account which has run several weeks now WITHOUT
a succesfull anything other than a ping/traceroute session!!!

I'm running MiNT 1.15.5, with AES 4.1, without minix.

Are there instructions somewhere, that tells me what to put in
the mint.cnf and gem.cnf files, where to copy which files, and
which files I actually need? Alternatively is there a nice GEM
based installer that will do it all for me, including updating
any cnf files?

I have all parts needed (net 1.0x, ppp 2.12, mintos 1.41), but
just need plain, non-unix flavoured instructions on what to do
to get it working, in other words I'm totally unfamiliar with
unix, and desperately need GEM!

I'm only using MiNT to get a multitasking GEM/TOS setup, and I
am NOT interested in the technical side of things...only in a
working internet setup...

Any advice is good advice...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

5385. Re: Need MiNTnet help...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-15 02:54:25 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <98pat1$8gg$2@cubacola.tninet.se>
Source record: 5638

```
On 15 Mar 2001 14:40:27 , J Wilkinson wrote:
snip
>
>Any advice is good advice...
>
>Kind regards,
>
>Chris Wilkinson, Christchurch, New Zealand.
>/|\ ATARI Falcon030 owner.
>.
Ok Chris, here goes nothing:
http://www.ndh.net/home/kehr/atari/projekte/mfl.htm
There you should find any info you need.
```

Cheer's J&#65533;rgen
--

J&#65533;rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5386. Re: Need MiNTnet help...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-15 17:32:47 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <98qubv$2bt$1@snipp.uninett.no>
Source record: 5642

J Wilkinson <jwandjw@ihug.co.nz> wrote:

> I'm only using MiNT to get a multitasking GEM/TOS setup, and I
> am NOT interested in the technical side of things...only in a
> working internet setup...

I'm currently using a mini-distribution I've made myself, it requires around 4Mb (it can be slimmed down if you want to) on your C-partition. It's very basic, but contains everything you need to get MiNT-net up and running. It also contains a couple of shells and the most common unix-tools, these are not needed but can be nice to have around if you intend to experiment further with a unix-like setup.

Installing this mini-distribution is quite simple if you're already a MiNT-user, basically you just need to unpack a zip-archive and insert one line in mint.cnf. It doesn't need any ext2- or minix-partitions, but you need either ramfs.xfs or FreeMiNT >= 1.15.10 which has a built in RAM-disk. Also, TosWin 2 and a multitasking AES of some kind (MultiTOS, N.AES, Geneva, XaAES etc.) should be installed.

You'll have to edit a few configuration-files to set up the network though, but it should be possible to use MiCo to do this for you (not tested yet). However, setting up a single ppp-connection is very simple.

Please contact me via e-mail if you're interested in trying this. It would be nice to have it tested by a newbie, as I assume that it needs some tweaking before I release it.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5387. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-15 17:48:09 UTC
From: vdjole@EUnet.yu
Message-ID: <98qv8m$d0b$1@news.EUnet.yu>
Source record: 5644

On 14 Mar 2001 03:42:04 , "Mark Bedingfield" wrote:
>> >I there any way I can grab files from a memory stick
>>
>> I suppose that the simplest way may be to
>> find one of those adaptors that permit the memory stick to be read like a
>> floppy disk in a floppy drive. I know such adaptors exist for Sony's
>> Memory stick and for Memory card (or however it is called) by Olympus.
>>
>> If someone tries this and finds that Atari can handle this in a floppy
>> drive >> (maybe a HD drive would be needed), please let us know. With a
>> capacity >> of up to 64MB, Memory stick floppy may make a convenient
>> (though >expensive?) medium for transferring large files.
>
>Isn't there a IDE and or SCSI interface for such a thing, that allows it to
>be read like a hard drive?

Should this really be needed? How does a PC handle this? There is no point
of a memorystick -> floppydisk adaptor if it can not be simply entered
into a standard floppy drive. It should be so on an Atari, too. From there
on it may be, eventually, just a software issue- how to read a floppy of
64MB size.

Btw. the adaptor I have seen looks like a 3.5" floppy disk with a slot into
which a memory stick is pushed.

cu.

5388. Re: Hitachi resolved

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-15 19:02:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984762576-445720AEicMi@madasafish.com>
Source record: 5639

Hi Mark

>It was a 2.2 microfarad cap in the reset circuit of the Micro. The
>keyboard wasn't coming out of reset. I will have to remember that one.
>Nicely refurbished now;-).

Well done dude.

>Only one thing left to fix, the control key is dead as a dodo, any
>ideas?

Almost definately the matrix.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5389. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-15 22:31:57 UTC
From: Mark Bedingfield <mark@baypc.com.au>
Message-ID: <xpbs6.3020$992.16944@news-server.bigpond.net.au>
Source record: 5645

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:98qv8m$d0b$1@news.EUnet.yu...
> On 14 Mar 2001 03:42:04 , "Mark Bedingfield" wrote:
> >> >I there any way I can grab files from a memory stick
> >>
> >> I suppose that the simplest way may be to
> >> find one of those adaptors that permit the memory stick to be read like
a
> >> floppy disk in a floppy drive. I know such adaptors exist for Sony's
> >> Memory stick and for Memory card (or however it is called) by Olympus.
> >>
> >> If someone tries this and finds that Atari can handle this in a floppy
> >> drive >> (maybe a HD drive would be needed), please let us know. With
a
> >> capacity >> of up to 64MB, Memory stick floppy may make a convenient
> >> (though >expensive?) medium for transferring large files.
> >
> >Isn't there a IDE and or SCSI interface for such a thing, that allows it
to
> >be read like a hard drive?
>
> Should this really be needed? How does a PC handle this? There is no point
> of a memorystick -> floppydisk adaptor if it can not be simply entered
> into a standard floppy drive. It should be so on an Atari, too. From there
> on it may be, eventually, just a software issue- how to read a floppy of
> 64MB size.
>
> Btw. the adaptor I have seen looks like a 3.5" floppy disk with a slot
into
> which a memory stick is pushed.

Sounds to good to be true, doesn't it? I don't know if there is a driver
required or not. Who manufactures the adaptor?

Mark

5390. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-16 15:14:19 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <984755752.10378.0.nnrp-14.9e98a620@news.demon.co.uk>
Source record: 5643

I wonder if it is possible to get the driver code or some kind of
specification for reading the sticks.

I have seen USB and Parallel reads/writers but never the disk or SCSI
versions.

This would be useful for grabbing and putting images and MP3 as well as
normal files, maybe I have found myself a project!!!!

Mark.

Djordje Vukovic <vdjole@EUnet.yu> wrote in message
news:98mc14$57q$1@news.EUnet.yu...
> On 13 Mar 2001 13:17:55 , "Mark" wrote:
> >I there any way I can grab files from a memory stick (such as the ones in
> >Digital cameras)?
> >
> >I imagine I would need a Parallel Stick reader or something but I do not
> >know if there is any software about that will let me do it on the ST
(well
> >Falcon or TT).
>
> I was interesed in this, too. I suppose that the simplest way may be to
> find one of those adaptors that permit the memory stick to be read like a
> floppy disk in a floppy drive. I know such adaptors exist for Sony's
Memory
> stick and for Memory card (or however it is called) by Olympus.
>
> If someone tries this and finds that Atari can handle this in a floppy
drive
> (maybe a HD drive would be needed), please let us know. With a capacity
> of up to 64MB, Memory stick floppy may make a convenient (though
expensive?)
> medium for transferring large files.
>
> cu.

5391. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-16 16:43:34 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103161641200.92-100000@Hades060>
Source record: 5640

On Thu, 15 Mar 2001, Mark Bedingfield wrote:

> Sounds to good to be true, doesn't it? I don't know if there is a driver
> required or not. Who manufactures the adaptor?

I have an Olympus digital camera and have investigated the floppy
disk adapter that lets you read SmartMedia and it comes with
some sort of software driver, thus rendering it not usable on
the Atari. I wonder how it works though. ;-)

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5392. How much for a Magnum card ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-17 07:43:57 UTC
From: vdjole@EUnet.yu
Message-ID: <98v4jr$99j$1@news.EUnet.yu>
Source record: 5641

Hi;

I am figuring out cost comparison for some do-it-myself hardware hacking,
so I wondered what might be be, approximately, the price of a MagnumST
RAM & ROM expansion card for a MegaST- if one were available today-
with TOS 2.06 ROMs and some medium amount of RAM. I am interested in
an order-of-magnitude price estimate, not necessarily an exact quote.

Thanx in advance;
cu.

5393. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-17 09:51:46 UTC
From: vdjole@EUnet.yu
Message-ID: <98vc3f$ci1$1@news.EUnet.yu>
Source record: 5646

On 15 Mar 2001 22:31:57 , "Mark Bedingfield" wrote:

>> Btw. the adaptor I have seen looks like a 3.5" floppy disk with a slot
>into which a memory stick is pushed.
>
>Sounds to good to be true, doesn't it? I don't know if there is a driver
>required or not. Who manufactures the adaptor?

I have here a last year's SONY catalogue. Among the accessories for their
digital still cameras they list, for reading Memory Sticks:

* Parallel-port adaptor (compatible with Win95-98, NT)
* USB-port adaptor (compatible with Win98, MacOS9.5)
* PCMCIA adaptor (compatible with Win95-98, MacOS)
* Floppy-disk adaptor (compatible with Win95-98, NT, MacOS7.6-8.6)

On 16 Mar 2001 16:43:34 "Lonny Pursell" wrote:

>I have an Olympus digital camera and have investigated the floppy
>disk adapter that lets you read SmartMedia and it comes with
>some sort of software driver, thus rendering it not usable on
>the Atari. I wonder how it works though. ;-)

Did you actually try the thing on an Atari with a HD floppy drive?
DOS and Windows insist that any floppy disk inserted should have a
completely standard format, and specal programs/drivers are needed for
reading unusuall disks. On the other side, Atari has always been noted
for reading almost anything FAT-like thrown into it, and it is not hopeless
even ifthe disk is not a FAT format. E.g. I once used mu computer to salvage
some data from a floppy disk for a Starrag CNC milling machine- it was
formatted to something like 640KB (80x8), some sectors have gone bad
and noone did noot know exactly which data was on the disk- but a simple
FastCopy III was able to retireve all.

What I am saying is: if a computer "sees" the adaptor as some sort of "floppy"
with tracks and sectors and possibly a FAT, it may not be hopeless to try
to read it on an Atari- or write a program that can.

cu.

5394. Re: How much for a Magnum card ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-17 11:20:18 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <98vh9iddf1@draco.stochastik.rwth-aachen.de>
Source record: 5647

In article <98v4jr$99j$1@news.EUnet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>Hi;
>
>I am figuring out cost comparison for some do-it-myself hardware hacking,
>so I wondered what might be be, approximately, the price of a MagnumST
>RAM & ROM expansion card for a MegaST- if one were available today-
>with TOS 2.06 ROMs and some medium amount of RAM. I am interested in
>an order-of-magnitude price estimate, not necessarily an exact quote.

16MB of PS/2-style SIMMs are available as used parts for around 40-50DM. A
MagnumST should be a a lot less than 200DM - if you are not able to track
one down, I can ask Uwe for a price, he should still have some, however, he
will probably only sell inside Germany.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5395. Re: Mint NAES lock-ups

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-17 16:59:11 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3ab397df.0@energise.enta.net>
Source record: 5648

```
On 13 Mar 2001 00:02:32 , Steve Sweet wrote:
>Hi Peter
>
>
>This is a faint recolection but istr a keyshort that resets the mouse, i
>beleive it was ALT (KPD) '.' (alt dot).
>

I thought that would work as well. Maybe it is only a TOS feature
it doesn't seem to work under NAES.

Peter

--------------------------------------------------------------------
| Milan040, CD-ROM, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles... |
| Papyrus, Texel, CAB, Newsie, STiNG, ArtWorx, PhotoLine, ImageCopy... |
--------------------------------------------------------------------
--------------------------------------------------------------------
| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |
--------------------------------------------------------------------
```

5396. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-17 17:21:21 UTC
From: bindon@madasafish.com
Message-ID: <tb778h3pri1g90@corp.supernews.com>
Source record: 5649

On 16 Mar 2001 16:43:34 , Lonny Pursell wrote:
>On Thu, 15 Mar 2001, Mark Bedingfield wrote:

Hi

>> Sounds to good to be true, doesn't it? I don't know if there is a driver
>> required or not. Who manufactures the adaptor?
>
>I have an Olympus digital camera and have investigated the floppy
>disk adapter that lets you read SmartMedia and it comes with
>some sort of software driver, thus rendering it not usable on
>the Atari. I wonder how it works though. ;-)

I've also wondered how these work. The only way I can see it working
is if there is some coil placed near the floppy heads. Does it look
like a floppy when you pull the metal protector back?

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

5397. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-17 23:28:29 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103172320040.78-100000@Hades060>
Source record: 5650

On Sat, 17 Mar 2001, Djordje Vukovic wrote:

> Did you actually try the thing on an Atari with a HD floppy drive?
> DOS and Windows insist that any floppy disk inserted should have a
> completely standard format, and specal programs/drivers are needed for
> reading unusuall disks. On the other side, Atari has always been noted
> for reading almost anything FAT-like thrown into it, and it is not hopeless
> even ifthe disk is not a FAT format. E.g. I once used mu computer to salvage
> some data from a floppy disk for a Starrag CNC milling machine- it was
> formatted to something like 640KB (80x8), some sectors have gone bad
> and noone did noot know exactly which data was on the disk- but a simple
> FastCopy III was able to retireve all.
>
> What I am saying is: if a computer "sees" the adaptor as some sort of "floppy"
> with tracks and sectors and possibly a FAT, it may not be hopeless to try
> to read it on an Atari- or write a program that can.

I didn't actually try it, as soon as I discovered it came with
"additional software" aka "some sort of driver" I made an assumption
it won't work. The adapater is $99 USD and so I didn't want to
take the chance. The Olympus camera has rs232 output and I've been
using PhotoTip to export the images. It would be nice if the
floppy disk adapter worked and you are correct in that the Atari's
do have a nak for reading most any floppy.

Are there any hardware guru's reading this that might be able
to shed some light on if that is even possible without hacking
TOS?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5398. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-17 23:30:21 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103172328530.78-100000@Hades060>
Source record: 5551

On Sat, 17 Mar 2001, Lyndon Amsdon wrote:

> I've also wondered how these work. The only way I can see it working
> is if there is some coil placed near the floppy heads. Does it look
> like a floppy when you pull the metal protector back?

I seen one in the store, it has what appears to be a rubber
surface that would contact the drive head, if there is a
coil in there I don't know.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5399. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 02:06:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <984939688-52019AEicMi@gmx.net>
Source record: 5556

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Fri, 9 Mar 2001 16:44:58 -0000

>>I have a dead MegaSTE keyboard,
>
>I have a quantity of new Mega STE keyboards, price in the UK is ï¿½25 inc
>post. They have non UK keycaps, mostly Spanish, but display the language of
>the host machine. You can use your own 'caps.

Or alternatively order them from Seidl Software in Germany for ï¿½11.50, you
can choose between German, French and English keyboard layout...
Payment by credit card, goods are posted with UPS, postage costs should be
somewhere in the ï¿½18 region for a keyboard.
As a non-EEC resident you can also deduct VAT (16%).... , this is something
that most European dealers conveniently *forget* to mention.
http://www.seidel-soft.de

Cheers from Belgium
Dennis
--

```
____ ____ ____
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/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5400. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 10:42:20 UTC
From: bindon@madasafish.com
Message-ID: <tb948cgl29p89c@corp.supernews.com>
Source record: 5552

On 17 Mar 2001 23:30:21 , Lonny Pursell wrote:
>On Sat, 17 Mar 2001, Lyndon Amsdon wrote:
>
>> I've also wondered how these work. The only way I can see it working
>> is if there is some coil placed near the floppy heads. Does it look
>> like a floppy when you pull the metal protector back?
>
>I seen one in the store, it has what appears to be a rubber
>surface that would contact the drive head, if there is a
>coil in there I don't know.

That must be how it works, a coil implanted inside the rubber. That would require a driver a guess, as TOS would not get on if the disk seemed to be the 64 odd megabytes. I'm not sure though, it may not even use a DOS type filing system.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5401. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 10:59:02 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab48f7a@dnews.tpgi.com.au>
Source record: 5553

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:984305706-160265AEicMi@madasafish.com...
> Hi Mark
>
> >> Where'd you live?.
>
> >My other MegaSTe's keyboard is fine,
>
> Thats good news for the Mega at least.
>
> >I replaced the TTLs and the Micro and still no joy. The keyboard is
> >definately getting its 5 volts etc.
>
> I'd suspect the matrix next, liable to break at keyboard securing cover
> points

Just the 2.2micro cap causing all the drama:-(, fixed no trouble. The mylar
is RS tho, thats causing the CTRL key not to work. All I can say is thank
god it is the one key that has its own data line.
>
> >Kiwi, living in Aussie.
>
> Ah!, so youre no exactly local, i'l not invite you around in that case.
> :-)

Damn, I was after a cheap holiday to the UK, too. Still a few of my Family
are over there. Funny my cousin arrived in Dublin not long after the F&M
scare.....

Mark

5402. Re: Hitachi resolved

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 11:02:04 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab4902e$1@dnews.tpgi.com.au>
Source record: 5554

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:984762576-445720AEicMi@madasafish.com...
> Hi Mark
>
> >It was a 2.2 microfarad cap in the reset circuit of the Micro. The
> >keyboard wasn't coming out of reset. I will have to remember that one.
> >Nicely refurbished now;-).
>
> Well done dude.
>
> >Only one thing left to fix, the control key is dead as a dodo, any
> >ideas?
>
> Almost definately the matrix.

Yup, $75 replacement. Apparently they have a 75 to 90% failure rating. I think I will try the labourious repair first. Get a marker and see how that goes.

Mark

5403. Re: Mint NAES lock-ups

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 15:02:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <984924524-319544AEicMi@madasafish.com>
Source record: 5555

Hi Peter

>>This is a faint recolection but istr a keyshort that resets the mouse,
>>i beleive it was ALT (KPD) '.' (alt dot).

>I thought that would work as well. Maybe it is only a TOS feature it
>doesn't seem to work under NAES.

Oh well, i'm sorry i didnt work for you but i'm glad that i didnt just
imagine this keyshort as well. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5404. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 16:33:03 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103181628320.89-100000@Hades060>
Source record: 5561

On Sun, 18 Mar 2001, Djordje Vukovic wrote:

> On 17 Mar 2001 23:28:29 , Lonny Pursell wrote:
> >Are there any hardware guru's reading this that might be able
> >to shed some light on if that is even possible without hackingTOS?
>
> Or someone who has both an Atari (I imagine one with a HD floppy drive would
> be needed) and a floppy/memorystick adaptor to try :)
>
> However, if adaptor price is 99USD and probably a similar one for the stick
> itself, I don't anymore think that the stick would be a convenient media
> for file transfer, except in very special cases.

If I recall correctly the package stated it did use batteries.

The only reason I even looked into the adapter was I thought
maybe it would give me faster transfer times. My camera can
make quicktime movies, and they get rather huge real fast
and even at 115k buad take a bit of time to transfer via
the serial port. I'd be willing to buy a SCSI based SmartMedia
card reader if I could find one and it worked with just HD driver.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5405. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 19:39:36 UTC
From: vdjole@EUnet.yu
Message-ID: <9932tl$t32$1@news.EUnet.yu>
Source record: 5558

On 17 Mar 2001 23:30:21 , Lonny Pursell wrote:
>
>> I've also wondered how these work. The only way I can see it working
>> is if there is some coil placed near the floppy heads. Does it look
>> like a floppy when you pull the metal protector back?
>
>I seen one in the store, it has what appears to be a rubber
>surface that would contact the drive head, if there is a
>coil in there I don't know.

There is probably more to it. I assume there must be a power source inside (a miniature battery) and most probably a micro- / or pico-): / processor which handles everything. Then, I suppose there has to be at least one movable part- the little round plate in the middle, with which the spindle of the floppy drive contacts. Possibly there is some sort of azimuth sensor on that rotating plate so that the adaptor can "sync" to drive rotation, and a switch which turns the device on only when the sliding shield for head access is moved aside.

This is completely a speculation now, but the adaptor may indeed have a coil located on the radius where the floppy track 0 should be, and upon reading, it might present (serially, sort of) to the computer some data which look like a boot sector- defining the adaptor like a floppy with some large cluster/sector size, then weird directory and FAT which tell the computer to read complete file from one (or several) sector(s) on the same track. It might be that data sizes in the boot sector, the FAT and the root directory might, in fact, permit a strange 64MB "floppy" without violating too much the standards.

cu.

5406. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 19:39:39 UTC
From: vdjole@EUnet.yu
Message-ID: <9932tp$t32$2@news.EUnet.yu>
Source record: 5557

On 17 Mar 2001 23:28:29 , Lonny Pursell wrote:
>Are there any hardware guru's reading this that might be able
>to shed some light on if that is even possible without hackingTOS?

Or someone who has both an Atari (I imagine one with a HD floppy drive would
be needed) and a floppy/memorystick adaptor to try :)

However, if adaptor price is 99USD and probably a similar one for the stick
itself, I don't anymore think that the stick would be a convenient media
for file transfer, except in very special cases.

5407. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 20:30:52 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9935tsdmu1@plutonium.compulink.co.uk>
Source record: 5559

In message <98vc3f$ci1$1@news.EUnet.yu>, vdjole@EUnet.yu said:

>What I am saying is: if a computer "sees" the adaptor as some sort of "floppy"
>with tracks and sectors and possibly a FAT, it may not be hopeless to try
>to read it on an Atari- or write a program that can.

At a guess (and I have never seen anything about this in print) I would
say that the software is needed to read out the bytes as it's unlikely
to have a normal disk-type structure. Perhaps it might be possible to
translate the formatting on the stick to that of a disk, but I am not
sure that is what the driver does. After all, what would be the point? I
think the images are stored in a TIFF-like format but have special
headers with info about number of rows and columns, colour depth etc.
There's likely to be be some sort of index to access individual images
but there is no need for a folder structure etc, I would have thought.

The adapter probably only forms an electro-magnetic interface - some
type of coil that induces pulses into the floppy's head. Similar in
principle to radio tuners that you could put into a personal stereo
cassette player in place of the cassette. Needed players with contacts
to supply power. The stick adaptor must also be fed with some sort of
power to enable readout from the flash memory in serial order.

Regards, /Peter/

5408. Re: downloading games

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 20:51:29 UTC
From: `G4 <hahaha@sexyfun.com>
Message-ID: <tba81umusobaae@xo.supernews.co.uk>
Source record: 5560

if u download a disk image of a disk, so long as you have a 5 1/4" drive, it should be possible to use a (disk-image-file)-to-disk program like Rawrite and put them on a double density 5 1/4" disk

--
"it's good to phreak"
www.badsector.org.uk
"Shath" <shath_2000@yahoo.com> wrote in message
news:359a6.2263$E52.684873@news.uswest.net...
> How can I download a game from the internet for the Atari 800xl and play
it
> (on the 800xl)
>
>

5409. Re: Mint NAES lock-ups

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-18 23:35:38 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <993goa$j2u$1@plutonium.compulink.co.uk>
Source record: 5562

In message <3ab397df.0@energise.enta.net>, peter.slegg@===ANTI-SPAM===scubadivers.co.uk said:

>>This is a faint recolection but istr a keyshort that resets the mouse, i
>>beleive it was ALT (KPD) '.' (alt dot).
>>
>
>I thought that would work as well. Maybe it is only a TOS feature
>it doesn't seem to work under NAES.

Not sure it works with MagiC either. What I've done is install MOUSE.ON as an application on Alt-9, so I can at least restore the mouse cursor from the desktop.

Regards, /Peter/

5410. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-19 11:32:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985071264-98751AEicMi@cwcom.net>
Source record: 5565

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Sun, 18 Mar 2001 16:33:03 +0000

>the serial port. I'd be willing to buy a SCSI based SmartMedia
>card reader if I could find one and it worked with just HD driver.

Ah. Here you go. Dave Barkin in "Atari Computing" Issue 12 P.28

He suggests a Minolta PCMCIA SCSI card reader, Smart Media adaptor card,
HDDriver V7.*

Apparently Microtech (is that a misprint for Microtek?) make these readers
and market under their own brand as well.

Dave mentions he tested this combo on a TT and a Hades 68060 machine.

HTH.
--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5411. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-19 19:17:37 UTC
From: flawrenc@earthlink.net
Message-ID: <lXst6.11521$227.1112576@newsread2.prod.itd.earthlink.net>
Source record: 5563

On 18 Mar 2001 10:42:20 , Lyndon Amsdon wrote:
>On 17 Mar 2001 23:30:21 , Lonny Pursell wrote:
>>On Sat, 17 Mar 2001, Lyndon Amsdon wrote:
=======Snip=======

Hi,

I use use a Sony Mavica camera with the 1.4 dos disk and my TT with
Geneva/Neodesk format and works with the camera. One of the nice
things about the Sony is that you can also format with the camera
and is compatable with the Atari (TT)

They have in a small cataloge a number of Memory Sticks and disk
adapters. There is no mention of additional software needed.
Blurb from catalouge:
"Sony's Memory Stick media lets you capture more digitial images and
and links a world of cameras, Camcorders and peripherals in a new
lifestyle. With the MSAC-FD2M floppy disk adapter, The Mavica
MVC-FD2M floppy Disk adapter, the MSAC-FD85/FD90/FD95 can enjoy
the increased capacity and connectivity of Memory Stick, while
retaining all of the advatages of familiar floppy disk."

This on the adapter:

"Load Memory Stick media directly into your Digital Mavia camera
and dramitically increase your shooting capacity, fits in a
standard 3.5" floppy disk drive. Compatable with millions of
Windows95/Windows98 and Macintosh computers and applications."

I did notice that this adaption of the Memory sticks can not be
used on my camera, but it the formatting of the 'Stick' system is
entirely from the camera there may be a possiblilty may be used
within the computer. I have no doubts that these cameras that will
handle this will be much more expensive than than my low end Mavica.

Prices for the sticks are:
8MB Stick = 29.95 US
16MB Stick = 49.95 US
32MB Stick = 79.95
64MB Stick = 139.95

Now if you want to by a camera for a formatter :~)

Given the chance this next week I'll call the Tech support
and inquire if special sw is needed for the computer.

Just some new info

--
****
===== Frank Lawrence =====
===== Norman OK US =====
****

5412. More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-20 04:22:38 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab6d558@dnews.tpgi.com.au>
Source record: 5564

Now my Keyboard works, I have got round to fixing the Megaste that came with it;-). It would appear that the tool who had it originally has stuffed the blitter socket. Nice crack down the side. Every time the machine tries to use the blitter it bombs. I have spare blitters, but where to get the IC socket?

Mark

--
****
Towered Atari Falcon030 CT2 50Mhz, 14MB, 64MBTTram,
68882, SQ88,1.4GEIDE,2.1GUWSCSI,2xCD300-CDRom.
Falcon030-4-800MB-SBlaster II. MegaSTE4-SQ200MB
Atari STFM 2.5MB, 1.44, Tos 2.06, Overscan, Fast Serial
6 more Atari's a Couple of Mac's and a few crappy pc's.
Mark Bedingfield, atari@tpg.com.au
****

5413. attools

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-20 15:37:09 UTC
From: BERTHUIT FRANCK <f.berthuit@worldonline.fr>
Message-ID: <997t6s$7ud$1@capella.worldonline.fr>
Source record: 5566

```
if you are interested by a software to manage your disks use attools
send me your email adress and you 'll receive it by email
my email is fra.berthuit@worldonline.fr
```

5414. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-20 17:02:44 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985107917.17906.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 5567

> I
> *think* the images are stored in a TIFF-like format but have special
> headers with info about number of rows and columns, colour depth etc.
> There's likely to be be some sort of index to access individual images
> but there is no need for a folder structure etc, I would have thought.

The sticks are can be used for any data, for example MP3s, Documents, etc.
When they are used on an MP3 player they simply appear as a removable device
which you can bump files to, when the software is used to transfer MP3s it
creates a little directory and a couple of catalogue files to go with it.

Mark.

5415. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-20 17:25:48 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985109302.18475.0.nnrp-08.9e98a620@news.demon.co.uk>
Source record: 5568

> That must be how it works, a coil implanted inside the rubber. That
> would require a driver a guess, as TOS would not get on if the disk
> seemed to be the 64 odd megabytes. I'm not sure though, it may not
> even use a DOS type filing system.

This is all a bit theoretical but (simple) software will most likely be needed, the trouble is that the sticks are 16, 32, 64, etc.... MB and not 720, 1.44, etc, and - how can I put this, this may be better;

The size of the disk is defined in the first track and sector of the disk (simple), theoretically any size.
The Tracks are limited by the physical ability of the drive (i.e. max of 82 tracks or so).
In 82 tracks the number of sectors required for a 64MB stick would be 750 - 800 sectors.
Sectors are governed by the speed of the rotating disk (normally 9 or 18), theoretically this could be just one BIG disk as nothing is turning the data can simply be feed by the coil until it is done with the track, this would normally be limited because the disk would return to its original position.
The Coil is very unlikely to move rendering the above track theory out, i.e. the sectors just increased by a factor of 82, i.e. there is only one track.

I would say the software simply changes few things so that the BIOS can use 10s of thousands of sectors rather than 9 or 18, what I am trying to say is that the normally memory size to store, address, change the number of sectors is probably a byte and it would need to be a long word (remember the IDE drives, LBA, etc).

Mark.

5416. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-20 18:01:11 UTC
From: bindon@madasafish.com
Message-ID: <tbf6n71g2m8h73@corp.supernews.com>
Source record: 5569

On 20 Mar 2001 15:22:38 , "Mark Bedingfield" wrote:
>Now my Keyboard works, I have got round to fixing the Megaste that came with
>it;-). It would appear that the tool who had it originally has stuffed the
>blitter socket. Nice crack down the side. Every time the machine tries to
>use the blitter it bombs. I have spare blitters, but where to get the IC
>socket?

I'm not familiar with the Mega, but blitters only came in PLCC package
(68pin I think) so any good electrical supplier should be able to get
one. Does the Mega still use thru hole stuff, not SMD?

Have you tried pulling the contacts out a bit and super gluing the
socket? I know it's not the proffesional approach but it would be a
lot easier to do if you didn't have the right tools.

Maplin or Farnell stock these for the UK, but not sure about
Australia.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

5417. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-20 18:40:16 UTC
From: vdjole@EUnet.yu
Message-ID: <99886e$6ot$1@news.EUnet.yu>
Source record: 5570

On 20 Mar 2001 15:22:38 , "Mark Bedingfield" wrote:
> It would appear that the tool who had it originally has stuffed the
>blitter socket. Nice crack down the side. Every time the machine tries to
>use the blitter it bombs. I have spare blitters, but where to get the IC
>socket?

Can the machine work when you remove the blitter chip? If it can, you probably would not miss the blitter much- NVDI, for example, ignores it and achieves higher speed through software.

If the blitter chip in a MegaSTE is the same as i na MegaST (it probably is) then the blitter sits in a standard "PLCC" socket which is available in practically any electronic-components shop. Removing the old socket in order to solder-in the new one might be a bit tricky, though.

Is it possible, perhaps, to repair the old socket in place? I would use a tiny drop of a GOOD cyanoacrilate glue (I recommend Loctite 406) to mend the crack, taking care not to touch the pins. Then maybe the pins themselves would have to be sorted a little with a needle or similar tool.

5418. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-21 02:00:54 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab80587@dnews.tpgi.com.au>
Source record: 5571

Djordje Vukovic <vdjole@EUnet.yu> wrote in message
news:99886e$6ot$1@news.EUnet.yu...
> On 20 Mar 2001 15:22:38 , "Mark Bedingfield" wrote:
> > It would appear that the tool who had it originally has stuffed the
> >blitter socket. Nice crack down the side. Every time the machine tries to
> >use the blitter it bombs. I have spare blitters, but where to get the IC
> >socket?
>
> Can the machine work when you remove the blitter chip? If it can, you
> probably would not miss the blitter much- NVDI, for example, ignores it
and
> achieves higher speed through software.
>

Yes, it works OK, it seems there are 2 different Glue chips for the megaste,
on has an intergrated blitter and the other is a seperate chip using a GAL
to decode. I would like to get this baby working properly again.

> If the blitter chip in a MegaSTE is the same as i na MegaST (it probably
is)
> then the blitter sits in a standard "PLCC" socket which is available
> in practically any electronic-components shop. Removing the old socket in
> order to solder-in the new one might be a bit tricky, though.
>
The socket is NFG so removing it is no prob, it is a pin thru type.

> Is it possible, perhaps, to repair the old socket in place? I would use a
> tiny drop of a GOOD cyanoacrilate glue (I recommend Loctite 406) to mend
the
> crack, taking care not to touch the pins. Then maybe the pins themselves
> would have to be sorted a little with a needle or similar tool.

Socket is too far gone, I used the old cable tie trick to retension it. It
is very fussy, so obviously replacement is the only option.

Mark

5419. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-21 03:44:45 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab81ddf@dnews.tpgi.com.au>
Source record: 5572

Hallvard Tangeraas <northstar2010@yahoo.no> wrote in message
news:1eqllqf.hrb75518wmh22N%northstar2010@yahoo.no...
> Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
> > If the blitter chip in a MegaSTE is the same as i na MegaST (it
probably is)
> > then the blitter sits in a standard "PLCC" socket which is available
> > in practically any electronic-components shop.
>
> On a side-note...
> I have a Mega ST 4 without a blitter. How much approx. do these chips
> cost?
> (anyone got one for sale cheaper?).
>
> So they're not customized for the Atari computers but used for other
> systems as well? I thought these things were in the same lane as for
> example the AJAX floppy disk controller etc.

Hi, Hallvard, they aren't cheap. They aren't an Atari chip either, they are
an off the shelf chip MM9092V, they could be a Nat chip?

Mark

5420. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-21 03:47:09 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab81e6a@dnews.tpgi.com.au>
Source record: 5573

Hallvard Tangeraas <northstar2010@yahoo.no> wrote in message
news:1eqllqf.hrb75518wmh22N%northstar2010@yahoo.no...
> Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
> > If the blitter chip in a MegaSTE is the same as i na MegaST (it
probably is)
> > then the blitter sits in a standard "PLCC" socket which is available
> > in practically any electronic-components shop.
>
> On a side-note...
> I have a Mega ST 4 without a blitter. How much approx. do these chips
> cost?
> (anyone got one for sale cheaper?).

there $40us from best ;-)

Mark

5421. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-21 10:46:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985179882-102600AEicMi@cwcom.net>
Source record: 5574

From: "Mark Bedingfield" <atari@tpg.com.au>
Date: Tue, 20 Mar 2001 15:22:38 +1100

>Now my Keyboard works, I have got round to fixing the Megaste that came
>with

So, apart from the keyboard and the Mega, it all worked fine? ;-)
--


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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5422. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-21 16:31:44 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10103211629140.85-100000@Hades060>
Source record: 5577

On Mon, 19 Mar 2001, Derryck Croker wrote:

> From: Lonny Pursell <fatal@SYNTAX.ERROR>
> Date: Sun, 18 Mar 2001 16:33:03 +0000
>
> >the serial port. I'd be willing to buy a SCSI based SmartMedia
> >card reader if I could find one and it worked with just HD driver.
>
> Ah. Here you go. Dave Barkin in "Atari Computing" Issue 12 P.28
> He suggests a Minolta PCMCIA SCSI card reader, Smart Media adaptor card,
> HDDriver V7.*>
> Apparently Microtech (is that a misprint for Microtek?) make these readers
> and market under their own brand as well.
> Dave mentions he tested this combo on a TT and a Hades 68060 machine.

Interesting, wish I had that issue. I can at least look
on these manufacture sites. Thanks for the tip.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5423. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-21 16:34:07 UTC
From: bindon@madasafish.com
Message-ID: <tbhlvvd79j32ae@corp.supernews.com>
Source record: 5575

On 20 Mar 2001 18:40:16 , Djordje Vukovic wrote:

>Is it possible, perhaps, to repair the old socket in place? I would use a
>tiny drop of a GOOD cyanoacrilate glue (I recommend Loctite 406) to mend the
>crack, taking care not to touch the pins. Then maybe the pins themselves
>would have to be sorted a little with a needle or similar tool.

Wow that's what I said. Well you know what they say, great minds think
alike :)

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5424. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-21 17:05:26 UTC
From: bindon@madasafish.com
Message-ID: <tbhnqmc3uguud2@corp.supernews.com>
Source record: 5576

On 21 Mar 2001 14:44:45 , "Mark Bedingfield" wrote:

Hi,

>Hi, Hallvard, they aren't cheap. They aren't an Atari chip either, they are
>an off the shelf chip MM9092V, they could be a Nat chip?

I always thought that the Blitter was made escpecially for the ST.
The Ajax, AFAIK is a complete copy of the Western Digital part, except
for the fact that it can handle 32Mhz (ED disks). I also thought the
AJAX is Atari only.

Lyndon Amsdon
--
+--------------------------+
| bindon@madasafish.com |
+--------------------------+

5425. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-21 19:49:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985281394-71593AEicMi@madasafish.com>
Source record: 5581

Hi Dezza me old mucker.

>>Now my Keyboard works, I have got round to fixing the Megaste that came
>>with

>So, apart from the keyboard and the Mega, it all worked fine?

Youve done another 14 hour stint havent you??. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5426. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-21 20:01:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985281398-72519AEicMi@madasafish.com>
Source record: 5582

Hi Mark

>> Is it possible, perhaps, to repair the old socket in place? I would
>>use a tiny drop of a GOOD cyanoacrilate glue (I recommend Loctite 406)
>>to mend the crack, taking care not to touch the pins.

>Socket is too far gone, I used the old cable tie trick to retension it.
>It is very fussy, so obviously replacement is the only option.

As a /last/ resort, you could put some surface mount solder paste on each pin after thorough cleaning of device and socket, once inserted in the socket blast it with a hot-air gun, so soldering the thing in permanently with 100% connection.

Taking the old socket out could be a bartard job. I'd cut away as much plastic as i could, exposing the pins to tweezer reach and heat the joint and pull it out of the board. Clean up with desolder braid.

Make absolutely sure of the new socket orietation before commiting it to solder, use at least 4000 different visualy referenced diagrams or photographs or you'l be sorry!!!. :-\

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5427. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-21 20:03:40 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985281400-73141AEicMi@madasafish.com>
Source record: 5583

Hi Mark

>> So they're not customized for the Atari computers but used for other
>>systems as well? I thought these things were in the same lane as for
>>example the AJAX floppy disk controller etc.

>Hi, Hallvard, they aren't cheap. They aren't an Atari chip either, they
>are an off the shelf chip MM9092V, they could be a Nat chip?

Are you refering to the Blitter or the AJAX??.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5428. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-22 01:36:11 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <99bkubkbk1@cubacola.tninet.se>
Source record: 5578

On 20 Mar 2001 15:22:38 , "Mark Bedingfield" wrote:
>
> It would appear that the tool who had it originally has stuffed the
> blitter socket. Nice crack down the side. Every time the machine
> tries to use the blitter it bombs. I have spare blitters, but where
> to get the IC socket?
>
Hi Mark

Take a look at Rudolphe Czuba's homepage, I seem to remember him
letting alot of sockets and chips go. Let see if I remeber the
address: http://www.czuba-tech.com
I hope that was right.

Cheer's J�rgen

J�rgen Nyberg
Milan 48Mb ram, 15 Gb HD,16x CD, Naes2, Mint 1.15, Nvdi 4.11
Cab 2.8, Newsie 0.96, aICQ (UIN=64141290), MyMail
SAK member 104 SAK= Svenska Atari Klubben (Swedish Atari Club)
http://nyberg.atari.org/index.html

5429. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-22 03:06:46 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ab9665b$1@dnews.tpgi.com.au>
Source record: 5579

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:985179882-102600AEicMi@cwcom.net...
> From: "Mark Bedingfield" <atari@tpg.com.au>
> Date: Tue, 20 Mar 2001 15:22:38 +1100
>
> >Now my Keyboard works, I have got round to fixing the Megaste that came
> >with
>
> So, apart from the keyboard and the Mega, it all worked fine? ;-)

hey, give me a couple of weeks to get the bits I need, then all will be
well. Then I gotta fix 2 MegaSTs. Well I don't, but I will anyway;-)

Mark

5430. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-22 07:01:56 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <99c89u$2ipl$1@news.comnet.co.nz>
Source record: 5580

"Hallvard Tangeraas" <northstar2010@yahoo.no> wrote ...
> Djordje Vukovic <vdjole@EUnet.yu> wrote:
> > If the blitter chip in a MegaSTE is the same as i na MegaST (it probably is)
> > then the blitter sits in a standard "PLCC" socket which is available
> > in practically any electronic-components shop.
>
> On a side-note...
> I have a Mega ST 4 without a blitter. How much approx. do these chips
> cost?
> (anyone got one for sale cheaper?).

"a Mega ST 4 without a blitter" ?

Was yours an "odd one out"?

I thought all Megas had one as standard fit. (My old "pizza box" Mega 4 had one, all the Megas that I can recall seeing at the local Tariland club meetings during the late 1980s and early/mid 1990s had one, and the "budget TT" MegaSTE that Brian/Mario Becroft bought in the mid 1990s had one)

(I'd heard rumours that some of the very first Megas in 1987 had a blitter socket for the fitment of a blitter chip, but I've never seen one, or spoken to a user with such a machine)

> So they're not customized for the Atari computers but used for other
> systems as well? I thought these things were in the same lane as for
> example the AJAX floppy disk controller etc.

--

Quote for the month

When asked what he'd do after he'd resigned from politics, the well-rounded David Lange replied "I'm going to become a jockey"

--

g.swaine@the.gluepot.com is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I would like to apologise to the genuine respondents that this may inconvenience.

5431. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-23 05:02:00 UTC
From: NJUZ <brankob@avtomatika.com>
Message-ID: <rPsu6.7$b8.1534@news.siol.net>
Source record: 5584

Talking about PLCC sockets have reminded me about one more little thing to look
at before you scrape old socket: PINOUT.

I'm not joking, pinout of PLCC sockets differ, and chances are you have bought one with different
pin positions.
I did this once and couldn'd find right sockets anywhere after that.It was almost as If those things in ST are custom made...

Regards,

Branko

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:985281398-72519AEicMi@madasafish.com...
> Hi Mark
>
> >> Is it possible, perhaps, to repair the old socket in place? I would
> >>use a tiny drop of a GOOD cyanoacrilate glue (I recommend Loctite 406)
> >>to mend the crack, taking care not to touch the pins.
>
> >Socket is too far gone, I used the old cable tie trick to retension it.
> >It is very fussy, so obviously replacement is the only option.
>
> As a /last/ resort, you could put some surface mount solder paste on each
> pin after thorough cleaning of device and socket, once inserted in the
> socket blast it with a hot-air gun, so soldering the thing in permanently
> with 100% connection.
>
> Taking the old socket out could be a bartard job. I'd cut away as much
> plastic as i could, exposing the pins to tweezer reach and heat the joint
> and pull it out of the board. Clean up with desolder braid.
>
> Make absolutely sure of the new socket orietation before commiting it to
> solder, use at least 4000 different visualy referenced diagrams or
> photographs or you'l be sorry!!!. :-\
>
> --
>
> eMail: steve_sweet@madasafish.com
>
> Regards from STEve & his nice warm cosey PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>

5432. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-23 09:56:02 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abb179f$1@dnews.tpgi.com.au>
Source record: 5585

Steve Sweet <steve_sweet@madasafish.com> wrote in message
news:985281400-73141AEicMi@madasafish.com...
> Hi Mark
>
> >> So they're not customized for the Atari computers but used for other
> >>systems as well? I thought these things were in the same lane as for
> >>example the AJAX floppy disk controller etc.
>
> >Hi, Hallvard, they aren't cheap. They aren't an Atari chip either, they
> >are an off the shelf chip MM9092V, they could be a Nat chip?
>
> Are you refering to the Blitter or the AJAX??.

Blitter, Ajax IS an Atari chip.

Mark

5433. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-23 10:00:42 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abb18b9@dnews.tpgi.com.au>
Source record: 5586

NJUZ <brankob@avtomatika.com> wrote in message
news:rPsu6.7$b8.1534@news.siol.net...
> Talking about PLCC sockets have reminded me about one more little thing to
> look
> at before you scrape old socket: PINOUT.
>
> I'm not joking, pinout of PLCC sockets differ, and chances are you have
> bought one with different
> pin positions.
> I did this once and couldn'd find right sockets anywhere after that.It was
> almost as If those things in ST are custom made...

IIRC, the blitter socket is standard, the MegaSTE glue isn't tho. The
Blitter appears to be standard. The socket is NFG now, to brittle to repair,
so of to Jaycar I go for a replacement. Just got retrenched so it may have
to wait;-) Gotta fimily to feed, hhhmmmmm

Mark

5434. Re: Afterburner Startup Problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-23 11:43:32 UTC
From: Petr Stehlik <pstehlik@sophics.cz>
Message-ID: <3ABB36E4.845EC69E@sophics.cz>
Source record: 5598

> >>I have removed the Nemesis in my Falcon, and it did indeed improve
> >>stability a lot.

I missed the begin of this thread but the subject reminds me that I found a bug in TK5.07+ patched TOS 4.04 that might caused some of the lock ups during boot. I'll provide a fix soon.

Petr

5435. WTB: unitor for Atari running C-lab Creator

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-23 13:50:48 UTC
From: Mike Usiskin <misha.dreams@virgin.net>
Message-ID: <B6E10536.1B87%misha.dreams@virgin.net>
Source record: 5587

```
Please E-mail
Ta
```

5436. Re: Memory Stick

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-23 13:53:46 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440862-75101AEicMi@cwcom.net>
Source record: 5591

From: Lonny Pursell <fatal@SYNTAX.ERROR>
Date: Wed, 21 Mar 2001 16:31:44 +0000

>> Dave mentions he tested this combo on a TT and a Hades 68060 machine.
>
>Interesting, wish I had that issue. I can at least look
>on these manufacture sites. Thanks for the tip.

Let us know if you try this, I think that you can trust Dave's expertise in
this area.
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5437. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-23 13:54:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440864-75577AEicMi@cwcom.net>
Source record: 5589

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Wed, 21 Mar 2001 19:49:06 GMT

>>So, apart from the keyboard and the Mega, it all worked fine?
>
>Youve done another 14 hour stint havent you??. :-)

Not this week ;-)
--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5438. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-23 14:01:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <985440866-75973AEicMi@cwcom.net>
Source record: 5590

From: Steve Sweet <steve_sweet@madasafish.com>
Date: Wed, 21 Mar 2001 20:01:20 GMT

>Taking the old socket out could be a bartard job. I'd cut away as much
>plastic as i could, exposing the pins to tweezer reach and heat the joint
>and pull it out of the board. Clean up with desolder braid.

That's the best approach, agreed :-)

>Make absolutely sure of the new socket orietation before commiting it to
>solder, use at least 4000 different visualy referenced diagrams or
>photographs or you'l be sorry!!!. :-\

Measure twice, solder once as they say!

The socket I ordered from an electronics mail order place (Maplin) turned
out to be too small for the blitter I was trying to fit - I had to order one
from an Atari dealer if I remember correctly.

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5439. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-24 01:05:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985429726-260661AEicMi@madasafish.com>
Source record: 5588

Hi Mark

>The socket is NFG now, to brittle to repair, so of to Jaycar I go for a
>replacement.

Hi Ho, Hi Ho, its off to jaycar i go.

>Just got retrenched so it may have to wait;-)

I got the bullet about a month ago, ive never sleeped so much!!

>Gotta fimily to feed, hhhmmmmm

Get your prioritys sorted man!!! :-)

The neighbours can always take the kids in for a feed. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5440. Schematic TT keyboard...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-24 20:57:46 UTC
From: TXG <Txg@underground.demon.nl>
Message-ID: <985467932.7687.0.pluto.d4ee0f47@news.demon.nl>
Source record: 5593

Hi,

Is there anybody who has a schematic of the TT keyboard? I have one that doesn't work and I want to repair it...

TXG

5441. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-25 05:24:48 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <oR7v6.33$k8.4178@news.siol.net>
Source record: 5592

Try resoldering the mouse's connector on the keyboard.
I have seen those failures quite often.
Solder joints evenually give up due to mechanical schocks at connector
insertion, especially if the eare not fixed properly.

Regards,

Branko

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:984497196.1706.0.nnrp-07.9e98a620@news.demon.co.uk...
>
> Could it be the mouse?
>
> Mark.
>
>
>
>
>
> Mark Bedingfield <mark@baypc.com.au> wrote in message
> news:todr6.16292$0N3.97705@news-server.bigpond.net.au...
> >
> > "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> > news:tane1gr2r6gqb3@corp.supernews.com...
> > > On 11 Mar 2001 15:34:53 , xlator@cix.compulink.co.uk wrote:
> > > >In message <taf3sga582q65c@corp.supernews.com>, bindon@madasafish.com
> > said:
> > > > >
> > > > >On 8 Mar 2001 01:41:34 G, "Mark Bedingfield" wrote:
> > > > >>>bugger, the old micro is fine:-(, can a stuffed keyboard matrix
stop
> > the
> > > > >>>mouse from working? I don't suppose that there are circuit diagrams
> for
> > the
> > > > >>>Megaste/TT keyboards around?
> > > > >>
> > > > >>Have yoy tried replacing the TTLs? And yes, a stuffed keyboard can
> > > > >>muck up the mouse, as it easily mucked up my joystick port once.
> > > > >
> > > > >Perhaps you should have suggested that he checks the lead and plug
from
> > > > >the keyboard to the main PCB first - a bad connection there would
stop

> > > >the mouse working.
> > >
> > > Hang on, the mouse data is put together with the keyboard data to form
> > > one stream o serial data. If this wire breaks everything will
> > > malfunction. The keyboard is working from what I've understood.
> >
> > Here is what I have tested/replaced so far - The Micro (2 different
ones),
> > the TTL chip 74ls244, Lead, Keyboard mylar/matrix, and have resoldered
> EVERY
> > joint. All the above are a/ok. So now I am buggered. I get how it works,
> the
> > PCB is only single layer, so hardly challenging. I also socketed the
IC's
> > for convenience. Bit of a dilly of a pickle.
> >
> > Mark
> >
> >
>
>

5442. Mint/Toswin Problems.Help!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-25 20:09:45 UTC
From: dolan morrison <dolan.morrison@ntlworld.com>
Message-ID: <6Ttv6.30121$Q4.5291640@news2-win.server.ntlworld.com>
Source record: 5594

I have installed Mint and Toswin on mt Ste with 4mb RAM and 30mb HD.
Whenever i try to load programmes(any programme) i get the following:

pid 2(Thing Desktop):Privilege Violation.etc etc
pid 4 (Storm(programme)):Address error.etc etc.
pid 1(GEM):Address error.etc etc.
exit code:2816
Leaving Mint

Any help would be much appreciated.

5443. Re: More Mega woes

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-25 22:47:20 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abe7d38$1@dnews.tpgi.com.au>
Source record: 5595

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message
news:985440866-75973AEicMi@cwcom.net...
> From: Steve Sweet <steve_sweet@madasafish.com>
> Date: Wed, 21 Mar 2001 20:01:20 GMT
>
> >Taking the old socket out could be a bartard job. I'd cut away as much
> >plastic as i could, exposing the pins to tweezer reach and heat the joint
> >and pull it out of the board. Clean up with desolder braid.
>
> That's the best approach, agreed :-)
>
> >Make absolutely sure of the new socket orietation before commiting it to
> >solder, use at least 4000 different visualy referenced diagrams or
> >photographs or you'l be sorry!!!. :-\
>
> Measure twice, solder once as they say!
>
> The socket I ordered from an electronics mail order place (Maplin) turned
> out to be too small for the blitter I was trying to fit - I had to order
one
> from an Atari dealer if I remember correctly.

I can get them locally for about $4aus (10 roubles ATM:-). If that dosen't
work I think Brad Koda sells gold plated ones.

Mark

5444. Re: Schematic TT keyboard...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-25 22:51:16 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3abe7e26@dnews.tpgi.com.au>
Source record: 5596

TXG <Txg@underground.demon.nl> wrote in message
news:985467932.7687.0.pluto.d4ee0f47@news.demon.nl...
> Hi,
>
> Is there anybody who has a schematic of the TT keyboard? I have one that
> doesn't work and I want to repair it...

Being a newly apointed expert try, the megast schems
http://www.fortunecity.com/skyscraper/quadra/455/. All Atari keyboards use
the same layout. If it is completely buggered try the 2.2 micro cap. Fixed
mine fine...

mark

5445. ROLE PLAYING WORKS ON FALCON,WHY?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-26 03:12:12 UTC
From: Video61@webtv.net
Message-ID: <5806-3ABEB38C-49@storefull-178.iap.bryant.webtv.net>
Source record: 5597

one of the first things that i noticed on my falcon were that many of
the role playing games work on my falcon, not all, but way more than the
regular arcade, or action games.
can anyone tell me why?
also ishar 1&3 work, but not 2, when i get to the music on, or off part
of the menu, then bombs appear on my screen:(
has anone else ran into this?
thanks,
lance
www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

5446. Re: Hitachi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-26 17:08:56 UTC
From: Shiuming Lai <lais@zetnet.co.uk>
Message-ID: <cKKv6.50704$g63.6864806@nnrp3.clara.net>
Source record: 5599

"Mark Bedingfield" <mark@baypc.com.au> wrote in message
news:swUp6.3843$0N3.27392@news-server.bigpond.net.au...
> Hi lyndon, I have just been playing swapsies with my other MegaSTE, the
> Mouse is independent of the KB matrix it seems. But I found that the
Matrix
> is fine except for the ctrl key,

Very common on Mega STE keyboards.

Shiuming Lai

5447. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-27 00:01:55 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <MMQv6.130448$KL5.123767@NewsReader>
Source record: 5600

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:984939688-52019AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Fri, 9 Mar 2001 16:44:58 -0000
>
> >>I have a dead MegaSTE keyboard,
> >
> >I have a quantity of new Mega STE keyboards, price in the UK is £25 inc
> >post. They have non UK keycaps, mostly Spanish, but display the language
of
> >the host machine. You can use your own 'caps.
>
> Or alternatively order them from Seidl Software in Germany for £11.50,

Or...I will split the keyboard and PCB out from the case and sell either for
£10 plus post.

I will then have some curly keyboard leads and empty shells to sell.....

> As a non-EEC resident you can also deduct VAT (16%).... , this is
something
> that most European dealers conveniently *forget* to mention.

Only applies if the dealer is VAT registered and charges VAT.
UK VAT is 17.5%.
What does Vermiere et al have against dealers?

Barrie at Keychange.

www.keychange.co.uk

5448. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-27 03:23:59 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ac00f7b@dnews.tpgi.com.au>
Source record: 5501

Barrie at Atarispares <barrie@keychange.co.uk> wrote in message
news:MMQv6.130448$KL5.123767@NewsReader...
> Hello.
>
> "Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
> news:984939688-52019AEicMi@gmx.net...
> > From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> > Date: Fri, 9 Mar 2001 16:44:58 -0000
> >
> > >>I have a dead MegaSTE keyboard,
> > >
> > >I have a quantity of new Mega STE keyboards, price in the UK is £25 inc
> > >post. They have non UK keycaps, mostly Spanish, but display the
language
> of
> > >the host machine. You can use your own 'caps.
> >
> > Or alternatively order them from Seidl Software in Germany for £11.50,
>
> Or...I will split the keyboard and PCB out from the case and sell either
for
> £10 plus post.
>
> I will then have some curly keyboard leads and empty shells to sell.....
>
> > As a non-EEC resident you can also deduct VAT (16%).... , this is
> something
> > that most European dealers conveniently *forget* to mention.
>
> Only applies if the dealer is VAT registered and charges VAT.
> UK VAT is 17.5%.
> What does Vermiere et al have against dealers?

I don't give up that quick;-), I will have a crack at repairing the mylar
first..

Mark
>

5449. Re: Hitachi resolved

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-28 11:24:00 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985778798.12109.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 5502

My Control key is also slagged on my MegaSTE KB, tell me how you get on as I would be interested.

Mark.

Mark Bedingfield <atari@tpg.com.au> wrote in message news:3ab4902e$1@dnews.tpgi.com.au...
>
> Steve Sweet <steve_sweet@madasafish.com> wrote in message
> news:984762576-445720AEicMi@madasafish.com...
> > Hi Mark
> >
> > >It was a 2.2 microfarad cap in the reset circuit of the Micro. The
> > >keyboard wasn't coming out of reset. I will have to remember that one.
> > >Nicely refurbished now;-).
> >
> > Well done dude.
> >
> > >Only one thing left to fix, the control key is dead as a dodo, any
> > >ideas?
> >
> > Almost definately the matrix.
>
> Yup, $75 replacement. Apparently they have a 75 to 90% failure rating. I
> think I will try the labourious repair first. Get a marker and see how
that
> goes.
>
> Mark
>
>

5450. TT SCSI Arbitration

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-28 14:07:47 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <985788623.16342.0.nnrp-01.9e98a620@news.demon.co.uk>
Source record: 5503

Does the TT SCSI chain support Arbitration?

Not sure what factors this relies on but I imagine it is the SCSI chip set, in mine is some Adaptec chip but I imagine it is the same as other TTs'.

Does the (potential) speed of the SCSI chain purely depend on the SCSI type (e.g. SCSI II, wide, etc) or can say a SCSI II chain be quicker by doing X, Y, Z? (basically I am asking can the TT SCSI chain be "clocked", not including software enhancements)

Mark.

5451. Re: TT SCSI Arbitration

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-29 07:25:48 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AC2E37C.AAD59409@ooc.de>
Source record: 5504

Mark wrote:

> Does the TT SCSI chain support Arbitration?

This depends on your hard disk driver because software support is
required for that on TT and Falcon. CBHD and HDDRIVER support initiator
identification and bus arbitration.

> Does the (potential) speed of the SCSI chain purely depend on the SCSI type
> (e.g. SCSI II, wide, etc) or can say a SCSI II chain be quicker by doing X,
> Y, Z? (basically I am asking can the TT SCSI chain be "clocked", not
> including software enhancements)

It depends on the SCSI type (Ultra allows a higher speed than Fast, for
example) on the drive, on the SCSI controller in the computer and on the
DMA chip.

--

Dr. Uwe Seimet mailto:us@ooc.de
http://home.nikocity.de/nogfradelt

5452. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-29 20:55:06 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <985974610-396491AEicMi@madasafish.com>
Source record: 5508

Hi "Honest" Barrie

>What does Vermiere et al have against dealers?

He doesnt have anything against dealers per ser, just some/one specific
dealer(s).

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5453. New uses for SM-124 Monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-29 21:03:36 UTC
From: scott.parker@usu.edu
Message-ID: <r2EH2hwMncJn@cc.usu.edu>
Source record: 5505

I have more SM-124 monochrome monitors than STs to plug them into. I reallylike these monitors and would like to use them on other systems (Mac and/or PCclones). Can anyone comment on the possibility and/or compatibility issues?Any documentation of where it's been done before? TIA, Scott

5454. Re: Mint/Toswin Problems.Help!!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-30 06:28:45 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3AC4279D.3C22AA67@ndh.net>
Source record: 5506

Hi Dolan,

which MiNT version do you use?
Is memory protection disabled?

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

5455. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-30 14:55:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <985974572-171591AEicMi@gmx.net>
Source record: 5507

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Tue, 27 Mar 2001 01:01:55 +0100

>Or...I will split the keyboard and PCB out from the case and sell either for
>ï¿½10 plus post.
>I will then have some curly keyboard leads and empty shells to sell.....
LOL.... what about the screws ? :-)

>What does Vermiere et al have against dealers?
Nothing at all Barrie, in fact... I just love them :-)
But I know the difference between a good deal and a lousy one... why should
someone settle for a keyboard with Spanish keyboard caps when he can get one
with an English keyboard layout and which on top of that only will cost him
a fraction of the price?
Mark asked info, you posted some and so did I, and I suppose and assume that
he is old and wise enough to make up his own mind? 25 Pounds for a keyboard
is IMHO the equivalent of "daylight robbery"....

BTW I wasn't aware that you hold the exclusive rights to give "information"
in the Atari newsgroups... whenever someone here asks for advice and if I'm
aware of a better alternative then the one your suggesting, I'll post it, if
you don't like that, well then just sue me :-)

>>As a non-EEC resident you can also deduct VAT (16%).... , this is
>>something that most European dealers conveniently *forget* to mention.
>>
>Only applies if the dealer is VAT registered and charges VAT.
>UK VAT is 17.5%.
I was talking about *real* dealers ofcourse, not the cowboys.

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5456. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-30 21:00:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986042214-97200AEicMi@madasafish.com>
Source record: 5511

Hi Dennis

Wotcha you old slapper, howz the pimping buisness??.

>>Only applies if the dealer is VAT registered and charges VAT.

>I was talking about *real* dealers ofcourse, not the cowboys.

Do you know of many "Cowboy" dealers?, i can only think of 2.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5457. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-30 23:59:32 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <y69x6.7097$NS2.11820@NewsReader>
Source record: 5509

Hello.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:985974610-396491AEicMi@madasafish.com...
> >What does Vermiere et al have against dealers?
>> He doesnt have anything against dealers per ser, just some/one specific
>> dealer(s).

No doubt you still lack the guts to name names, matey.
Below are two postings from you and Vermiere deciding to try to drive me out of business.
Well, I'm still here, despite your pathetic attempts to discredit Keychange Music.

www.keychange.co.uk

The group can draw its' own conclusions.....

Message 11 in thread
From: Steve Sweet (steve_sweet@madasafish.com)
Subject: Re: Hard drive question
Newsgroups: comp.sys.atari.st
Date: 2001-01-03 10:20:32 PST

HI Dennis

>>Interesting one this, the relevant instructions for ICD are in the
>>readme on the program disc, for HDDriver, on page 7 of the manual, you
>>do have the origional disc or manual.....?
>Yes very interesting, especially since James made it very clear that
>he's using AHDI....

I think he's implying there's dirty dealings going down, which is rich for him considering the tales folks tell behind clsed doors. Its a pity really that these peops wont speak out in public, it might drive this wannabee dealer underground where he belongs.

--
Message 12 in thread From: Dennis Vermeire (dennis.vermeire@gmx.net)Subject: Re: Hard drive question Newsgroups: comp.sys.atari.stDate: 2001-01-05 10:11:05 PST
From: Steve Sweet <steve_sweet@madasafish.com>
Date: Tue, 02 Jan 2001 22:52:10 -0000

Hi Steve,

>I think he's implying there's dirty dealings going down, which is rich
>for him considering the tales folks tell behind clsed doors. Its a pity

>really that these peops wont speak out in public, it might drive this
>wannabee dealer underground where he belongs.
.... we are speaking about the same person aren't we ? the guy that is
better
known as " Honest Barrie" ?

Cheers from Belgium
Dennis
You keep putting them up mateys, I'll keep knocking them down.Barrie at
Keychange.

5458. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-31 00:29:58 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <9z9x6.5654$b43.9460@NewsReader>
Source record: 5510

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:985974572-171591AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Tue, 27 Mar 2001 01:01:55 +0100

> >Or...I will split the keyboard and PCB out from the case and sell either
for
> >10 plus post.
> >I will then have some curly keyboard leads and empty shells to sell.....

> >What does Vermiere et al have against dealers?
> Nothing at all Barrie, in fact... I just love them......
> But I know the difference between a good deal and a lousy one...

Debatable.

>why should someone settle for a keyboard with Spanish keyboard caps when
he can get one
> with an English keyboard layout and which on top of that only will cost
him
> a fraction of the price?

Fair point, now you have supplied the info, but, do tell, how long have you
known about this source,
or did you do some frantic digging?
Why don't you provide a list of non UK dealers that you will vouch for?
Will your source break a keyboard and sell the parts separately, thus saving
cost both on the repair and postage?

> Mark asked for info, you posted some and so did I, and I suppose and
assume that
> he is old and wise enough to make up his own mind? 25 Pounds for a
keyboard
> is IMHO the equivalent of "daylight robbery"....

What colour is the sky....you are entitled to your opinion.
I, and others, disagree.

> BTW I wasn't aware that you hold the exclusive rights to give
"information"
> in the Atari newsgroups..

Whatever gave you that idea? Oh, of course, you and sweet think YOU own the
group,

> whenever someone here asks for advice and if I'm aware of a better
alternative
> then the one your suggesting, I'll post it,

Eventually.............

> if you don't like that, well then just sue me.

Now why would anyone want to do that.............?

> >Only applies if the dealer is VAT registered and charges VAT.
> >UK VAT is 17.5%.
> I was talking about *real* dealers ofcourse, not the cowboys.

Just refer directly to my company as a cowboy outfit and see if I sue,
matey.
You and sweet really are a gutless pair, that much is so obvious.

Barrie at Keychange.

www.keychange.co.uk

5459. wd1772 disk controller

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-31 13:01:41 UTC
From: Colin Piggot <quazar@clara.net>
Message-ID: <4ykx6.71707$HR6.8902805@nnrp4.clara.net>
Source record: 5512

Hi,

I'm trying to track down anyone that supplies the WD1772 disk
controller chip in the UK .... i need a few !

Any help appreciated...

Thanks

Colin Piggot

5460. Re: wd1772 disk controller

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-31 20:36:20 UTC
From: ebaiz@skyenet.net
Message-ID: <8drx6.707$Ks3.2816@newsfeed.slurp.net>
Source record: 5513

On 31 Mar 2001 14:01:41 , "Colin Piggot" wrote:
>Hi,
>
>I'm trying to track down anyone that supplies the WD1772 disk
>controller chip in the UK .... i need a few !
>
>Any help appreciated...
>

The only place I know of is Best Electronics here in the states...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5461. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-31 22:17:53 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <kJsx6.8420$NS2.17884@NewsReader>
Source record: 5514

Hello.
>
> "Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
> news:985974572-171591AEicMi@gmx.net...
> > From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> > Date: Tue, 27 Mar 2001 01:01:55 +0100

Snip, I forgot to mention.....

> > But I know the difference between a good deal and a lousy one...
>
> Debatable.
>
> >why should someone settle for a keyboard with Spanish keyboard caps
> >when he can get one
> > with an English keyboard layout and which on top of that only will cost
> him
> > a fraction of the price?
>
> Fair point, now you have supplied the info, but, do tell, how long have
you
> known about this source,
> or did you do some frantic digging?
> Why don't you provide a list of non UK dealers that you will vouch for?
> Will your source break a keyboard and sell the parts separately, thus
saving
> cost both on the repair and postage?
>
> > Mark asked for info, you posted some and so did I, and I suppose and
> assume that
> > he is old and wise enough to make up his own mind? 25 Pounds for a
> keyboard
> > is IMHO the equivalent of "daylight robbery"....

If you check the site of your mate sweets' favourite dealer you will see
they are
asking £59 (plus post ?) for a Mega keyboard, care to
comment.....

> What colour is the sky....you are entitled to your opinion.
> I, and others, disagree.
>
> Barrie at Keychange.
>
> www.keychange.co.uk

>
>
>

5462. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-03-31 22:21:47 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <XMsx6.14163$b43.17376@NewsReader>
Source record: 5515

Hello.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:986042214-97200AEicMi@madasafish.com...
> Hi Dennis
>
> Wotcha you old slapper, howz the pimping buisness??.

That's b u s i n e s s.......

> >>Only applies if the dealer is VAT registered and charges VAT.
>
> >I was talking about *real* dealers ofcourse, not the cowboys.
>
> Do you know of many "Cowboy" dealers?, i can only think of 2.

Oh dear, courage failed you again, again, again........

Barrie at Keychange.

www.keychange.co.uk

5463. midi input dilemma???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-01 04:52:40 UTC
From: john bliss <blissboy@one.net.au>
Message-ID: <3ac6b365$1_4@news01.one.net.au>
Source record: 5516

hi all
i have several different controllers fed into a UNITOR attached to an atari
and using notator
I cannot work out how to have notator recognize the different midi inputs so
that i can use different input assignments????????

HELP HELP HELP HELPHELP HELPHELP HELPHELP HELPHELP HELPHELP HELPHELP
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THNX IN ADVANCE
BLISS

5464. Re: midi input dilemma???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-01 05:58:33 UTC
From: Crackers <bcracknell@sympatico.ca>
Message-ID: <dszx6.577420$JT5.15968405@news20.bellglobal.com>
Source record: 5517

"john bliss" <blissboy@one.net.au> wrote in message
news:3ac6b365$1_4@news01.one.net.au...
> hi all
> i have several different controllers fed into a UNITOR attached to an
atari
> and using notator
> I cannot work out how to have notator recognize the different midi inputs
so
> that i can use different input assignments????????

Is each device assigned to a seperate midi channel?

Crackers
(starting with the obvious from hell!!)

5465. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-01 15:10:56 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986241882-99790AEicMi@madasafish.com>
Source record: 5522

Hi "Honest" Barrie

>If you check the site of your mate sweets' favourite dealer

Hey guy's, Barrie is plugging Atari Workshop, things must be getting
desperate down't narth.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5466. midi midi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-01 22:27:08 UTC
From: john bliss <blissboy@one.net.au>
Message-ID: <3ac7aa8d_5@news01.one.net.au>
Source record: 5518

hi all
i have several different controllers fed into a UNITOR attached to an atari
and using notator
I cannot work out how to have notator recognize the different midi inputs so
that i can use different input assignments????????
in other words i want to play in real time using the drum pads while someone
else plays keyboard with say a piano sound?????

5467. Re: midi midi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-02 01:23:11 UTC
From: mpaganini@SPAMYOURSELFchello.fr
Message-ID: <3ac7d3a8.20228356@news.chello.fr>
Source record: 5519

On Mon, 2 Apr 2001 08:27:08 +1000, "john bliss" <blissboy@one.net.au>
wrote:

>hi all
>i have several different controllers fed into a UNITOR attached to an atari
>and using notator
>I cannot work out how to have notator recognize the different midi inputs so
>that i can use different input assignments????????
>in other words i want to play in real time using the drum pads
put the drum controller to send data on midi channel 10, for
example...
>while someone
>else plays keyboard with say a piano sound?????
put the keyboard controller to send data on midi channel 1, for
example...
Set the midi channel on the receiving devices accordingly et voila...
I hope this helps...

Marcelo Paganini

http://artiststats.mp3.com/artist_stats/226/marcelo_paganini.html

>
>

5468. midi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-02 02:36:13 UTC
From: john bliss <blissboy@one.net.au>
Message-ID: <3ac7e51e_2@news01.one.net.au>
Source record: 5520

ok i give up
is there a better alternative midi prog than notator????
if so please tell me how i get it
eg: master tracks pro????

5469. Re: midi

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-02 16:04:23 UTC
From: ebaiz@skyenet.net
Message-ID: <bq1y6.21$f35.282@newsfeed.slurp.net>
Source record: 5521

On 2 Apr 2001 12:36:13 +, "john bliss" wrote:
>ok i give up
>is there a better alternative midi prog than notator????
>if so please tell me how i get it
>eg: master tracks pro????

I use Sweet 16. Works great for me. It is commercial though. You can
download some real nice Atari MIDI software at:

http://sites.netscape.net/timconrardy/dwnloads.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5470. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-02 22:19:47 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <eX6y6.15300$NS2.36458@NewsReader>
Source record: 5523

Hello.

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:986241882-99790AEicMi@madasafish.com...
> Hi "Honest" Barrie
>
> >If you check the site of your mate sweets' favourite dealer
>
> Hey guy's, Barrie is plugging Atari Workshop,

I wish somebody would plug you, matey, preferably into the mains!

> things must be getting desperate down't narth.

Not in the least.

That's oop north, you failed geography as well as common sense at school
then?

Really, is this the best you can do?

No sensible comment on the price, £59 sterling, your favourite dealer is
asking for
a Mega keyboard? Or any ST keyboard?

I've just had a quick look around your favourite site, matey.
Maybe the group should have a look at some of the prices.

I temporarily rest my case.

Barrie at Keychange www.keychange.co.uk

5471. Steinberg Midex Plus for Atari (midi expander)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-03 07:07:58 UTC
From: john bliss <blissboy@one.net.au>
Message-ID: <3ac97617_3@news01.one.net.au>
Source record: 5524

can anyone tell me if this device will
1. work with notator
2. give me assignable midi inputs??
thnx in advance
bliss

5472. Re: Steinberg Midex Plus for Atari (midi expander)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-04 00:07:49 UTC
From: mpaganini@SPAMYOURSELFchello.fr
Message-ID: <3aca4edd.24285368@news.chello.fr>
Source record: 5525

On Tue, 3 Apr 2001 17:07:58 +1000, "john bliss" <blissboy@one.net.au>
wrote:

>can anyone tell me if this device will
>1. work with notator
>2. give me assignable midi inputs??
>thnx in advance
>bliss
If you have an atari an one unitor you have already 3 midi ins and 3
midi outs...
Do you need more?
Do you have the Notator manual?
I think that is the only thing you need...
If you explain better your problem, I can try to help you...
(; 7)

Marcelo Paganini

>

5473. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-04 00:29:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986404294-150963AEicMi@gmx.net>
Source record: 5529

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Sat, 31 Mar 2001 23:17:53 +0100

>Snip, I forgot to mention.....
Oh dear... isn't this a bit pathetic?

>If you check the site of your mate sweets' favourite dealer you will see
>they are asking ï¿½59 (plus post ?) for a Mega keyboard, care to
>comment.....
I've already posted a possible solution to dealers demanding "rip off"
prices a couple of days ago, remember?
I *know* that Keychange Music isn't the only dealer asking ridiculous
sums for spare parts, but since you're the only one who posted and
advertised... high trees catch a lot of wind...

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5474. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-04 00:29:54 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986404280-150051AEicMi@gmx.net>
Source record: 5528

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Sat, 31 Mar 2001 01:29:58 +0100

>>why should someone settle for a keyboard with Spanish keyboard caps when
>>he can get one with an English keyboard layout and which on top of that
>>only will cost him a fraction of the price?
>
>Fair point, now you have supplied the info, but, do tell, how long have you
>known about this source, or did you do some frantic digging?
Frantic digging? take a look at Dejanews... back in 1997 I reported this bit
of info for the very first time. I've probably posted it ten times over the
last four years...

>>25 Pounds for a keyboard is IMHO the equivalent of "daylight robbery"....
>
>What colour is the sky....you are entitled to your opinion.
>I, and others, disagree.
You disagree?
Opinions got nothing to do with this, the simple facts are that someone can
buy two keyboards and with the leftover change buy a pint of ale in his local
pub for the amount you ask for only one keyboard, it might well be that the
hurds of Keychange customers don't mind this or simply don't have a clue....

>> I was talking about *real* dealers ofcourse, not the cowboys.
>Just refer directly to my company as a cowboy outfit and see if I sue,
>matey.
....? are you implying your company is a cowboy outfit? :-)

>You and sweet really are a gutless pair, that much is so obvious.
This ofcourse is complete off topic...
You keep repeating yourself, what is obvious to me is that you need to seek
medical assistance, a lobotomy might just do the trick.

Cheers from Belgium
Dennis
--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5475. atari portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-04 01:25:14 UTC
From: pcman@ozbytes.net.au
Message-ID: <3aca7caa$1@kastagir.senet.com.au>
Source record: 5526

hi everyone

i just got a atari portfolio computer

the screen dosnt seem to work on it so i pulled it apart and the ribbon cable between the lcd and mainboard is broken

im after someone that can replace this or has a portfolio that dosnt work that they wanna sell

its not like a ide cable its the little flat orange ribbon stuff

if i cant get a replacement i guess i will have to make a cable out of ide lead and have it always open

cheers
pcman

cmaggee@start.com.au

5476. Re: atari portfolio

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-04 08:16:36 UTC
From: Frank Szymanski <f.szymanski@dmt.de>
Message-ID: <3ACAD864.E3048868@dmt.de>
Source record: 5527

> im after someone that can replace this or has a portfolio that dosnt work that
> they wanna sell

You can get it from www.palmzip.de (Choose English language at the
startup page).

Regards,

Frank

5477. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-05 13:58:34 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <eT_y6.29479$NS2.61578@NewsReader>
Source record: 5530

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:986404280-150051AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Sat, 31 Mar 2001 01:29:58 +0100

pasted.

>If you check the site of your mate sweets' favourite dealer you will see
>they are asking £59 (plus post ?) for a Mega keyboard, care to
>comment.....
I've already posted a possible solution to dealers demanding "rip off"
prices a couple of days ago, remember?

Remember, in the UK an advertised price is an ' offer to treat. '

I will haggle if customers wish, will your source?

You have checked the source still has stock then?
What is the postage from Germany to the UK?

I *know* that Keychange Music isn't the only dealer asking ridiculous
sums

You mean wanting to be paid......

> for spare parts, but since you're the only one who posted and
advertised...

I forgot, you don't like people advertising in your group, do you?

> high trees catch a lot of wind...

Especially when passed by an a*****e like you.

snip...
> hurds of Keychange customers don't mind this or simply don't have a
clue....

That's herds, matey, tho' I doubt calling Atari users members of a herd in
the present
situation will get you many friends.

I think 'tis you who haven't a clue.

> >> I was talking about *real* dealers ofcourse, not the cowboys.
> >Just refer directly to my company as a cowboy outfit and see if I sue,
> >matey.

> ....? are you implying your company is a cowboy outfit?

You and your chums have done nothing but for the last 6 months, phrases like ' wannabe dealer ' and ' drive back underground ' give the lie to your drivel.

> >You and sweet really are a gutless pair, that much is so obvious.

> This ofcourse is complete off topic...

Just like most of your posts.

> You keep repeating yourself, what is obvious to me is that you need to seek
> medical assistance, a lobotomy might just do the trick.

Ah, the personal abuse again

'Bye for now.

Barrie at Keychange. www.keychange.co.uk

5478. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-05 15:48:12 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986496884-35011AEicMi@gmx.net>
Source record: 5531

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Mon, 2 Apr 2001 23:19:47 +0100

>No sensible comment on the price, ï¿½59 sterling, your favourite dealer is
>asking for a Mega keyboard? Or any ST keyboard?
When are you going to stop this endless nagging?

At least their keyboards have English keycaps, which is something you can't
brag about... you might be the cheapest dealer in Britain, but then that's
something someone living abroad doesn't care about at all.
Fast delivery, not mentioning an easy and secure way to pay are much more
important... oh, and mutual trust ofcourse :-)

>I've just had a quick look around your favourite site, matey.
>Maybe the group should have a look at some of the prices.
On *that* site the product range and prices are quoted and available for the
whole world to see, which is more than a certain dealer "oop north" can brag
about...

>I temporarily rest my case.
Amen.

Cheers from Belgium
Dennis
--

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5479. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-06 00:06:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986581026-918463AEicMi@madasafish.com>
Source record: 5534

Hi Barrie

>> hurds of Keychange customers don't mind this or simply don't have a
>>clue....

>That's herds, matey,

Dennis has a Belgian keyboard, he often types 'h' in place of 't'.
--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5480. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-06 00:52:15 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <Zr8z6.32263$NS2.66301@NewsReader>
Source record: 5532

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:986496884-35011AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Mon, 2 Apr 2001 23:19:47 +0100
>
> >No sensible comment on the price, £59 sterling, your favourite dealer is
> >asking for a Mega keyboard? Or any ST keyboard?
> When are you going to stop this endless nagging?

When you and sweet stop posting rubbish.
>
> At least their keyboards have English keycaps,

You certain of that?

> which is something you can't brag about...

Never did! Never do brag.

> you might be the cheapest dealer in Britain, but then that's
> something someone living abroad doesn't care about at all.

Someone living abroad may not care about English keycaps either, they may
just want a
replacement keyboard.

> Fast delivery, not mentioning an easy and secure way to pay are much more
> important... oh, and mutual trust ofcourse :-)

Your favourite dealer does all this without fail?????

> >I've just had a quick look around your favourite site, matey.
> >Maybe the group should have a look at some of the prices.
> On *that* site the product range and prices are quoted and available for
the
> whole world to see,

Yup, how much is in stock? Quite a few ' please call for prices ' too.

> which is more than a certain dealer "oop north" can brag about...

My site reflects what I have for sale, moreover, I am the one enquirers talk
to.

Au revoir,

Barrie at Keychange. www.keychange.co.uk

5481. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-06 15:20:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986578456-49495AEicMi@gmx.net>
Source record: 5533

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Thu, 5 Apr 2001 14:58:34 +0100

>I will haggle if customers wish, will your source?
No, there's not a lot to haggle on a keyboard costing ï¿½11.50... and they
will not dismantle them either in a crazy attempt to meet the price. All
the stuff they sell is brandnew and comes in the original sealed packaging

>You have checked the source still has stock then?
They have over a hundred in stock...

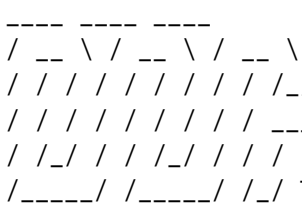
>What is the postage from Germany to the UK?
Postage to the UK will cost DM17 that's rougly ï¿½6..., goods are expedited
by courier and the shipping price is for one order, meaning if someone
orders a couple of keyboards, mice and software it would still be ï¿½6.
BTW: Is this the sixty questions game? since I'm the dumb ass and you're
the clever one, why don't you do some research yourself?

>That's herds, matey,
Whatever you say... but the Brittanica and Oxford thesaurus tell me
different and I put more trust in these...
<SNIP>
crowd, throng, group, flood, rush, mob, press, crush, cohue, horde, body,
tribe, crew, gang, knot, squad, band, party, swarm, shoal, school, covey,
flock, herd, hurd, drove, atajo, bunch, drive, force, mulada, remuda,
array, bevy, corps, company, troop, clan, brotherhood, fraternity,
sorority, association.
<SNAP>

>> ....? are you implying your company is a cowboy outfit?
>
>You and your chums have done nothing but for the last 6 months, phrases
>like ' wannabe dealer ' and ' drive back underground ' give the lie to
>your drivel.
Show me *one* single posting where I spread lies about you or/and your
company..., PROOF it... and I'll publicly excuse myself. In the event you
can't proof it, then SHUT UP.

>>You keep repeating yourself, what is obvious to me is that you need to
>>seek medical assistance, a lobotomy might just do the trick.
>
>Ah, the personal abuse again
Honk honk.... perhaps I should show some of your scribblings to a shrink?
I wander what he'll make of them... no doubt your illness has a name. :-/

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5482. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-06 20:29:19 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <CHpz6.158$s02.1963@NewsReader>
Source record: 5535

Hello!
"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:986578456-49495AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Thu, 5 Apr 2001 14:58:34 +0100
>
> >I will haggle if customers wish, will your source?
> No, there's not a lot to haggle on a keyboard costing £11.50... and they
> will not dismantle them either in a crazy attempt to meet the price.

So it's crazy to give the customer a choice.......

>All the stuff they sell is brand new and comes in the original sealed
packaging

So are my keyboards except I test everything I sell.

> >You have checked the source still has stock then?

> They have over a hundred in stock...
>
> >What is the postage from Germany to the UK?
> Postage to the UK will cost DM17 that's roughly £6..., goods are expedited
> by courier and the shipping price is for one order, meaning if someone
> orders a couple of keyboards, mice and software it would still be £6.

Then customers in the UK will buy from the cheapest source they trust, just
let me
point out my price, £25 is a lot nearer your suppliers' price, about £18,
than your favourite
suppliers at £59.

> BTW: Is this the sixty...four.... questions game? since I'm the dumb ass

You said it........

> and you're the clever one, why don't you do some research yourself?

Think you answered that one yourself.
>
> >That's herds, matey,
> Whatever you say... but the Brittanica and Oxford thesaurus tell me
> different and I put more trust in these...

That's up to you matey, but you're wrong.

> >> ....? are you implying your company is a cowboy outfit?
> >
> >You and your chums have done nothing but for the last 6 months, phrases
> >like ' wannabe dealer ' and ' drive back underground ' give the lie to
> >your drivel.
> Show me *one* single posting where I spread lies about you or/and your
> company..., PROOF it...

That's PROVE matey,

>and I'll publicly excuse myself. In the event you can't prove it, then
SHUT UP.

That's the whole point of this ' discussion ', you and sweet post rumour and
innuendo
about ' certain ' Atari dealers in the UK, knowing full well there are only
three left.
The day I can ' proof it ' is the day I sue you but I suppose you will just
keep posting
your gutless drivel, well.....this topic is getting too unweildy, I guess
there's only you
and me reading it so until you or sweet pop up in another topic.........

> Honk honk...

Car impressions? or a silly goose?

> perhaps I should show some of your scribblings to a shrink?

Wouldn't go near one in your condition, matey.

> I wander ..

that's wonder

>what he'll make of them... no doubt your illness has a name.

Yup, free enterprise, just what do you do for a living, we know what sweet
doesn't?

'Till next we ......email.

Barrie at Keychange. www.keychange.co.uk

5483. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-06 21:05:50 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986640922-188173AEicMi@madasafish.com>
Source record: 5537

Hi Dennis

>oh, and mutual trust ofcourse :-)

Trust is very important, ive heard of a 'Honest' dealer not too many
miles away who when sent machines with Veloce's fitted would steal the
customers machine and send back an inferior-by-comparison replacement.

I know of at least 2 occasions this has happened..

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5484. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-06 21:07:10 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986640926-188886AEicMi@madasafish.com>
Source record: 5538

Hi Dennis

>no doubt your illness has a name. :-/

"Barrie"

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5485. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-06 21:34:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986640930-189753AEicMi@madasafish.com>
Source record: 5536

Hi Guys

>> On *that* site the product range and prices are quoted and available
>>for the whole world to see,

>Yup, how much is in stock? Quite a few ' please call for prices ' too.

Theres none of that on your site is there, none at all eh!?.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5486. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-06 21:41:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986640938-191152AEicMi@madasafish.com>
Source record: 5539

Dennis dude!!

>>> ....? are you implying your company is a cowboy outfit?

>>You and your chums have done nothing but for the last 6 months,
>>phrases like ' wannabe dealer ' and ' drive back underground ' give
>>the lie to your drivel.

>Show me *one* single posting where I spread lies about you or/and your
>company..., PROOF it... and I'll publicly excuse myself. In the event
>you can't proof it, then SHUT UP.

He'l not try to prove it, he'l just call you a liar and accuse
you/us/me/anyone else of fabricating everything.

He'l even deny evidence when posted or twist it in an attempt to
discredit the poster.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5487. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-07 13:41:26 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986669660-745216AEicMi@madasafish.com>
Source record: 5541

Hi "Honest"

>>All the stuff they sell is brand new and comes in the original sealed
>>packaging

>So are my keyboards except I test everything I sell.

And it seems you also sell stuff youre sent to test.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5488. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-07 17:26:35 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <U6Iz6.8199$s02.6962@NewsReader>
Source record: 5540

Hello.
Four posts from sweet, more drivel but....
"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:986640930-189753AEicMi@madasafish.com...
> Hi Guys
>
> >> On *that* site the product range and prices are quoted and available
> >>for the whole world to see,
>
> >Yup, how much is in stock? Quite a few ' please call for prices ' too.
>
> There's none of that on your site is there, none at all eh!?.

Your point?

Hi Dennis

>oh, and mutual trust ofcourse :-)

Trust is very important, I've heard of a 'Honest' dealer not too many
miles away who when sent machines with Veloce's fitted would steal the
customers machine and send back an inferior-by-comparison replacement.

I know of at least 2 occasions this has happened.....

Then pray, tell us, or ask the customers involved to tell us who we should
avoid, or is it your little secret?

Hi Dennis

>no doubt your illness has a name. :-/

"Barrie"

Wrong matey, ' Barrie ' is a state of mind you and vermiere will never
attain, judging by your posts

Dennis dude!!

>>> ....? are you implying your company is a cowboy outfit?

>>You and your chums have done nothing but for the last 6 months,
>>phrases like ' wannabe dealer ' and ' drive back underground ' give
>>the lie to your drivel.

>Show me *one* single posting where I spread lies about you or/and your
>company..., PROOF it... and I'll publicly excuse myself. In the event
>you can't proof it, then SHUT UP.

>He'l not try to prove it, he'l just call you a liar and accuse
>you/us/me/anyone else of fabricating everything.

Like what? Oh, that's ' He'll ', failed English lan as well?

>He'l even deny evidence when posted or twist it in an attempt to
>discredit the poster.

It's called ' rebuttal ', there ain't been any supported evidence posted
yet, just your unsupported claims. I include barbiere here, too.

That's ' He'll ', failed English lan as well?

No matey, I will simply defend Keychange against scurrilous attacks based on
hearsay.
You have no evidence to support your drivel, that much is plain.

This topic is now too long to be of any use, it's obvious that you and
vermiere will probably
continue to ' comment ' on any future posts I make so 'till we ' meet '
again,

Goodbye for now.

Barrie at Keychange. www.keychange.co.uk

5489. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-08 00:29:35 UTC
From: sidcelery@cix.co.uk
Message-ID: <9aobdfkjl1@plutonium.compulink.co.uk>
Source record: 5542

On 31 Mar 2001 23:17:53 , "Barrie at Atarispares" wrote:
>>> Mark asked for info, you posted some and so did I, and I suppose
>>> and assume that he is old and wise enough to make up his own
>>> mind? 25 Pounds for a keyboard is IMHO the equivalent of
>>> "daylight robbery"...
> If you check the site of your mate sweets' favourite dealer you
> will see they are asking 59 (plus post ?) for a Mega keyboard,
> care to comment...

I believe, at one time, they were looking at 99ukp for a TT keyboard!

rgds
H

5490. Re: Schematic TT keyboard...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-08 23:52:08 UTC
From: jimd11@mindspring.com
Message-ID: <9aqtj8$cq9$1@slb6.atl.mindspring.net>
Source record: 5543

On 24 Mar 2001 21:57:46 , "TXG" wrote:
>Hi,
>
>Is there anybody who has a schematic of the TT keyboard? I have one that
>doesn't work and I want to repair it...
>
Well, I do, but I paid for it, supporting the Atari market. But, mine
has stopped working several times, because I spilled something on it,
giving me an excuse to clean it. Take it apart, and remove the Pc board.

Wash it all down, gently, let it dry thoroughly, and before putting it
back together, touch up any solder joints that do not look shiny and
clean. And while you are at it, from what has been posted in this group,
check the electrolytic capacitor near the processor chip, since if that
leaks, it can keep the keyboard in reset mode.

If all that does not improve the situation, ask again. To me, beverage
residue is the most likely cause of failure.

Jim

>TXG
>
>
>.

5491. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 09:11:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986836578-110028AEicMi@gmx.net>
Source record: 5548

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Fri, 6 Apr 2001 21:29:19 +0100

>In the event you can't prove it, then SHUT UP.
>
>That's the whole point of this ' discussion ', you and sweet post rumour
>and innuendo about ' certain ' Atari dealers in the UK, knowing full
>well there are only three left.
This dicussion is about the price of a MegaSTE/TT keyboard, all I've done
is to inform the people following this thread that instead of having to
fork out ï¿½25 they could obtain one from a different source for ï¿½11.50,
you obviously don't like this and started abusing me...

>just let me point out my price, ï¿½25 is a lot nearer your suppliers'
>price, about ï¿½18, than your favourite suppliers at ï¿½59.
Point out what ever you like...
BTW my favourite supplier is not a UK based dealer, in general all Atari
hardware, sofware and parts are overpriced in Britain, the keyboards are
just one example...

>>>That's herds, matey,
>>Whatever you say... but the Brittanica and Oxford thesaurus tell me
>>different and I put more trust in these...
>
>That's up to you matey, but you're wrong.
If I'm wrong then two of the leading British dictionaries are wrong, are
you perhaps reinventing spelling?

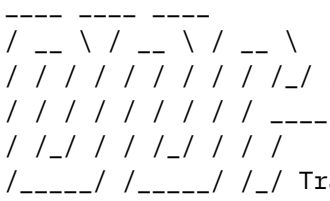
>The day I can ' proof it ' is the day I sue you but I suppose you will
>just keep posting your gutless drivel, well.....
You can't prove anything, because there's nothing there to proof. It's all a
figure of your imagination ...
I repeat: show me one single posting or stop accusing me.

>this topic is getting too unweildy, I guess there's only you and me
>reading it so until you or sweet pop up in another topic.........
You turned it into the mess it is now, not me... I've stayed on topic in
every posting, I'm not the one who started the abuse, I'm not the one who
called the other party a liar... remember?

>> I wander ..
>
>that's wonder
Wander, wandering, wandered.... according to the Oxford dictionary, but I
suppose following your logic they are just a bunch of nitwits who know
nothing?

>just what do you do for a living,
Once you've sued me... you'll find out soon enough.

Cheers from Belgium
Dennis
--



derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5492. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 09:12:38 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986836574-109363AEicMi@gmx.net>
Source record: 5547

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Fri, 6 Apr 2001 01:52:15 +0100

>When you and sweet stop posting rubbish.
PROVE it or shut up...

>Your favourite dealer does all this without fail?????
Yep... and in case you're wandering, it isn't AW....

>>On *that* site the product range and prices are quoted and available for
>>the whole world to see,
>
>Yup, how much is in stock?
How would I know? I haven't got a crystal ball to gaze into, for all I know
they might even haven't got any at all, but then how do people know that
you got some in stock? it all comes down to trust. If a company claims to
have the goods in stock, the customer can only take their word for it.

>> which is more than a certain dealer "oop north" can brag about...
>
>My site reflects what I have for sale
Exactly, that's my point... it consists of one single page, you've got to
cram all the relevant info into that page meaning that from a prospective
customer his viewpoint it's very limited.
BTW did you know that CAB makes a mess of it? it looks alright in Explorer
and Navigator but not very impressive on a Atari.

>Au revoir,
I'm from the Flemish speaking part of Belgium....

Cheers from Belgium (Flanders)
Dennis
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5493. Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 10:09:56 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <986836580-110732AEicMi@gmx.net>
Source record: 5549

>The day I can ' proof it ' is the day I sue you but I suppose you will just
>keep posting your gutless drivel, well.....
Here's your chance to sue me....

>Well, I'm still here, despite your pathetic attempts to discredit Keychange
>Music.
What about this?

You've managed so far to intimidate people here and in CSAST demanding proof
of their statements, let's reverse the whole thing... why don't you come up
with some evidence for a change?
You've sold Sean Barbieri his LINK97 without him knowing anything about it.
Selling someone's property without his consent is a criminal act, it doesn't
matter if you (partly) reimbursed him afterwards, it is thievery in it's
purest form. Since you claim to keep *all* records of your dealings it
should be fairly easy to produce the written consent of Sean Barbieri....
In the event you can't come up with the proof then I can only conclude that
you're a thief and a swindler who even has the nerve to call his victim a
liar...

You've stated *several* times in different threads that you reformatted
Seans harddisk and made it bootable with ICD Pro.
ICD Harddisk utilities is commercial copyright software, unless Sean had
bought the package you've no right to put it on the harddisk, not even use
it. So, where's the evidence that he bought it? surely you must have the
invoice? If you can produce an invoice, isn't it about time you supply him
the original disks, manual and registration card?
In the event you can't come up with the proof then I can only conclude that
you're not only a thief and a swindler but also someone undermining this
platform by illegally spreading commercial software which is a criminal
act as well under British law... in other words you're a pirate.

How's that for undermining your "business" and reputation?

No doubt about it ofcourse that all my accusations are false and you can
proof it by producing the evidence. Don't expect a public apology cause you
wont get it from me, to clear your reputation, sue me. As long as you don't
come forward with evidence which proves me wrong I'll refer to you as "the
crook from up north" :-)

Note that any threats or personal abuse from yourself will from now on be
kept on file and may be used against you in a British court of law.

Cheers from Belgium
Dennis
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5494. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 15:33:45 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <KFkA6.4357$Rj2.16664@NewsReader>
Source record: 5545

"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:986669660-745216AEicMi@madasafish.com...
> Hi "Honest"
>
> >>All the stuff they sell is brand new and comes in the original sealed
> >>packaging
>
> >So are my keyboards except I test everything I sell.
>
> And it seems you also sell stuff you're sent to test.
>
Your address for the solicitor, please.

Barrie.

5495. wanted.. external scsi cd rom drive e.g. apple cd300

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 15:36:46 UTC
From: Simon Williams <williamssg@cf.ac.uk>
Message-ID: <9askufbln1@fafnir.cf.ac.uk>
Source record: 5544

Hi everyone,

I'm looking for a cheap external scsi cd rom drive, something like the apple cd150 or cd300 would probably do. Its to use on my atari st (via a scsi host adaptor) but more importantly for my akai s2000 sampler.

By the way, after more than 8 years its still wonderful to see activity on these atari groups! I sadly miss my TT but I'm still using the STE and love it!

Kind regards

Simon Williams

SVPworld - Creative music and multimedia
incorporating PSRworld.......
website: http://www.svpworld.com
email: info@svpworld.com

5496. Re: Schematic TT keyboard...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 15:46:02 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <0QkA6.4361$Rj2.16535@NewsReader>
Source record: 5546

Hello.

"Jim DeClercq" <jimd11@mindspring.com> wrote in message
news:9aqtj8$cq9$1@slb6.atl.mindspring.net...
> On 24 Mar 2001 21:57:46 , "TXG" wrote:
> >Hi,
> >
> >Is there anybody who has a schematic of the TT keyboard? I have one that
> >doesn't work and I want to repair it...
> >
> Well, I do, but I paid for it, supporting the Atari market. But, mine
> has stopped working several times, because I spilled something on it,
> giving me an excuse to clean it. Take it apart, and remove the Pc board.
>
> Wash it all down, gently, let it dry thoroughly, and before putting it
> back together, touch up any solder joints that do not look shiny and
> clean. And while you are at it, from what has been posted in this group,
> check the electrolytic capacitor near the processor chip, since if that
> leaks, it can keep the keyboard in reset mode.
>
> If all that does not improve the situation, ask again. To me, beverage
> residue is the most likely cause of failure.

Just in case sweet and vermieres' drivel has clouded the issue, if any one
needs a
PCB for the TT or Mega STE keyboard I will dismantle a few of my stock and
sell the
PCB or the actual keyboard for £10 each plus post.
New curly cables £3 each plus post.

Info for non TT / Mega STE users.
There is a separate PCB in the keyboard case besides the keyboard itself.

Barrie at Keychange. www.keychange.co.uk

5497. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 16:46:07 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <jlIA6.4373$Rj2.16973@NewsReader>
Source record: 5550

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:986836580-110732AEicMi@gmx.net...
> >The day I can ' proof it ' is the day I sue you but I suppose you will
just
> >keep posting your gutless drivel, well.....
> Here's your chance to sue me....

snip.

I think that's about enough rope, matey.

I've already asked sweet for his address for the solicitors' letter, kindly
forward yours and let the actions begin.

You do have a passport?

Barrie at Keychange.

5498. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 16:50:57 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <SMlA6.9848$s02.13337@NewsReader>
Source record: 5451

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:986836578-110028AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Fri, 6 Apr 2001 21:29:19 +0100

snip,

> >just what do you do for a living,
> Once you've sued me... you'll find out soon enough.

Looks like we'll all find out soon.

Barrie at Keychange.

5499. Re: Hitachi- Mega STE keyboard.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 16:59:41 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <0VIA6.9850$s02.13529@NewsReader>
Source record: 5452

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:986836574-109363AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Fri, 6 Apr 2001 01:52:15 +0100
>
> >When you and sweet stop posting rubbish.
> PROVE it or shut up...

I intend to prove it, matey.....
>
> >Your favourite dealer does all this without fail?????
> Yep... and in case you're wandering, it isn't AW....

Ah, you do have a modicum of common sense?
snip.
> Exactly, that's my point...

Which ain't really a point at all.

> it consists of one single page, you've got to cram all the relevant info
into
>that page meaning that from a prospective customer his viewpoint it's very
limited.

Another pointless comment.

> BTW did you know that CAB makes a mess of it? it looks alright in Explorer
> and Navigator but not very impressive on a Atari.

This is being attended to, but since most people use the PC for
surfing.........

Barrie at Keychange.

5500. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 19:51:20 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986924368-916297AEicMi@madasafish.com>
Source record: 5459

Hi "Honest" Barrie

>You do have a passport?

I dont wanna be a grass, but he's an illegal imigrant. He pops over from
Belgium every week to collect his cash, he's running a few "Ladies" in
Dover, quiet reasonable prices as well actually...

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5501. Re: Schematic TT keyboard...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-09 20:01:30 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <986924372-917085AEicMi@madasafish.com>
Source record: 5460

Hi Barrie the "Honest"

>Just in case sweet and vermieres' drivel has clouded the issue, if any
>one needs a PCB for the TT or Mega STE keyboard I will dismantle a few
>of my stock and sell the PCB or the actual keyboard for ï¿½10 each plus
>post.

If i eMail you my home address would you send me one please.

Of course, if i did do that, under tha data Protection act you'd not be
able to use it for any other reason, would you. :-) :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5502. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-10 12:06:51 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986904599.495.0.nnrp-09.9e98a620@news.demon.co.uk>
Source record: 5453

Now I am not picking sides and I think I speak for nearly everyone (tell me if I am wrong) but nobody wants to hear about all of these accusations, finger pointing, insinuating comments (and that goes for ALL parties involved).

Is it not about time you all grow up and just leave it alone? We don't want squabbles in the middle of our small group, this is a public group and these do not appear to be public matters.

Mark.

Dennis Vermeire <dennis.vermeire@gmx.net> wrote in message news:986836580-110732AEicMi@gmx.net...
> >The day I can ' proof it ' is the day I sue you but I suppose you will just
> >keep posting your gutless drivel, well.....
> Here's your chance to sue me....
>
> >Well, I'm still here, despite your pathetic attempts to discredit Keychange
> >Music.
> What about this?
>
> You've managed so far to intimidate people here and in CSAST demanding proof
> of their statements, let's reverse the whole thing... why don't you come up
> with some evidence for a change?
> You've sold Sean Barbieri his LINK97 without him knowing anything about it.
> Selling someone's property without his consent is a criminal act, it doesn't
> matter if you (partly) reimbursed him afterwards, it is thievery in it's
> purest form. Since you claim to keep *all* records of your dealings it
> should be fairly easy to produce the written consent of Sean Barbieri....
> In the event you can't come up with the proof then I can only conclude that
> you're a thief and a swindler who even has the nerve to call his victim a
> liar...
>
> You've stated *several* times in different threads that you reformatted
> Seans harddisk and made it bootable with ICD Pro.
> ICD Harddisk utilities is commercial copyright software, unless Sean had
> bought the package you've no right to put it on the harddisk, not even use
> it. So, where's the evidence that he bought it? surely you must have the

> invoice? If you can produce an invoice, isn't it about time you supply him
> the original disks, manual and registration card?
> In the event you can't come up with the proof then I can only conclude
that
> you're not only a thief and a swindler but also someone undermining this
> platform by illegally spreading commercial software which is a criminal
> act as well under British law... in other words you're a pirate.
>
> How's that for undermining your "business" and reputation?
>
> No doubt about it ofcourse that all my accusations are false and you can
> proof it by producing the evidence. Don't expect a public apology cause
you
> wont get it from me, to clear your reputation, sue me. As long as you
don't
> come forward with evidence which proves me wrong I'll refer to you as "the
> crook from up north" :-)
>
> Note that any threats or personal abuse from yourself will from now on be
> kept on file and may be used against you in a British court of law.
>
>
> Cheers from Belgium
> Dennis
> --
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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

5503. Re: TT SCSI Arbitration

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-10 12:25:08 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <986905699.970.0.nnrp-09.9e98a620@news.demon.co.uk>
Source record: 5454

Thanks for the info,

The speed question is basically because I am going to buy a new bigger SCSI harddisk for my TT, what would be the best type to go for?

I have been looking at the IBM range, Deskstar with 512K or 2MB cache at 7200RPM and the Ultrastar running at 10000RPM with 4MB cache. I have never understood the cable differences and speed thing (Thin, Wide, Ultra, LVD, DTLA, etc) so I don't even know if any of the above will work, but on the speed side will it make much difference if I go for the 10000RPM, 4MB version or is the SCSI chain on the TT just too slow to show any improvements?

Mark.

Uwe Seimet <us@ooc.de> wrote in message news:3AC2E37C.AAD59409@ooc.de...
> Mark wrote:
>
> > Does the TT SCSI chain support Arbitration?
>
> This depends on your hard disk driver because software support is
> required for that on TT and Falcon. CBHD and HDDRIVER support initiator
> identification and bus arbitration.
>
> > Does the (potential) speed of the SCSI chain purely depend on the SCSI
type
> > (e.g. SCSI II, wide, etc) or can say a SCSI II chain be quicker by doing
X,
> > Y, Z? (basically I am asking can the TT SCSI chain be "clocked", not
> > including software enhancements)
>
> It depends on the SCSI type (Ultra allows a higher speed than Fast, for
> example) on the drive, on the SCSI controller in the computer and on the
> DMA chip.
>
> --
> --
> Dr. Uwe Seimet mailto:us@ooc.de
> http://home.nikocity.de/nogfradelt

5504. Need advice on reading SCSI ATARI Hard disk with PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-10 12:27:08 UTC
From: Ricky <1@a.net>
Message-ID: <P_CA6.556$FD1.75769@news6-win.server.ntlworld.com>
Source record: 5455

I have tried using Gemulator Explorer but I can only see the first
partition.
What im basically trying to do is convert my old Atari cubase arrangements
from the hard disk so i can use them in Cubase on the PC. Is there a way to
convert all the files i want straight into the PC?
Thanks in advance for any help.

5505. Re: TT SCSI Arbitration

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-10 13:07:44 UTC
From: bindon@madasafish.com
Message-ID: <td61d0rdmetlb7@corp.supernews.com>
Source record: 5456

On 10 Apr 2001 13:25:08 , "Mark" wrote:
Hi

>I have never
>understood the cable differences and speed thing (Thin, Wide, Ultra, LVD,
>DTLA, etc) so I don't even know if any of the above will work, but on the
>speed side will it make much difference if I go for the 10000RPM, 4MB
>version or is the SCSI chain on the TT just too slow to show any
>improvements?

Good question, as I may be purchasing a SCSI drive. I think speed
will help as it improves access time, but I'm not sure how much. I
know of 16,000 rpm drives, but they cost a lot. IBM should be OK, but
I think some few had problems with the IDE drives by IBM.

Lyndon Amsdon
--
+---------------------------+
| bindon@madasafish.com |
+---------------------------+

5506. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-10 15:50:53 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <u_FA6.11247$s02.17975@NewsReader>
Source record: 5457

Hello.

"Mark" <mark@recycledsteel.co.uk> wrote in message
news:986904599.495.0.nnrp-09.9e98a620@news.demon.co.uk...
> Now I am not picking sides and I think I speak for nearly everyone (tell
me
> if I am wrong) but nobody wants to hear about all of these accusations,
> finger pointing, insinuating comments (and that goes for ALL parties
> involved).
>
> Is it not about time you all grow up and just leave it alone? We don't
want
> squabbles in the middle of our small group, this is a public group and
these
> do not appear to be public matters.

Vermiere and Sweet have made this a public matter by regurgitating
unsubstantiated,
third hand gossip as fact.

There is more of their drivel that is not yet public.

I have no option but to sue them and sue them I will.

Watch this space.

Barrie at Keychange. www.keychange.co.uk

5507. Re: TT SCSI Arbitration

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-10 16:57:03 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ave0vkrg1@draco.stochastik.rwth-aachen.de>
Source record: 5458

In article <986905699.970.0.nnrp-09.9e98a620@news.demon.co.uk>,
Mark <mark@recycledsteel.co.uk> wrote:
>
>I have been looking at the IBM range, Deskstar with 512K or 2MB cache at
>7200RPM and the Ultrastar running at 10000RPM with 4MB cache. I have never
>understood the cable differences and speed thing (Thin, Wide, Ultra, LVD,
>DTLA, etc) so I don't even know if any of the above will work, but on the
>speed side will it make much difference if I go for the 10000RPM, 4MB
>version or is the SCSI chain on the TT just too slow to show any
>improvements?

You won't notice the difference between a 5400rpm and a 10000rpm drive on
the TT under normal use. The total access time gets better on the 10000rpm
drive, but the TT's SCSI port is too slow to handle the throughput
even from a fast 3600rpm drive, so I would recommend to look for other
features, eg. a low-noise drive with low heat production.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5508. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-10 20:21:31 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <N7KA6.11314$s02.19294@NewsReader>
Source record: 5462

Hello.
"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:986924368-916297AEicMi@madasafish.com...
> Hi "Honest" Barrie
>
> >You do have a passport?
>
> I dont wanna be a grass, but he's an illegal imigrant. He pops over from
> Belgium every week to collect his cash, he's running a few "Ladies" in
> Dover, quiet reasonable prices as well actually...

That would be ' quite ' ?

More rubbish from sweet, he ain't sent his address for the summons yet......

Barrie.

5509. Re: Schematic TT keyboard...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-10 20:30:06 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <O7KA6.11315$s02.19365@NewsReader>
Source record: 5461

Hello.
"Steve Sweet" <steve_sweet@madasafish.com> wrote in message
news:986924372-917085AEicMi@madasafish.com...
> Hi Barrie the "Honest"
>
> >Just in case sweet and vermieres' drivel has clouded the issue, if any
> >one needs a PCB for the TT or Mega STE keyboard I will dismantle a few
> >of my stock and sell the PCB or the actual keyboard for £10 each plus
> >post.
>
> If i eMail you my home address would you send me one please.

I never have and never will knowingly supply you with anything,
I doubt you or vermine will have the guts to send your addresses.

Your ISP will have to comply with a court order tho'.....

> Of course, if i did do that, under tha data Protection act you'd not be
> able to use it for any other reason, would you. :-) :-)

Just send the address and see.

>
> Regards from STEve & his nice warm tea cosey.

Barrie.

5510. Is there a FAQ for this newsgroup?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 01:45:39 UTC
From: spider_mastermind <spider_mastermind@ntlworld.com>
Message-ID: <BN7B6.5880$FD1.702000@news6-win.server.ntlworld.com>
Source record: 5463

If so, could someone post it, or a link to it, so that I can read it and not
ask questions that are already answered by it?
--
=>H<=
I have come to the conclusion that 'PC' stands for 'Pile of Crap'
spider_mastermind@ntlworld.com
hpg101@mercury.anglia.ac.uk

5511. Re: Is there a FAQ for this newsgroup?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 02:19:51 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <B6R6jUPHDR16EwLR@my-ste.demon.co.uk>
Source record: 5464

In article <BN7B6.5880$FD1.702000@news6-win.server.ntlworld.com>,
spider_mastermind <spider_mastermind@ntlworld.com> writes:

>If so, could someone post it, or a link to it, so that I can read it and not
>ask questions that are already answered by it?

There's a copy of the Quick FAQ maintained by Nicholas Bales at
<URL:http://bales.online.fr/atari/>

Regards,
David Bolt

--
A3010 4Mb RAM. RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/650 160Mb RAM. Win98 & SuSE 7.0 |cracking keys at 4.8Mkeys/sec
AMD K6-2/450 32Mb RAM. Suse 6.3 |
AMD K6-2/500 32Mb RAM. SuSE 6.3 |http://www.distributed.net/

5512. Re: TT SCSI Arbitration

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 11:41:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987092210-54695AEicMi@gmx.net>
Source record: 5468

From: "Mark" <mark@recycledsteel.co.uk>
Date: Tue, 10 Apr 2001 13:25:08 +0100

Hi Mark,

>but on the speed side will it make much difference if I go for the 10000RPM,
>4MB version or is the SCSI chain on the TT just too slow to show any
>improvements?
No not really, a 7200RPM drive will do just fine. A Seagate Medialist ST39140 (9 Gig), transfers data at 1920kb/sec, average access is 9 msec on a TT, while the Quantum Atlas III (10000RPM) average access is 8.5 msec. In practice you wont notice any difference. A 10000RPM drive generates a lot of heat and is noisier as well. The Seagate connected to a good SCSI card on a PC easily goes up to 6000kb/sec... the Atlas flirts with speeds around 7500kb/sec. The TT is the bottleneck.

>I have never understood the cable differences and speed thing (Thin, Wide,
>Ultra, LVD, DTLA, etc) so I don't even know if any of the above will work,
I've managed to get SCSI, SCSI-2, Ultra SCSI and Wide SCSI drives to run on a TT, drives with DTLA can cause a lot of headaches... but in the end they will run as well :-), provided you use a good and recent harddisk driver...

>what would be the best type to go for?
From a practical viewpoint I would say opt for a Ultra SCSI drive that runs at 7200RPM, SCSI-2 drives aren't produced anymore, and Wide SCSI requires a quite expensive adapter...
You'll notice the difference between a 5400RPM and 7200RPM drive though, not in transfer speed but in access time, it's up to you if you want to pay for the (small) difference. Avoid Quantum drives if you want to boot from these... as a second drive they are OK.

Cheers from Belgium
Dennis
--
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5513. Crazy Dots VME

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 11:44:31 UTC
From: Mark <mark@recycledsteel.co.uk>
Message-ID: <987076061.22822.0.nnrp-07.9e98a620@news.demon.co.uk>
Source record: 5466

Anyone know what the AUX port does on the back of one of these cards, I think it is a 9pin female?

Mark...

5514. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 11:48:40 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987092218-56295AEicMi@gmx.net>
Source record: 5470

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Tue, 10 Apr 2001 21:21:31 +0100

>More rubbish from sweet, he ain't sent his address for the summons
>yet......
Why should he? you're the one sueing him remember? your sollicitor will be
more then happy to look it up, sollicitors love to do this, it cranks up
their bill... :-)
Once Steve is actually summoned I'll make sure that my UK based corporate
lawyers look after his interests as well.

Cheers from Belgium
Dennis
--

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```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5515. Re: Schematic TT keyboard...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 11:50:08 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987092222-56906AEicMi@gmx.net>
Source record: 5471

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Tue, 10 Apr 2001 21:30:06 +0100

>I doubt you or vermine will have the guts to send your addresses.
Look in your mailbox and be pleasantly surprised... :-)

>Just send the address and see.
I did :-)
I'm looking forward to receiving yours ...

>Vermiere and Sweet have made this a public matter by regurgitating
>unsubstantiated, third hand gossip as fact.
Stop crying and explain it to the judge....
BTW the name is Vermeire not Vermiere, we don't want to sue an innocent
bloke do we ?

>There is more of their drivel that is not yet public.
Yes, there is, a whole truckload!! I've only touched the surface, but let's
keep it for the court(s). Unless you feel adventurous ofcourse, just tempt
me...

>I have no option but to sue them and sue them I will.
You *do* have an option:
Refund *all* your victims and publicly apoligise to all the people you've
abused in both CSAST and CSAST-tech...

>You do have a passport?
Wake up, I'm a citizen of the EEC, I don't need a passport to visit the
UK, you better ask your sollicitor the consequences of the Shengen treaty
as well... be prepared for an unpleasant surprise.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5516. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 11:59:20 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987092214-55415AEicMi@gmx.net>
Source record: 5469

From: "Mark" <mark@recycledsteel.co.uk>
Date: Tue, 10 Apr 2001 13:06:51 +0100

Hi Mark,

>Is it not about time you all grow up and just leave it alone?
Sorry Mark, but I can't let this go..... the "crook from up north" reacts to my postings like a bull in a China store. Just check out my original posting, and please tell me what's so offensive that justifies this kind of ranting?

<SNIP>
>From: "Barrie at Atarispares" <barrie@keychange.co.uk>
>Date: Fri, 9 Mar 2001 16:44:58 -0000
>
>>>I have a dead MegaSTE keyboard,
>>
>>I have a quantity of new Mega STE keyboards, price in the UK is ï¿½25 inc
>>post. They have non UK keycaps, mostly Spanish, but display the language
>>of the host machine. You can use your own 'caps.
>
>Or alternatively order them from Seidl Software in Germany for ï¿½11.50,
>you can choose between German, French and English keyboard layout...
>Payment by credit card, goods are posted with UPS, postage costs should
>be somewhere in the ï¿½18 region for a keyboard.
>As a non-EEC resident you can also deduct VAT (16%).... , this is
>something that most European dealers conveniently *forget* to mention.
>http://www.seidel-soft.de
>
>
>Cheers from Belgium
>Dennis
<SNAP>
The above quoted posting provoked the "crook from up north" somehow ,if I give in now, it means anytime *one of us* posts information which "the crook from up north" doesn't like he's in for the same treatment...
This is a public forum, I rather drop dead than to give in.
I don't care about his business, he's free to ask whatever he likes for a keyboard, harddisk, mouse or original Cubase. But I do care when he tries to shut up someone who suggests a source where the same goods can be obtained from for less...

> We don't want squabbles in the middle of our small group, this is a
>public group and these do not appear to be public matters.
No one does, but unfortunately they are... "the crook from up north" turns

them into public matters, time and time again he insults people which aren't even aware of it because they aren't following this group and can't react to it (Sean Barbieri in this particular case). Personally I'm fed up, about once a month he manages in CSAST and CSAST-tech to upset people with his drivel, his latest efforts in this group date back from january, I will not be intimidated by a *cowboy dealer*, hence the reaction. I've got him exactly where I wanted now...
The ball is in his camp, either all my accusations are false and malicious and then he can seek legal action against me, or they are true... in case anyone is wandering: no I haven't fallen on my head, I know exactly what I'm doing :-)

I don't like this constant flow of postings either, "the crook from up north" has given me a much better alternative now to stop them... unless it's realy necessary I will not post into this thread or related ones anymore.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5517. Re: Is there a FAQ for this newsgroup?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 12:22:42 UTC
From: spider_mastermind <spider_mastermind@ntlworld.com>
Message-ID: <Z6hB6.5934$Ow3.1275510@news2-win.server.ntlworld.com>
Source record: 5467

> >If so, could someone post it, or a link to it, so that I can read it and
not
> >ask questions that are already answered by it?
>
> There's a copy of the Quick FAQ maintained by Nicholas Bales at
> <URL:http://bales.online.fr/atari/>

<Reads quick FAQ>

OK, so whereabouts in the UK do I get a parity-enabled SCSI host adapter for
the ACSI port on my 1040 STE or my 520STE?

And what is the largest drive volume I can use with either machine? (It
says 1GB for the *MegaST*, which I don't have, and doesn't mention STEs at
all.)
--
=>H<= Who would really love a SCSI hard disk for one or both of her Ataris
I have come to the conclusion that 'PC' stands for 'Pile of Crap'
spider_mastermind@ntlworld.com
hpg101@mercury.anglia.ac.uk

5518. YUPPIE Atari-ST font needed on Mac or Windows

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 12:22:43 UTC
From: Andreas Krause <nospamAndreas.Krause@philips.com>
Message-ID: <3AD59E13.A9BA43D4@philips.com>
Source record: 5465
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I need to get the YUPPIE font, which is known on the Atari-ST platform, on either Mac or Windows. Does anyone know where to look or how to do it. I have it only on my Atari box, but have no idea how to use it on Mac/Windows.

Rgds,

Andreas

Note: remove the 'nospam' prefix, when answering!

5519. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 15:37:51 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <qakB6.1173$211.3510@NewsReader>
Source record: 5473

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:987092218-56295AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Tue, 10 Apr 2001 21:21:31 +0100

> Once Steve is actually summoned........

That's after either of you have the guts to email me your addresses.....

>I'll make sure that my UK based corporate lawyers look after his interests
as well.

Oooooh, I'm quaking.....not!

Barrie.

5520. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 15:51:40 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <hbkB6.1723$sn.2905@NewsReader>
Source record: 5472

Hello.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:987092214-55415AEicMi@gmx.net...
> From: "Mark" <mark@recycledsteel.co.uk>
> Date: Tue, 10 Apr 2001 13:06:51 +0100
>
> Hi Mark,
>
> >Is it not about time you all grow up and just leave it alone?

The origional post was last year when vermin and sweat talked about
' driving this wannabe dealer back underground '.

Vermin calls me ' the crook from up north '. This is not true. This is
libel.

He calls me a ' cowboy dealer '. This is not true. This is libel.

We have a phrase, ' Give a man enough rope........'

Watch this space.

Barrie.

5521. Re: Schematic TT keyboard...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 16:10:55 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <LDkB6.1181$211.3679@NewsReader>
Source record: 5474

Hello.
"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:987092222-56906AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Tue, 10 Apr 2001 21:30:06 +0100
>
> >I doubt you or vermine will have the guts to send your addresses.
> Look in your mailbox and be pleasantly surprised... :-)

See you in court.

Barrie.

5522. Re: Crazy Dots VME

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 19:56:12 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987184948-873168AEicMi@madasafish.com>
Source record: 5477

Hi Mark

>Anyone know what the AUX port does on the back of one of these cards, I
>think it is a 9pin female?

Ive got a 15 pin socket on my MV300 and its for Genlocking purposes.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5523. Re: TT SCSI Arbitration

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-12 20:05:22 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987184950-873748AEicMi@madasafish.com>
Source record: 5478

Hi Dennis

> A Seagate Medialist ST39140 (9 Gig), transfers data at 1920kb/sec,
>average access is 9 msec on a TT, while the Quantum Atlas III
>(10000RPM) average access is 8.5 msec.

Blimey, i can imagine the gyroscopic effect of that, there'l be no
moving that host machine once its running. :-) I wonder if they are
banned from aircraft. :-)

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5524. Re: Schematic TT keyboard...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-13 14:19:28 UTC
From: John Hargreaves <john_hargreaves@btinternet.co.uk>
Message-ID: <9b7263$3gd$1@neptunium.btinternet.com>
Source record: 5475

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:987092222-56906AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Tue, 10 Apr 2001 21:30:06 +0100
>
> >I doubt you or vermine will have the guts to send your addresses.
> Look in your mailbox and be pleasantly surprised... :-)
>
> >Just send the address and see.
> I did :-)
> I'm looking forward to receiving yours ...
>
> >Vermiere and Sweet have made this a public matter by regurgitating
> >unsubstantiated, third hand gossip as fact.
> Stop crying and explain it to the judge....

What a plonker. Who has to explain their actions to a judge?

> BTW the name is Vermeire not Vermiere, we don't want to sue an innocent
> bloke do we ?
>
> >There is more of their drivel that is not yet public.
> Yes, there is, a whole truckload!! I've only touched the surface, but
let's
> keep it for the court(s). Unless you feel adventurous ofcourse, just tempt
> me...

Should be interesting. In my experience, a truckload of drivel quickly
diminishes
into a few bloated stories once the relevant parties are asked to
substiantiate
their allegations infront of a judge.

> >I have no option but to sue them and sue them I will.
> You *do* have an option:
> Refund *all* your victims and publicly apoligise to all the people you've
> abused in both CSAST and CSAST-tech...
>
> >You do have a passport?
> Wake up, I'm a citizen of the EEC, I don't need a passport to visit the
> UK, you better ask your sollicitor the consequences of the Shengen treaty
> as well... be prepared for an unpleasant surprise.
>

What does the Shengen treaty have to do with your third hand gossip?

Have you ever dealt with the dealer?

5525. Re: TT SCSI Arbitration

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-13 17:03:42 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9b7bhe$7gc$1@draco.stochastik.rwth-aachen.de>
Source record: 5476

In article <987092210-54695AEicMi@gmx.net>,
Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

>up to 6000kb/sec... the Atlas flirts with speeds around 7500kb/sec. The TT is
>the bottleneck.

Hm - an 10000 rpm Atlas II should do a bit more than 7.5MB/s - that is more
in the region of an Atlas I drive.

However, on the TT this is really irrelevant.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5526. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-13 18:17:07 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <olHB6.99$SX1.2114@NewsReader>
Source record: 5479

>>As a non-EEC resident you can also deduct VAT (16%).... , this is
>>something that most European dealers conveniently *forget* to mention.
>>
>Only applies if the dealer is VAT registered and charges VAT.
>UK VAT is 17.5%.
I was talking about *real* dealers ofcourse, not the cowboys.

Is the tit from Belgium inferring that any UK business not
Vat registered is a cowboy?

Cheeky bastard.......

5527. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-13 18:23:02 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <WqHB6.747$hy.2567@NewsReader>
Source record: 5480

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:987092218-56295AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Tue, 10 Apr 2001 21:21:31 +0100
>
> >More rubbish from sweet, he ain't sent his address for the summons
> >yet......
> Why should he? you're the one sueing him remember? your sollicitor will be
> more then happy to look it up, sollicitors love to do this, it cranks up
> their bill... :-)
> Once Steve is actually summoned I'll make sure that my UK based corporate
> lawyers look after his interests as well.

Would that be to provide some of the ladies Steve wrote about?

5528. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-13 20:17:34 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987250448-59371AEicMi@gmx.net>
Source record: 5481

From: "Dave" <maccdave@btinternet.com>
Date: Fri, 13 Apr 2001 19:17:07 +0100

>I was talking about *real* dealers ofcourse, not the cowboys.
>
>Is the tit from Belgium inferring that any UK business not
>Vat registered is a cowboy?
I was talking about European dealers in general, it's a practice which is not uncommon... for someone living outside Europe a difference in price between 15 to 21% can make a lot of difference....

Non VAT registered firms will only be allowed to trade under this scheme for maximum two years starting from 2005 (new EEC regulations), a good thing if you ask me, it's unfair competition to dealers which have to charge VAT and it will get rid of the cowboys....

BTW: how does one call "a crook from up north" with "cowboy" attitude?
A desperado.... :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5529. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-14 10:55:44 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987250450-59996AEicMi@gmx.net>
Source record: 5482

From: "Barrie at Atarispares" <barrie@keychange.co.uk>
Date: Thu, 12 Apr 2001 16:51:40 +0100

>The origional post was last year when vermin and sweat talked about
>' driving this wannabe dealer back underground '.
Show it, quote it....prove it or shut up.
You really need to see a doctor you're hallucinating now...
I have never written anything like that and never commented on it either,
which doesn't necessarily mean that I disagree with it ofcourse.

>We have a phrase, ' Give a man enough rope........'
Spoken like a real cowboy :-)

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5530. Re: Schematic TT keyboard...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-14 10:58:58 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <987250454-60555AEicMi@gmx.net>
Source record: 5483

From: "John Hargreaves" <john_hargreaves@btinternet.co.uk>
Date: Fri, 13 Apr 2001 15:19:28 +0100

>In my experience, a truckload of drivel quickly diminishes into a few
>bloated stories once the relevant parties are asked to substiantiate their
>allegations in front of a judge.

In your experience? LOL

Cheers friom Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5531. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-14 15:00:45 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <EDZB6.1302$hy.7323@NewsReader>
Source record: 5484

Hello.
"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message
news:987250450-59996AEicMi@gmx.net...
> From: "Barrie at Atarispares" <barrie@keychange.co.uk>
> Date: Thu, 12 Apr 2001 16:51:40 +0100
>
> >The origional post was last year when vermin and sweat talked about
> >' driving this wannabe dealer back underground '.
> Show it, quote it....prove it or shut up.

The posts exist, matey, see you in court.

Keep digging,

Barrie.

5532. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-14 21:27:18 UTC
From: Dave <maccdave@btinternet.com>
Message-ID: <9baf57rop1@uranium.btinternet.com>
Source record: 5485

>> >I was talking about *real* dealers ofcourse, not the cowboys.
> >
> >Is the tit from Belgium inferring that any UK business not
> >Vat registered is a cowboy?

> Non VAT registered firms will only be allowed to trade under this scheme
> for maximum two years starting from 2005 (new EEC regulations), a good
> thing if you ask me, it's unfair competition to dealers which have to
> charge VAT and it will get rid of the cowboys....

So you are implying that the UK's 200,000 non Vat registered
small businesses are "cowboys". This is rich coming from a tit who
lives in Belgium.

Vat registered firms reclaim the Vat element on purchases each quarter,
this reduces the cost of holding stock. They also reclaim the Vat on
Advertising, telephones, Internet accounts, Car maintenence, Petrol,
heating, lighting, rent,etc, etc, etc.
The non Vat registered firm's cannot reclaim Vat on stock meaning
that more capital is tied up in stock. Their operating expenses are more
expensive by the Vat charged on the above items.
Quite often it is adventageuos for a small business to be Vat registered
even though they have not reached the threshold for compulsory
registration. What generally puts them off is the extra paperwork
involved.

I must say that from your above remarks you really don't have a clue
what your on about.

>
> BTW: how does one call "a crook from up north" with "cowboy" attitude?
> A desperado.... :-)

Ye right!

What has that got to do with VAT? Off topic?

5533. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-15 02:08:10 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bavqa$ej1$1@plutonium.compulink.co.uk>
Source record: 5487

Hi Dennis,
On 12 Apr 2001 13:59:20 , Dennis Vermeire wrote:
> From: "Mark" <mark@recycledsteel.co.uk>
>> Is it not about time you all grow up and just leave it alone?
> Sorry Mark, but I can't let this go...

And I think this is the point from all three of you. You've all stated your cases. We're learning nothing new. When and if there's a court case you can, all three, come back to us. For now it's all repetitive whining. Please stop.

> Just check out my original posting...

Please, God! Again? No!

> unless it's really necessary I will not post into this thread or
> related ones anymore.

The "condition" worries me, but I hope that's true... B^<<<

rgds
H

5534. Re: Honest barrie

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-15 02:08:13 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bavqd$ej1$2@plutonium.compulink.co.uk>
Source record: 5486

On 13 Apr 2001 22:17:34 , Dennis Vermeire wrote:
> From: "Dave" <maccdave@btinternet.com>
> Date: Fri, 13 Apr 2001 19:17:07 +0100
>>> I was talking about *real* dealers ofcourse, not the cowboys.
>> Is the tit from Belgium inferring that any UK business not Vat
>> registered is a cowboy?
> I was talking about European dealers in general, it's a practice
> which is not uncommon... for someone living outside Europe a
> difference in price between 15 to 21% can make a lot of difference.

Obviously not being VAT-registered doesn't imply being a cowboy in any field of enterprise. That said, I'd suggest someone who only dealt with Atari product who *was* VAT-registered would be something fo a miracle-worker! B)

> Non VAT registered firms will only be allowed to trade under this
> scheme for maximum two years starting from 2005 (new EEC
> regulations), a good thing if you ask me, it's unfair competition
> to dealers which have to charge VAT and it will get rid of the
> cowboys...

This posting is based on a misleading premise. If a dealer is not VAT-registered then not only do they not charge VAT but they can't claim VAT back AIUI. VAT by definition is tax on the added value, so if a dealer buys product for 10ukp + VAT and he adds, say, 1ukp to the cost he would have to charge 12.75 ukp with no VAT applied. A VAT-registered dealer would charge 11ukp + VAT which is 12.925ukp - just 0.175ukp different (1.37pc), not the 1.925ukp that's implied (17.5pc).

rgds
H

5535. Re: Crazy Dots VME

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-15 02:08:14 UTC
From: sidcelery@cix.co.uk
Message-ID: <9bavqe$ej1$3@plutonium.compulink.co.uk>
Source record: 5488

On 12 Apr 2001 18:56:12 , Steve Sweet wrote:
>> Anyone know what the AUX port does on the back of one of these
>> cards, I think it is a 9pin female?
> I've got a 15 pin socket on my MV300 and its for Genlocking
> purposes.

That sounds right. I think it's effectively a thru-port for the VME itself.

rgds
H

5536. Re: Crazy Dots VME

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-15 13:31:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <987441978-706521AEicMi@madasafish.com>
Source record: 5491

Harry baby!!

> >> Anyone know what the AUX port does on the back of one of these
> >> cards, I think it is a 9pin female?

> > I've got a 15 pin socket on my MV300 and its for Genlocking
> > purposes.

>That sounds right. I think it's effectively a thru-port for the VME
>itself.

Mines not that low level, all is handled on board using software to
program the board.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5537. Having read the quick FAQ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-15 19:31:38 UTC
From: spider_mastermind <spider_mastermind@ntlworld.com>
Message-ID: <YGmC6.6351$cf5.555395@news6-win.server.ntlworld.com>
Source record: 5489

OK, so whereabouts in the UK do I get a parity-enabled SCSI host adapter for the ACSI port on my 1040 STE or my 520STE?

And what is the largest drive volume I can use with either machine? (It says 1GB for the *MegaST*, which I don't have, and doesn't mention STEs at all.)
--
=>H<= Who would really love a SCSI hard disk for one or both of her Ataris
I have come to the conclusion that 'PC' stands for 'Pile of Crap'
spider_mastermind@ntlworld.com
hpg101@mercury.anglia.ac.uk

5538. Re: Having read the quick FAQ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-16 09:03:36 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987489678-74873AEicMi@cwcom.net>
Source record: 5494

From: "spider_mastermind" <spider_mastermind@ntlworld.com>
Date: Sun, 15 Apr 2001 20:31:38 +0100

>OK, so whereabouts in the UK do I get a parity-enabled SCSI host adapter
>for
>the ACSI port on my 1040 STE or my 520STE?

Try for a second-hand Link97 from an ad in here, or phone Atari Workshop
and ask them. You could also add a parity adding circuit to any other ACSI
adaptor, IIRC the circuit can be found on Vazz' hardware page.

>And what is the largest drive volume I can use with either machine? (It
>says 1GB for the *MegaST*, which I don't have, and doesn't mention STEs at

For TOS 1.04 to TOS 3X the max is 512MB, 1GB comes in with TOS4. Drive
letters can go from C-P.

Have you tried accessing ntlworld with your Atari BTW? I'm curious.

--


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/_____/ /_____/ /_/ Translations
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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5539. 1040st floppy drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-16 14:50:03 UTC
From: robbie rivethead <robbierivethead@home.com>
Message-ID: <3ADB0776.5BF14937@home.com>
Source record: 5490

hi everyone,

i bought a 1040st with Notator/Unitor about 4 months ago for MIDI sequencing/scoring, and i love it! one problem, though- sometimes notator will not save a seq/pat/sng even when it displays a "byte free" window after the save was requested. does the drive just need to be cleaned, or is a "new" one in order? i'm quite frustrated and would appreciate any help.

i also hear of an external hard disk once manufactured for the 1040st- true? if so, where can i get one- i would be in heaven!

motorola rules (former amiga user),
robbie rivethead

5540. Re: 1040st floppy drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-16 19:20:57 UTC
From: bindon@madasafish.com
Message-ID: <tdmhgph82u4v21@corp.supernews.com>
Source record: 5492

On 16 Apr 2001 14:50:03 , robbie rivethead wrote:
>hi everyone,
>
>i bought a 1040st with Notator/Unitor about 4 months ago for MIDI
>sequencing/scoring, and i love it! one problem, though- sometimes
>notator will not save a seq/pat/sng even when it displays a "byte free"
>window after the save was requested. does the drive just need to be
>cleaned, or is a "new" one in order? i'm quite frustrated and would
>appreciate any help.

Use a PC one. If you look for the URL to Halvards Atari Launchpad
under the hardware section there is a file describing putting a PC
drive in an ST. No soldering required. I can also help you if you
get stuck.

>i also hear of an external hard disk once manufactured for the 1040st-
>true? if so, where can i get one- i would be in heaven!

Internal too. You can pick them up anywhere. SCSI adaptor needed for
SCSI and same with IDE, but the IDE is internal.

>motorola rules (former amiga user),

Yep. They sure do.

5541. Re: 1040st floppy drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-16 20:06:37 UTC
From: spider_mastermind <spider_mastermind@ntlworld.com>
Message-ID: <ShIC6.9224$cf5.895054@news6-win.server.ntlworld.com>
Source record: 5493

> >i also hear of an external hard disk once manufactured for the 1040st-
> >true? if so, where can i get one- i would be in heaven!
>
> Internal too. You can pick them up anywhere.

Where? I haven't seen any in Cambridge, UK.

> SCSI adaptor needed for
> SCSI

I know, but again where from? What part numbers/manufacturers &c?
--
=>H<=
I have come to the conclusion that 'PC' stands for 'Pile of Crap'
spider_mastermind@ntlworld.com
hpg101@mercury.anglia.ac.uk

5542. Re: Having read the quick FAQ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-17 07:18:08 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3ADBEE30.4FF4A922@ooc.de>
Source record: 5495

spider_mastermind wrote:

> OK, so whereabouts in the UK do I get a parity-enabled SCSI host adapter for
> the ACSI port on my 1040 STE or my 520STE?

Atari Workshop sells the LINK976, as far as I know.

> And what is the largest drive volume I can use with either machine? (It
> says 1GB for the *MegaST*, which I don't have, and doesn't mention STEs at
> all.)

There is no upper limit for the drive's capacity. Only the paritition
size is limited, depending on your operating system. More information
you can find on http://www.seimet.de/faq_english.html

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5543. Re: 1040st floppy drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-17 08:46:35 UTC
From: bindon@madasafish.com
Message-ID: <tdo0nbmg4vh666@corp.supernews.com>
Source record: 5496

Hi

>Not quite true -you do need some minor soldering for it to work
>properly.
>The URL.... got to my "Atari launchpad" (in my signature at the end of
>this message), then choose the "Atari hardware" section where you'll
>find a link for downloading the instructions

Depends on the drive. Some do have a soldered jumper, actually most
do these days...

5544. Re: Having read the quick FAQ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-17 12:43:40 UTC
From: spider_mastermind <spider_mastermind@ntlworld.com>
Message-ID: <xUWC6.11431$xA.1734442@news2-win.server.ntlworld.com>
Source record: 5497

> Have you tried accessing ntlworld with your Atari BTW? I'm curious.

No not yet. I do not have a modem or software for that. I am having considerable problems transferring downloaded files from my PC to my Ataris. The drive reads, but the .PRG crashes out with an error dialog when run. The same .PRG runs fine under PaCifiST. The .PRG in question should run on the Atari too, it is a game called Insectroid which I had years ago and it ran back then, unfortunately my mate who I lent most of my Atari software to lost it when his parents' house got repossessed[1]. Also Ghostlink doesn't run properly on either STE, I can't change the port settings, so I can't just transfer them that way.

The STEs are: 1040 with TOS 1.62 and blitter
520 with extra RAM, TOS 1.62 and blitter
--
=>H<=
I have come to the conclusion that 'PC' stands for 'Pile of Crap'
spider_mastermind@ntlworld.com
hpg101@mercury.anglia.ac.uk

[1] The moral of the story? Backup, backup, and then backup again

5545. Re: 1040st floppy drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-17 13:38:24 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9bhh09rhj1@newsg3.svr.pol.co.uk>
Source record: 5498

robbie rivethead <robbierivethead@home.com> wrote in message
news:3ADB0776.5BF14937@home.com...
> hi everyone,
>
> i bought a 1040st with Notator/Unitor about 4 months ago for MIDI
> sequencing/scoring, and i love it! one problem, though- sometimes
> notator will not save a seq/pat/sng even when it displays a "byte free"
> window after the save was requested. does the drive just need to be
> cleaned, or is a "new" one in order? i'm quite frustrated and would
> appreciate any help.
>
> i also hear of an external hard disk once manufactured for the 1040st-
> true? if so, where can i get one- i would be in heaven!
>

Atari produced Hard Drives. Several third parties produced SCSI adaptors.
In the US perhaps BEST electonics are the best known vendors. See
http://best-electronics-ca.com/hard-dri.htm

There is also an IDE adaptor. See
http://gem.win.co.nz/mario/hardware/index.html for info.

> motorola rules (former amiga user),
> robbie rivethead
>
>

5546. Re: Having read the quick FAQ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-17 14:48:05 UTC
From: bindon@madasafish.com
Message-ID: <tdolt56f2j4q59@corp.supernews.com>
Source record: 5499

Hi

>> Have you tried accessing ntlworld with your Atari BTW? I'm curious.
>
>No not yet. I do not have a modem or software for that. I am having
>considerable problems transferring downloaded files from my PC to my Ataris.
>The drive reads, but the .PRG crashes out with an error dialog when run.
>The same .PRG runs fine under PaCifiST. The .PRG in question should run on
>the Atari too, it is a game called Insectroid which I had years ago and it
>ran back then, unfortunately my mate who I lent most of my Atari software to
>lost it when his parents' house got repossessed[1]. Also Ghostlink doesn't
>run properly on either STE, I can't change the port settings, so I can't
>just transfer them that way.
>
>[1] The moral of the story? Backup, backup, and then backup again

To use Ghostlink you need HSmodem installed, along with Xcontrol and
the serial.cpx. This optimises the transfer and you can select the
speed. Standard ST will only do 19200 but it may be OK at 38400 if
you don't move the mouse.

5547. Re: 1040st floppy drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-17 16:00:02 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <9NZC6.9283$986.15658@NewsReader>
Source record: 5500

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in
message news:9bhh09rhj1@newsg3.svr.pol.co.uk...
>
> robbie rivethead <robbierivethead@home.com> wrote in message
> news:3ADB0776.5BF14937@home.com...
> > hi everyone,
> >
> > i bought a 1040st with Notator/Unitor about 4 months ago for MIDI
> > sequencing/scoring, and i love it! one problem, though- sometimes
> > notator will not save a seq/pat/sng even when it displays a "byte free"
> > window after the save was requested. does the drive just need to be
> > cleaned, or is a "new" one in order? i'm quite frustrated and would
> > appreciate any help.
> >
> > i also hear of an external hard disk once manufactured for the 1040st-
> > true? if so, where can i get one- i would be in heaven!
> >
>
> Atari produced Hard Drives. Several third parties produced SCSI adaptors.
> In the US perhaps BEST electonics are the best known vendors. See
> http://best-electronics-ca.com/hard-dri.htm
>
> There is also an IDE adaptor. See
> http://gem.win.co.nz/mario/hardware/index.html for info.

Also Keychange Music. www.keychange.co.uk for both

5548. Re: Having read the quick FAQ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-17 16:46:40 UTC
From: spider_mastermind <spider_mastermind@ntlworld.com>
Message-ID: <ps_C6.11334$cf5.1115489@news6-win.server.ntlworld.com>
Source record: 5401

> To use Ghostlink you need HSmodem installed, along with Xcontrol and
> the serial.cpx. This optimises the transfer and you can select the
> speed. Standard ST will only do 19200 but it may be OK at 38400 if
> you don't move the mouse.

Where do I get serial.cpx?
--
=>H<=
I have come to the conclusion that 'PC' stands for 'Pile of Crap'
spider_mastermind@ntlworld.com
hpg101@mercury.anglia.ac.uk

5549. Re: Having read the quick FAQ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-17 17:29:26 UTC
From: spider_mastermind <spider_mastermind@ntlworld.com>
Message-ID: <r4%C6.11443$cf5.1131613@news6-win.server.ntlworld.com>
Source record: 5402

"spider_mastermind" <spider_mastermind@ntlworld.com> wrote in message
news:ps_C6.11334$cf5.1115489@news6-win.server.ntlworld.com...
> > To use Ghostlink you need HSmodem installed, along with Xcontrol and
> > the serial.cpx. This optimises the transfer and you can select the
> > speed. Standard ST will only do 19200 but it may be OK at 38400 if
> > you don't move the mouse.
>
> Where do I get serial.cpx?

I subsequently found a copy in a STinG install.
http://www.ettnet.se/~dlanor/sting/r_000706/sting126.lzh
--
=>H<=
I have come to the conclusion that 'PC' stands for 'Pile of Crap'
spider_mastermind@ntlworld.com
hpg101@mercury.anglia.ac.uk

5550. Re: 1040st floppy drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-17 18:02:56 UTC
From: bindon@madasafish.com
Message-ID: <tdp1aga6p95u32@corp.supernews.com>
Source record: 5403

Hi

>> Depends on the drive. Some do have a soldered jumper, actually most
>> do these days...
>
>Not just the jumpers... It's been a while since I had a look at the
>circuit, but I believe I had to short the "disk detect" switch, or else
>it would erase data on disks as far as I can remember.
>
>I did a lot of testing before I actually "published" all that
>information, so it's not just guesswork.

Sorry your right. I bought a drive that didn't need this modification
so I've just totally forgotten that. Sorry.

5551. Re: Having read the quick FAQ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-17 19:19:42 UTC
From: bindon@madasafish.com
Message-ID: <tdp5qee8mmomea@corp.supernews.com>
Source record: 5404

```
On 17 Apr 2001 18:29:26 , "spider_mastermind" wrote:
>"spider_mastermind" <spider_mastermind@ntlworld.com> wrote in message
>news:ps_C6.11334$cf5.1115489@news6-win.server.ntlworld.com...
>> > To use Ghostlink you need HSmodem installed, along with Xcontrol and
>> > the serial.cpx. This optimises the transfer and you can select the
>> > speed. Standard ST will only do 19200 but it may be OK at 38400 if
>> > you don't move the mouse.
>>
>> Where do I get serial.cpx?
>
>I subsequently found a copy in a STinG install.
>http://www.ettnet.se/~dlanor/sting/r_000706/sting126.lzh

Heh, I just wrote a reply to your last post. Luckily I hadn't
sent it.
```

5552. Masters of the Universe (He-Man) for ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-18 04:47:32 UTC
From: Jacob Quisenberry <jquisenberry@iname.com>
Message-ID: <9bj69gfbt1@geraldo.cc.utexas.edu>
Source record: 5405

Do any of you have a copy of the Atari ST Masters of the Universe game?

The game is based on the MOTU movie and is not the same as the Atari 2600 game. You would most likely have the game on a disk for the Atari ST computer system.

I would like to buy an original disk or a copy, or I would like to download the original files from the disk.

Jacob

5553. Re: Having read the quick FAQ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-18 09:10:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987663506-94138AEicMi@cwcom.net>
Source record: 5409

From: "spider_mastermind" <spider_mastermind@ntlworld.com>
Date: Tue, 17 Apr 2001 13:43:40 +0100

>No not yet. I do not have a modem or software for that. I am having
>considerable problems transferring downloaded files from my PC to my
>Ataris.
>The drive reads, but the .PRG crashes out with an error dialog when run.
>The same .PRG runs fine under PaCifiST. The .PRG in question should run on
>the Atari too, it is a game called Insectroid which I had years ago and it

IME file transfers from PC to Atari and vice versa using "sneakernet" is
very reliable, so perhaps there's something else preventing the game you
mention from functioning on the Atari (wrong TOS version etc etc).

>run properly on either STE, I can't change the port settings, so I can't
>just transfer them that way.

Ghostlink also works very well, but you probably need to install HSModem on
the STs involved. There are also programs like PaRCP which use slightly
modified 25 pin plug/plug cables to transfer to/from Atari/Atari or PC via
the printer ports.
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5554. FS: (UK) Graffiti atari ste genlock unit

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-18 15:04:11 UTC
From: Simon Williams <williamssg@cf.ac.uk>
Message-ID: <9bka7v$1rm$1@fafnir.cf.ac.uk>
Source record: 5406
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For sale (UK) - Titan Designs colour "Graffiti" genlock unit for Atari STE

Made by Titan Designs, this is probably a rare item as I don't believe many were made.
Its a small box with 3 knobs and a button for overlay mode (from what I remember as I dont have the unit infront of me at present). As far as I know it only works with an Atari STE. If anyone is interested, please contact me and I can get some more info for you.

Contact Simon on :

simon@svpworld.com

--

_____
SVPworld - Creative music and multimedia
incorporating PSRworld.......
website: http://www.svpworld.com
email: info@svpworld.com
_____

5555. Re: YUPPIE Atari-ST font needed on Mac or Windows

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-18 18:46:34 UTC
From: Joakim Nordlander <jonord@spam.me.not.pinky2.itv.se>
Message-ID: <3ADDE10A.EFACFDBA@spam.me.not.pinky2.itv.se>
Source record: 5407

Andreas Krause wrote:
> I need to get the YUPPIE font, which is known on the Atari-ST platform,
> on either Mac or Windows. Does anyone know where to look or how to do
> it. I have it only on my Atari box, but have no idea how to use it on
> Mac/Windows.

Don't know if it is to any help for you but it is possible to extract
the ST font (didn't even know it was called Yuppie) from a TOS image
with the STonX package and use it with X-Windows.

/Jocke

5556. Upgrading RAM in 520STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-19 02:24:34 UTC
From: Erik Closson <powerpad@charter.net>
Message-ID: <tdsir62k4l8g37@corp.supernews.com>
Source record: 5408

How hard of a feat would this be. Is there schematics anywhere. I know there is adapters for the rom port but they are out of my price range. Thanks for any help.

5557. Re: Upgrading RAM in 520STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-19 15:36:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <987749338-34333AEicMi@cwcom.net>
Source record: 5411

From: "Erik Closson" <powerpad@charter.net>
Date: Wed, 18 Apr 2001 22:24:34 -0400

>How hard of a feat would this be. Is there schematics anywhere. I know there
>is adapters for the rom port but they are out of my price range. Thanks for
>any help.

Memory upgrades range from filling the unoccupied RAM chip spaces to upgrade
to 1MB, to the much easier way of a SIMM adaptor which allows you to upgrade
to a maximum of 4MB. These adaptors are practically plug'n'play.

If you want to see some DIY solutions (dexterity with a soldering iron
required), then the best place to look is on Vezz' hardware site.

I don't know of any ROM port solutions BTW, or did you mean the sort that I
mentioned above, which plug into/over IC sockets on the motherboard?

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5558. What can I do to upgrade a Mega ST I just re-inherited?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-19 17:37:52 UTC
From: "James Dexter :-)" <james@sparkoids.com>
Message-ID: <9bnbn5$2a2$1@newsg3.svr.pol.co.uk>
Source record: 5410

Subject says it all....are there other boards etc available - I want to keep the casing and possibly monitor!

--

Best regards,

James :-)

5559. How far can I go with my old Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-20 10:48:41 UTC
From: Adam Short <ashort@idealnet.co.uk>
Message-ID: <9bp43c$acgru$1@ID-71037.news.dfncis.de>
Source record: 5412

I've got an old 1040STE, it's currently being used by a relative to write music with but I can request it back at any time. What I'd really like to do is make it faster, put a bit more RAM in, give it an IDE hard drive (I've got lots of old ones floating around) and run Linux on it. Is this all possible? Is the result likely to justify the effort? I've only just got interested in this kind of thing after I stumbled across a webpage dedicated to this lovely machine. If I can resurrect the old thing and make it useful again I'd like to have a go.

Thanks for any info.

Adam Short

--
I love deadlines. I especially like the whooshing sound they make as they go flying by. - Douglas Adams

5560. Re: Upgrading RAM in 520STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-20 16:34:30 UTC
From: Tim Anderson <tanderson@tanderson22.freeserve.co.uk>
Message-ID: <9bpobk$t45$1@news6.svr.pol.co.uk>
Source record: 5413

Hi,

Just for info, there used to be a company, which the name escapes me at the moment, which sold 16mb boards which plugged into the cartidge slot.

These required TOS 2.06 > thought which you may / may not have, more than likely you haven't.

Tim

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message news:987749338-34333AEicMi@cwcom.net...
> From: "Erik Closson" <powerpad@charter.net>
> Date: Wed, 18 Apr 2001 22:24:34 -0400
>
> >How hard of a feat would this be. Is there schematics anywhere. I know there
> >is adapters for the rom port but they are out of my price range. Thanks for
> >any help.
>
> Memory upgrades range from filling the unoccupied RAM chip spaces to upgrade
> to 1MB, to the much easier way of a SIMM adaptor which allows you to upgrade
> to a maximum of 4MB. These adaptors are practically plug'n'play.
>
> If you want to see some DIY solutions (dexterity with a soldering iron
> required), then the best place to look is on Vezz' hardware site.
>
> I don't know of any ROM port solutions BTW, or did you mean the sort that I
> mentioned above, which plug into/over IC sockets on the motherboard?
>
>
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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@wanadoo.be
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm

>

5561. Re: How far can I go with my old Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-20 16:48:33 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9bpp8m$m58$1@newsg3.svr.pol.co.uk>
Source record: 5414

Adam Short <ashort@idealnet.co.uk> wrote in message
news:9bp43c$acgru$1@ID-71037.news.dfncis.de...
> I've got an old 1040STE, it's currently being used by a relative to write
> music with but I can request it back at any time. What I'd really like to
do
> is make it faster, put a bit more RAM in, give it an IDE hard drive (I've

I don't think its easy to make it faster, though some have suceeded.
IDE drive is ease see http://gem.win.co.nz/mario/hardware/ide.html for
interface.
If its stoll a 1040STE it should have 4x256K SIMMS in. Swap for 4x1meg to
make 4Megs of memory.

LINUX won't (at least I don't think it will) run on STE as it has no MMU.
See
http://www.esat.kuleuven.ac.be/~pcoene/atari.html for some info on what has
been done.

> got lots of old ones floating around) and run Linux on it. Is this all
> possible? Is the result likely to justify the effort? I've only just got
> interested in this kind of thing after I stumbled across a webpage
dedicated
> to this lovely machine. If I can resurrect the old thing and make it
useful
> again I'd like to have a go.

I think its probably better used for MUSIC. They are quite good at that...
Get a cheap second hand intel box for LINUX....

>
> Thanks for any info.
>
> Adam Short
>
> --
> I love deadlines. I especially like the whooshing sound they make as they
go
> flying by. - Douglas Adams
>
>
>

5562. Re: Upgrading RAM in 520STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-21 09:11:01 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9brir5$j34$1@draco.stochastik.rwth-aachen.de>
Source record: 5415

In article <9bpobk$t45$1@news6.svr.pol.co.uk>,
Tim Anderson <tanderson@tanderson22.freeserve.co.uk> wrote:
>Hi,
>
>Just for info, there used to be a company, which the name escapes me at the
>moment, which sold 16mb boards which plugged into the cartidge slot.

Cartridge slot? probably not. You can't add transparent RAM that every
program can use via that slot, without soldering some additional
connections.

cu
Michael
--
"Intelligent life is very rare in the universe.
On earth, it has not been discovered yet" (Stephen Hawking)

5563. Memory upgrades for Atari 520/1040STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-21 16:40:14 UTC
From: johnhayward@zetnet.co.uk
Message-ID: <002d01c0ca81$a0783bc0$ba2cf7c2@celeron>
Source record: 5416

Looking to race tune your Atari 520/1040STE??

Add full 4 megabytes of memory with my low cost, easy to fit upgrade.

Only UK £12.50, US $20.00, other countries please ask.

Please check out my site on http://4mbste.atari.org or email asteroid.76@virgin.net for more details.

John H

5564. Upgrade MEGA ST2

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-22 17:44:55 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9bv5a5$g00$1@news8.svr.pol.co.uk>
Source record: 5417

Hi Folks,
I seem to recall that MEGA ST2's could be upgraded to 4's by adding chips
to spare sockets on the board,
but I can't find the clues any where on the net. Can any one give me a
pointer or provide a copy.
TIA
Dave.

5565. Milan 040 or 060

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-22 21:43:36 UTC
From: Joseph Burke <animekenji@netzero.net>
Message-ID: <cgIE6.57604$C55.5432682@news1.rdc1.nj.home.com>
Source record: 5418

Does anybody know where I can get a Milan 040 or 060 computer in the U.S.?

5566. Re: Mega ST and Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-23 00:51:48 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <988048400-147274AEicMi@madasafish.com>
Source record: 5423

Hi Hallvard

>What happens is that when I go to the desktop, "Blitter" is no longer
>greyed out as it was, but when I select it, the menu just freezes and
>nothing happens!

There's 2 links to break as well isnt there??.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5567. Atari ST-Book for auction!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-23 06:06:08 UTC
From: dlmorley@aol.com
Message-ID: <20010423020608.29400.00000747@ng-fe1.aol.com>
Source record: 5419

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1232320488

Cheers
David

5568. Re: Mega ST and Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-23 11:22:12 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ae415d6@dnews.tpgi.com.au>
Source record: 5420

Hallvard Tangeraas <this-address@is.invalid> wrote in message
news:1esabap.10ijdhvl6d6zaN%this-address@is.invalid...
> I bought a used Mega ST a while back and recently got a blitter chip to
> put inside that empty socket.
> I believe TOS 2.06 is needed to get access to the blitter (?). Anyway I
> have TOS 2.06 installed on an IDE interface.
>
> What happens is that when I go to the desktop, "Blitter" is no longer
> greyed out as it was, but when I select it, the menu just freezes and
> nothing happens!
>
> I don't know if this means that the blitter chip is faulty or that
> there's something wrong with the machine.
> The only thing I can think of is that the previous owner of the machine
> had "Lacescan" installed, to get a bigger screen area. I've removed this
> as it was badly connected, and I wanted to tidy up all the loose wires.
> Anyway, I've looked through everything and tried to find any cut traces
> which might affect the blitter.
> I found a couple of bad traces, not knowing if it has been intentionally
> cut or was done by accident. Actually I don't even know where to look
> for cut traces.
>
> Will any installation of such a circuit affect the blitter?
> Is there anything I've missed out on? I thought I just had to install
> the blitter chip (the right way of course!), switch on the machine and
> select "blitter" from the TOS desktop...
>
> The machine works otherwise just fine -the only problem is the blitter.
> Suggestions?

Hi Halvard, all you need is tos 1.02 or above for the blitter. My megaSTe
did the same crashing thing, check the blitter socket, if somebody has been
buggering around in there it may have been damaged, that is what did it on
mine;-) You will get alsorts of bus errors and address errors if it is
crook....

Mark Bedingfield

5569. Re: Mega ST and Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-23 14:04:12 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <DEWE6.1967$vs4.21764@NewsReader>
Source record: 5421

Hello.

"Mark Bedingfield" <atari@tpg.com.au> wrote in message
news:3ae415d6@dnews.tpgi.com.au...
>
> Hallvard Tangeraas <this-address@is.invalid> wrote in message
> news:1esabap.10ijdhvl6d6zaN%this-address@is.invalid...

> > I thought I just had to install
> > the blitter chip (the right way of course!), switch on the machine and
> > select "blitter" from the TOS desktop...

Desolder the jumpers below and to the right of the socket.

Barrie at Keychange.

www.keychange.co.uk

5570. Re: MegaSTe or MegaST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-23 15:22:10 UTC
From: bindon@madasafish.com
Message-ID: <te8i52djv0mt1d@corp.supernews.com>
Source record: 5422

Hi

>I'm able to audit these sounds on my Mac without any problems, but what
>about the Mega ST? I haven't really spent too much time looking around,
>but it seems that just about all software which can play audio samples
>need DMA hardware, and this is of course something the Mega ST doesn't
>have :-(

If you just want to listen to the sound files then I would say the ST is fine, and the Mega is better with 8bit 50Khz sound. However if you want to record the output for professional use neither is good enough. They have poor analog circuitry and only 8bit resolution. St only has a YM chip synth.

>So I'm starting to think if I should try to get hold of a Mega STe
>instead, which will even make things a bit simpler as it's already got
>some of the hardware add-ons I want built-in (HD disk drive, extra
>high-speed serial ports etc.).
>I have a plain STe as well at the moment, which I don't want to recase,
>keeping it as a backup machine -I could of course get another STe (or
>ST/STF/STFM) and use the STe for the 19" rack project, but I believe the
>Mega STe has more to offer.

Mega STe is a great machine, sometimes I wish I had one. Faster CPU than the STE (although not much faster) and fast serial ports and a very useful VME bus socket. Stable, compatible etc etc. You'll need an adaptor to use the IDE interface as the chip is different and has any one tried IDE on a 16Mhz chip?

5571. Re: Mega ST and Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-23 18:04:55 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9c1qs7$319$1@snipp.uninett.no>
Source record: 5424

Hallvard Tangeraas <this-address@is.invalid> wrote:

> I bought a used Mega ST a while back and recently got a blitter chip to
> put inside that empty socket.

Hallvard, I believe I told you that early Megas was shipped without
blitters due to hardware problems. I don't know if it's possible to
retrofit a blitter in these machines, even though I've been told so
previously.

> I believe TOS 2.06 is needed to get access to the blitter (?). Anyway I

No, 1.2 supports the blitter, but you can't disable it like you can with
1.4/1.6 and upwards.

> What happens is that when I go to the desktop, "Blitter" is no longer
> greyed out as it was, but when I select it, the menu just freezes and
> nothing happens!

Hmmm... Sounds very much like a hardware-problem to me. Or are you using
NVDI? I've had problems with the blitter and NVDI on STE's I've owned.

> I don't know if this means that the blitter chip is faulty or that
> there's something wrong with the machine.

If it's not a software-problem I'd assume that you've stumbled over the
very same problem that kept Atari from installing the blitter in the first
place...

> The only thing I can think of is that the previous owner of the machine
> had "Lacescan" installed, to get a bigger screen area. I've removed this
> as it was badly connected, and I wanted to tidy up all the loose wires.

What?? My LaceScan-installation was flawless! ;-) Seriously, did you
repair the cut tracks properly when removing that incredibly useful piece
of hardware?

> Anyway, I've looked through everything and tried to find any cut traces
> which might affect the blitter.
> I found a couple of bad traces, not knowing if it has been intentionally
> cut or was done by accident. Actually I don't even know where to look
> for cut traces.

Read the LaceScan documentation. *Don't* repair all cut tracks, because
Atari had to cut one or two themselves due to various fixes to the
motherboard. I haven't seen an Atari without these yet...

> Will any installation of such a circuit affect the blitter?

Don't think so. Ronald Anderson has a LaceScan-modified Mega himself, but
it's possible that he just don't use the blitter. It's of no value if
you're using NVDI anyway.

> Is there anything I've missed out on? I thought I just had to install
> the blitter chip (the right way of course!), switch on the machine and
> select "blitter" from the TOS desktop...

That's basically it, yes. But as I said, Atari didn't install blitters in
the early Megas due to hardware problems.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5572. Re: Mega ST and Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-23 20:56:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ae4a4242d19920@tripnet.se>
Source record: 5425

On Mon 23-04-2001 18:04 (GMT) Jo Even Skarstein wrote:

>Hallvard Tangeraas <this-address@is.invalid> wrote:
>
>> I bought a used Mega ST a while back and recently got a blitter chip to
>> put inside that empty socket.
>
>Hallvard, I believe I told you that early Megas was shipped without
>blitters due to hardware problems. I don't know if it's possible to
>retrofit a blitter in these machines, even though I've been told so
>previously.

The reason the early Megas did not come with a blitter was simply because the chip was not ready. I got my Mega2 in -87 without blitter. Later the chip was put in for free by the dealer. I have since then had no hardware problems regarding the blitter itself.

There is however a hardware problems with early Mega2's when using the ROM port. There is too little buffering somewhere leading to all sort of memory problems. The same happens if the computer gets too warm. This problem is also mentioned in the Spectre Mac emulator manual including a fix. As Hallvard wants to use dongles(?) this might be worth looking into. I do have this manual and may look it up if needed...

I got these errors while using Twentyfour and Fast Basic (both using dongles)

>No, 1.2 supports the blitter, but you can't disable it like you can with
>1.4/1.6 and upwards.

Yes you can. At least it's possible to turn it off in the desktop menu in TOS 1.2. Mine had the English version (with ditto keybard) because no Swedish version was ready when I bought it.

>That's basically it, yes. But as I said, Atari didn't install blitters in
>the early Megas due to hardware problems.

See above! I have heard of Megas with an extra chip ontop of the processor to fix some errors but mine have none. The blitter installation was very simple (I did watch when the job was done) but included some minor soldering.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5573. Re: Mega ST and Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-24 06:06:55 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9c355v$be2$1@snipp.uninett.no>
Source record: 5426

Kenneth Medin <kennethm@tripnet.se> wrote:

> See above! I have heard of Megas with an extra chip ontop of the
> processor to fix some errors but mine have none. The blitter installation

Ahh, that was it! I recall it now that you mention it, this fix (which is
a blitter-fix IIRC) is also mentioned in the ADSpeed16 manual, along with
an explanation on how to remove it. The removal included fixing a broken
track on the underside of the PCB.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5574. Re: How far can I go with my old Atari?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-24 16:14:32 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AE5A668.11F8434F@ti.com>
Source record: 5427

Dave Wade wrote:

> Adam Short <ashort@idealnet.co.uk> wrote in message
> news:9bp43c$acgru$1@ID-71037.news.dfncis.de...
> > I've got an old 1040STE, it's currently being used by a relative to write
> > music with but I can request it back at any time. What I'd really like to
> do
> > is make it faster, put a bit more RAM in, give it an IDE hard drive (I've
>
>

Also try these hardware hack pages:

http://www.geocities.com/SiliconValley/Bay/8745/pages/hardware.html
http://atarihacks.cjb.net/

You can add more ram or increase the serial IO speed or increase the
processor speed. You can even connect an ethernet adapter if you can find
all the hardware:

http://www.asamnet.de/~hilgarte/ether_e.htm
http://home.nexgo.de/thomas.redelberger/prj/atari/ethernea/

> LINUX won't (at least I don't think it will) run on STE as it has no MMU.
> See
> http://www.esat.kuleuven.ac.be/~pcoene/atari.html for some info on what has
> been done.
>

Actually, that is not true. I have booted the ramdisk image on my modified
(4meg) 520ST.
Paul Coene has taken the Atari Linux from uClinux which is designed to run on
machines without MMUs. The problem is, that there is not much functionality.
Correct me if I am wrong, but I think that Paul has just gotten it to boot.
No real distribution
has been created.

l8r,
Chris

5575. Re: Upgrade MEGA ST2

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-24 17:26:38 UTC
From: vdjole@EUnet.yu
Message-ID: <9c4d0cmnr3@news.EUnet.yu>
Source record: 5429

On 22 Apr 2001 18:44:55 , "Dave Wade" wrote:
>Hi Folks,
> I seem to recall that MEGA ST2's could be upgraded to 4's by adding chips
>to spare sockets on the board,
>but I can't find the clues any where on the net. Can any one give me a
>pointer or provide a copy.

Yes, there should be places for chips on the board. Without sockets,
unfortunately. You would have to solder each of 16 chips directly to the board.

* Chips should be 411024, 4C1024 or equivalent 1Mbit x 1 dynamic RAMs.
Speed 150ns or better. I think they are becoming rare (i.e. expensive).

* It would be good if you soldered a 10nF decoupling capacitor beside
each chip (places for these exist on the board, too).

* There are two or three 33 Ohm resistors to solder (for RAS and CAS lines).

* Before attempting soldering clean all the holes for chip pins on the
board- they tend to be filled some resin so that solder would not hold.

5576. Re: Mega ST and Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-24 17:26:43 UTC
From: vdjole@EUnet.yu
Message-ID: <9c4d0fmnr4@news.EUnet.yu>
Source record: 5428

On 22 Apr 2001 19:56:04 , Hallvard Tangeraas wrote:
>I bought a used Mega ST a while back and recently got a blitter chip to
>put inside that empty socket.
>I believe TOS 2.06 is needed to get access to the blitter (?).

No, it isn't.

>What happens is that when I go to the desktop, "Blitter" is no longer
>greyed out as it was, but when I select it, the menu just freezes and
>nothing happens!
>
>I don't know if this means that the blitter chip is faulty or that
>there's something wrong with the machine.

I may be so. Some versions of MegaST had problems, caused by a faulty batch
of blitters, I believe, which were cured by a little piggy-back board on
top of the CPU. The board contained a 74F74 and a couple of other
components. It was connected to some of the pins of the CPU and by a
short wire to a some point on the board.

>I found a couple of bad traces, not knowing if it has been intentionally
>cut or was done by accident. Actually I don't even know where to look
>for cut traces.

IF there is a piggy-back board on the CPU a trace has to be cut on
the lower side of the board (opposite of component side).

Lacescan requires two traces to be cut- or reconnected if it is to be
removed. One is in the extreme front right corner on the board (beneath
the floppy drive) and the other is near the shifter. But if these traces
are not properly connected I think you would not have a picture on the
monitor at all, so this is probably OK.

>Will any installation of such a circuit affect the blitter?

It should not.

>Is there anything I've missed out on? I thought I just had to install
>the blitter chip (the right way of course!), switch on the machine and
>select "blitter" from the TOS desktop...

It is supposed to be so.

Btw. at one point I had problems with blitter on my computer. A couple
of years back I accidentaly fried the CPU and an other chip and took the
machine to a serviceman as I did not have chip extraction tools. After
the repair I found that the machine behaved weird when the blitter was on-
trashing text on the screen, not re-writing the menu properly, etc.

Eventually, I found that the servieman has accidentaly connected
together two address lines when he soldered the CPU. Somehow this did not
affect operation without the blitter.

Cu.

5577. Re: Mega ST and Blitter problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-24 18:57:47 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9c4ibblth1@snipp.uninett.no>
Source record: 5430

Hallvard Tangeraas <email@is.invalid> wrote:

> Can't remember, it's been a while.
> The socket's there, so I gathered it was just to insert the blitter chip
> and it would work. Obviously not :-(
> What were the actual differences between the "old" and "new" Mega ST
> machines? Any modification I could perform myself?

I think some of the other that replied to your message has already
answered this. Apparently two jumpers near the socket must be removed, I
don't have a Mega anymore so I don't have any more information.

>> If it's not a software-problem I'd assume that you've stumbled over the
>> very same problem that kept Atari from installing the blitter in the first
>> place...

> Do you know what this specifically is?

There was a timing problem with very early Megas that caused problems with
the blitter. Some of these was patched, either by Atari (early Megas
shipped with blitter) or by those who retrofitted a blitter. I know for
sure that the Mega I sold you wasn't patched, and I have no idea if it
needs patching. If it at some point has been patched and the patch later
removed (not likely), there should be a wire from pin 12 to pin 23 on the
CPU (probably on the underside of the PCB).

>> Read the LaceScan documentation. *Don't* repair all cut tracks, because
>> Atari had to cut one or two themselves due to various fixes to the
>> motherboard. I haven't seen an Atari without these yet...

> Yes, I've taken a brief look at the Lacescan docs, but they aren't
> exactly too informative. For instance, it doesn't give reference to all

I assume that since you actually get an image on your monitor, you have
repaired the correct track(s) (only one or two IIRC).

> the chips mentioned, by number, but rather by what the chips are called.
> How on earth am I supposed to know which chip is the GLUE chip and so
> on?

Chips'n Chips and ST Internals tells you everything you need to know.
These hypertexts and a multimeter was the only thing I used to determine
how to install LaceScan.

>> it's possible that he just don't use the blitter. It's of no value if
>> you're using NVDI anyway.

> Really? So that's what you meant when you told me I was wasting my time
> installing the Blitter chip! I'll have to re-read those old

If you intend to use NVDI you are indeed wasting your time installing that
blitter. NVDI doesn't use the blitter at all I think, if it does then the
difference is so small you can't detect it.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5578. Milan and Hades ISA map

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-25 10:47:06 UTC
From: "Laurent Favard (NT)" <laurent.favard@libertysurf.fr>
Message-ID: <3AE6AB14.9249911E@libertysurf.fr>
Source record: 5431

I'm looking for how ISA bus is implemented on Hades and Milan.
Especially what are base address on these machines, and if there
are any things to know to how access to ISA locations.

Thank in advance
Laurent

5579. Re: Milan and Hades ISA map

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-25 17:09:32 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104251707590.89-100000@Hades060>
Source record: 5432

On Wed, 25 Apr 2001, Laurent Favard (NT) wrote:

> I'm looking for how ISA bus is implemented on Hades and Milan.
> Especially what are base address on these machines, and if there
> are any things to know to how access to ISA locations.

You should just ask Medusa who make it. From what I've been
told and heard the ISA bus is all but useless except for gfx
cards (et4k) and some romport cart adapter.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5580. Re: Upgrade MEGA ST2

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-25 17:40:48 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9cf5ek$ao7$1@news6.svr.pol.co.uk>
Source record: 5439

Djordje Vukovic <vdjole@EUnet.yu> wrote in message
news:9c4d0cmnr3@news.EUnet.yu...
> On 22 Apr 2001 18:44:55 , "Dave Wade" wrote:
> >Hi Folks,
> > I seem to recall that MEGA ST2's could be upgraded to 4's by adding
chips
> >to spare sockets on the board,
> >but I can't find the clues any where on the net. Can any one give me a
> >pointer or provide a copy.
>
> Yes, there should be places for chips on the board. Without sockets,
> unfortunately. You would have to solder each of 16 chips directly to the
board.
>
> * Chips should be 411024, 4C1024 or equivalent 1Mbit x 1 dynamic RAMs.
> Speed 150ns or better. I think they are becoming rare (i.e. expensive).
>
> * It would be good if you soldered a 10nF decoupling capacitor beside
> each chip (places for these exist on the board, too).
>
> * There are two or three 33 Ohm resistors to solder (for RAS and CAS
lines).
>
> * Before attempting soldering clean all the holes for chip pins on the
> board- they tend to be filled some resin so that solder would not hold.

Thanks, that sounds easy enough to follow. I bet the chips are getting rare,
but I may know a few sources......

5581. Re: Milan and Hades ISA map

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-25 21:43:08 UTC
From: "Laurent Favard (Linux)" <laurent.favard@libertysurf.fr>
Message-ID: <3AE744EC.D1B8DA4C@libertysurf.fr>
Source record: 5433

Lonny Pursell a ï¿½crit :
> You should just ask Medusa who make it. From what I've been
> told and heard the ISA bus is all but useless except for gfx
> cards (et4k) and some romport cart adapter.

ok, but if a Romport is available, i think i can put our
ISA board which is just somes classic read/write registers,
no IRQ and DMA at all, just read/write somes byes !
In addition this board use ISA prototype locations.

I will try to search any URL or contact directly
Milan and Medusa, but i'm afraid that they havn't a lot
of times to answer me...

laurent

5582. Re: Milan and Hades ISA map

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-25 22:19:27 UTC
From: ebaiz@skyenet.net
Message-ID: <P3IF6.1514$s11.5632@newsfeed.slurp.net>
Source record: 5434

On 25 Apr 2001 17:09:32 , Lonny Pursell wrote:
>On Wed, 25 Apr 2001, Laurent Favard (NT) wrote:
>
>> I'm looking for how ISA bus is implemented on Hades and Milan.
>> Especially what are base address on these machines, and if there
>> are any things to know to how access to ISA locations.
>
>You should just ask Medusa who make it. From what I've been
>told and heard the ISA bus is all but useless except for gfx
>cards (et4k) and some romport cart adapter.

That is true. All the IQ settings were fused into one so the ET4000
graphics card could be used.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5583. Re: Milan and Hades ISA map

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-26 14:30:53 UTC
From: bindon@madasafish.com
Message-ID: <tegc8tqerd869b@corp.supernews.com>
Source record: 5435

On 25 Apr 2001 17:09:32 , Lonny Pursell wrote:
>On Wed, 25 Apr 2001, Laurent Favard (NT) wrote:
>
>> I'm looking for how ISA bus is implemented on Hades and Milan.
>> Especially what are base address on these machines, and if there
>> are any things to know to how access to ISA locations.
>
>You should just ask Medusa who make it. From what I've been
>told and heard the ISA bus is all but useless except for gfx
>cards (et4k) and some romport cart adapter.

That's terrible! Surely the Milan sticks to the IEEE ISA standards as it has a PC north bridge (or is it south, I forget).

5584. Re: Milan and Hades ISA map

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-26 16:42:04 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10104261639330.89-100000@Hades060>
Source record: 5436

On Wed, 25 Apr 2001, Laurent Favard (Linux) wrote:

> ok, but if a Romport is available, i think i can put our
> ISA board which is just somes classic read/write registers,
> no IRQ and DMA at all, just read/write somes byes !
> In addition this board use ISA prototype locations.
>
> I will try to search any URL or contact directly
> Milan and Medusa, but i'm afraid that they havn't a lot
> of times to answer me...

Medusa is pretty good at answering mail, perhaps not right
away but Fredi does get to them. If you are producing some
usable product I would think perhaps he might anser right
away. ;-)

Point your browser at:
http://www.kingx.com/kingx/medusa/

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5585. Re: Upgrading RAM in 520STfm

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-26 21:07:12 UTC
From: "Tim Anderson"
Message-ID: <9ca2j7$2q$1@news5.svr.pol.co.uk>
Source record: 5437

Hi,

I dont know the full in's and out's of this board, but it did definately exist.

Maybe there was some soldering involved.

Tim Anderson

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in message news:9brir5$j34$1@draco.stochastik.rwth-aachen.de...
> In article <9bpobk$t45$1@news6.svr.pol.co.uk>,
> Tim Anderson <tanderson@tanderson22.freeserve.co.uk> wrote:
> >Hi,
> >
> >Just for info, there used to be a company, which the name escapes me at the
> >moment, which sold 16mb boards which plugged into the cartidge slot.
>
> Cartridge slot? probably not. You can't add transparent RAM that every
> program can use via that slot, without soldering some additional
> connections.
>
> cu
> Michael
> --
> "Intelligent life is very rare in the universe.
> On earth, it has not been discovered yet" (Stephen Hawking)

5586. Re: Milan and Hades ISA map

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-27 09:56:06 UTC
From: "Laurent Favard (NT)" <laurent.favard@libertysurf.fr>
Message-ID: <3AE94229.9A22014D@libertysurf.fr>
Source record: 5438

Lonny Pursell wrote:

> Medusa is pretty good at answering mail, perhaps not right
> away but Fredi does get to them. If you are producing some
> usable product I would think perhaps he might anser right
> away. ;-)

Thank, i expect that our small product will be not ridiculous !
thus, it just a small Jaguar developpement Kit...

I just sent mail to him...

Thank

Laurent
http://perso.libertysurf.fr/lfavard/

5587. Need 1040ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-29 13:41:04 UTC
From: James Walker <jwalker1@rochester.rr.com>
Message-ID: <QRUG6.24350$wW1.3206012@typhoon.nyroc.rr.com>
Source record: 5440

Hi All,
Where can I find a replacement power supply for my 1040ST?

JW

5588. Re: Need 1040ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-29 17:34:19 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <9chjmdfsq1@newsg1.svr.pol.co.uk>
Source record: 5441

James Walker <jwalker1@rochester.rr.com> wrote in message
news:QRUG6.24350$wW1.3206012@typhoon.nyroc.rr.com...
> Hi All,
> Where can I find a replacement power supply for my 1040ST?
>
> JW
>
>
Nest Electronics have some. See
http://www.best-electronics-ca.com/520_1040.htm but they look expensive.....

5589. Re: Need 1040ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-29 19:33:29 UTC
From: bindon@madasafish.com
Message-ID: <teor499d4h8t77@corp.supernews.com>
Source record: 5442

James Walker <jwalker1@rochester.rr.com> wrote in message
news:QRUG6.24350$wW1.3206012@typhoon.nyroc.rr.com...
> Hi All,
> Where can I find a replacement power supply for my 1040ST?
>
> JW

Where do you come from? I have about 3 I think not used. I would want
your old one though for repair.

5590. Re: Need 1040ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-30 09:09:43 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3AED2BD8.C8815ED5@ev1.net>
Source record: 5443

James Walker wrote:
>
> Hi All,
> Where can I find a replacement power supply for my 1040ST?
>
Go to a surplus electronics store or a thrift store...and find
a *complete* 1040ST. Buy it and exchange the power supplies.
Save what remains for additional spare parts... I have seen
1040ST's for around $30 U.S. or so...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

5591. Re: Milan and Hades ISA map

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-30 19:35:21 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ckepppgj1@draco.stochastik.rwth-aachen.de>
Source record: 5444

In article <tegc8tqerd869b@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>That's terrible! Surely the Milan sticks to the IEEE ISA standards as it
>has a PC north bridge (or is it south, I forget).

South.

It is as compatible as possible - ie. the ISA BUS implementation is just the
same as in any 5V-PIIX-based Pentium board, including ISA DMA, interrupts
etc. - thats why a standard soundblaster card works just fine in a Milan.

If you need Milan documentation, send me an email with questions - I have
only very terse docs at hand, but will answer technical questions.

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

5592. Re: Milan and Hades ISA map

Newsgroup: comp.sys.atari.st.tech
Date: 2001-04-30 21:10:02 UTC
From: bindon@madasafish.com
Message-ID: <terl5ad82cb263@corp.supernews.com>
Source record: 5445

Hi

>It is as compatible as possible - ie. the ISA BUS implementation is just the
>same as in any 5V-PIIX-based Pentium board, including ISA DMA, interrupts
>etc. - thats why a standard soundblaster card works just fine in a Milan.

That's good to hear, I'm sure for the maker of this card.

>If you need Milan documentation, send me an email with questions - I have
>only very terse docs at hand, but will answer technical questions.

5593. Reviving a forgotton TTO30

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-04 18:29:08 UTC
From: David Johnson <drj344@rivermhc.org>
Message-ID: <3AF2F4F4.C3D37DB5@rivermhc.org>
Source record: 5446

I'm trying to revive a TT030/8 that's been sitting in disarray and in peices in a closet for some years.

Problem #1. led, speaker, and battery leads removed. Unfortunately, there aren't clear indications on the mobo as to what goes where.

Problem #2 Missing screws. Does anyone know off hand what size case screws are required to secure the mobo?

Problem #3 That damn sheilding. I've got a TT030/8 with a 32mhz processor and TOS 3.00. It's got that gray metal sheilding in side. Part of the reason the computer sat idle for many years was that immediately after dis-assembly, I couldn't see how to get the sheilding back together w/o it leading to shorts n' such. I found out from the guy at ATY computers that could just rip it all out.

But that said, where is a good place for the speaker to go. Hmmm. will probably depend on where the speaker lead ultimately goes to.

Problem #4, Clock battery. Off hand, where is the best source?

BTW, the computer boots up and seems to run apps just fine. It looks like once I get a new SCSI HD in it that it will make a killer addition to my midi rig.

Funny. I don't think I would have gotten the urge to mess with this stuff unless I hadn't started playing around with that STeem emulator on my pc.

Thanks all,

David

5594. Hybrid Arts midiplexer and Megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-05 18:45:27 UTC
From: u757659912@spawnkill.ip-mobilphone.net
Message-ID: <l.989088327.1305328369@ny-chicagost2a-239.buf.adelphia.net>
Source record: 5447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I just added a Megafile 30 to my system
and it nolonger sees the HybridArts midiplexer.
I am using the AHDI driver with the following
hardware/software: 4mb ste, HA Midiplexer,
HA SMPTE Mate Sync box, HA SMPTE Track Gold,
Barefoot Edit Track Platinum. Everything was
working great until I added this Megafile 30 to
the DMA chain. I installed it per the
instructions included with the midiplexer.
When the Hard drive is powered I get no midiplexer.
Does anyone know the solution to having the
Megafile 30 and Midiplexer work at the same time?

Thank in advance,

Griffin

--
Sent by griffine from hotmail subpart from com
This is a spam protected message. Please answer with reference header.
Posted via http://www.usenet-replayer.com/cgi/content/new

5595. Re: Technical help

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-07 01:01:56 UTC
From: phantomm@bellsouth.net
Message-ID: <8umJ6.457$ao2.24774@news1.atl>
Source record: 5448

On 5 May 2001 11:29:15 -, Lyndon Amsdon wrote:

>Hi
>
>It would be greatly appreciated if anyone could just tell me how long the
>/ROMx signal is active (low) for on the cartridge port in ns please.
>I'm guessing about 250ns but could be wrong. I wish they had bought the
>/DTACK out and let the user choose.
>
>I've also been told that using UDS for A0 is bad practice as it varies
>between ST/TT and Falcon, could anyone clarify this please?
>
>Thanks!

I can't tell ya how long the signal is active on the cart. port, but I do know
that there are technical differences between the cart port of the Atari Falcon
and the Atari ST and STE. Not sure about the TT as I don't own one.

I would like to know the Techinal differences between the Falcon's Cart port
and the ST/STE's.

AFAIK, the Falcon's cart port ties directly into the CPU?
Not sure if the ST/STE is like this or not, so maybe the fact that the computers
have different processors makes the difference. If this isn't the only
difference then someone let me know or correct me if I'm wrong.

I've got a few CART port devices in the works and could use all the info I can
get on the Falcons, TT, ST/STE and Mega STE cartridge port features and
differences along with Pin out info.

phantomm@bellsouth.net

5596. Re: Technical help

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-07 11:00:34 UTC
From: bindon@madasafish.com
Message-ID: <tfd02i1k43oc65@corp.supernews.com>
Source record: 5449

Hi

>AFAIK, the Falcon's cart port ties directly into the CPU?
>Not sure if the ST/STE is like this or not, so maybe the fact that the computers
>have different processors makes the difference. If this isn't the only
>difference then someone let me know or correct me if I'm wrong.

I'll look at the pinouts but I'm sure they're identical pinwise. The
difference in processor (030 being 32bit) means it needs differnet ways of
accessing data, maybe the 030 has more than just UDS and LDS? I think I
have the pinouts for the 030 actually....

>I've got a few CART port devices in the works and could use all the info I can
>get on the Falcons, TT, ST/STE and Mega STE cartridge port features and
>differences along with Pin out info.

http://chimo.unimo.it/~vezz/atari/hardware

Couple of docs there, I've already had leds flashing off this port but I
need the A0!

5597. Re: Technical help

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-07 16:41:02 UTC
From: rsmac@t-online.de
Message-ID: <1et1q9f.15por4hvr5xsaN%rsmac@t-online.de>
Source record: 5450

Phantomm <phantomm@bellsouth.net> wrote:

> I would like to know the Techinal differences between the Falcon's Cart port
> and the ST/STE's.

Signals of the falcon rom port are generated in combo chip.
Timing is a bit different.

Pin out of the port is same as on any other rom port.
Thatï¿½s all. Thatï¿½s the point that some older rom port cardridges works
fine on st/ste and not on falcon.

Pin out of the port and some other can be found in doitf030 archive.
(most of is german)

Regards, Robert
--
-= Home of DOIT-Archives =-

_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5598. Re: Technical help

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-07 17:51:16 UTC
From: bindon@madasafish.com
Message-ID: <tfdo4kphn01572@corp.supernews.com>
Source record: 5351

Hi

>> I would like to know the Techinal differences between the Falcon's Cart port
>> and the ST/STE's.
>
>Signals of the falcon rom port are generated in combo chip.
>Timing is a bit different.

Do you have any more information on the actual timing? Does the doit
archive have anything in there?

>Pin out of the port is same as on any other rom port.
>That's all. That's the point that some older rom port cardridges works
>fine on st/ste and not on falcon.

I have pinouts in ST manual.

5599. UK TT TOS 3.6 roms needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-07 18:27:35 UTC
From: johnhayward@zetnet.co.uk
Message-ID: <001401c0d723$4e9097e0$362cf7c2@celeron>
Source record: 5352

Help my TT has TOS 3.1 and its as buggy as hell!!!

I cant get my 1.44Mb floppy drive to read high density disks even with a new AJAX chip (tested and good) with the right dip switch setting.

You dont get Atari logo/memory test on 3.1 either,

anyone have some roms for sale, or some burnt on an EPROMer. I can provide a 3.6 rom image.

Will buy off anyone in any country, of course I'll pay as it long as its not stupid money!! I've already spent fair bit of money on a 1Gb hard disk, clock battery and AJAX floppy controller chip, despite getting the teety at a obscenely low price.

John H

Portsmouth, Hampshire, UK.

email: johnhayward@zetnet.co.uk
send text message: +447713630087@mmail.co.uk
*** Use plain text, and under 100 chars, thanks! ***
home page: http://freespace.virgin.net/asteroid.76

5600. Transfer Files from Atari to PC.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-07 20:15:10 UTC
From: Leif Sigbj&#65533;rn Hole <ingrid-leif@c2i.net>
Message-ID: <eh0efts5608u74sblp3hqfd8jribu2fpsp@4ax.com>
Source record: 5353

Hello !

We have a ST4 in our studio with a 60 MB HDD.

What is the best (and fastest) way to tranfer the files to a PC ?

Is there a way of doing this like a PC Null-modem cabel ?

Leif Hole

5601. Re: Transfer Files from Atari to PC.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-08 16:50:33 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <ZoVJ6.1940$h%.941991@news20.bellglobal.com>
Source record: 5354

A null-modem cable and appropriate terminal software on both ends running at the highest speed both sides can handle is easier if you have a lot of files, or if they're bigger than can fit on one floppy!

"Leif Sigbj&#65533;rn Hole" <ingrid-leif@c2i.net> wrote in message news:eh0efts5608u74sblp3hqfd8jribu2fpsp@4ax.com...
> Hello !
>
> We have a ST4 in our studio with a 60 MB HDD.
>
> What is the best (and fastest) way to tranfer the files to a PC ?
>
> Is there a way of doing this like a PC Null-modem cabel ?
>
>
> Leif Hole

5602. Re: Transfer Files from Atari to PC.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-08 17:37:39 UTC
From: BMaedicke@t-online.de
Message-ID: <1et3sji.2kyv341aisikgN%BMaedicke@t-online.de>
Source record: 5355

Leif Sigbjï¿½rn Hole <ingrid-leif@c2i.net> wrote:

> We have a ST4 in our studio with a 60 MB HDD.
> What is the best (and fastest) way to tranfer the files to a PC ?

The best and fast way is, when you use the program PARCP.
You can download it from: http://joy.sophics.cz/

> Is there a way of doing this like a PC Null-modem cabel ?

Itï¿½s possible, but slow.

--
Url: http://home.t-online.de/home/BMaedicke/

5603. Re: UK TT TOS 3.6 roms needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-08 23:39:14 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989440772-122150AEicMi@madasafish.com>
Source record: 5356

Hi John

>Help my TT has TOS 3.1 and its as buggy as hell!!!

So look for a copy of Magic.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5604. Atari ST not FM, how to do TV?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-10 13:53:51 UTC
From: Geoff Phillips <geoff@geffers.u-net.com>
Message-ID: <rRwK6.91$dp3.48355@newsr1.u-net.net>
Source record: 5357

I've posted this on the other group, with no reply so far. I've an Atari 1040 ST with no modulator on the back, and find to my surprise that there is no composite video output, which I assumed would be there. I can't seem to get RGB working either, yet I can sort of half see a picture if I use the RGB as composite, so know it is working, and I can hear audio too.

I would be grateful for help with the options here, ideally I would simply like to put composite video out from the video connector that's on the back.

Geoff.

5605. Re: Atari ST not FM, how to do TV?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-10 15:17:49 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <NjyK6.946$Yh2.11496@NewsReader>
Source record: 5358

Hello.

"Geoff Phillips" <geoff@geffers.u-net.com> wrote in message
news:rRwK6.91$dp3.48355@newsr1.u-net.net...

Whereabouts are you?

> I've posted this on the other group, with no reply so far. I've an Atari
> 1040 ST with no modulator on the back, and find to my surprise that there
is
> no composite video output,

Mega ST is the same, I recall.

> I would be grateful for help with the options here, ideally I would simply
> like to put composite video out from the video connector that's on the
back.

Considering the cost of a replacement motherboard, either get one or use the
scart option.
Much less hassle.
I guess the ST is using TOS 1.00 so kill several birds with one stone.

Barrie at Keychange.

www.keychange.co.uk

>
> Geoff.
>
>

5606. Commodore 1084D on a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-10 15:40:44 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <KByK6.62$W02.1754@newsfeed.slurp.net>
Source record: 5359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have the pinouts for the Falcon and the monitor, how should i connect the two together? Here's what I got

Falcon:

1: RED
2: GREEN
3: BLUE
4: MONO/OVERLAY
5: GND
6: RED GND
7: GREEN GND
8: BLUE GND
9: AUDIO OUT
10: GND
11: GND
12: COMPOSITE SYNC
13: HORIZONTAL SYNC
14: VERTICAL SYNC
15: EXTERNAL CLOCK INPUT
16: EXTERNAL SYNC ENABLE
17: +12V
18: VID MODE 1
19: VID MODE 2

Monitor:

1: GND
2: GND
3: RED
4: GREEN
5: BLUE
6: INTENSITY
7: COMPOSITE SYNC
8: HORIZONTAL SYNC
9: VERTICAL SYNC

There were some settings for the Falcon as well:

M0 M1 Monitor
0 0 MONO
0 1 VGA
1 0 RGB
1 1 TV

What do they mean and how do I set it up? Thanks.

Joshua

5607. Re: Commodore 1084D on a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-10 18:00:23 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <GEAK6.109$W02.2974@newsfeed.slurp.net>
Source record: 5360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Also, do I use Digital or Analog RGB?

Joshua.

"Lord Gaiyan" <gaiyan@vianet.ca> wrote in message
news:KByK6.62$W02.1754@newsfeed.slurp.net...
> I have the pinouts for the Falcon and the monitor, how should i connect
the
> two together? Here's what I got
>
> Falcon:
>
> 1: RED
> 2: GREEN
> 3: BLUE
> 4: MONO/OVERLAY
> 5: GND
> 6: RED GND
> 7: GREEN GND
> 8: BLUE GND
> 9: AUDIO OUT
> 10: GND
> 11: GND
> 12: COMPOSITE SYNC
> 13: HORIZONTAL SYNC
> 14: VERTICAL SYNC
> 15: EXTERNAL CLOCK INPUT
> 16: EXTERNAL SYNC ENABLE
> 17: +12V
> 18: VID MODE 1
> 19: VID MODE 2
>
> Monitor:
>
> 1: GND
> 2: GND
> 3: RED
> 4: GREEN
> 5: BLUE
> 6: INTENSITY
> 7: COMPOSITE SYNC
> 8: HORIZONTAL SYNC
> 9: VERTICAL SYNC
>

> There were some settings for the Falcon as well:
>
> M0 M1 Monitor
> 0 0 MONO
> 0 1 VGA
> 1 0 RGB
> 1 1 TV
>
> What do they mean and how do I set it up? Thanks.
>
> Joshua
>
>

5608. Re: Atari ST not FM, how to do TV?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-10 23:40:28 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afb2b95$1@dnews.tpgi.com.au>
Source record: 5361

Geoff Phillips <geoff@geffers.u-net.com> wrote in message
news:rRwK6.91$dp3.48355@newsr1.u-net.net...
> I've posted this on the other group, with no reply so far. I've an Atari
> 1040 ST with no modulator on the back, and find to my surprise that there
is
> no composite video output, which I assumed would be there. I can't seem
to
> get RGB working either, yet I can sort of half see a picture if I use the
> RGB as composite, so know it is working, and I can hear audio too.
>
> I would be grateful for help with the options here, ideally I would simply
> like to put composite video out from the video connector that's on the
back.

from old post........

There were very few STFs compared to the rest of the STs. I think standard STs used the RF cct to create a Sync signal? Any way you need to use 6 signals from you ST. R, G, B, horizontal and vertical sync and grnd. You need a FULL scart caplable TV to use it. But you cannot use it on a Composite input unless you get a specific device to do so. You could get an Amiga external modulator and make a cable to connect that, then use the Composite port on that.

Mark

5609. Re: Commodore 1084D on a Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-10 23:50:04 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afb2dd5@dnews.tpgi.com.au>
Source record: 5362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Lord Gaiyan <gaiyan@vianet.ca> wrote in message
news:KByK6.62$W02.1754@newsfeed.slurp.net...
> I have the pinouts for the Falcon and the monitor, how should i connect
the
> two together? Here's what I got
>
> Falcon:
>
> 1: RED
> 2: GREEN
> 3: BLUE
> 4: MONO/OVERLAY
> 5: GND
> 6: RED GND
> 7: GREEN GND
> 8: BLUE GND
> 9: AUDIO OUT
> 10: GND
> 11: GND
> 12: COMPOSITE SYNC
> 13: HORIZONTAL SYNC
> 14: VERTICAL SYNC
> 15: EXTERNAL CLOCK INPUT
> 16: EXTERNAL SYNC ENABLE
> 17: +12V
> 18: VID MODE 1
> 19: VID MODE 2
>
> Monitor:
>
> 1: GND
> 2: GND
> 3: RED
> 4: GREEN
> 5: BLUE
> 6: INTENSITY
> 7: COMPOSITE SYNC
> 8: HORIZONTAL SYNC
> 9: VERTICAL SYNC
>
> There were some settings for the Falcon as well:
>
> M0 M1 Monitor

> 0 0 MONO
> 0 1 VGA
> 1 0 RGB
> 1 1 TV

OK here we go. It is quite simple when you look at the pins that are used. All you need is a 19 pin plug and a 9 pin plug. Going from the falcon to the 1084 it would be like thus. pin 1 to 3 (red), pin 2 to 4 (green), pin 3 to 5, (blue), 13 to 8 (horizontal sync), 14 to 9 (vertical sync), pins 5, 10 and 11 should all be tied to pins 1,2 and 3 (ground), and importantly tie pin 10 to 18 on the Falcon end. This last bit tells the Falcon to expect an rgb monitor. It does this to get the sync frquencies right. The m0 and m1 signals are active HIGH, which meens the input is always a logic 1, if you look at the table above you will see that if nothing is plugged in it will expect a Tv. Which is good as the TV cable uses a seperate port. Clever eh;-)

Mark

5610. How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-11 04:11:02 UTC
From: somebody@somewhere.com
Message-ID: <5HJK6.231$qa5.3362@read1>
Source record: 5363
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

I think there is some setting which must be made in the Quantum drive
regarding parity or something like that.

Does anyone remember, and know how to do this?

Thanks,
Richard Whitehouse rsw@accessv.com

5611. Re: Atari ST not FM, how to do TV?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-11 10:11:18 UTC
From: Geoff Phillips <binky@DeathsDoor.com>
Message-ID: <989575028.6766.0.nnrp-08.c2de6ccf@news.demon.co.uk>
Source record: 5364

Thanks yes, I did see that post, but it doesn't really answer anything, since looking at a scart, there is nothing that suggests itself to be a sync, either horizontal vertical, or (presumably) nanded together as a composite sync, and thats the heart of my problem. I just need a clear indication of how an Atari ST connects to a standard European PAL RGB-ready TV, which is clearly possible with minimal components, and I will be a happy bunny

regards
Geoff

Mark Bedingfield wrote in message <3afb2b95$1@dnews.tpgi.com.au>...
>
>Geoff Phillips <geoff@geffers.u-net.com> wrote in message
>news:rRwK6.91$dp3.48355@newsr1.u-net.net...
>> I've posted this on the other group, with no reply so far. I've an Atari
>> 1040 ST with no modulator on the back, and find to my surprise that there
>is
>> no composite video output, which I assumed would be there. I can't seem
>to
>> get RGB working either, yet I can sort of half see a picture if I use the
>> RGB as composite, so know it is working, and I can hear audio too.
>>
>> I would be grateful for help with the options here, ideally I would
simply
>> like to put composite video out from the video connector that's on the
>back.
>
>from old post........
>
>There were very few STFs compared to the rest of the STs. I think standard
>STs used the RF cct to create a Sync signal? Any way you need to use 6
>signals from you ST. R, G, B, horizontal and vertical sync and grnd. You
>need a FULL scart caplable TV to use it. But you cannot use it on a
>Composite input unless you get a specific device to do so. You could get an
>Amiga external modulator and make a cable to connect that, then use the
>Composite port on that.
>
>Mark
>
>
>
>
>

5612. Re: Atari ST not FM, how to do TV?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-11 11:44:40 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3afbd553@dnews.tpgi.com.au>
Source record: 5365

Geoff Phillips <binky@DeathsDoor.com> wrote in message
news:989575028.6766.0.nnrp-08.c2de6ccf@news.demon.co.uk...
> Thanks yes, I did see that post, but it doesn't really answer anything,
> since looking at a scart, there is nothing that suggests itself to be a
> sync, either horizontal vertical, or (presumably) nanded together as a
> composite sync, and thats the heart of my problem. I just need a clear
> indication of how an Atari ST connects to a standard European PAL
RGB-ready
> TV, which is clearly possible with minimal components, and I will be a
happy
> bunny

This would indicate that the TV is not a full scart implementation. I would
try the Amiga modulator approach, or try to find an STFM or equiv. Quit
simply the ST will not work with that Tele any other way. There are
proprietary modulators floating around from time to time. Maybe someone has
on floating around?

Mark

5613. Linux/Atari TT/Xwindows, how?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-11 19:47:04 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3AFC41B8.BF081B20@ti.com>
Source record: 5366
Cross-posted to: comp.sys.atari.st,comp.os.linux.m68k,comp.sys.atari.st.tech,linux.debian.ports.68k

Hi All!

I was wondering if there was anyone out there who has installed Debian Linux 2.2 on an Atari TT030, and who has managed to get Xwindows working on the stock Atari video hardware. If so, can you let me know how to do this?

Since I have installed Linux on my TT, several people have asked how did I get Xwindows working. Well, I didn't, and after messing with it for a few days, it doesn't seem like it is too easy to do. If anyone has modelines for the XF86Config file that work, that would also be helpful.

Thanks,
Chris
http://jybolac.virtualave.net

5614. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-11 20:39:18 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <989665356-261776AEicMi@madasafish.com>
Source record: 5372

Hi Richard

>I think there is some setting which must be made in the Quantum drive
>regarding parity or something like that.

My LPS 850 just dropped in and run until it dropped.

>Does anyone remember, and know how to do this?

Open box, remove drive, insert in drive bay, partition and eat. It was
that easy for me.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5615. Re: Atari ST not FM, how to do TV?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-11 21:51:45 UTC
From: vdjole@EUnet.yu
Message-ID: <9dhmtbqql2@news.eunet.yu>
Source record: 5367

On 11 May 2001 11:11:18 , "Geoff Phillips" wrote:
>since looking at a scart, there is nothing that suggests itself to be a
>sync, either horizontal vertical, or (presumably) nanded together as a
>composite sync, and thats the heart of my problem. I just need a clear
>indication of how an Atari ST connects to a standard European PAL RGB-ready TV,

Atari -> SCART which I have is connected like this:

Atari pin pin SCART
Audio 1 - 43k Ohm - 2,6 Audio L+R
Csync 2 - - - - - - - 20 Csync
Green 6 - 120 Ohm - 11 Green
Red 7 - 120 Ohm - 15 Red
+12V 8 - - - - - - - 8 Video in detect?
Hsync 9 - - - - - - - 16 Blank? Hsync?
Blue 10 - 120 Ohm 7 Blue
Ground+Shield 13 - - - - - - - 4,5,9,13,17,19 Ground

and it works fine on a MegaST which, although it does not have a modulator,
has a composite-sync signal on the monitor connector. This cable also worked
fine previously with a 520STFM (version with a 1040STFM motherboard).

Quote from another source, for a slightly different layout:

>Atari pin2=Csync, or when the ST has a TV modulator, then it is composite video

>Note that the horizontal and vertical sync pins from the ST are
>connected to pin 20 of the SCART connector via 470 ohm resistors (one in
>each line, not both connected together through one resistor). According
>to the Philips monitor manual SCART pin 20 (normally composite video in)
>is also used for the syncronisation signal of a linear RGB input.

>It may be worth connecting the audio out from the
>ST (pin 1) to both left (pin 6) and right (pin 2) audio inputs on the
>SCART connector, otherwise you'll only get sound out of one speaker if
>you have a stereo monitor or TV.

And what appears to be SCART specification from yet another source:

>SCART
>21 PIN SCART FEMALE at the Video/TV.
>21 PIN SCART MALE at the Cable.
>Pin Name Description Signal Level Impedance
>1 AOR Audio Out Right 0.5 V rms <1k ohm
>2 AIR Audio In Right 0.5 V rms >10k ohm
>3 AOL Audio Out Left + Mono 0.5 V rms <1k ohm
>4 AGND Audio Ground

>5 B GND RGB Blue Ground
>6 AIL Audio In Left + Mono 0.5 V rms >10k ohm
>7 B RGB Blue In 0.7 V 75 ohm
>8 SWTCH Audio/RGB switch / 16:9
>9 G GND RGB Green Ground
>10 CLKOUT Data 2: Clockpulse Out (Unavailable ??)
>11 G RGB Green In 0.7 V 75 ohm
>12 DATA Data 1: Data Out (Unavailable ??)
>13 R GND RGB Red Ground
>14 DATAGND Data Ground
>15 R RGB Red In / Chrominance 0.7 V(Chr: 0.3 V burst) 75 ohm
>16 BLNK Blanking Signal 1-3 V=RGB, 0-0.4 V=Composite 75 ohm
>17 VGND Composite Video Ground
>18 BLNKGND Blanking Signal Ground
>19 VOUT Composite Video Out 1 V 75 ohm
>20 VIN Composite Video In / Luminance 1 V 75 ohm
>21 SHIELD Ground/Shield (Chassis)

5616. Re: Atari ST not FM, how to do TV?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-11 23:48:00 UTC
From: ebaiz@skyenet.net
Message-ID: <QS_K6.95$oi3.1916@newsfeed.slurp.net>
Source record: 5368

On 10 May 2001 14:53:51 , "Geoff Phillips" wrote:
>I've posted this on the other group, with no reply so far. I've an Atari
>1040 ST with no modulator on the back, and find to my surprise that there is
>no composite video output, which I assumed would be there. I can't seem to
>get RGB working either, yet I can sort of half see a picture if I use the
>RGB as composite, so know it is working, and I can hear audio too.
>
>I would be grateful for help with the options here, ideally I would simply
>like to put composite video out from the video connector that's on the back.

I know what would solve your problem. You need to find a hardware
device called a Video Key. It connects in the monitor port and allows
hook up to a TV and even has audio and video out (RCA Jacks) ports. I
used one to hook up my ST to VGA monitor using also a video converter.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5617. Re: Linux/Atari TT/Xwindows, how?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-11 23:48:02 UTC
From: ebaiz@skyenet.net
Message-ID: <SS_K6.96$oi3.1916@newsfeed.slurp.net>
Source record: 5369

On 11 May 2001 14:47:04 , Chris Martin wrote:
>Hi All!
>
>I was wondering if there was anyone out there who has installed Debian
>Linux 2.2 on an Atari TT030, and who has managed to get Xwindows working
>on the stock Atari video hardware. If so, can you let me know how to do
>this?

I installed Debian Linux on my Hades 060 and also installed XWindow. I
really do not know how I got it to work. I just got all the files and
then loaded it in and it worked. Now I want to try to load one of the
other Desktops. You may be missing a file or two.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5618. Re: Linux/Atari TT/Xwindows, how?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-12 05:32:27 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AFCCAEB.75DCB1EC@seimet.de>
Source record: 5370
Cross-posted to: comp.sys.atari.st,comp.os.linux.m68k,comp.sys.atari.st.tech,linux.debian.ports.68k

Chris Martin wrote:
>
> Hi All!
>
> I was wondering if there was anyone out there who has installed Debian
> Linux 2.2 on an Atari TT030, and who has managed to get Xwindows working
> on the stock Atari video hardware. If so, can you let me know how to do
> this?
>
> Since I have installed Linux on my TT, several people have asked how did
> I get Xwindows working. Well, I didn't, and after messing with it for a
> few days, it doesn't seem like it is too easy to do. If anyone has
> modelines for the XF86Config file that work, that would also be helpful.

You don't need any modelines for the Atari because the frame buffer
device is used. Most of the data in XF86Config that deals with monitor
settings is not relevant for the TT.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5619. Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-12 07:10:34 UTC
From: mutterback <mutterback@sprintmail.com>
Message-ID: <Kl5L6.20$zp4.9335@newsread2.prod.itd.earthlink.net>
Source record: 5371

I have been using the Spectre GCR and was searching, without luck, for the the newest revision of the software and where I might find it. I presently have version 3.0 .

5620. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-12 17:04:26 UTC
From: SomeGuy@SomewhereOnTheInternet.com
Message-ID: <c6eL6.277$qa5.3889@read1>
Source record: 5373

>> In article <989665356-261776AEicMi@madasafish.com>,
>> Steve Sweet <steve_sweet@madasafish.com> wrote:
>> Hi Richard
>> >I think there is some setting which must be made in the Quantum drive
>> >regarding parity or something like that.
>> My LPS 850 just dropped in and run until it dropped.
>> >Does anyone remember, and know how to do this?
>> Open box, remove drive, insert in drive bay, partition and eat. It was
>> that easy for me.

In my case, the drive is coming OUT of an Atari, and going INTO a
Kurzweil sampler, where it's not recognized as a DOS drive, and I
think that's becuase of parity checking. I seem to recall that when
the drive was installed in the Atari, the technician had to use some
kind of utiliy to disable (or enable?) parity checking on the drive.
Some LPS's have jumpers for this but the LPS340S doesn't.

So that's why I need to find out how to enable parity-checking on the
drive itself.

5621. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-12 18:50:52 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AFD860C.38301DAA@ooc.de>
Source record: 5374

SomeGuyOnTheInternet wrote:

> In my case, the drive is coming OUT of an Atari, and going INTO a
> Kurzweil sampler, where it's not recognized as a DOS drive, and I
> think that's becuase of parity checking. I seem to recall that when
> the drive was installed in the Atari, the technician had to use some
> kind of utiliy to disable (or enable?) parity checking on the drive.
> Some LPS's have jumpers for this but the LPS340S doesn't.
>
> So that's why I need to find out how to enable parity-checking on the
> drive itself.

This won't help. You will not gain anything when switching ON parity
checking except that the drive can detect some errors it would not be
able to detect otherwise. But it will not change anything else.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5622. Re: How to get Quantum LPS340S to work

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-12 20:03:46 UTC
From: bindon@madasafish.com
Message-ID: <tfr5p2qra2et75@corp.supernews.com>
Source record: 5375

Hi

>In my case, the drive is coming OUT of an Atari, and going INTO a
>Kurzweil sampler, where it's not recognized as a DOS drive, and I
>think that's becuase of parity checking.

Maybe I understand you wrong, but have you tried partitioning it as a DOS drive?

5623. Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-12 20:52:03 UTC
From: claude@pivot.net
Message-ID: <3afd9463_2@news.cybertours.com>
Source record: 5385

Hi,
Has anyone here installed linux and xwindow on a TT030 successfully?
If so, I need help.
I have asked in the linuxM68 group, but they all seem to be mostly Mac
and Amiga people.

Any help would be greatly appreciated.

Thank you.

Claude Bourgoin

5624. Re: UK TT TOS 3.6 roms needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-12 23:09:54 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3afdc2c2$0$21934@news.zetnet.co.uk>
Source record: 5376

On 8 May 2001 22:39:14 -, Steve Sweet wrote:
>Hi John
>
>>Help my TT has TOS 3.1 and its as buggy as hell!!!
>
>So look for a copy of Magic.

Or go to Atari Workshop for an upgrade.

5625. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-13 16:55:18 UTC
From: SomeGuy@SomewhereOnTheInternet.com
Message-ID: <I3zL6.304$qa5.4260@read1>
Source record: 5377

```
>> In article <3AFD860C.38301DAA@ooc.de>,
>> Uwe Seimet <us@ooc.de> wrote:
>> This won't help. You will not gain anything when switching ON parity
>> checking except that the drive can detect some errors it would not be
>> able to detect otherwise. But it will not change anything else.

How do you know that? Please elaborate.
```

5626. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-13 17:57:45 UTC
From: music@kreed.com
Message-ID: <tWzL6.7$d87.3904132136@news.onr.com>
Source record: 5378

I'm curious about something else related to Quantums and STe and Megafile
30s.
I have an Atari STe not a mega STe, and I have a Megafile 30 HD... which has
bad
sticktion these days. I have an old Quantum LPS 230 which was formatted
originally
for a Macintosh.

I've used two other Mac Quantum LPS hard drives 160MB & 120 MB drives
to install in my EMAX II. They dropped right in and ran perfectly, once I
set the jumper switches to SCSI 1. But the LPS230 would not be recognized.

So now see this question posted on the this newsgroup, I thought
maybe the internal Quantum LPS 230MB would be able to be used on my Atari
STe
somehow. Does anyone out there know about this?

"SomeGuyOnTheInternet" <somebody@somewhere.com> wrote in message
news:5HJK6.231$qa5.3362@read1...

5627. Monitor pins

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-13 18:24:19 UTC
From: The Caver <caver99@aol.com>
Message-ID: <989778837.123113@dionysos>
Source record: 5379

Could someone scan the pinouts for the STe monitor port from the manual please.

5628. Re: Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-13 22:42:38 UTC
From: tarbez@chez.com
Message-ID: <3afd415f.6317319@news.free.fr>
Source record: 5380

Sorry, 3.0 is the last.

Thierry

Le Sat, 12 May 2001 07:10:34 GMT, "mutterback"
<mutterback@sprintmail.com> crit:

>I have been using the Spectre GCR and was searching, without luck, for the
>the newest revision of the software and where I might find it. I presently
>have version 3.0 .
>
>

5629. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-14 06:13:47 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AFF779B.D2FDFC64@seimet.de>
Source record: 5381

music@kreed.com wrote:
.
> I have an Atari STe not a mega STe, and I have a Megafile 30 HD... which has
> bad
> sticktion these days. I have an old Quantum LPS 230 which was formatted
> originally
> for a Macintosh.

You cannot format a drive for a particular platform. The only thing that
is different on different platforms are the file systems. All that's
needed to use, for example, a drive previously used for a Mac with an
Atari, is to partition it. Formatting is just a waste of time.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5630. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-14 06:14:51 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3AFF77DB.332B3DBF@seimet.de>
Source record: 5382

SomeGuyOnTheInternet wrote:
>
> >> In article <3AFD860C.38301DAA@ooc.de>,
> >> Uwe Seimet <us@ooc.de> wrote:
> >> This won't help. You will not gain anything when switching ON parity
> >> checking except that the drive can detect some errors it would not be
> >> able to detect otherwise. But it will not change anything else.
>
> How do you know that? Please elaborate.

I know that from the SCSI specification, which describes features like
parity checking. So if you need details you should have a look at the
specification.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5631. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-14 07:40:44 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3AFF8BFC.2778503E@ooc.de>
Source record: 5383

Hallvard Tangeraas wrote:

> (the "Link II" as opposed to the previous model; "Link" supports parity
> which may or may not be needed, according to what your harddisk needs).

Note that a few hard disk require the adapter to have a SCSI ID of its
own, in order to be capable of doing initiator identification by
hardware. The only adapters that support this are the LINK96 and LINK97
adapters. So if you want to be absolutely sure that your device really
works with the ST/STE you should go for one of these.

> I don't have much experience with IDE drives, so I can't say which is
> better or if it's irrelevant to the average user. Maybe someone else
> here can shed some light on the issue.

It's impossible to comment on this with a few words. Basically IDE
drives are cheaper, but they also pose more problems. The specification
is crap and again and again hacks have been added in order to circumvent
problems with high capacity drives etc. With SCSI this is much more
professional.
Note that the IDE port of Atari machines does not support DMA, but ACSI
and SCSI do support DMA. So if you want to profit from non-blocking
transfers (as supported with MagiC and HDDRIVER) you cannot use IDE.

--

Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5632. Re: Technical help

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-14 11:07:03 UTC
From: Kylo <grabek@fatum.umcs.lublin.pl>
Message-ID: <3AFFBC57.11A3@fatum.umcs.lublin.pl>
Source record: 5384

Lyndon Amsdon wrote:
>
> Couple of docs there, I've already had leds flashing off this port but I
> need the A0!

Well, the UDS/LDS couple replaces A0 line itself. If you *really need*
to 'generate' a0 signal then just latch uds/lds and then combine latch
outputs. Note that uds/lds cannot be active simultaneously.

grngs,

Kylo :-)

5633. Re: Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-14 12:48:11 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0105141538450.28827-100000@hal.pp.fishpool.fi>
Source record: 5386

On 12 May 2001, Claude Bourgoin wrote:

> Has anyone installed linux and xwindow on a TT030 successfully?

I have X-Windows running here on MiNT, using the port of XFree86
found on http://x11.freemint.de/

> I have asked in the linuxM68 group, but they all seem to be
> mostly Mac and Amiga people.

Not surprising.

Amiga people seem to make it a point to purposely bash Atari and
ensure that Atari users be kept out of mainstream 68k development
or scene. Slashdot repeatedly refused to add Atari.org to their
Slashboxes and Atari as a topic, while organisers of the demo
gathering Assembly explicitely ban Atari from the competitions.

Mac users are far more friendly, but they have no knowledge
whatsoever of anything happening outside their platform. They
started as happy Mac users and eventually installed Linux on
their no longer supported 68k Mac when they got themselves an
iMac or G4 workstation, but that's all they know. They usually
rather easy-going, nice people, but cannot provide much of any
help to anyone else.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5634. Re: Monitor pins

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-14 14:30:43 UTC
From: bindon@madasafish.com
Message-ID: <tfvr0j7qqppe7@corp.supernews.com>
Source record: 5387

On 13 May 2001 19:24:19 , "The Caver" wrote:
>Could someone scan the pinouts for the STe monitor port from the manual
>please.

They're availabe all over the web.

5635. Re: How to get Quantum LPS340S to work with Mega STE ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-14 17:03:16 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <afUL6.2675$Yh2.57776@NewsReader>
Source record: 5388

Hello.

"Hallvard Tangeraas" <my.mail@is.invalid> wrote in message
news:1etdg0z.11sxwxlfy8280N%my.mail@is.invalid...

big snip.

> Another solution is to install a harddisk *inside* your STe!
.....
> I believe there's another one as well called "IDEal" by TUS in the UK
> Sorry, I don't know the URL to TUS (The Upgrade Shop) or other
> suppliers/manufacturers of IDE interfaces for the STe.

(You do.....)

The IDEal interface is available from Keychange Music
(and is on my web page,)

www.keychange.co.uk

price £35 plus post. Fitting can be arranged.

It is supplied and works with AHDI 6.

I also have genuine Atari TOS 2.06 roms for the STE
if autobooting is important.

Barrie at Keychange.

5636. Re: Technical help

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-14 17:05:56 UTC
From: bindon@madasafish.com
Message-ID: <tg043kteojgj78@corp.supernews.com>
Source record: 5389

Hi

>> Couple of docs there, I've already had leds flashing off this port but I
>> need the A0!
>
>Well, the UDS/LDS couple replaces A0 line itself. If you *really need*
>to 'generate' a0 signal then just latch uds/lds and then combine latch
>outputs. Note that uds/lds cannot be active simultaneously.

Hey, on a 1bit transfer, surely they're both low? We have the problem
sussed though. Michael Schwingen kindly helped me.

Thanks

5637. Re: Monitor pins

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-14 18:23:11 UTC
From: The Caver <caver99@aol.com>
Message-ID: <989864785.232603@dionysos>
Source record: 5390

I can`t find any referace to them only what each pin does not the layout.

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:tfvr0j7qqppe7@corp.supernews.com...
> On 13 May 2001 19:24:19 , "The Caver" wrote:
> >Could someone scan the pinouts for the STe monitor port from the manual
> >please.
>
> They're availabe all over the web.

5638. Re: Spectre GCR

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-14 21:00:08 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <24808_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 5391

In uno strano messaggio del 13 May 01 tarbez@chez.com (2:333/608.1) scrisse
al povero All :
t> Sorry, 3.0 is the last.

Oh no, isn't it 3.1 ? must check in my old stuff.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Vuelan mariposas, cantan grillos la piel se me pone negra...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5639. Re: Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-15 11:07:26 UTC
From: Andreas Berger <Andreas.Berger@de.bosch.com>
Message-ID: <9dr2lh$2go$1@proxy.fe.internet.bosch.com>
Source record: 5392

Hi,

> > I have asked in the linuxM68 group, but they all seem to be
> > mostly Mac and Amiga people.

> Not surprising.

... because a lot more Apples or Amigas are in use.

> Amiga people seem to make it a point to purposely bash Atari and
> ensure that Atari users be kept out of mainstream 68k development
> or scene.

Huh? Do you know what Linux is? Everyone can develop what he
want. But most people doesn't want to develop, they ask every
time when will be MY hardware supported. So they get the answer:
then YOU drivers for YOUR hardware develop.
So why should it not allowed for Atari-users to write drivers
for there hardware?
If you ask for hardwarerelated things its clear that
you get no answer from these kind of people (amiga-mac-user).

Its also the same on the Amiga-scene itself. If you use a
cyberfb: framebuffer you can't answer even simple questions
about f.e. clgenfb:
The time for bashing or a war between Amiga/Atari/PC or whatever
is long ago.

> Mac users are far more friendly, but they have no knowledge
> whatsoever of anything happening outside their platform.

So why should Amiga-users know about Atari-specific questions?

regards, Andreas
--
... with F030 AND Amiga4000

5640. Re: Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-15 11:59:03 UTC
From: Kerstin Hoef-Emden <kerstin.hoef-emden@uni-koeln.de>
Message-ID: <9dr5m7plc1@news.rrz.Uni-Koeln.DE>
Source record: 5393

Hi,

Andreas Berger <Andreas.Berger@de.bosch.com> wrote:

>> Amiga people seem to make it a point to purposely bash Atari and
>> ensure that Atari users be kept out of mainstream 68k development
>> or scene.

> Huh? Do you know what Linux is? Everyone can develop what he
> want. But most people doesn't want to develop,

Most people donï¿½t know programming. Not everybody working under Linux is an IT expert. Even if you want to learn it, you will need some people of the scene to tell you the tricks.

> Its also the same on the Amiga-scene itself. If you use a
> cyberfb: framebuffer you can't answer even simple questions
> about f.e. clgenfb:
> The time for bashing or a war between Amiga/Atari/PC or whatever
> is long ago.

The major problem is, that the people maintaining the Atari specific things become less and less. And since m68k need more time to compile packages and not enough platforms are available to do the job, time runs out.

>> Mac users are far more friendly, but they have no knowledge
>> whatsoever of anything happening outside their platform.

> So why should Amiga-users know about Atari-specific questions?

In the debian-m68k list people were quite helpful, when I started installing Debian on my TT. Roman, one of the major driving forces for Atari, is now about to write his PhD thesis or is perhaps ready with it. I guess, he has got less time now to invest in it. Besides that, the m68k manufacturers werenï¿½t quite helpful. About some years ago, they promised a half prize 040-Milan for further development of m68k Linux. This Milan was never delivered! Quite motivating for the m68k maintainers!

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

5641. Commodore 1084 solved

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-15 12:26:22 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <od9M6.50$6n6.1374@newsfeed.slurp.net>
Source record: 5394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Firstly, many thanks to Mark Bedingfield for helping me out with the pin connections. I managed to wire up the connectors and everything works great. My games have never playd this good :) Now I'm wondering if it's possible to make a dual-outlet for a VGA and RGB and use a switch to switch between the two? Thanks.

Joshua.

5642. Re: Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-15 13:56:21 UTC
From: Andreas Berger <Andreas.Berger@de.bosch.com>
Message-ID: <9drci8$db5$1@proxy.fe.internet.bosch.com>
Source record: 5395

Halli-Hallo,

> >> Amiga people seem to make it a point to purposely bash Atari and
> >> ensure that Atari users be kept out of mainstream 68k development
> >> or scene.

> > Huh? Do you know what Linux is? Everyone can develop what he
> > want. But most people doesn't want to develop,

> Most people donï¿½t know programming.

Yes, its also the same with me :). But if you choose a platform
without real "Linux-distributions" you must have these knowledge.

> Not everybody working under Linux is an
> IT expert. Even if you want to learn it, you will need some people of the
> scene to tell you the tricks.

Right, but you have to be shure it maybe becomes a little bit tricky to
run these on your home-machine.

> The major problem is, that the people maintaining the Atari
> specific things become less and less.

So its allowed to blame Amiga-people for?

> >> Mac users are far more friendly, but they have no knowledge
> >> whatsoever of anything happening outside their platform.

> > So why should Amiga-users know about Atari-specific questions?

> In the debian-m68k list people were quite helpful, when I started
> installing
> Debian on my TT. Roman, one of the major driving forces for Atari, is now
> about to write his PhD thesis or is perhaps ready with it. I guess, he has
> got less time now to invest in it. Besides that, the m68k manufacturers
> werenï¿½t quite helpful. About some years ago, they promised a half prize
> 040-Milan for further development of m68k Linux. This Milan was never
> delivered! Quite motivating for the m68k maintainers!

I know this, i even try to run Linux on my Amiga4000-Box. But i don't like
the attitude: you get no help for Linux on Atari because most m68k-Linuxer
are Amigans wich will definitly bash the Atari-hardware and don't like to
help because of you are using an Atari.

regards, Andreas

5643. Re: Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-15 16:10:55 UTC
From: Kerstin Hoef-Emden <kerstin.hoef-emden@uni-koeln.de>
Message-ID: <9drkef$2fc$1@news.rrz.Uni-Koeln.DE>
Source record: 5396

Hallo,

Andreas Berger <Andreas.Berger@de.bosch.com> wrote:

>> Most people donï¿½t know programming.

> Yes, its also the same with me :). But if you choose a platform
> without real "Linux-distributions" you must have these knowledge.

Hmm, I consider Debian a real distribution. Users can still be helpful to
the maintainers in testing and reporting bugs or writing manuals.

>> Not everybody working under Linux is an
>> IT expert. Even if you want to learn it, you will need some people of the
>> scene to tell you the tricks.

> Right, but you have to be shure it maybe becomes a little bit tricky to
> run these on your home-machine.

It is a little bit more difficult, if you have exotic hardware (Iï¿½ve got
three "weirdoes" here) and donï¿½t know how to fix bugs in the source code or
write your own drivers. Programming knowledge may be helpful, but if a
non-IT person is curious enough to jump into the cold water and just try: It
is another kind of adventure game. This was my approach to try Linux on my
Atari TT about 3 years ago. I was curious about how unixoid operating
systems work.

>> The major problem is, that the people maintaining the Atari
>> specific things become less and less.

> So its allowed to blame Amiga-people for?

ï¿½hem, I wasnï¿½t referring to this part of the posting, but to the complaint
that no Atari people responded.

>> In the debian-m68k list people were quite helpful, when I started
>> installing
>> Debian on my TT. Roman, one of the major driving forces for Atari, is now
>> about to write his PhD thesis or is perhaps ready with it. I guess, he has
>> got less time now to invest in it. Besides that, the m68k manufacturers
>> werenï¿½t quite helpful. About some years ago, they promised a half prize
>> 040-Milan for further development of m68k Linux. This Milan was never
>> delivered! Quite motivating for the m68k maintainers!

> I know this, i even try to run Linux on my Amiga4000-Box. But i don't like
> the attitude: you get no help for Linux on Atari because most m68k-Linuxer
> are Amigans wich will definitly bash the Atari-hardware and don't like to
> help because of you are using an Atari.

Yes, these arguments are definitely "biased". When I was struggling with some Linux things on my Atari TT, I got advices and tips as well from Amiga users. In the Debian scene, I didnï¿½t experience prejudices against other platforms or in this case "sub"-platforms until yet.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

5644. Re: Monitor pins

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-15 17:47:09 UTC
From: bindon@madasafish.com
Message-ID: <tg2qst4ju7ibf5@corp.supernews.com>
Source record: 5397

On 14 May 2001 19:23:11 , "The Caver" wrote:
>I can`t find any referace to them only what each pin does not the layout.

Layout is as viewed from back ofan ST:

Notch

4 3 2 1

8 7 6 5

12 11 10 9

13

5645. Re: Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-15 22:09:34 UTC
From: ebaiz@skyenet.net
Message-ID: <yOhM6.295$6n6.4390@newsfeed.slurp.net>
Source record: 5398

On 12 May 2001 15:52:03 , Claude Bourgoin wrote:
>
>Hi,
>Has anyone here installed linux and xwindow on a TT030 successfully?
>If so, I need help.
>I have asked in the linuxM68 group, but they all seem to be mostly Mac
>and Amiga people.
>
>Any help would be greatly appreciated.

I installed it on my Hades060 which is really a fast TT030. Where are you at now? The way I did it was to just get all the files for X-Window and put them on one of my partitions. Then I asked Debian Linux to install them. Then Linux would tell me what files were missing and I just went and downloaded them from the ftp Debian website. After I had all of them X-Window loaded in just fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5646. Problems with an ET 4000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-16 08:15:39 UTC
From: info <info@dotqr.com>
Message-ID: <990000750.28139.0.nnrp-02.9e98e6ee@news.demon.co.uk>
Source record: 5399

Im (trying) to use a ET4000 graphics card in a Mega ST. The
card came with a Wittich adapter which plugs into the Mega bus
and the Mega PSU. The card appears to power up OK, but
I cant get any video out. Ive tried NVDI-5 configured for
ET4000 cards as a driver, but it just crashes. Any ideas?

Ian.

5647. Re: Commodore 1084 solved

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-16 10:38:02 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b025cf0$1@dnews.tpgi.com.au>
Source record: 5400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Lord Gaiyan <gaiyan@vianet.ca> wrote in message
news:od9M6.50$6n6.1374@newsfeed.slurp.net...
> Firstly, many thanks to Mark Bedingfield for helping me out with the pin
> connections. I managed to wire up the connectors and everything works
great.
> My games have never playd this good :) Now I'm wondering if it's possible
to
> make a dual-outlet for a VGA and RGB and use a switch to switch between
the
> two? Thanks.

Yup, done just that. This does get trick tho. You can fit the adaptor tinto a small box the size of a pack of fags (not poofs). All I have done is to wire hsync to but plugs as well as vsync and gnd. Then get a 4 way dpdt switch and seperate RGB that way, connect the last pin on the DPDT between M0 and grnd. When you flick the switch you will sever RGB from one monitor to the next, and gnding M0 will cause the falcon to kick into VGA mode, open cct is TV mode. Tv mode is fine for most RGB monitors. Note tho that unlike the ST the Falcon will NOT change monitor types untill you change resolution. What I do is keep it set to 640x480x256 or 16bit then change to 16 colour flick the switch and bobs your uncle.

Mark

5648. Re: Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-16 17:07:41 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B02B3DD.20519613@ti.com>
Source record: 5301

"Edward S. Baiz Jr." wrote:

> I installed it on my Hades060 which is really a fast TT030. Where are
> you at now? The way I did it was to just get all the files for X-Window
> and put them on one of my partitions. Then I asked Debian Linux to
> install them. Then Linux would tell me what files were missing and I
> just went and downloaded them from the ftp Debian website. After I had
> all of them X-Window loaded in just fine.

Hmm, this is definitely not the case with the TT. I have installed
everything for X from the Debian Linux site, but there is something
wrong with the XF86Config file for the TT. I would like to thank Uwe
Seimet for sending me his XF86Config file, but I cannot get it to work.
:((I am running the 2.2 Kernel) I have tried to added different
resolution modelines but to no avail.

I get the following:

> XFree86 Version 3.3.6 / X Window System
> (protocol Version 11, revision 0, vendor release 6300)
> Release Date: January 8 2000
> If the server is older than 6-12 months, or if your card is
> newer
> than the above date, look for a newer version before reporting
> problems. (see http://www.XFree86.Org/FAQ)
> Operating System: Linux 2.2.10 m68k [ELF]
> Configured drivers:
> FBDev: Server for frame buffer device
> (Patchlevel 11): mfb, iplan2p2, iplan2p4, iplan2p8, ilbm, afb, cfb8,
> cfb16, cfb32
> (using VT number 3)
>
> XF86Config: /usr/X11R6/lib/X11/XF86Config
> (**) stands for supplied, (--) stands for probed/default values
> (**) XKB: disabled
> (**) XKB: model: "pc102"
> (**) XKB: layout: "de"
> (**) XKB: variant: "nodeadkeys"
> (**) Mouse: type: BusMouse, device: /dev/mouse, buttons: 3
> (**) FBDev: Graphics device ID: "Linux/m68k Frame Buffer Device"
> (**) FBDev: Monitor ID: "Generic Monitor"
> (**) FontPath set to
> "/usr/X11R6/lib/X11/fonts/misc/,/usr/X11R6/lib/X11/fonts/75dpi/:unscaled,/usr/X11R6/lib/
X11/fonts/100dpi/:unscaled,/usr/X11R6/lib/X11/fonts/Type1/,/usr/X11R6/lib/X11/fonts/Speedo
/,/usr/X11R6/lib/X11/fonts/75dpi/,/usr/X11R6/lib/X11/fonts/100dpi/"

> (**) FBDev: Using XF86Config video mode database
>
> Fatal server error:
> No valid modes found.
>
>
> When reporting a problem related to a server crash, please send
> the full server output, not just the last messages
>
> X connection to :0.0 broken (explicit kill or server shutdown).

--

http://jybolac.virtualave.net

telnet://jybolac.dyndns.org:520

Chris J. Martin - Email: cmartin@ti.com
Digital Audio/Video Design
Texas Instruments, Inc.

"All programmers are playwrights and all computers are lousy actors."

5649. Re: Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-16 22:41:48 UTC
From: ebaiz@skyenet.net
Message-ID: <MmDM6.135$Kr.4097@newsfeed.slurp.net>
Source record: 5302

>Hmm, this is definitely not the case with the TT. I have installed
>everything for X from the Debian Linux site, but there is something
>wrong with the XF86Config file for the TT. I would like to thank Uwe
>Seimet for sending me his XF86Config file, but I cannot get it to work.
>:((I am running the 2.2 Kernel) I have tried to added different
>resolution modelines but to no avail.

I had problems with that file also. Someone emailed me some FAQ about
it and it helped me. There is a sample file created when you install X
Window and that is the file I used. Of course I had to rename it. I
emailed the info. If you do not receive it, let me know here.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5650. Re: Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-16 23:09:00 UTC
From: Chris Martin <cmartin@dal.asp.ti.com>
Message-ID: <Pine.SO4.4.05.10105161802300.8693-100000@zaxxon.dal.asp.ti.com>
Source record: 5303

```
> Q: xfree does not start, since there is no XF86Config
> A: copy the file /usr/doc/xserver-common/examples/XF86Config.eg to /etc/X11
> and rename it to XF86Config. DO NOT EDIT THIS FILE!!! It will work out of
> the box. You do not have to specify your monitor frequencies here, since
> the framebuffer xserver does not change the current video mode. If xfree
> does not work with this config file, you are probably using a video mode
> with <> 256 colors. Then, and only then, you edit the screen section in
> the config file and enter the screen depth you are using. The standard
> depth in the eg file is 8 bit (256 colors), change the depth _and_ the
> default depth to your needs.
>

Hmmm, this doesn't work either. I have copied the file over.
I get the following:

XFree86 Version 3.3.6 / X Window System
(protocol Version 11, revision 0, vendor release 6300)
Release Date: January 8 2000
If the server is older than 6-12 months, or if your card is newer
than the above date, look for a newer version before reporting
problems. (see http://www.XFree86.Org/FAQ)
Operating System: Linux 2.2.10 m68k [ELF]
Configured drivers:
FBDev: Server for frame buffer device
(Patchlevel 11): mfb, iplan2p2, iplan2p4, iplan2p8, ilbm, afb, cfb8,
cfb16, cfb32
(using VT number 3)

XF86Config: /usr/X11R6/lib/X11/XF86Config
(**) stands for supplied, (--) stands for probed/default values
(**) Mouse: type: Microsoft, device: /dev/mouse, baudrate: 1200
(**) Mouse: buttons: 3
(**) FontPath set to
"/usr/lib/X11/fonts/misc/:unscaled,/usr/lib/X11/fonts/cyrillic/:unscaled,/usr/lib/X11/font
s/100dpi/:unscaled,/usr/lib/X11/fonts/75dpi/:unscaled,/usr/lib/X11/fonts/Speedo/,/usr/lib/
X11/fonts/Type1/,/usr/lib/X11/fonts/misc/,/usr/lib/X11/fonts/cyrillic/,/usr/lib/X11/fonts/
100dpi/,/usr/lib/X11/fonts/75dpi/"

You must provide a "Screen" section in XF86Config for at
least one of the following graphics drivers: fbdev

Fatal server error:
No configured graphics devices

When reporting a problem related to a server crash, please send
the full server output, not just the last messages
```

X connection to :0.0 broken (explicit kill or server shutdown).

> Q: but why...
> A: write one, and we will have one, but honestly, we don't need one just to
> copy one file to another location. But for your pleasure, the current
> xfree version from potato will copy XF86Config to the right place during
> the postinst (xserver-configure, can be run again after installation, but
> remember, potato only, we were not allowed to put this into the slink
> packages, it would have made our life too easy...). Plus, it will also set
> /dev/mouse correctly for your machine. So please everybody, if possible,
> upgrade xfree to the potato packages and all your problems should be
> gone. If you have problems with these packages (currently 3.3.5-1),
> please report it, so that we can fix it before the potato release.
> It would be nice to hear if these packages work... Just a joke, nobody is
> writing to the list when somehting works, why should he?
>

I have version 3.3.6 of the X Window System and have tried the
xserver-configure command. Now I get:

(**) FBDev: Using default frame buffer video mode

Fatal server error:
fbdevScreenInit: unable to set screen params (Invalid argument)

I am running the 'startx' command. Is there some other command to start
X?

Thanks again,
Chris

5651. "ZAP! The Rise and Fall of Atari" Book!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-17 05:25:50 UTC
From: estategems@aol.com
Message-ID: <20010517012550.10206.00000102@ng-fl1.aol.com>
Source record: 5304

ZAP! The Rise and Fall of Atari

-http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1430055412

Rare book, out of print, a must have for all devoted afficianados and
collectors of vintage games!

5652. Re: Re: UK TT TOS 3.6 roms needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-17 21:53:44 UTC
From: johnhayward@zetnet.co.uk
Message-ID: <026b01c0df1b$d52a3cc0$952cf7c2@celeron>
Source record: 5305

cheers guys, System solutions want £100 for roms,

I've got some from Medusa, the Atari clone people approx £35-40

John H

Portsmouth, Hampshire, UK.

email: johnhayward@zetnet.co.uk
send text message: +447713630087@mmail.co.uk
*** Use plain text, and under 100 chars, thanks! ***
home page: http://freespace.virgin.net/asteroid.76

5653. Re: Xwindow on TT030

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-18 03:06:32 UTC
From: claude@pivot.net
Message-ID: <3b0483a8_2@news.cybertours.com>
Source record: 5306

On 16 May 2001 22:41:48 , Edward S. Baiz Jr. wrote:
>
>>Hmm, this is definitely not the case with the TT. I have installed
>>everything for X from the Debian Linux site, but there is something
>>wrong with the XF86Config file for the TT. I would like to thank Uwe
>>Seimet for sending me his XF86Config file, but I cannot get it to work.
>>:((I am running the 2.2 Kernel) I have tried to added different
>>resolution modelines but to no avail.
>
>I had problems with that file also. Someone emailed me some FAQ about
>it and it helped me. There is a sample file created when you install X
>Window and that is the file I used. Of course I had to rename it. I
>emailed the info. If you do not receive it, let me know here.
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>---
>
>I did not receive your email.

Claude Bourgoin
>.

5654. Re: Mega-ST4 IC identification

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-18 19:47:12 UTC
From: bindon@madasafish.com
Message-ID: <tgav20o7j0gd2d@corp.supernews.com>
Source record: 5307

On 18 May 2001 15:58:57 , Hallvard Tangeraas wrote:
>I'm working on installing a "Lacescan" circuit in my Mega ST 4, so I can
>get a bigger screen.
>
>The instructions in the .HYP file are a bit unclear as to identifying
>the various ICs, so I need some help finding out which ones they are.
>Is the following correct? If not, which ICs should I look for?:
>
>"Shifter"= 48 pin DIL chip, CO 25914-38A
>"MFP" = 40 pin DIL chip, MC 68901P
>"GLUE" = 68 pin PLCC chip, CO 25915-38A
>"MMU" = 68 pin PLCC chip, CO 25912-38

MFP is certainly right as written above. I'd be pretty sure on the
Shifter (as it is a 48pin DIP) and I know both the MMU and Glue are in
PLCC package of 68 pin size. I would suggest you get Chips'n'Chips from
http://unimo.chimo.it/~vezz/atari/hardware under docs section
If that URL is wrong switch unimo and chimo around as I find it dificult
remembering it.

5655. Re: Mega-ST4 IC identification

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-19 11:30:22 UTC
From: bindon@madasafish.com
Message-ID: <tgcmaels774baa@corp.supernews.com>
Source record: 5308

Hi

>Thanks. I actually found out that I had "Chips 'n chips" already, and
>got the information I needed there!
>The version at Vezz' site is a very old one (2.12) while I have
>version 4.0d. A pity it's only in German though :-(
>
>By the way, have you (or anyone else reading this) managed to get those
>images enclosed with that version of the HYPertext file to be displayed
>when your read it?
>I may have misunderstood where to put the images, but right now they're
>there along with all the .HYP and .REF files, but won't display in
>Chips'n chips -I just get a black box or something.
>The images are standard .IMG files showing IC pinouts for the most part.

I can't remember which version I had, I think I had a German version when I last had it. I know the pictures of the pinouts worked. I've never seen a HYP with IMG files, I thought they were embedded/compiled into the actual HYP.

5656. Re: Need help with "Lacescan"

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-19 11:30:25 UTC
From: bindon@madasafish.com
Message-ID: <tgcmahljdm9vad@corp.supernews.com>
Source record: 5309

Hi

>So, in other words... :
>pin 39 of the "GLUE" chip (CO25915-38A) should be cut from everything
>else on the circuit board, so that it's not connected to anything else.
>
>And the connection points to those 3 others ICs mentioned, from that pin
>should all remain connected together as before?
>The following points being:
>
>pin 52, "MMU" chip (CO25912-38)
>pin 20, "MFP" chip (MC68901)
>pin 20, "Shifter" chip (CO25914-38A)
>
>Is this correct? If not, what should I do exactly at this point?

As I read it the shifter DE and MMU DE are connected together and MFP DE and Glue MFP are conencted together. Many have done this mod so should be able to help.

>As for the pin 5 of the keyboard ACIA -the instructions don't mention
>*which* of the two 6850 chips it is....

That was a bit silly of them. It's the keyboard one, but both are next to each other (unlike in the Falcon) so unless you're good with the multimeter and schematics then someone else will help here.

>Vcc available in a multitude of places
> *I take it this is +5V, right?*

Yes, you could get this off the last pin of many 74xxxx chips or take it off the large smoothing cap. Just check it's 5v.

>Anything else useful to add?

Hmm, can't think of any. High density drive? ESSC/RSVE on it?

5657. Re: Need help with "Lacescan"

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-19 17:56:52 UTC
From: vdjole@EUnet.yu
Message-ID: <9e6c50$bg4$2@news.eunet.yu>
Source record: 5311

On 18 May 2001 23:17:14 , Hallvard Tangeraas wrote:
>I need some help installing a "Lacescan" in my Mega ST4.
>
>Following the instructions in the .HYP file and investigating the things
>that aren't very clear there (i.e. which chips have which markings etc.)
>I've managed to figure out most of the connection points so far, but I'm
>a little confused when it comes to the actual cutting of some
>connections.

Hi, Hallward
I may be able to help you, as I have installed lacescan in my MegaST and have some additional information- a couple of pictures, etc. I will send you an e-mail tonight or tomorrow, as it would be going into too much detail for this forum.

btw. I seem to remember that you mentioned this Mega of yours already had LaceScan installed and you removed it. Why not just reconnect all points which you disconnetted :)

Cu.

5658. Re: Mega-ST4 IC identification

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-19 20:18:30 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9e6kem$8e2$1@plutonium.compulink.co.uk>
Source record: 5312

In message <1etmozm.1w5vjignx2ofoN%my.mail@is.invalid>, my.mail@is.invalid said:

>By the way, have you (or anyone else reading this) managed to get those
>images enclosed with that version of the HYPertext file to be displayed
>when your read it?
>I may have misunderstood where to put the images, but right now they're
>there along with all the .HYP and .REF files, but won't display in
>Chips'n chips -I just get a black box or something.
>The images are standard .IMG files showing IC pinouts for the most part.

Which version of C'nC are you using? I have 5.00 and that has all
the images embedded - as *all* HYPs should have; AFAIK the images
are only separate in the uncompiled *.STG versions.

Just one thought. I wonder whether you have the path for image
display included correcrtly in ST-GUIDE.INF? Mine has here:

# A list of file extenders and paths to external viewers may follow:
IMG=G:\imagecopy.4cd\ic42b2pl.prg

Of course path and filename will need adaptation to your setup.

Regards, /Peter/

5659. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-19 22:34:22 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10105192230460.78-100000@Hades060>
Source record: 5314

On Sat, 19 May 2001, Peter Goffee wrote:

> Hi all,
>
> This is my first posting here, so please bear with me! I've been
> looking on and off for a while now for the answer to a problem I'm
> having, but not yet seen anything similar.
>
> My problem is that I have an Atari TT. Nice machine, TOS 3.06,
> 2 meg of normal ST RAM and 4 meg of TT RAM. The problem
> is the machine keeps bombing.
>
> Two places seem most obvious. The first is inserting a write-
> protected diskette. The machine locks up. The second place
> is when I'm just using the machine, after a while it just bombs and
> freezes.
>
> At first I thought it was a problem with TOS, but I'm not sure
> anymore. It's possibly the TT RAM I installed, but again, I'm not
> sure. Hense this note. Has anyone ever ran into the same problems as
> I'm going though?

Tos 3.06 is the latest for the TT and should not be so unstable.
Mine has the same version. I would suggest checking to see
if perhaps the TT ram upgrade you put in is actually
set to use burstmode. If it's an orginal Atari upgrade, these
where notorious for burstmode problems. If you are unsure
I'd remove the upgrade and see if the machine settles down.

The floppy problem is very strange, not sure what to think of that
one.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5660. Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-19 23:32:07 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3b06d11e.2478998@news.ntlworld.com>
Source record: 5313

Hi all,

This is my first posting here, so please bear with me! I've been looking on and off for a while now for the answer to a problem I'm having, but not yet seen anything similar.

My problem is that I have an Atari TT. Nice machine, TOS 3.06, 2 meg of normal ST RAM and 4 meg of TT RAM. The problem is the machine keeps bombing.

Two places seem most obvious. The first is inserting a write-protected diskette. The machine locks up. The second place is when I'm just using the machine, after a while it just bombs and freezes.

At first I thought it was a problem with TOS, but I'm not sure anymore. It's possibly the TT RAM I installed, but again, I'm not sure. Hense this note. Has anyone ever ran into the same problems as I'm going though?

Many thanks for any help!

Peter Goffee.

5661. Re: Mega-ST4 IC identification

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-20 00:26:10 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <VfwN6.313$IB1.16354@news.siol.net>
Source record: 5310

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tgcmaels774baa@corp.supernews.com...
> Hi
>
> >Thanks. I actually found out that I had "Chips 'n chips" already, and
> >got the information I needed there!
> >The version at Vezz' site is a very old one (2.12) while I have
> >version 4.0d. A pity it's only in German though :-(
> >
> >By the way, have you (or anyone else reading this) managed to get those
> >images enclosed with that version of the HYPertext file to be displayed
> >when your read it?
> >I may have misunderstood where to put the images, but right now they're
> >there along with all the .HYP and .REF files, but won't display in
> >Chips'n chips -I just get a black box or something.
> >The images are standard .IMG files showing IC pinouts for the most part.
>
> I can't remember which version I had, I think I had a German version when
> I last had it. I know the pictures of the pinouts worked. I've never
> seen a HYP with IMG files, I thought they were embedded/compiled into the
> actual HYP.

I did Lacescan for a few friends, but last one was more than a year ago and
I can't remember all the details.

DE signal is generated by glue, it means "Display Enable" and it tells
MMU&Shifter that they should
generate picture. For the MMU it means that it should fetch the next word
from picture buffer memory and for Shifter it means that it should shift
fetched word out, 1 pixel at a time. When DE is inactive, MMU does fetch
anything for shifter and shifter outputs black.

I think you got chip numbers right.

Whole trick with lacescan is that one disconnects GLUE's DE form rest of the
circuitry and to generate that signal from his electronics. With lacescan
whole mod is to use HSYNC instead of DE.
In other words, that means there is no dead time between end of the visible
line and returning electron beam to the start of the next line (for the
software weenies- there is no white space before the CRLF ;o))))
One exception to the rule is MFP (I'm not sure about this-check it out !).
It has to be fed old DE for some software compatibility reason. That is why
all the fuss around trace cutting is about. You have to make sure that MFP
and GLUE end together and MMU and shifter on the other.

This guarantees you maximum area for picture, although horisontal edges
will be distorted, but software takes care of that.
So, lacescan informs TOS about new picture geometry and can even accomodate
picture size and some other details for you. That is, once you open the door
for maximum picture area, picture at the edges will be bad and lacescan can
make border of soutable thickness to accomodate that.

I think I have still on my disk code for GAL chip, which you can program
instead of having several TTL's. On top of that, you can easilly fit inside
also HD floppy hack (frequency MUX for FDC).

One thing that I couldn't find mentioned anywhere and that took me DAYS each
time I was persuaded to made one, is that at the time of boot you should
have left SHIFT key pressed in order to invoke settings...

Regards,

Branko

5662. Re: Chips 'n Chips

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-20 08:30:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200105201030.a43310@b.maus.de>
Source record: 5318

X>Which version of C'nC are you using?

The last Version of Chips 'n Chips is the 'Final Release X' with all picture.

ftp.cs.tu-berlin.de/pub/atari/incoming/cnc_fr.zip (6728556 Bytes)

Gerhard.

5663. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-20 11:00:45 UTC
From: bindon@madasafish.com
Message-ID: <tgf8uts06lc2dc@corp.supernews.com>
Source record: 5315

Hi
<snip>

>Tos 3.06 is the latest for the TT and should not be so unstable.
>Mine has the same version. I would suggest checking to see
>if perhaps the TT ram upgrade you put in is actually
>set to use burstmode. If it's an orginal Atari upgrade, these
>where notorious for burstmode problems. If you are unsure
>I'd remove the upgrade and see if the machine settles down.

I'd like to add that maybe cleaning contacts of chips or pushing them down a bit might help. If an ST can do it, why not a TT? TTs are very reliable. I'd also suggest removing the upgrade, and try cleaning the simms on them (if it does have simms, I wouldn't know).

>The floppy problem is very strange, not sure what to think of that
>one.

This I've never heard of or seen. I would try a different floppy drive and if tha still does the same thing then it may be the AJAX floppy controller. Why it would bomb the machine I really don't know!

5664. Re: Need help with "Lacescan"

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-20 12:49:44 UTC
From: vdjole@EUnet.yu
Message-ID: <9e8eh6$5ha$1@news.eunet.yu>
Source record: 5317

On 19 May 2001 17:56:52 , Djordje Vukovic wrote:
>send you an e-mail

Btw. Hallvard, is this northstar2010 address of yours OK?

Cu.

5665. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-20 12:56:45 UTC
From: ebaiz@skyenet.net
Message-ID: <haPN6.658$yP3.1176@newsfeed.slurp.net>
Source record: 5316

I have the same problem with one of my 1040's. For me, it was loose chips. I just open up the computer and press down on all the chips and that fixes it for awhile. I would open up the TT and see if anything looks loose. Check the RAM also.

On 19 May 2001 23:32:07 , Peter Goffee wrote:
>Hi all,
>
>This is my first posting here, so please bear with me! I've been
>looking on and off for a while now for the answer to a problem I'm
>having, but not yet seen anything similar.
>
>My problem is that I have an Atari TT. Nice machine, TOS 3.06,
>2 meg of normal ST RAM and 4 meg of TT RAM. The problem
>is the machine keeps bombing.
>
>Two places seem most obvious. The first is inserting a write-
>protected diskette. The machine locks up. The second place
>is when I'm just using the machine, after a while it just bombs and
>freezes.
>
>At first I thought it was a problem with TOS, but I'm not sure
>anymore. It's possibly the TT RAM I installed, but again, I'm not
>sure. Hense this note. Has anyone ever ran into the same problems as
>I'm going though?

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5666. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-20 14:01:31 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3b07cd1d.6925750@news.ntlworld.com>
Source record: 5319

Hi all,

Many thanks for all the help! I played with the machine a little more last night and decided that it was time to remove the memory upgrade. The problem was when I bought the machine, I upgraded the memory at the same time. It's not crashed since I removed it from limited testing, so it seemed like the TT memory was at fault. I looked on the Internet for more information, and found an article which said what SIMMS I should have used. These were 8 or 9 chips SIMMS. The ones I had used were 3 chip. This is most likely the problem with random lockups. I noticed that the same time the card supported 4meg SIMMS too, so I am thinking of buying 4 * 4meg 9 chip 30 pin SIMMS to replace what I am using. Does this sound like it might solve this problem?

I will try pushing all the chips down. The puzzling thing is, diskettes without the write-protection work great, but diskettes write-protected always lock the machine up. Weird...

Many thanks once more!

Peter Goffee.

5667. Re: Chips 'n Chips

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-20 17:26:50 UTC
From: bindon@madasafish.com
Message-ID: <tgfviqm1ntooa3@corp.supernews.com>
Source record: 5320

On 20 May 2001 10:30:00 , Gerhard Stoll wrote:
>X>Which version of C'nC are you using?
>
>The last Version of Chips 'n Chips is the 'Final Release X' with all picture.
>
>ftp.cs.tu-berlin.de/pub/atari/incoming/cnc_fr.zip (6728556 Bytes)

Is that freeware? Last version I saw was shareware and restricted. 7Mb?!
That is a helluva lot bigger than my version too. It must have grown a
lot, can't see how it could possibly be that big.

5668. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-20 17:26:53 UTC
From: bindon@madasafish.com
Message-ID: <tgfvitlbl9p8a6@corp.supernews.com>
Source record: 5321

Hi Pete

>I noticed that the same time the card supported 4meg SIMMS
>too, so I am thinking of buying 4 * 4meg 9 chip 30 pin SIMMS to
>replace what I am using. Does this sound like it might solve this
>problem?

Hmm, 4MB 30 pin sims are expensive, the local computer shop to me was selling them at 10 ukp each. If you're good with the soldering iron I would have thought you could put a 16Mb 72pin FPM module in. It may be cheaper picking up a new board that supports more memory in 72 pin format.

>I will try pushing all the chips down. The puzzling thing is,
>diskettes without the write-protection work great, but diskettes
>write-protected always lock the machine up. Weird...

Try another floppy drive, if the drive is for a PC just change it to DS0 with the solder pad/jumper. Don't use it for long as you need a small mod to make it recognise a disk chang, just for atest purpose, don't write to it.

5669. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-20 17:32:05 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3b07fe19.19467461@news.ntlworld.com>
Source record: 5322

Hey Lyndon,

Well, the thing is I spent quite a bit of money getting the TT RAM board in the first place. I'm currently looking at about 14 quid each in the UK, so, 4 of them.. it'll be a little expensive, but it is a one-off payment for these things. I wish to get Linux running on the box someday soon, so the extra memory will be very useful!

I don't really want to risk making my own board and suchlike right now. That thar be yee hardware! *grin* I've been stuck in Software Engineering for years, and one day I'll start experimenting in hardware, but not this week! :)

I'll order the memory from Novatech. It's not a lot more expensive than the 1 MEG SIMMS, so I think I can justify myself to my wallet, but I'm sure it'll give me a hard time over it.

I'll check out trying to get the media change problem on my diskette drive sorted next!

Many thanks :)

On Sun, 20 May 2001 17:26:53 -0000, bindon@madasafish.com (Lyndon Amsdon) wrote:

>Hmm, 4MB 30 pin sims are expensive, the local computer shop to me was
>selling them at 10 ukp each. If you're good with the soldering iron I
>would have thought you could put a 16Mb 72pin FPM module in. It may be
>cheaper picking up a new board that supports more memory in 72 pin format.
>
>>I will try pushing all the chips down. The puzzling thing is,
>>diskettes without the write-protection work great, but diskettes
>>write-protected always lock the machine up. Weird...
>
>Try another floppy drive, if the drive is for a PC just change it to DS0
>with the solder pad/jumper. Don't use it for long as you need a small mod
>to make it recognise a disk chang, just for atest purpose, don't write to
>it.

5670. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-21 12:47:33 UTC
From: phantomm@bellsouth.net
Message-ID: <F78O6.1125$Mr5.58458@news1.atl>
Source record: 5323

I've seen this before and the fix in my case was to re-seat the CPU and
any other chips that are socketed.
Just be careful if you decide to try this.

phantomm@bellsouth.net

On 19 May 2001 23:32:07 , Peter Goffee wrote:
>Hi all,
>
>This is my first posting here, so please bear with me! I've been
>looking on and off for a while now for the answer to a problem I'm
>having, but not yet seen anything similar.
>
>My problem is that I have an Atari TT. Nice machine, TOS 3.06,
>2 meg of normal ST RAM and 4 meg of TT RAM. The problem
>is the machine keeps bombing.
>
>Two places seem most obvious. The first is inserting a write-
>protected diskette. The machine locks up. The second place
>is when I'm just using the machine, after a while it just bombs and
>freezes.
>
>At first I thought it was a problem with TOS, but I'm not sure
>anymore. It's possibly the TT RAM I installed, but again, I'm not
>sure. Hense this note. Has anyone ever ran into the same problems as
>I'm going though?
>
>Many thanks for any help!
>
>Peter Goffee.
>
>.

5671. Re: Mega-ST4 IC identification

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-21 17:13:42 UTC
From: vdjole@EUnet.yu
Message-ID: <9ebic3$e6h$1@news.eunet.yu>
Source record: 5324

On 19 May 2001 17:26:10 , "Branko Badrljica" wrote:

>I did Lacescan for a few friends, but last one was more than a year ago and
>I can't remember all the details.
>
>DE signal is generated by glue, it means "Display Enable" and it tells
>MMU&Shifter that they should
>generate picture. For the MMU it means that it should fetch the next word
>from picture buffer memory and for Shifter it means that it should shift
>fetched word out, 1 pixel at a time. When DE is inactive, MMU does fetch
>anything for shifter and shifter outputs black.

Btw. Branko, at what pace exactly does this happen? I tried to calculate
the timings for a standard ST-High display (640 pixels horizontal resolution)
and can't get compatible numbers. I.e.: basic MMU frequency is 16 MHz.
If picture width, Hsync-to-Hsync, is 800 pixels (is it?, someone here said
once it is exactly so) then 800 pixels is 50 16-bit words. If a counter
in MMU divides 16 MHz by 9 (this seems to be the only appropriate number),
and then outputs 50 16-bit words at this pace (1.7777MHz) I get a Hsync rate
of 35.5kHz not the nominal 35.7kHz. Even taking into account that the clock is
in fact 16.02 MHz, the result is not correct. What is wrong with my numbers?

cu.

5672. Re: Chips 'n Chips

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-21 18:42:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200105212042.a43387@b.maus.de>
Source record: 5329

LA>Is that freeware?

Yes.

LA>7Mb?!

This value is correct.

LA>can't see how it could possibly be that big

All image are embedded.

Gerhard.

5673. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-21 20:20:58 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990553510-182046AEicMi@madasafish.com>
Source record: 5327

Hi Lyndon

>Hmm, 4MB 30 pin sims are expensive, the local computer shop to me was
>selling them at 10 ukp each.

You call that expensive, i paid hundreds for my 4 x 4Meg, that was back
when dinasours shat in the forests still though.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5674. Re: Mega-ST4 IC identification

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-22 03:55:35 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <6wdO6.428$IB1.20789@news.siol.net>
Source record: 5325

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9ebic3$e6h$1@news.eunet.yu...
> On 19 May 2001 17:26:10 , "Branko Badrljica" wrote:
>
> >I did Lacescan for a few friends, but last one was more than a year ago
and
> >I can't remember all the details.
> >
> >DE signal is generated by glue, it means "Display Enable" and it tells
> >MMU&Shifter that they should
> >generate picture. For the MMU it means that it should fetch the next word
> >from picture buffer memory and for Shifter it means that it should shift
> >fetched word out, 1 pixel at a time. When DE is inactive, MMU does fetch
> >anything for shifter and shifter outputs black.
>
> Btw. Branko, at what pace exactly does this happen? I tried to calculate
> the timings for a standard ST-High display (640 pixels horizontal
resolution)
> and can't get compatible numbers. I.e.: basic MMU frequency is 16 MHz.
> If picture width, Hsync-to-Hsync, is 800 pixels (is it?, someone here said
> once it is exactly so) then 800 pixels is 50 16-bit words. If a counter
> in MMU divides 16 MHz by 9 (this seems to be the only appropriate number),
> and then outputs 50 16-bit words at this pace (1.7777MHz) I get a Hsync
rate
> of 35.5kHz not the nominal 35.7kHz. Even taking into account that the
clock is
> in fact 16.02 MHz, the result is not correct. What is wrong with my
numbers?
>
MMU can execute one memory access cycle every 250ns. Odd ones are for CPU/Blitter/DMA access while even ones are for reading picture (or vice versa, depends where you start counting :o). So, one word gets read every 500ns, when DE signal is active. Since there are 16 pixels in the word, that means that pixel clok is 16-times higher than word reading rate. Word reading rate is 1/500ns=2MHz and pixel shifting rate is 16x2Mhz=32MHz (for monochrome mode).
I don't remember exactly geometry of the frame, but if we suppose that line is 800 pixels long (brutto, including the time for sync etc) that means 800/16=50 word accesses, which is 25 microseconds=40 kHz. Fact that vanilla ST has lower linerate means that lines are longer. If we assume 72 frames per sec and brutto 500 lines in each frame, that means that each line lasts for 27.7 microseconds or 56 memory access slots, which translates to 896 pixels brutto. It would be realistic to estimate wideness of both borders

(left and right) to some 80 pixels and to gove rest of the time to beam to
come to the start of the next line. That would mean 80 pix(left border) +
640 pix (desktop) + 80 pix (right border) + 96 pix for retrace....

That would also mean that if we leave retrace time as it is, maximal
achievable resolution would be
800 pixels hirisontally, which in practice is not achievable. Beam needs
some time to stabilise after retrace and before retrace some time is needed
to shut the beam.

Regards,

Branko

5675. Happy Computers Discovery Cartridge on Meaga STE's

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-22 07:33:55 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <doqtLhAjZhC7Ew0o@atari.org.uk>
Source record: 5326
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Has anyone been able to run these cartridges on the mega ste's or Falcon
or is there any updated software that will allow these to work on these
machines.

I can see the additional drives that the cartridge can add would be
helpful for Falcon owners.

Just in case anyone doesn't know what these cartridges are, here are
some details.

This is the BEST disk backup hardware available for the ST and can back
up not just Atari disks. The cartridge takes over control of your floppy
drives AND only needs ONE floppy drive, unlike blitz and syncro system
hardware. It also verifies the data on the drive, making very accurate.
Compare it to the blitz turbo hardware, which is very hit and miss!

Once you have got the parameters set for a specific disk, it will
duplicate that disk EVERY time:)

It also has the facility to read the disk into a file and takes
advantage of you system memory.

Now that's the BASIC version or OPTION 0.

the other options, which can be added, are: pass through cartridge port,
an extra 2 external floppy drives, real-time clock, and even able to use
it as a Mac emulator (like the Spectre).

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5676. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-22 19:08:14 UTC
From: bindon@madasafish.com
Message-ID: <tgle8u970ts7cc@corp.supernews.com>
Source record: 5328

On 21 May 2001 19:20:58 , Steve Sweet wrote:

Hi Steve

>>Hmm, 4MB 30 pin sims are expensive, the local computer shop to me was
>>selling them at 10 ukp each.
>
>You call that expensive, i paid hundreds for my 4 x 4Meg, that was back
>when dinasours shat in the forests still though.

Compared to SDRAM it is, and the price is slowly increasing like 72 pin
simms.

5677. Help : Reading a Vidi-ST (12) RGB file on a PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-22 22:11:40 UTC
From: Bob <a@b.c>
Message-ID: <ovBO6.12260$m93.1888770@news6-win.server.ntlworld.com>
Source record: 5330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a number of RGB files grabbed with a Rombo Vidi-ST (12) digitiser.

Does anyone know an easy way of reading these files on a PC?
Or the file format perhaps?

Ideally I'd like to read the file directly into something like
PaintShopPro - rather than go the Atari emulator running the original
software route.

Any help appreciated.

5678. Re: "ZAP! The Rise and Fall of Atari" Book!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-22 23:25:34 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0AF56D.B1697809@sprint.ca>
Source record: 5331

Hiya,

Check around in the local library system for this book. I found, and read it in the Mississauga central library (Canada for those in other parts of the world). I've seen it pop up in other library catalogues too. Its definately a glimpse into the early days of atari but not totally accurate and hopelessly out of date since its nearly 20 years old.

Estategems wrote:

> ZAP! The Rise and Fall of Atari
>
> -http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1430055412
>
> Rare book, out of print, a must have for all devoted afficianados and
> collectors of vintage games!

5679. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-22 23:35:38 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0AF7CA.E3D7C0AB@sprint.ca>
Source record: 5332

Hiya,

Here in Toronto a set of 4 4meg 30 pin simms will run you $30 to $40 (Can funds). You could also try picking up an older 486 system cheap at a surplus shop and scavange the simms since they often used the correct type.

Lyndon Amsdon wrote:

> Hmm, 4MB 30 pin sims are expensive, the local computer shop to me was
> selling them at 10 ukp each. If you're good with the soldering iron I
> would have thought you could put a 16Mb 72pin FPM module in. It may be
> cheaper picking up a new board that supports more memory in 72 pin format.

5680. Re: Reviving a forgotton TTO30

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-22 23:59:51 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0AFD77.D4626892@sprint.ca>
Source record: 5333

Hi David,

I'm not sure bout the speaker or led connection but the battery can be a standard type, Rayovac makes one that works perfectly, I've got on in my TT right now in fact. I cant remember the exact part number but if you email me I'll get back to you with that since I'll be working on the innards of my TT again tomorrow. Its a rectangular shape battery with a 3 or 4 pin connector running at 4.5v as I remember.

David Johnson wrote:

> I'm trying to revive a TT030/8 that's been sitting in disarray and in
> peices in a closet for some years.
>
> Problem #1. led, speaker, and battery leads removed. Unfortunately,
> there aren't clear indications on the mobo as to what goes where.
>
> Problem #2 Missing screws. Does anyone know off hand what size case
> screws are required to secure the mobo?
>
> Problem #3 That damn sheilding. I've got a TT030/8 with a 32mhz
> processor and TOS 3.00. It's got that gray metal sheilding in side.
> Part of the reason the computer sat idle for many years was that
> immediately after dis-assembly, I couldn't see how to get the sheilding
> back together w/o it leading to shorts n' such. I found out from the guy
> at ATY computers that could just rip it all out.
>
> But that said, where is a good place for the speaker to go. Hmmm. will
> probably depend on where the speaker lead ultimately goes to.
>
> Problem #4, Clock battery. Off hand, where is the best source?
>
> BTW, the computer boots up and seems to run apps just fine. It looks
> like once I get a new SCSI HD in it that it will make a killer addition
> to my midi rig.
>
> Funny. I don't think I would have gotten the urge to mess with this
> stuff unless I hadn't started playing around with that STeem emulator on
> my pc.
>
> Thanks all,
>
> David

5681. Re: Need 1040ST power supply

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-23 00:06:46 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0AFF16.3330CA51@sprint.ca>
Source record: 5334

Hi James,

One place I often buy Atari specific parts is Best Electronics at
bestelec@concentric.net. Thats assuming you don't have any local
sources available such as an otherwise dead 1040st you might find at a
user group flea market

James Walker wrote:

> Hi All,
> Where can I find a replacement power supply for my 1040ST?
>
> JW

5682. Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-23 00:20:20 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B0B0244.14268DB@sprint.ca>
Source record: 5335
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hiya,

I've got a used 520ST, one of the originals with external floppy disk. Its been upgraded with a zubair 2.5 meg ram upgrade and a TOS Extension Card. Its set up to boot up in TOS 2.6. Problem is, when I power it up, it does the memory test (and passes it) then does the delay to allow the hard disk to spin up, when I press a key to go on or wait for the delay the machine bombs every time with 4 bombs. Has anyone had a similar situation? or better yet does anyone remember what error is associated with 4 bombs?

thanks,
James

5683. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-23 10:34:55 UTC
From: "Jo'ogn (J.Oppermann)" <joogn@gmx.li>
Message-ID: <3B0B924F.D928F519@gmx.li>
Source record: 5336
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

James Alexander wrote:
>
> similar situation? or better yet does anyone remember what error is
> associated with 4 bombs?
4 bombs: illegal instr.
or 2x2bombs bus-error

i had this with colored icons in deskicon.rsc once
--
* Jï¿½rgen Oppermann
* http://www.joogn.de
* <-- "Here we see an ant in struggle with its life with an wolf"

5684. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-23 14:27:48 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9egh84$2qpvk$1@ID-89932.news.dfncis.de>
Source record: 5337
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"James Alexander" <jamesalexander@sprint.ca> wrote in message
news:3B0B0244.14268DB@sprint.ca...
> Hiya,
>
> I've got a used 520ST, one of the originals with external floppy disk.
> Its been upgraded with a zubair 2.5 meg ram upgrade and a TOS Extension
> Card. Its set up to boot up in TOS 2.6. Problem is, when I power it
> up, it does the memory test (and passes it) then does the delay to allow
> the hard disk to spin up, when I press a key to go on or wait for the
> delay the machine bombs every time with 4 bombs. Has anyone had a
> similar situation? or better yet does anyone remember what error is
> associated with 4 bombs?

4 bomb is for illegal statement.
I think that it happens when you don't have floppy drive attached, or there
is some error around floppy controller - TOS 2.06 specific error.

PP

5685. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-23 22:40:22 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3b0c3b7a.12669005@news.ntlworld.com>
Source record: 5338

I've managed to get a set of 4 4meg 30 pin simms on eBay for 16 pounds
in British money. So, I'm happy now! :) Soon my TT will have the
correct memory, and a lot of it. Hopefully. For 16 pounds, even if
it's not the answer, it's not too much money.

On Tue, 22 May 2001 19:35:38 -0400, James Alexander
<jamesalexander@sprint.ca> wrote:

>Hiya,
>
>Here in Toronto a set of 4 4meg 30 pin simms will run you $30 to $40 (Can
>funds). You could also try picking up an older 486 system cheap at a surplus
>shop and scavange the simms since they often used the correct type.
>

5686. Debian Linux 2.2 & Xwindows - Works!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-23 22:41:46 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3B0C3CAA.540B0AF1@ti.com>
Source record: 5339

Hi All!

There have been several comments about Linux and Xwindows for the TT030.
I finally got Xwindows working on my TT030 thanks to Claude, Edward and
Uwe. I have posted the working XF86Config file here:

http://jybolac.virtualave.net/bbs/XF86Config

Currently, I have only tested this in 640x480 (4 bit color).

I think mode modes like 320x480 (256 colors) need to be set up in the
/etc/fb.modes file.

Thanks and cheers,
Chris
--
http://jybolac.virtualave.net
telnet://jybolac.dyndns.org:520

5687. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-24 07:58:27 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <9eiesa$l64$1@pegasus.csx.cam.ac.uk>
Source record: 5340
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

James Alexander wrote in message <3B0B0244.14268DB@sprint.ca>...
>Hiya,
>
>I've got a used 520ST, one of the originals with external floppy disk.
>Its been upgraded with a zubair 2.5 meg ram upgrade and a TOS Extension
>Card. Its set up to boot up in TOS 2.6. Problem is, when I power it
>up, it does the memory test (and passes it) then does the delay to allow
>the hard disk to spin up, when I press a key to go on or wait for the
>delay the machine bombs every time with 4 bombs.

I looked it up last night, IIRC 4 bombs means an illegal instruction.

Did this set up ever work?, if it did then it could be a loose connection to one of the upgrade boards, if not then it could be a hardware problem. AFAIK TOS 2.6 will assume that there is a Blitter Chip fitted as the original STs it was installed in would have been fitted with them, most 520STs espically the early ones did not have Blitters fitted and so unless someone knows otherwise I suspect that TOS is crashing because it is looking for the the Blitter Chip and can't find it.

Stephen Moss.

5688. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-24 13:54:43 UTC
From: bindon@madasafish.com
Message-ID: <tgq4l3rbjtv72a@corp.supernews.com>
Source record: 5341

On 23 May 2001 22:40:22 , Peter Goffee wrote:

Hi

>I've managed to get a set of 4 4meg 30 pin simms on eBay for 16 pounds
>in British money. So, I'm happy now! :) Soon my TT will have the
>correct memory, and a lot of it. Hopefully. For 16 pounds, even if
>it's not the answer, it's not too much money.

That's a good deal, good luck.....

5689. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-24 20:17:15 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9ejqcj$3at0f$1@ID-89932.news.dfncis.de>
Source record: 5342
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:9eiesa$l64$1@pegasus.csx.cam.ac.uk...
>
>
> I looked it up last night, IIRC 4 bombs means an illegal instruction.
>
> Did this set up ever work?, if it did then it could be a loose connection
to
> one of the upgrade boards, if not then it could be a hardware problem.
> AFAIK TOS 2.6 will assume that there is a Blitter Chip fitted as the
> original STs it was installed in would have been fitted with them, most
> 520STs espically the early ones did not have Blitters fitted and so unless
> someone knows otherwise I suspect that TOS is crashing because it is
looking
> for the the Blitter Chip and can't find it.
>
> Stephen Moss.

TOS 2.6, actually TOS 2.06 is right name... works very well without
Blitter chip.

You can try it without opening Atari - there is software loader, which
loads & relocates TOS 2.06 in any ST(E) machine.

PP

5690. Milan's serial ports

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-24 21:40:35 UTC
From: Zogging Hell!!! <tjw@zhell.co.uk>
Message-ID: <3b0d7d2a$0$21936@news.zetnet.co.uk>
Source record: 5343

Hi,

I don't know whether anyone out there can help, I'm one of those pariahs with a Milan computer. The things is although the serial ports work (or are recognised) correctly under iConnect, they refuse bluntly to be recognised by STiK or STinG,
as you can imagine this puts a lot of the Atari's best internet software out of my reach, unless I resort to buying iFusion.I'm using your plain vanilla Milan with 32 megs of memory, with Mint/MAES as the operating system. I am also using Milan's serial drivers for HS modem.

Any help will be greatly appreciated,

Thanks

Thomas

5691. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-24 22:59:41 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <CwUqteAdJZD7Ew$s@atari.org.uk>
Source record: 5344
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <9ejqcj$3at0f$1@ID-89932.news.dfncis.de>, Pera Putnik
<surface@ptt.yu> writes
> TOS 2.6, actually TOS 2.06 is right name... works very well without
>Blitter chip.
>
> You can try it without opening Atari - there is software loader, which
>loads & relocates TOS 2.06 in any ST(E) machine.

Well!!! yes you are right. a software version was produced that loaded
tos 2.06 from disk. BUT you don't get the full benefit you get on ROM,
and it eats up memory.

iirc the blitter shouldn't bother it to much, it should detect and
adjust for the blitter.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5692. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-25 14:16:29 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9elpun$2cdh$1@ID-89932.news.dfncis.de>
Source record: 5345
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Steve Stupple" <Steve@atari.org> wrote in message
news:CwUqteAdJZD7Ew$s@atari.org.uk...
> In article <9ejqcj$3at0f$1@ID-89932.news.dfncis.de>, Pera Putnik
> <surface@ptt.yu> writes
> > TOS 2.6, actually TOS 2.06 is right name... works very well without
> >Blitter chip.
> >
> > You can try it without opening Atari - there is software loader, which
> >loads & relocates TOS 2.06 in any ST(E) machine.
>
> Well!!! yes you are right. a software version was produced that loaded
> tos 2.06 from disk. BUT you don't get the full benefit you get on ROM,
> and it eats up memory.
>

I said : you can try it... For normal use is ROM only solution.

Cheers, Pera

5693. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-25 21:20:02 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <990876328-140111AEicMi@madasafish.com>
Source record: 5346

Hi Lyndon

>>I've managed to get a set of 4 4meg 30 pin simms on eBay for 16 pounds
>>in British money. So, I'm happy now! :) Soon my TT will have the
>>correct memory, and a lot of it. Hopefully. For 16 pounds, even if
>>it's not the answer, it's not too much money.

>That's a good deal, good luck.....

<grumble. grumble> :-/

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5694. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-26 11:14:28 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <990909608-40639AEicMi@gmx.net>
Source record: 5348

From: peter.goffee@ntlworld.com (Peter Goffee)
Date: Sun, 20 May 2001 17:32:05 GMT

Hi Peter,

Sorry for jumping in this late.... although your problem is fixed, this
posting might be usefull to someone else.

>I'll order the memory from Novatech. It's not a lot more expensive
>than the 1 MEG SIMMS, so I think I can justify myself to my wallet,
>but I'm sure it'll give me a hard time over it.
In Germany there's a Atari dealer selling brandnew original Atari 16MB
FAST RAM card expansions. The price for such a board is DM 111 which is
roughly 35 UKP...
The cards are delivered to European countries by COD, so one doesn't
risk losing his money either in the transaction:-/

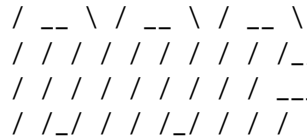
Sorry, I've got no URL or email address, but they do understand English
and sending them a fax for additional info, doesn't cost a fortune...

Pentagon Computers Gmbh
Heerbrink 4
31079 Almstedt
Germany
Tel 050-6090-6666
Fax 050-6090-6686

Pentagon has a very long list of bargains and difficult to locate parts.
New SM124 monitor : DM 111 or 35UKP
new Lynx II : DM 59 or 19UKP
Games for Lynx : DM 49 or 15UKP
Milan (standard) : DM 1499 or 475UKP
Ajax Chip : DM 38 or 12UKP
Logitech Atari mouse : DM 49 or 15UKP
TOS-Card with AT-interface for all ST's: DM 166 or 52UKP
4MB expansion for Stacy: DM222 or 69UKP

etc... just ask for their complete list

Cheers from Belgium
Dennis
--



/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5695. Power supply for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-26 16:32:15 UTC
From: "Jorn E.Haugan" <jorneh@tihlde.org>
Message-ID: <1bmvgt8nlst4vpp5i66ekh7l9tghbhs7ln@4ax.com>
Source record: 5347

Hi all,

I am new to this group, and to the ST.

I recently got hold of a 520ST, but the power supply was missing. I hope to use a converted A500 supply to get the ST running, but I need the pin out and specs for the power connector on the computer.

Any help would be appreciated.

jorn

5696. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-27 11:25:15 UTC
From: rsmac@t-online.de
Message-ID: <1eu21am.15gamam1ajs03kN%rsmac@t-online.de>
Source record: 5349

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> In Germany there's a Atari dealer selling brandnew original Atari 16MB

Sorry, but i -think- they sell nothing :)

> new Lynx II : DM 59 or 19UKP

Two or three years! ago i ordered one of these phantasic cheap LYNXII
consoles online. I never get it. No answer, no answer of any fax, email
or something. Iï¿½m still waiting today for this lynx :)

Where you found that offer? Backside of an ST-Computer magazine?
Do you get any answer from that adress?

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5697. Re: Power supply for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-27 11:25:16 UTC
From: rsmac@t-online.de
Message-ID: <1eu21st.z8b9l4p26kmcN%rsmac@t-online.de>
Source record: 5350

Jorn E.Haugan <jorneh@tihlde.org> wrote:

> I recently got hold of a 520ST, but the power supply was missing. I
> hope to use a converted A500 supply to get the ST running, but I need
> the pin out and specs for the power connector on the computer.

All power levels should regulated for over-voltage and over- current
protection. The following are minimal power supply specifications:

AC Input 115 VAC 10% at 60 Hz (fused)

DC Output +5 VDC at 3 A 5%
+12 VDC at .03 A 10%
-12 VDC at .03 A 10%

----- Power Port Pin Assignments ---------------

ST DIN 7P
----
1 |<--- +5 VDC
3 |---- Ground
4 |<--- +12 VDC
5 |<--- -12 VDC
6 |<--- +5 VDC
7 |---- Ground

-> DOIT_ST

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5698. Re: Power supply for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-27 12:17:11 UTC
From: "Jorn E.Haugan" <jorneh@tihlde.org>
Message-ID: <r0s1htkfmq1jgrk8354i0uceut86f975jm@4ax.com>
Source record: 5251

On Sun, 27 May 2001 12:25:16 +0100, rsmac@t-online.de (Robert
Schaffner) wrote:

> ----- Power Port Pin Assignments ---------------

Hey, it works! Thanks a lot :-)

jï¿½rn

5699. Re: Power supply for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-27 12:26:41 UTC
From: bindon@madasafish.com
Message-ID: <th1sk1er134430@corp.supernews.com>
Source record: 5252

Hi

>I recently got hold of a 520ST, but the power supply was missing. I
>hope to use a converted A500 supply to get the ST running, but I need
>the pin out and specs for the power connector on the computer.

Voltages are 5v @ 3A and 12v @ 1A. Here is the layout as looking from the
front of the computer, with keyboard nearest to you.

o o o o o o
5v 5v Gnd Gnd Gnd 12v

Oh, hang on, is this an ST which is designed for external PSU?

5700. Re: Power supply for 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-27 18:27:32 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991071110-60244AEicMi@madasafish.com>
Source record: 5254

Hi Robert

> AC Input 115 VAC 10% at 60 Hz (fused)

You should remember that this is a world wide group and someone with
little knowledge may take you literaly to their cost.

You should be more specific or your good intentions could turn sour.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5701. Re: Milan's serial ports

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-27 18:59:54 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b11328a.0@energise.enta.net>
Source record: 5253

On 24 May 2001 22:40:35 , "Zogging Hell!!!" wrote:
>Hi,
>
>I don't know whether anyone out there can help, I'm one of those pariahs
>with a Milan computer. The things is although the serial ports work (or are
>recognised) correctly under iConnect, they refuse bluntly to be recognised
>by STiK or STinG,
>as you can imagine this puts a lot of the Atari's best internet software out
>of my reach, unless I resort to buying iFusion.I'm using your plain vanilla
>Milan with 32 megs of memory, with Mint/MAES as the operating system. I am
>also using Milan's serial drivers for HS modem.
>
>Any help will be greatly appreciated,
>
>Thanks
>
>Thomas

I have just been reading some earlier posts about
this on c.s.a.st and I have posted a suggestion
about the RENaming of devices in the MINT.CNF file.

The other suggestion (not mine) was that the latest
milan serial drivers can cause problems. I too had
problems when I got newer ones from the milan web site
so I reverted to the earlier one that was working
anyway.

1. What versions of Mint and Sting are you using ?
I have:
Mint 1.15.5
Sting 1.26

2. What serial devices appear in the Sting Port Setup cpx ?
I have:
Modem 1
SERIAL2
MODEM2

3. What serial devices are in U:\dev\ ?
I have:
modem1
modem2
serial2

4. What serial device driver version do you have ?
I have:
DRVIN.PRG 1998-09-08 4119bytes
MFP_MILA.PRG 1998-08-26 5525bytes
UART2F8.PRG 1998-12-31 4948bytes
UART3F8.PRG 1998-12-31 4948bytes

5. Do these serial drivers load before or after Mint ?

I hope this helps, I am not an expert but my Sting set-up
does work.

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5702. Using a SyQuest 230 EZ Flyer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-28 22:49:45 UTC
From: waynlein@yahoo.com
Message-ID: <73f65e90.0105281449.72a03b7b@posting.google.com>
Source record: 5255

Like some other folks (to judge from previous e-mail strings), I started out with a SyQuest EZ 135 external drive, only to have it crash and burn after a few years. Wanting to have access to the data on the 135 cartridges, I invested in the successor model, the 230, which is backward compatible with 135 cartridges.

I'm having trouble getting my ICD Link 2 properly connected, though. The 135 drive had a compatible 50-pin SCSI port; the 230, though, has only a 25 pin port. I've got a 50-to-25 pin converter in between the Link and the 230, but every time I try to access the drive, I get an error message on my Atari to the effect that I don't have the ICD host adaptor installed. All my connections are secure. Is there something I'm missing?

5703. Re: Help : Reading a Vidi-ST (12) RGB file on a PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-28 22:56:17 UTC
From: Gill Bates <gill@microsoft.com>
Message-ID: <iNAQ6.64301$662.249627@news1-hme0>
Source record: 5257
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Bob" <a@b.c> wrote in message
news:ovBO6.12260$m93.1888770@news6-win.server.ntlworld.com...
> I have a number of RGB files grabbed with a Rombo Vidi-ST (12) digitiser.
>
> Does anyone know an easy way of reading these files on a PC?
> Or the file format perhaps?
>
> Ideally I'd like to read the file directly into something like
> PaintShopPro - rather than go the Atari emulator running the original
> software route.
>
> Any help appreciated.
>
>
>

chances are that it is the programs own format, but try XNview and
Infranview both easy to find freeware PC file viewers, both can read and
convert around 200 pic formats. Or like u say u have to use the original prg
under emulation to convert, there are plenty of free emulators and are
easily setup in a few mins

5704. Re: Using a SyQuest 230 EZ Flyer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-29 01:04:45 UTC
From: whatusay2k@cs.comnojunk
Message-ID: <20010528210445.20117.00001542@nso-fx.news.cs.com>
Source record: 5258

IIRC, the 135 is wired to provide power to the link automatically, whereas on the 230 you had to rig up the wiring to do so. As a quick cheat, if the old 135 still powers up but doesn't read disks, you might be able to just plug it in and add it to the end of the SCSI chain to provide power.

5705. M-Systems...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-29 07:52:44 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <2EAQ6.677$IB1.34337@news.siol.net>
Source record: 5256

Glede oglasne povrsine:

Na cene v ceniku ti lahko dam popust:

zadnja stran- 50%
predzadnja stran -25 %
notranje strani-10%

V tej stevilki imam notranje strani precej popolnjene, na strani 2/51 bi se
naslo nekaj prostora, zadnja
stran pa je prosta...

Aja, prosim poglej na Website za novicke, ce je vse O.K. Ce zelis, lahko dam
tudi kaj od M-Sys, ceprav smo prakticno vse ze pokrili v prejsnjih
novickah...

LP,

Brane

5706. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-29 14:11:27 UTC
From: jdc@coris.demon.co.uk
Message-ID: <991145487.5995.0.nnrp-01.d4e47ff9@news.demon.co.uk>
Source record: 5259

>>>I've managed to get a set of 4 4meg 30 pin simms on eBay for 16 pounds
>>>in British money. So, I'm happy now! :)
>>That's a good deal, good luck.....
> <grumble. grumble> :-/

My TT has 32Mb of Sun simms and is running perfectly. #5 each from Acara
(http://www.acara.co.uk/) - ask for 4Mb 30 pin simms for a Sparc 4/300 or
a Sparc 1.

J

--
My other computer also runs NetBSD
http://www.netbsd.org/

5707. Re: Using a SyQuest 230 EZ Flyer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-29 20:40:28 UTC
From: Steve Sweet <steve_sweet@madasafish.com>
Message-ID: <991260680-165123AEicMi@madasafish.com>
Source record: 5264

Hi Wayne

> I've got a 50-to-25 pin converter in between the Link and the 230, but
>every time I try to access the drive, I get an error message on my
>Atari to the effect that I don't have the ICD host adaptor installed.
>All my connections are secure. Is there something I'm missing?

Youve not mentioned termination or termpwr yet, what have you provided
for these little annoyances.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5708. Re: Using a SyQuest 230 EZ Flyer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-29 22:33:57 UTC
From: waynlein@yahoo.com
Message-ID: <73f65e90.0105291433.2b282970@posting.google.com>
Source record: 5260

whatusay2k@cs.comnojunk (Whatusay2k) wrote in message
news:<20010528210445.20117.00001542@nso-fx.news.cs.com>...
> IIRC, the 135 is wired to provide power to the link automatically, whereas on
> the 230 you had to rig up the wiring to do so. As a quick cheat, if the old
> 135 still powers up but doesn't read disks, you might be able to just plug it
> in and add it to the end of the SCSI chain to provide power.

Unfortunately, the old 135 is with us no more. When it died, it went
to the computer parts graveyard.

But if the 230 isn't getting power...why is the red LED on?

5709. Re: Using a SyQuest 230 EZ Flyer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-30 09:05:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991292548-85609AEicMi@cwcom.net>
Source record: 5265

From: waynlein@yahoo.com (Wayne Leininger)
Date: 29 May 2001 15:33:57 -0700

>> in and add it to the end of the SCSI chain to provide power.

>But if the 230 isn't getting power...why is the red LED on?

The Link relies on a 5V supply on the SCSI bus called TERMPWR to power it.
Although your 230 might well be powered up, there is no guarantee that it
supplies that signal to the bus.

Hence the suggestion that it is not providing power.

When you confirm that the red LED on the Link II is/is not illuminated then
further aid might be available.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5710. Re: Using a SyQuest 230 EZ Flyer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-30 11:13:03 UTC
From: bindon@madasafish.com
Message-ID: <th9ldv9974mr26@corp.supernews.com>
Source record: 5261

Hi

>But if the 230 isn't getting power...why is the red LED on?

Its not the 230 that isn't getting the power, but the link. The link has no power supply and so takes its power from a SCSI device on the bus (230 in your case). The pin that needs to be connected to 5v is TERPWR. You can modify the drive quite easily.

5711. Re: Using a SyQuest 230 EZ Flyer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-30 21:23:14 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b1548a2.0@energise.enta.net>
Source record: 5262

On 28 May 2001 15:49:45 , Wayne Leininger wrote:

>I'm having trouble getting my ICD Link 2 properly connected, though.
>The 135 drive had a compatible 50-pin SCSI port; the 230, though, has
>only a 25 pin port. I've got a 50-to-25 pin converter in between the
>Link and the 230, but every time I try to access the drive, I get an
>error message on my Atari to the effect that I don't have the ICD host
>adaptor installed. All my connections are secure. Is there something
>I'm missing?
>.
I have a EZFlyer 230 but with a Link97 and that works fine with my
STfm. Not much help to you though. This indicates some difference
between the Link97 and the Link2.

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5712. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-30 22:07:27 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3b156ce3.12384607@news.ntlworld.com>
Source record: 5263

On Sun, 20 May 2001 17:26:53 -0000, bindon@madasafish.com (Lyndon Amsdon) wrote:

>Try another floppy drive, if the drive is for a PC just change it to DS0
>with the solder pad/jumper. Don't use it for long as you need a small mod
>to make it recognise a disk chang, just for atest purpose, don't write to
>it.

Hey. I have an old PC floppy drive. Now, it *does* have some jumpers, but I've no idea what ones are what, I am wondering if anyone might have a clue? I'm a programmer, not a hardware man!!! :) :)

OK .. it's a block of 6 pins, in a 2 by 4 block. The top has the letters 'C5' and the bottom 'SP'. Anyone got any ideas? It kinda looks like following:

CN5
OO
OO
OO
OO
SP

There is a jumper connecting the two pins of the third row, and a jumper connecting the first pins on the top two rows on the left side.

I know, I know, this is a huge shot in the dark ;) But before I experiment, I thought I'd see if anyone had any ideas!

Pete.

5713. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-05-31 13:31:29 UTC
From: bindon@madasafish.com
Message-ID: <thchthtjcv616c@corp.supernews.com>
Source record: 5266

Hi

>OK .. it's a block of 6 pins, in a 2 by 4 block. The top has the
>letters 'C5' and the bottom 'SP'. Anyone got any ideas? It kinda looks
>like following:
>
>CN5
>OO
>OO
>OO
>OO
>SP
>
>There is a jumper connecting the two pins of the third row, and a
>jumper connecting the first pins on the top two rows on the left side.

Hmm, sounds old and strange. Does any of the jumpers pins lead to pin 10
or 12 of the floppy connector?

>I know, I know, this is a huge shot in the dark ;) But before I
>experiment, I thought I'd see if anyone had any ideas!

You could see if you can get another old PC drive, or new for that matter.

5714. Re: Whats 4 bombs mean on my ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-01 01:20:19 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B16EDD3.A0AD4901@sprint.ca>
Source record: 5267
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Well I finally got this one fixed up. Turns out the floppy drive had given out. I tried one that still worked and it worked fine. Another minor trouble I discovered was that without the rf sheild the keyboard was shorting out on the 2.5meg ram upgrade board and certain keys wouldn't work. But managed to put an piece of plastic (yes ESD proof) in as an insulator. Now allI gotta do is get my TT working with some external hard drives.

James Alexander wrote:

> Hiya,
>
> I've got a used 520ST, one of the originals with external floppy disk.
> Its been upgraded with a zubair 2.5 meg ram upgrade and a TOS Extension
> Card. Its set up to boot up in TOS 2.6. Problem is, when I power it
> up, it does the memory test (and passes it) then does the delay to allow
> the hard disk to spin up, when I press a key to go on or wait for the
> delay the machine bombs every time with 4 bombs. Has anyone had a
> similar situation? or better yet does anyone remember what error is
> associated with 4 bombs?
>
> thanks,
> James

5715. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-02 10:00:22 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <991482060-76335AEicMi@gmx.net>
Source record: 5268

From: rsmac@t-online.de (Robert Schaffner)
Date: Sun, 27 May 2001 12:25:15 +0100

Hi Robert,

>>In Germany there's a Atari dealer selling brandnew original Atari 16MB
>
>Sorry, but i -think- they sell nothing :)
What makes you think this?? Last february I bought a new drum and
toner for the SLM printer from them.

>Two or three years! ago i ordered one of these phantasic cheap LYNXII
>consoles online. I never get it. No answer, no answer of any fax, email
>or something. I`m still waiting today for this lynx :)
Well, then that's very unfortunate for you... over the last ten years I
bought heaps of stuff from them, I order with fax and they usally sent a
mail or letter back confirming the order. When the goods are actually
shipped then they normally sent a fax or mail as well.

>Where you found that offer? Backside of an ST-Computer magazine?
>Do you get any answer from that adress?
No, about twice a year they mail me some sort of newsletter. They don't
advertise in ST-Computer anymore. I've checked the address, phone & fax
numbers again to make sure I didn't make a mistake.

Cheers from Belgium
Dennis
--

____ ____ ____
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/ / / / / / / / / ____/
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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5716. Re: Help needed on a buggy Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-02 16:04:17 UTC
From: doitarchive@doitarchive.de
Message-ID: <1eudvp7.106pe1t9846gaN%doitarchive@doitarchive.de>
Source record: 5269

Dennis Vermeire <dennis.vermeire@gmx.net> wrote:

> What makes you think this?? Last february I bought a new drum and
> toner for the SLM printer from them.

They doasnï¿½t answer any question, email, call or something.

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5717. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-03 17:22:58 UTC
From: doitarchive@doitarchive.de
Message-ID: <1eufslm.1052nmo1gwi5dwN%doitarchive@doitarchive.de>
Source record: 5272

Hallvard Tangeraas <xx@xx.xx> wrote:

> I'm trying to connect a keyboard from an STFM to a Mega ST machine, but
> having certain problems...

Phone wire to long? DOITST contain an one ic driver circuit.
(Symtoms sounds like a long, not shildet, signal wire)

Reset pin normaly is to set keyboard cpu into and defined position.
4pin keyboads, like MegaSTe, contains an other "reset" circuit.

> http://homepage1.nifty.com/cobap/atari/keyboad.html

Japanese harakiri? :)

Nobody use siciors and tape to work on electronics :->

Regards, Robert

--
-= Home of DOIT-Archives =-
_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5718. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-03 17:47:53 UTC
From: bindon@madasafish.com
Message-ID: <thku29crhjsrf0@corp.supernews.com>
Source record: 5273

On 3 Jun 2001 17:27:57 -, "Branko Badrljica" wrote:

Hi

>Hmm, I have just took a peek at keyboard from 1040ST and hav noticed that
>there aren't any
>decent decoupling caps on it. Try connecting some small elko, like 10
>microF/10V or so across power line at the keyboard side. One good point to
>do it would be on the 74LS244 IC on the keyboard PCB.
>GND should be on the pin 10 and Vcc on the pin 20.

Both my ST and Falcon have there keyboards external and I've been very naughty using unshieled cable too at about 2 metre length. I've experienced problems with the keyboard sticking on the keys in the top left of the keyboard, mostly escape, 1 or 2. To cure this I hit the key and it works. It's not a sticky key as it does this on both and they've been cleaned very well. It gets worse when the CPU is under tough loading.

I'll try this cap decoupling the 5v line as there ight be nasty noise getting onto the Tx or Rx line. I'll proabably put a main 100uf in at the connector where 5v comes in and maybe a 10uf over the top of the 244 or hitachi chip. There seems to be some ferite cores to filter interfernce of some sort, perhaps coming down the power lines? The tracks aren't visible.

5719. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-03 19:36:21 UTC
From: bindon@madasafish.com
Message-ID: <thl4dl4hh9dg87@corp.supernews.com>
Source record: 5275

Hi

>> I'll try this cap decoupling the 5v line as there ight be nasty noise
>> getting onto the Tx or Rx line. I'll proabably put a main 100uf in at the
>> connector where 5v comes in and maybe a 10uf over the top of the 244 or
>> hitachi chip. There seems to be some ferite cores to filter interfernce
>> of some sort, perhaps coming down the power lines? The tracks aren't
>> visible.
>
>Keyboard does not have capabilities to drive signals through lines so long
>and especially unshielded.

And especially when I have hundreds of cables coming down the back of my computer. I have five 4way strip extension leads each going from one to the other in a line to my one and only mains outlet :). Mind you this is safe as I'm not running much heavy duty equipment here (well my amp sucks 350va at full power). The only problem I could see is interfernce getting on the lines, bit like bar vs star earthing techniques.

>Use shielded cable and decouple keyboard. If that does not cure the problem
>100% then you should use line drivers on both side (RX and TX lines), that
>is, if all the lines are unidirectional.

I found a problem with getting shieled cable small enough in diameter as it was quite big IIRC when I last looked. I'm sure the Tx and Rx are unidirectional but don't line drivers need 12v? I guess an old maxim charge pump could fit in.

>If you want to do it god damn right-way once and forever, use good RS-485
>drivers and receivers, which should do nicely for up to 1 km of wire ;o)).

Heh, really useful. :)

5720. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-04 00:27:57 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <VGsS6.26$y5.3140@news.siol.net>
Source record: 5270

Hmm, I have just took a peek at keyboard from 1040ST and hav noticed that there aren't any
decent decoupling caps on it. Try connecting some small elko, like 10 microF/10V or so across power line at the keyboard side. One good point to do it would be on the 74LS244 IC on the keyboard PCB.
GND should be on the pin 10 and Vcc on the pin 20.

"Hallvard Tangeraas" <xx@xx.xx> wrote in message
news:1eufpi0.126i08yib4mz4N%xx@xx.xx...
> I'm trying to connect a keyboard from an STFM to a Mega ST machine, but
> having certain problems...
>
> I've figured out the correct pins regarding the telephone type connector
> of the Mega ST 4 and the corresponding wires of the STFM keyboard using
> a circuit diagram of that machine, and it somewhat works, but.... not
> always.
>
> I've used a telephone extension cable with 4 wires, with these signals:
>
> * +5V
> * GND
> * TX data
> * RX data
>
> I've been told that the wire should be less than 2m long, so mine is
> around 1.7 metres.
>
> The problem is that sometimes the keyboard doesn't work at all, and
> sometimes it gets "stuck" (the keyboard "keep" hangs and rings forever).
> Sometimes when booting up the keyboard doesn't respond at all, which is
> very easy to notice as I'm using TOS 2.06 which needs a key to be
> pressed to abort the memory test procedure.
>
> It seems like the "reset" pin of the keyboard has something to do with
> it (when touching it, or just holding the isolation of that wire it can
> start/stop to beep/ring), and I've been told that I should connect this
> to +5V through a 10K Ohm resistor (or less), but this still doesn't help
> (I'm currently using a 6.8K Ohm resistor, having tried a 10K Ohm
> resistor first).

What RESET pin ? If there is RESET line for the keyboard then it probably should be
connected to machine, as intended and not left floating...

Regards,

Branko

5721. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-04 01:00:23 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <k9tS6.28$y5.3182@news.siol.net>
Source record: 5271

If ST's keyboard has a RESET line and MEGA ST does not, it means that designers wanted to shawe off some costs with ST and they have borrowed RESET signal from the machine itself.
With Mega ST, they probably decided that having RESET circuit in keyboard is cheaper that extra wires in the cable.
It probably has to be reset at power-up and left inactive since.
You can try that. When keyboard "hands" after power-up, try connecting RESET signal to the GND briefly (with pullup resistor of several KOhm-anything from 1K to 10 K-usually not critical).
If after that kbd recovers, you have found cause of trouble.
Now you have to make some kind of circuit to reset kbd at pw-up.
Simplest thing would be to use elko of say 100 mikroF/10V between RESET and GND and one diode (like 1N4148), pointing from RESET to Vcc. That way, RESET will stay low after power-up just enough to cause RESET of the kbd , while elko is filled through pullup resistor. Diode takes care of dischrging elko when everything gets powered off.

If that is not good enough, use something like DS1232 from Dallas. Thing has 3 pins, GND, VCC and RESET, just what you need and doesn't need extra components.

Regards,

Branko

"Hallvard Tangeraas" <xx@xx.xx> wrote in message
news:1euft2f.4g6qid1dupjxeN%xx@xx.xx...
> Branko Badrljica <brankob@avtomatika.com> wrote:
>
> > Hmm, I have just took a peek at keyboard from 1040ST and hav noticed
that
> > there aren't any
> > decent decoupling caps on it.
>
> So there's indeed a difference between the Mega ST and STFM keyboards?
> It's not a straight exchange of keyboards as I thought?
>
>
> > Try connecting some small elko, like 10
> > microF/10V or so across power line at the keyboard side. One good point
to
> > do it would be on the 74LS244 IC on the keyboard PCB.
> > GND should be on the pin 10 and Vcc on the pin 20.
>
> I'll give it a go.

>
> What about the "reset" line of the keyboard -what should I do with that?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5722. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-04 03:06:40 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <V%uS6.34$y5.3360@news.siol.net>
Source record: 5274

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:thku29crhjsrf0@corp.supernews.com...
> On 3 Jun 2001 17:27:57 -, "Branko Badrljica" wrote:
>
> Hi
>
> >Hmm, I have just took a peek at keyboard from 1040ST and hav noticed that
> >there aren't any
> >decent decoupling caps on it. Try connecting some small elko, like 10
> >microF/10V or so across power line at the keyboard side. One good point
to
> >do it would be on the 74LS244 IC on the keyboard PCB.
> >GND should be on the pin 10 and Vcc on the pin 20.
>
> Both my ST and Falcon have there keyboards external and I've been very
> naughty using unshieled cable too at about 2 metre length. I've
> experienced problems with the keyboard sticking on the keys in the top
> left of the keyboard, mostly escape, 1 or 2. To cure this I hit the key
> and it works. It's not a sticky key as it does this on both and they've
> been cleaned very well. It gets worse when the CPU is under tough
loading.
>
> I'll try this cap decoupling the 5v line as there ight be nasty noise
> getting onto the Tx or Rx line. I'll proabably put a main 100uf in at the
> connector where 5v comes in and maybe a 10uf over the top of the 244 or
> hitachi chip. There seems to be some ferite cores to filter interfernce
> of some sort, perhaps coming down the power lines? The tracks aren't
> visible.

Keyboard does not have capabilities to drive signals through lines so long
and especially unshielded.
Use shielded cable and decouple keyboard. If that does not cure the problem
100% then you should use line drivers on both side (RX and TX lines), that
is, if all the lines are unidirectional.
If you want to do it god damn right-way once and forever, use good RS-485
drivers and receivers, which should do nicely for up to 1 km of wire ;o)).

Regards,

Branko

5723. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-04 06:14:22 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <HLxS6.40$y5.3551@news.siol.net>
Source record: 5276

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:thl4dl4hh9dg87@corp.supernews.com...
> Hi
>
> >> I'll try this cap decoupling the 5v line as there ight be nasty noise
> >> getting onto the Tx or Rx line. I'll proabably put a main 100uf in at
the
> >> connector where 5v comes in and maybe a 10uf over the top of the 244 or
> >> hitachi chip. There seems to be some ferite cores to filter
interfernce
> >> of some sort, perhaps coming down the power lines? The tracks aren't
> >> visible.
> >
> >Keyboard does not have capabilities to drive signals through lines so
long
> >and especially unshielded.
>
> And especially when I have hundreds of cables coming down the back of my
> computer. I have five 4way strip extension leads each going from one to
> the other in a line to my one and only mains outlet :). Mind you this is
> safe as I'm not running much heavy duty equipment here (well my amp sucks
> 350va at full power). The only problem I could see is interfernce getting
> on the lines, bit like bar vs star earthing techniques.
>
> >Use shielded cable and decouple keyboard. If that does not cure the
problem
> >100% then you should use line drivers on both side (RX and TX lines),
that
> >is, if all the lines are unidirectional.
>
> I found a problem with getting shieled cable small enough in diameter as
> it was quite big IIRC when I last looked. I'm sure the Tx and Rx are
> unidirectional but don't line drivers need 12v? I guess an old maxim
> charge pump could fit in.

Well, I would first try with old 74LS14. It has six inverters (schmitt
trigger) with same pinout as ordinary
74LS04. Just feed Rx and Tx through two inverters-each on its end of the
wire and that would be it. For good measure use something like 100 Ohms
resistor in series with each output of the LS14 that goes to the wire and
also in front of any LS14 input that comes from the wire. That should
supress too steep edges, and somewhat terminate the line...

Off course, that means that you need two chips and use two (out of six)
inverters inside each chip...

Regards,

Branko

> >If you want to do it god damn right-way once and forever, use good RS-485
> >drivers and receivers, which should do nicely for up to 1 km of wire
;o)).
>
> Heh, really useful. :)
>

5724. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-05 17:20:51 UTC
From: bindon@madasafish.com
Message-ID: <thq57jb607up5b@corp.supernews.com>
Source record: 5277

Hi

>Well, I would first try with old 74LS14. It has six inverters (schmitt
>trigger) with same pinout as ordinary
>74LS04. Just feed Rx and Tx through two inverters-each on its end of the
>wire and that would be it. For good measure use something like 100 Ohms
>resistor in series with each output of the LS14 that goes to the wire and
>also in front of any LS14 input that comes from the wire. That should
>supress too steep edges, and somewhat terminate the line...
>
>Off course, that means that you need two chips and use two (out of six)
>inverters inside each chip...

I guess true RS232 transievers are not really needed. I'll try adding shielded cable and smooth the keyboard out a bit.

Do you know (or anyone else) what the two extra pins are for on the keyboard conenctor inside the Falcon? They're marked on the schematics as something T and something R but I can't find where they lead too? Maybe a feature that was going to be put on the keyboard that Atari ditched to use a cheap ST keyboard with cosmetic changes.

5725. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-05 21:36:47 UTC
From: bindon@madasafish.com
Message-ID: <thqk7fhjf7o72c@corp.supernews.com>
Source record: 5279

Hi

>> Do you know (or anyone else) what the two extra pins are for on the
>> keyboard conenctor inside the Falcon? They're marked on the schematics as
>> something T and something R but I can't find where they lead too? Maybe a
>> feature that was going to be put on the keyboard that Atari ditched to use
>> a cheap ST keyboard with cosmetic changes.
>
>Wouldn't know about that. I have had only a few Falcons in the service,
>never bothered to order
>docs for it and frankly, never liked that stuff. Too much complications for
>too little effect IMHO.

Heh?! Little effect? What about the DSP? The Falcon could do a lot more
in it's time compared to the ST in its time. OK some seriuos design flaws
but must have been rectified.

5726. Re: Using a SyQuest 230 EZ Flyer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-05 22:38:44 UTC
From: waynlein@yahoo.com
Message-ID: <73f65e90.0106051438.5cdaf50a@posting.google.com>
Source record: 5280

bindon@madasafish.com (Lyndon Amsdon) wrote in message
news:<th9ldv9974mr26@corp.supernews.com>...
> Hi
>
> >But if the 230 isn't getting power...why is the red LED on?
>
> Its not the 230 that isn't getting the power, but the link. The link has
> no power supply and so takes its power from a SCSI device on the bus (230
> in your case). The pin that needs to be connected to 5v is TERPWR. You
> can modify the drive quite easily.

My apologies to all for the confusion; it's the red LED on The Link 2
that is/is on. It's getting power from somewhere, but still
apparently reports itself missing when the bootdisk (or any of the
configuring software) seeks it out. Termination of the SCSI series on
the 230 is (according to its documentation) not required. It sounds
like a Link 97 handles the 230 just fine. But if ICD also makes/made
that, then I'm still in trouble! Anyone know where to find a new or
used Link 97? W.

5727. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-06 02:55:52 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <x19T6.151$y5.7186@news.siol.net>
Source record: 5278

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:thq57jb607up5b@corp.supernews.com...
> Hi
>
> >Well, I would first try with old 74LS14. It has six inverters (schmitt
> >trigger) with same pinout as ordinary
> >74LS04. Just feed Rx and Tx through two inverters-each on its end of the
> >wire and that would be it. For good measure use something like 100 Ohms
> >resistor in series with each output of the LS14 that goes to the wire and
> >also in front of any LS14 input that comes from the wire. That should
> >supress too steep edges, and somewhat terminate the line...
> >
> >Off course, that means that you need two chips and use two (out of six)
> >inverters inside each chip...
>
> I guess true RS232 transievers are not really needed. I'll try adding
> shielded cable and smooth the keyboard out a bit.

RS232 transceivers are not most suitable for this. No need to mess with
+/-12V when good old 74LS14 should do the trick and as I said...

>
> Do you know (or anyone else) what the two extra pins are for on the
> keyboard conenctor inside the Falcon? They're marked on the schematics as
> something T and something R but I can't find where they lead too? Maybe a
> feature that was going to be put on the keyboard that Atari ditched to use
> a cheap ST keyboard with cosmetic changes.

Wouldn't know about that. I have had only a few Falcons in the service,
never bothered to order
docs for it and frankly, never liked that stuff. Too much complications for
too little effect IMHO.

Regards,

Branko

5728. Re: Using a SyQuest 230 EZ Flyer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-06 06:14:48 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B1DCA58.A139A339@seimet.de>
Source record: 5281

Wayne Leininger wrote:

> My apologies to all for the confusion; it's the red LED on The Link 2
> that is/is on. It's getting power from somewhere, but still
> apparently reports itself missing when the bootdisk (or any of the
> configuring software) seeks it out. Termination of the SCSI series on
> the 230 is (according to its documentation) not required. It sounds
> like a Link 97 handles the 230 just fine. But if ICD also makes/made
> that, then I'm still in trouble! Anyone know where to find a new or
> used Link 97? W.

You can purchase the LINK97 directly from WB Systemtechnik:

http://www.wbsystemtechnik.de/atari/

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5729. Blitter for Mega

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-06 11:25:44 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b1e16b7$1@dnews.tpgi.com.au>
Source record: 5283

Doe's anybody have any 68 pin blitter sockets floating around? My spare MegaSTE is in the last thros of repair;-), and needs one for completion..

Thanks

Mark Bedingfield

5730. Re: Using a SyQuest 230 EZ Flyer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-06 11:40:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <991897292-59408AEicMi@cwcom.net>
Source record: 5286

From: waynlein@yahoo.com (Wayne Leininger)
Date: 5 Jun 2001 15:38:44 -0700

>My apologies to all for the confusion; it's the red LED on The Link 2
>that is/is on. It's getting power from somewhere, but still
>apparently reports itself missing when the bootdisk (or any of the
>configuring software) seeks it out. Termination of the SCSI series on
>the 230 is (according to its documentation) not required. It sounds

Unless the 230 is capable of self-termination (not the going up in smoke
variety!) then I doubt that statement. Easy way to find out, plug a terminator
block into the other SCSI connector on the back.

>like a Link 97 handles the 230 just fine. But if ICD also makes/made
>that, then I'm still in trouble! Anyone know where to find a new or
>used Link 97? W.

It might be that the 230 requires parity, which the LinkII does not supply. It
is possible to make a small circuit that will, see the Vezz hardware pages on
the 'net.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5731. Re: Falcon-WAS: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-06 17:56:22 UTC
From: bindon@madasafish.com
Message-ID: <thsrm6q9nphkd8@corp.supernews.com>
Source record: 5284

Hi

>Falcon wasn't so much faster than existing PCs (if at all) in CPU speed
>terms, had weak graphics capabilities (for serious work) etc. And above all,
>it wasn't modular (motherboard with plug-in cards etc).
>Yeah, it had DSP, which is slowish even compared to some more modern
>microcontrollers.

Modern you say above, exactly. In it's day it was powerful, even more so
than the CPU on quite a few jobs. Only in the last few years has it
really been pushed to full potential.

>Falcon's CPU was story for itself. Atari made its buck when using 1040's
>housing, they didn't have to
>use cheapest 030 also. A 030 on at least 33 if not 50 MHz should be used
>IMHO...

It amazes me why they used a 030@16Mhz when putting it to 32Mhz like done
in the TT did improve power quite well. Seeing as these have L1 cache...
It also would have sounded better which will bring more sales to the non
technical minded.

>Given the fact that similar trick like with 68000 regarding interlieving CPU
>& video shifter is not
>possibble with 030, they should throw in at least 256 Kb cache, like on ANY
>PC motherboard at the time and make SIMM sockets for FAST RAM, like on TT.

I thought the RAM was shared with the CPU and videl alternativly. 256kb
was comen in most PCs at that time, 386s had no L2 at that time. Well
not on mine. The sparrow had all custom chips in PGA (nice) and simm
sockets.

>That would get them decent&fast videores, very nice CPU speed and good
>base for effective CPU upgrade with 040, when it came out.

Yeah and no slow down when you want to run a high res.

>DSP is nice, but with that arrangement it wouldn't be so essential and
>machine would be usefull for much wider range of applications.
>How could they blow things up so much ?

By pulling out even before it was finished? I guess the guys were a bit
low on moral and rushed it out.

>I mean, take ST concept-MEGA 4ST as a concrete example. Use 030 instead of
>68000. That means that you have to use twice wider data bus, but all ROMs
>and RAMs inside could be refitted with little or no extra cost. All costs
>would came from need to have those few extra custom designed chips made for

>higher clock rates and twice the databus width. O.K., now let's forget about
>blitter (if that means too much added costs to design new one)

Blitters's redundant and quite useless with NVDI.

>, throw in 256
>fast SRAM's for L2 cache, a few extra SIMM sockets for DRAM, wired solely to
>the CPU + a few multiplexers and some logic (AKA fast ram) and existing
>sound hardware from STE and Voilla- you got "much better from any angle" ST.

Use 16bit DMA, far better, and when you're running a fast 32bit bus it's
no problem.

>Given the price of old&faulty PeeCee boards pretty soon practicaly all users
>would have something like 1Mb of framebuffer with 50ns access time (or
>better), which is very nice and back then it would be awesome!
>Animation speed would be spectacular, machine shouldn't cost arm&leg and
>development costs would be much lower.
>Heck, whole thing could be done as a new board for MEGA ST housing...

Wanna make a prototype :-)

5732. Falcon-WAS: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-06 18:31:26 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <LKmT6.170$y5.8260@news.siol.net>
Source record: 5282

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:thqk7fhjf7o72c@corp.supernews.com...
> Hi
>
> >> Do you know (or anyone else) what the two extra pins are for on the
> >> keyboard conenctor inside the Falcon? They're marked on the schematics
as
> >> something T and something R but I can't find where they lead too?
Maybe a
> >> feature that was going to be put on the keyboard that Atari ditched to
use
> >> a cheap ST keyboard with cosmetic changes.
> >
> >Wouldn't know about that. I have had only a few Falcons in the service,
> >never bothered to order
> >docs for it and frankly, never liked that stuff. Too much complications
for
> >too little effect IMHO.
>
> Heh?! Little effect? What about the DSP? The Falcon could do a lot more
> in it's time compared to the ST in its time. OK some seriuos design flaws
> but must have been rectified.

Falcon have failed to deliver in its time, compared to PeeCee.
When ST arrived, no PC could come close to it, regarding machine speed and
graphic capabilities.
Still, machine was relatively simple- good CPU, nimpeded by design (0 WS
memory access etc).

Falcon wasn't so much faster than existing PCs (if at all) in CPU speed
terms, had weak graphics capabilities (for serious work) etc. And above all,
it wasn't modular (motherboard with plug-in cards etc).
Yeah, it had DSP, which is slowish even compared to some more modern
microcontrollers.

If you look at ST's motherboard you won't find a chip that is not standard,
or can be replaced with standard solution. That makes it friendly for making
changes. Falcon has everything casted in stone, I mean realised in custom,
proprietary chips.

Falcon's CPU was story for itself. Atari made its buck when using 1040's
housing, they didn't have to
use cheapest 030 also. A 030 on at least 33 if not 50 MHz should be used
IMHO...

Given the fact that similar trick like with 68000 regarding interlieving CPU & video shifter is not
possibble with 030, they should throw in at least 256 Kb cache, like on ANY PC motherboard at the time and make SIMM sockets for FAST RAM, like on TT. That would get them decent&fast videores, very nice CPU speed and good base for effective CPU upgrade with 040, when it came out.
DSP is nice, but with that arrangement it wouldn't be so essential and machine would be usefull for much wider range of applications.
How could they blow things up so much ?

I mean, take ST concept-MEGA 4ST as a concrete example. Use 030 instead of 68000. That means that you have to use twice wider data bus, but all ROMs and RAMs inside could be refitted with little or no extra cost. All costs would came from need to have those few extra custom designed chips made for higher clock rates and twice the databus width. O.K., now let's forget about blitter (if that means too much added costs to design new one), throw in 256 fast SRAM's for L2 cache, a few extra SIMM sockets for DRAM, wired solely to the CPU + a few multiplexers and some logic (AKA fast ram) and existing sound hardware from STE and Voilla- you got "much better from any angle" ST.

Sure, some odd things from ST wouldn't work on HyperST, but new versions would take care of that eventually.

For good measure, they could make provision for card, containing nothing more than extra cache RAMs, but for buffering the picture, so that CPU could have all main RAM bandwidth for itself and users
could strike a balance between the $$ and amount of framebuffer they want. Given the price of old&faulty PeeCee boards pretty soon practicaly all users would have something like 1Mb of framebuffer with 50ns access time (or better), which is very nice and back then it would be awesome!
Animation speed would be spectacular, machine shouldn't cost arm&leg and development costs would be much lower.
Heck, whole thing could be done as a new board for MEGA ST housing...

Regards,

Branko

5733. Re: Falcon-WAS: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-07 03:38:56 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <ULuT6.195$y5.9440@news.siol.net>
Source record: 5285

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:thsrm6q9nphkd8@corp.supernews.com...
> Hi
>
> It amazes me why they used a 030@16Mhz when putting it to 32Mhz like done
> in the TT did improve power quite well. Seeing as these have L1 cache...
> It also would have sounded better which will bring more sales to the non
> technical minded.

What's more important, whole machine should be designed for any clock speed
030, and with provisions for later upgrade with 040. When did you ever buy
"turbo upgrade" for PC ?
Even if available, no one sane would do that. Unless the board was designed
to do this, new CPU wouldn't run at its full potential. When you want to go
from 486 to Pentium, you don't byu an adapter,
you change motherboard. Unless, of course the board already has
Pentium-compatible socket,
but even then, you just plug-in new CPU and you don't mess with adapter of
any sort.

TT was meant to work on 16 MHz initially, and was later fitted with special
adapter with 32 MHz CPU.
Pitty.

>
> I thought the RAM was shared with the CPU and videl alternativly. 256kb
> was comen in most PCs at that time, 386s had no L2 at that time. Well
> not on mine. The sparrow had all custom chips in PGA (nice) and simm
> sockets.

Well, you have hit nail on the head. Have you ever heard about 486 or even
386 board without the cache ? Just for fun, try disabling L2 cache on the
board of any 386 or 486 board (in board settings,
under "BIOS settings" make "EXTERNAL CACHE" disabled) and then see what this
does to speed ;o).
But this is not all. Now try to find one of those boards that had VGA
output, but none framebuffer RAM-
so the board had to generate picture out of main RAM and see what this does
to 386's "awesome" speed.

Now, try to convince yourself that this is the future of computing- true
Workstation force and
sell it to yourself for something like $1.200 ;o))))

O.K. I admit, this is somewhat simplified, devil is in the details, but the
bottom line is that they

should have done much, much better job.

> >Given the price of old&faulty PeeCee boards pretty soon practicaly all
users
> >would have something like 1Mb of framebuffer with 50ns access time (or
> >better), which is very nice and back then it would be awesome!
> >Animation speed would be spectacular, machine shouldn't cost arm&leg and
> >development costs would be much lower.
> >Heck, whole thing could be done as a new board for MEGA ST housing...
>
> Wanna make a prototype :-)

Me too ;-)

Seriously, I am really low on time these days (except for the time for emails like this :-), but I would really love to do something like this. Nothing revolutionary, just cram up all cool hardware hacks together on one card and make it GPL, so anyone could just download the files, take them to the local PCB shop and have his PCB done for atari compatible...

Regards,

Branko

5734. DNEWS SERVER TEST!!! PLEASE REPLY

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-07 15:38:06 UTC
From: madmax@bfree.on.ca
Message-ID: <3b1f9fde@jupiter.bfree.on.ca>
Source record: 5287

Hi Guys,

I am testing a very troublesome newserver with NEWsie and ASH EMAILER.

Please respond both here in the NG and via EMAIL if you see this post.

Thanks Brian.

5735. Re: Blitter for Mega

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-07 18:30:51 UTC
From: Adrian Haigh-Hutchinson <kadu.flyer@zetnet.co.uk>
Message-ID: <2001060719305168577@zetnet.co.uk>
Source record: 5288

The message <3b1e16b7$1@dnews.tpgi.com.au>
from "Mark Bedingfield" <atari@tpg.com.au> contains these words:

> Doe's anybody have any 68 pin blitter sockets floating around? My spare
> MegaSTE is in the last thros of repair;-), and needs one for completion..

> Thanks

> Mark Bedingfield

BEST ELECTRONICS in California should be able to help - they've got
parts for everything.

Adrian tssf

--
==========
Technical Support Section, BlackFlag Associates
Tertiary, Society of St. Francis, Church of England.
Civil Servant

5736. 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-08 12:48:02 UTC
From: "Jo'ogn (J.Oppermann)" <joogn@gmx.li>
Message-ID: <3B20C982.B2FC9B5B@gmx.li>
Source record: 5289
Cross-posted to: comp.sys.cbm,comp.sys.atari.st.tech,alt.c64,de.comp.sys.atari

hi, to whom it may concern:
i'm working an a tool that reads 1581 3,5"disks on atari STs,
found on my atari page.

some feedback - if any (; - would be appreachiated.

kind regards
--
* Jï¿½rgen Oppermann
* http://www.joogn.de
* Atari - 68K, C64 - SID, Charisma - Musik, ...

5737. Re: DNEWS SERVER TEST!!! PLEASE REPLY

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-09 01:32:34 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992091992-361429AEicMi@lineone.net>
Source record: 5290

Hi Brian

>I am testing a very troublesome newserver with NEWsie and ASH EMAILER.

I hope you get too see this as my IP has decided to cut loose
newsgroups, very usefull. I'm currently testing a retrofit news
provider.

--

eMail: steve_sweet@madasafish.com

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5738. boot from hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-11 01:16:03 UTC
From: kshacklett@hotmail.com
Message-ID: <31ca8699.0106101716.35288fe2@posting.google.com>
Source record: 5291

Can anyone out there tell me how to make my Stacy boot from the hard drive? I accidentally deleted the necessary files and I've been booting from the hard disk utilities floppy ever since. I've tried copying all the files from that disk onto the hard drive to no avail. Thanks, Kerry.

5739. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-11 10:39:29 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <0f1V6.3195$IS6.35691@NewsReader>
Source record: 5292

Hello.

"Branko Badrljica" <brankob@avtomatika.com> wrote in message
news:V%uS6.34$y5.3360@news.siol.net...
>
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:thku29crhjsrf0@corp.supernews.com...
> > On 3 Jun 2001 17:27:57 -, "Branko Badrljica" wrote:

> >
> > Both my ST and Falcon have their keyboards external and I've been very
> > naughty using unshielded cable too at about 2 metre length.

> Keyboard does not have capabilities to drive signals through lines so long
> and especially unshielded.
> Use shielded cable and decouple keyboard. If that does not cure the
problem
> 100% then you should use line drivers on both side (RX and TX lines), that
> is, if all the lines are unidirectional.

I have used 3 metre telephone leads on both my TT and Mega STE keyboards for
the last 6 yrs with no problems at all.
Why not stop faffing about with the ST keyboard and just obtain a
Mega ST or STE keyboard.
All standard gear, better feel, job done, no problems.

Barrie at Keychange.

5740. Re: boot from hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-11 21:21:47 UTC
From: ebaiz@skyenet.net
Message-ID: <LDaV6.5$vG5.379@newsfeed.slurp.net>
Source record: 5294

On 10 Jun 2001 18:16:03 , Kerry Shacklett wrote:
>Can anyone out there tell me how to make my Stacy boot from the hard
>drive? I accidentally deleted the necessary files and I've been
>booting from the hard disk utilities floppy ever since. I've tried
>copying all the files from that disk onto the hard drive to no avail.
>Thanks, Kerry.

You need to install a system (SYS) file on your partition that you want
the computer to boot from. You should have software that installs this
file on your hard drive somewhere (ICD, HDDriver). What software do
you have???

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5741. Re: DNEWS SERVER TEST!!! PLEASE REPLY

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-11 21:22:04 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b25367c$0$7283@news.zetnet.co.uk>
Source record: 5293

On 7 Jun 2001 11:38:06 -, Brian Van TIlborg wrote:
>
>Hi Guys,
>
>I am testing a very troublesome newserver with NEWsie and ASH EMAILER.
>
>Please respond both here in the NG and via EMAIL if you see this post.
>
>Thanks Brian.

I see you.

5742. Re: boot from hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-12 01:59:12 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992368340-301368AEicMi@lineone.net>
Source record: 5296

Hi Kerry

>Can anyone out there tell me how to make my Stacy boot from the hard
>drive? I accidentally deleted the necessary files and I've been
>booting from the hard disk utilities floppy ever since. I've tried
>copying all the files from that disk onto the hard drive to no avail.

One of the utility programs will allow you to "Install" the hard disk
driver, copying it is not good enough it must be installed.

I'm guessing that you'd be using AHDI so you need to run a program in
that package called "HINSTALL.APP" and look for the relevant menu option
i mentioned, after that it should boot fine again.

If your not using AHDI it would help us if you tell us what you are
using.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5743. Address access rate on an idle ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-12 16:55:11 UTC
From: vdjole@EUnet.yu
Message-ID: <9g5hhcpko2@news.eunet.yu>
Source record: 5295

Hi;
Lately I was shown (thanks, Lindon A.) the docs for a nice 8MB RAM-expansion board, designed for Amiga but which apparently might work as an alternate RAM on a (Mega)ST. The docs are quite detailed, even the PCB layout is included and the form factor is convenient, address decoding range can be made OK, all parts are standard TTLs and DRAM SIMMs, etc. etc. The only detail which puzzles me is that the board relies on the computer making a memory-access somewhere OUTSIDE the board's address range often enough for that to act as a trigger for DRAM refresh. My docs for DRAMs of board's vintage say that each "row" in a DRAM must be refreshed at least every 4 miliseconds, and if there are 1024 rows in a 1MBit chip I understand that a refresh must be initiated every 4 microseconds or so. Now, I can't see that a ST, WHEN DOING NOTHING, can make RAM accesses at that rate- the only activities which repeat on a regular basis seem to be Hblank and Vblank, but Hblank happens only every 25 microseconds or so- much too rare. I am not familiar with Amiga's hardware design, but I am suspicious that even there the computer would strobe RAM addresses all the time and so often (except maybe for video?)

Any comments? Does ST access some address often enough for this board to work unmodified?

Cu.

5744. Re: boot from hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-12 19:44:34 UTC
From: kshacklett@hotmail.com
Message-ID: <31ca8699.0106121144.40b2d687@posting.google.com>
Source record: 5297

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<LDaV6.5$vG5.379@newsfeed.slurp.net>...
> On 10 Jun 2001 18:16:03 , Kerry Shacklett wrote:
> >Can anyone out there tell me how to make my Stacy boot from the hard
> >drive? I accidentally deleted the necessary files and I've been
> >booting from the hard disk utilities floppy ever since. I've tried
> >copying all the files from that disk onto the hard drive to no avail.
> >Thanks, Kerry.
>
> You need to install a system (SYS) file on your partition that you want
> the computer to boot from. You should have software that installs this
> file on your hard drive somewhere (ICD, HDDriver). What software do
> you have???
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

Edward, I've been duh all this time, as the following exchange
explains. James emailed me directly. I'm sure that your advise also
would have been enough to jump-start my brain, Thanks

James, Amazing. I had opened that program several times, without
knowing
it was what I needed and that I simply needed to click file and
install.
That's it....done. After eliminating all unnecesary auto stuff, the
Stacy
boots in nothing flat. Sometimes it takes someone else to point out
the
obvious. Thanks. By the way, C-Lab's "Notator" for the Atari ST is
still
the best MIDI sequencing program in existence, for any computer.
Kerry.
----- Original Message -----
From: "James Alexander" <jamesalexander@sprint.ca>
To: "Kerry Shacklett" <kshacklett@hotmail.com>
Sent: Monday, June 11, 2001 8:17 PM

Subject: Re: boot from hard drive

> Hi Kerry,
>
> On the hard disk utilities floppy there should be a program that will
> install the driver on the hard disk in the stacey and set it to autoboot
> the HD. I could send you the latest AHDI HD driver programs to you via
> email if you need it.
>

5745. Re: STFM keyboard with Mega ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-12 20:49:40 UTC
From: bindon@madasafish.com
Message-ID: <tid034rtmg9pd1@corp.supernews.com>
Source record: 5298

Hi

>I have used 3 metre telephone leads on both my TT and Mega STE keyboards for
>the last 6 yrs with no problems at all.
>Why not stop faffing about with the ST keyboard and just obtain a
>Mega ST or STE keyboard.
>All standard gear, better feel, job done, no problems.
>

Because-

a) I fitted a mini din for keyboard and can't be arsed to change it

b) I have Keyclicks which is OK

c) I have mouseburster and both ports mounted on the rear so the
mouseburster is internal

d) I don't want Spanish Keytops

e) It's original

5746. Re: DNEWS SERVER TEST!!! PLEASE REPLY

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-12 20:49:42 UTC
From: bindon@madasafish.com
Message-ID: <tid036qvlge7d4@corp.supernews.com>
Source record: 5299

On 9 Jun 2001 00:32:34 -, Steve Sweet wrote:

Hi

>>I am testing a very troublesome newserver with NEWsie and ASH EMAILER.
>
>I hope you get too see this as my IP has decided to cut loose
>newsgroups, very usefull. I'm currently testing a retrofit news
>provider.

Err, it's fixed.

5747. Re: 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-12 20:49:44 UTC
From: bindon@madasafish.com
Message-ID: <tid038m7ln3td6@corp.supernews.com>
Source record: 5300

On 8 Jun 2001 14:48:02 +, J.Oppermann wrote:
>hi, to whom it may concern:
>i'm working an a tool that reads 1581 3,5"disks on atari STs,
>found on my atari page.
>
>some feedback - if any (; - would be appreachiated.

Hi, It would be nice if I could connect my Atari to my SX64's serial port
and send files like that. I don't own a 1581 as I've never seen one and
guess they're rare.

5748. Re: boot from hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-12 21:27:06 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3b26972815a9de1@tripnet.se>
Source record: 5201

On Tue 12-06-2001 00:59 (-0100) Steve Sweet wrote:

>>Can anyone out there tell me how to make my Stacy boot from the hard
>>drive? I accidentally deleted the necessary files and I've been
>>booting from the hard disk utilities floppy ever since. I've tried
>>copying all the files from that disk onto the hard drive to no avail.

>If your not using AHDI it would help us if you tell us what you are
>using.

If it is simply rename the boot program you are using from floppy to
SHDRIVER.SYS and place it in the root directory on drive C:

If this does not work you are not using AHDI.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

5749. Re: boot from hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-13 06:34:45 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B270985.F04BEDE3@seimet.de>
Source record: 5202

Kenneth Medin wrote:

> If it is simply rename the boot program you are using from floppy to
> SHDRIVER.SYS and place it in the root directory on drive C:

This will only work if SHDDRIVER.SYS has been installed using HINSTALL
on this drive before and if it has not been removed using HINSTALL again
afterwards. It's not only SHDRIVER.SYS that enables to Atari to boot
from a hard disk drive. There are also flags and code in the root and
boot sector that has to be written to the drive. This is what HINSTALL
does and what is also done by the installation software of other hard
disk drivers.
The only way to correctly install a hard disk driver is to use the
installation software for this driver. If somebody really wants to use
AHDI as far as I know the complete software can be downloaded somewhere
in the Internet.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5750. Re: boot from hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-13 06:59:40 UTC
From: kshacklett@hotmail.com
Message-ID: <31ca8699.0106122259.41a53bcd@posting.google.com>
Source record: 5203

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:<3b26972815a9de1@tripnet.se>...
> On Tue 12-06-2001 00:59 (-0100) Steve Sweet wrote:
>
> >>Can anyone out there tell me how to make my Stacy boot from the hard
> >>drive? I accidentally deleted the necessary files and I've been
> >>booting from the hard disk utilities floppy ever since. I've tried
> >>copying all the files from that disk onto the hard drive to no avail.
>
> >If your not using AHDI it would help us if you tell us what you are
> >using.
>
> If it is simply rename the boot program you are using from floppy to
> SHDRIVER.SYS and place it in the root directory on drive C:
>
> If this does not work you are not using AHDI.

Thanks again to James, Edward, Steve, Kenneth and anyone else who
responds....
The net is once again proving to be a gold mine, especially to those
of us who need highly esoteric info. Great site. Kerry.

5751. Magic users - please can you help?!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-13 17:23:23 UTC
From: brickbat13@hotmail.com
Message-ID: <i68fit05fes56mal1r3leomkamou45ljjm@4ax.com>
Source record: 5204

Hi All,

I am having to reinstall Magic on my ST after my HD went bananas...
and now I find my installation disk is corrupted. Only one file is
damaged, unfortunately the MAGIC.RAM one which it won't install
without. Is there anyone out there who has Magic v5.03 (English) that
could send me this file? I'll be forever in your debt.

Thankyou

5752. Re: boot from hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-13 19:40:08 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992540160-52998AEicMi@lineone.net>
Source record: 5206

Hi Uwe

>This is what HINSTALL does and what is also done by the installation
>software of other hard disk drivers.

Could you name any Hard disk drivers you know of?. :-)

List only those worth knowing about. :-)

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5753. Poxed IP's

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-13 19:43:16 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992540164-53655AEicMi@lineone.net>
Source record: 5207

Hi Dude

>>>I am testing a very troublesome newserver with NEWsie and ASH
>EMAILER.

>>I hope you get too see this as my IP has decided to cut loose
>>newsgroups, very usefull. I'm currently testing a retrofit news
>>provider.

>Err, it's fixed.

I did wonder after seeing your face a few massages back, youve just
saved me an email.

So what happened, did they plug in a new newserver or just pay the last
bill!! :-)

I think i'l stick here now, its reliable so far, except tonight when
eMailer got fed up waiting in the pop3 server queue!!.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5754. Re: Address access rate on an idle ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-14 11:27:41 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ga73dcjn1@draco.stochastik.rwth-aachen.de>
Source record: 5205

In article <9g5hhcpko2@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>Hi;
>Lately I was shown (thanks, Lindon A.) the docs for a nice 8MB RAM-expansion
>board, designed for Amiga but which apparently might work as an alternate
>RAM on a (Mega)ST. The docs are quite detailed, even the PCB layout is
>included and the form factor is convenient, address decoding range can be made
>OK, all parts are standard TTLs and DRAM SIMMs, etc. etc. The only detail which
>puzzles me is that the board relies on the computer making a memory-access
>somewhere OUTSIDE the board's address range often enough for that to act as
>a trigger for DRAM refresh. My docs for DRAMs of board's vintage say that
>each "row" in a DRAM must be refreshed at least every 4 miliseconds, and if
>there are 1024 rows in a 1MBit chip I understand that a refresh must be
>initiated every 4 microseconds or so. Now, I can't see that a ST, WHEN DOING
>NOTHING, can make RAM accesses at that rate- the only activities which repeat
>on a regular basis seem to be Hblank and Vblank, but Hblank happens only every
>25 microseconds or so- much too rare. I am not familiar with Amiga's hardware
>design, but I am suspicious that even there the computer would strobe RAM
>addresses all the time and so often (except maybe for video?)

A CPU is never "doing nothing" - it is always executing code somewhere
(unless it is HALTed, which does not happen on a ST except on severe errors
- you have to press Reset then).
In case of a 68000 (which has no cache), it will thus fetch instructions all
the time.

In the worst case, ie. when you are executing code from "your" memory bank,
the only accesses outside that memory area would be interrupt handlers or OS
calls. Now if the interrupt handlers and OS are also in RAM (eg. Magic
loaded to alternate ram), you will have *no* external accesses to trigger
your refresh.

For a good design, you will have to insert waitstates into the running CPU
access to insert a refresh cycle althoug the CPU is waiting for data.

cu
Michael
--
This is no virus, see http://piology.org/ILOVEYOU-Signature-FAQ.html
begin this-is-no-LOVE-LETTER-FOR-YOU.txt.vbs
In the beginning there was nothing, which exploded.
end

5755. Re: Address access rate on an idle ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-14 18:24:50 UTC
From: vdjole@EUnet.yu
Message-ID: <9gavhf$348$1@news.eunet.yu>
Source record: 5209

On 14 Jun 2001 11:27:41 , Michael Schwingen wrote:

>A CPU is never "doing nothing" - it is always executing code somewhere
>(unless it is HALTed, which does not happen on a ST except on severe errors

Ok, that was a figure of speech; I meant a ST just displaying the desktop,
in fact...

>In the worst case, ie. when you are executing code from "your" memory bank,
>the only accesses outside that memory area would be interrupt handlers or OS
>calls.

...this is exactly what was in my mind.

>Now if the interrupt handlers and OS are also in RAM (eg. Magic
>loaded to alternate ram), you will have *no* external accesses to trigger
>your refresh.

I feared something like that, though an OS which -completely- replaced TOS
did not come to my mind... instead, I was just wondering about the frequency
of interrupts handled from ROM or ST RAM.

>For a good design, you will have to insert waitstates into the running CPU
>access to insert a refresh cycle althoug the CPU is waiting for data.

Well, it will not be too difficult to make that modification, but it will
be a pity to spoil the nice PCB design of the board. If it worked as it is,
it could be just assembled and plugged into my machine...

So if I add a circuit which triggers refresh cycle every 2microseconds or so,
delaying a little any data access which happens to occur at that time
(avoiding collisions, of course), it should be ok, don't you think?

Cu

5756. Re: Poxed IP's

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-14 18:28:42 UTC
From: bindon@madasafish.com
Message-ID: <tii0iqqms0dde@corp.supernews.com>
Source record: 5208

On 13 Jun 2001 18:43:16 , Steve Sweet wrote:

Hi

>So what happened, did they plug in a new newserver or just pay the last
>bill!! :-)

Still with Supernews so I guess someone forgot to post the cheque :-)

>I think i'l stick here now, its reliable so far, except tonight when
>eMailer got fed up waiting in the pop3 server queue!!.

Pah!

5757. Re: 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-14 19:31:29 UTC
From: "Jo'ogn (J.Oppermann)" <joogn@gmx.li>
Message-ID: <3B291111.6F966F27@gmx.li>
Source record: 5210

Lyndon Amsdon wrote:
>
> Hi, It would be nice if I could connect my Atari to my SX64's serial port
> and send files like that. I don't own a 1581 as I've never seen one and
> guess they're rare.
i once ran a terminal PRG on the C64 with a MAX232 IC connected to
the userport-it worked kinda nice.
actually i'd like to finishe my 1541 to ST interface as well,
but i find lots of distraction (;

5758. Re: Poxed IP's

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-15 20:19:12 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <992687262-166338AEicMi@lineone.net>
Source record: 5211

Hi Lyndon

>>So what happened, did they plug in a new newserver or just pay the
>>last >bill!! :-)

>Still with Supernews so I guess someone forgot to post the cheque :-)

It seems this post the cheque phrase is used a lot in conjunction with
the fish!!.

>>I think i'l stick here now, its reliable so far, except tonight when
>>eMailer got fed up waiting in the pop3 server queue!!.

>Pah!

And tonight when my modem gave up on a handshake and got followed on
the next attemt with failure to authenticate. Is my seat at the fish
stil empty??.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5759. Sound files

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 00:45:55 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b2be1a3.0@energise.enta.net>
Source record: 5212

On the Amazon website there are some samples of music in .RA format
I think these are RealMedia files. Aniplayer will not play them but
are there any players that will ? I think that the BBC also use them
for audio and video so it would be a useful tool.

I am not sure how proprietary the format is so it may not be possible
to write a player. I had a quick look at the RealMedia site but I
couldn't find anything useful about the file formats.

Perhaps there is a player for Unix ?

Peter

| Vote for Independance |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5760. Re: Sound files

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 04:06:35 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B2C2CCB.C44C33C1@sprint.ca>
Source record: 5213

Hi Peter,

I believe these are Real Audio files. I haven't tried them on any ST system yet but there may be something under linux which could have source code portable to the ST which may do the trick.

Peter Slegg wrote:

> On the Amazon website there are some samples of music in .RA format
> I think these are RealMedia files. Aniplayer will not play them but
> are there any players that will ? I think that the BBC also use them
> for audio and video so it would be a useful tool.
>
> I am not sure how proprietary the format is so it may not be possible
> to write a player. I had a quick look at the RealMedia site but I
> couldn't find anything useful about the file formats.
>
> Perhaps there is a player for Unix ?
>
> Peter
> ---
> | Vote for Independance |
> | http://www.ukip.org |
> ---
> ---
> | Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
> | Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
> | Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
> | STiNG, CAB, Newsie, MyMail... |
> ---
> ---
> | I live in Great Britain, abbreviated to G.B. |
> | uk is a noise made by apes. |
> ---

5761. Re: 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 09:33:35 UTC
From: bindon@madasafish.com
Message-ID: <tioubf2b92nj55@corp.supernews.com>
Source record: 5214

On 14 Jun 2001 21:31:29 , J.Oppermann wrote:
>
>Lyndon Amsdon wrote:

HI

>> Hi, It would be nice if I could connect my Atari to my SX64's serial
>>port
>> and send files like that. I don't own a 1581 as I've never seen one and
>> guess they're rare.
>i once ran a terminal PRG on the C64 with a MAX232 IC connected to
>the userport-it worked kinda nice.
>actually i'd like to finishe my 1541 to ST interface as well,
>but i find lots of distraction (;

Ahh, yes there are adaptors for the user port to RS232.

How's the SIDsethiser coming on?

5762. Re: Sound files

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 09:33:36 UTC
From: bindon@madasafish.com
Message-ID: <tioubgs22fd356@corp.supernews.com>
Source record: 5215

On 16 Jun 2001 23:45:55 , Peter Slegg wrote:

Hi

>On the Amazon website there are some samples of music in .RA format
>I think these are RealMedia files. Aniplayer will not play them but
>are there any players that will ?

The only one that plays ra is realplayer AFAIK and using a port from unix
will probably be real slow. ra on Aniplayer needs an FPU but I guess
this is in your Milans 040.

5763. Re: Sound files

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 15:50:06 UTC
From: ebaiz@skyenet.net
Message-ID: <Ok4X6.6673$tD3.4058@newsfeed.slurp.net>
Source record: 5216

On 16 Jun 2001 23:45:55 , Peter Slegg wrote:
>On the Amazon website there are some samples of music in .RA format
>I think these are RealMedia files. Aniplayer will not play them but
>are there any players that will ? I think that the BBC also use them
>for audio and video so it would be a useful tool.

Starting with version 2.5 Aniplayer will player RA files, but the computer
must have a FPU. I cannot play them on my Hades since it only has a
piece of software that emulates a FPU.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5764. Re: 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 16:08:45 UTC
From: "Jo'ogn (J.Oppermann)" <joogn@gmx.li>
Message-ID: <3B2CD60D.7B8B88C6@gmx.li>
Source record: 5217

Lyndon Amsdon wrote:
>
> Ahh, yes there are adaptors for the user port to RS232.
yup, if you are familar with electronics it's not that difficult.

> How's the SIDsethiser coming on?
well, even though i'd like to have it running, i find myself
busy programming either the 1581tool, now a web-adventure,
making some music. besides getting unemployed |:

inbetween i made a pseudo-stereo-SID-board for the C64II in the
same rack as the SIDesizer. however strange enough the filters
work too strong - and as usual when faced with strange problems
i temporarely change the subject (;

i once wrote a little routine that blasted files, or sid-tunes
via a parallel-cable from the ST-printer-port to the user-port
and then saved those to 1541 disk - it wasnt perfect as i did no
bank-switching and used the ROM-routine for saving, but a few
sid tunes where quickly transfered at about >24KB/s (:

--
* Jï¿½rgen Oppermann
* http://www.joogn.de
* IF kein_bock_mehr THEN mach_was_du_willst
* (Michael Nickels 64'er 4/1986 Abenteuerspiele)

5765. Re: 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 18:02:08 UTC
From: bindon@madasafish.com
Message-ID: <tips50h8lib6ee@corp.supernews.com>
Source record: 5218

On 17 Jun 2001 18:08:45 , J.Oppermann wrote:
>
>Lyndon Amsdon wrote:

Hi

>inbetween i made a pseudo-stereo-SID-board for the C64II in the
>same rack as the SIDesizer. however strange enough the filters
>work too strong - and as usual when faced with strange problems
>i temporarely change the subject (;

Sounds familiar :) I'm often changing ideas because I never have the
strength to come over soem problems, depends on what it is though.
Without decent scope etc it can be very difficult that someone else could
do in seconds.

What was the problem though with the SIDesizer, hardware related?

5766. Converting PC Cubase MIDI files to Atari STE format

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 18:34:27 UTC
From: trevor_masterson@hotmail.com
Message-ID: <b1cc0d1a.0106171034.17ea3a48@posting.google.com>
Source record: 5219

I can no longer bare to sequence MIDI using my PII-300Mhz, and shall be returning to the only entirely stable environment I have ever experienced: the Atari STE1040. But having been using my PC for so long I wonder if anyone can help me to find a way of converting the hundreds of Cubase MIDI songs I've made on the PC to STE format. Is this possible or would I have to use an Atari Falcon, which being more recently designed, probably includes this feature. I know very little about the Falcon, so am slightly dubious about its potential to deal with MIDI as well as the STE, especially as it was designed to record audio as well as MIDI and this feature to me signifies the beginning of the downfall of Cubase-MIDI on the PC. Also I've heard it is possible to get multi-input/output-MIDI adapters for the STE, where's a good place to find one with at least 3 seperate ins and outs (in the U.K)

5767. Re: Converting PC Cubase MIDI files to Atar

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 19:45:47 UTC
From: bindon@madasafish.com
Message-ID: <tiq27bg2mc7187@corp.supernews.com>
Source record: 5220

On 17 Jun 2001 11:34:27 , Trevor Masterson wrote:
>I can no longer bare to sequence MIDI using my PII-300Mhz, and shall
>be returning to the only entirely stable environment I have ever
>experienced: the Atari STE1040.

Good choice.

>But having been using my PC for so
>long I wonder if anyone can help me to find a way of converting the
>hundreds of Cubase MIDI songs I've made on the PC to STE format.

Save them to Double Density disks and they'll be read by the STE fine. PC
disks are High Density (1.44Mb as opposed to 720k) so they can't be read
by a standard STE unless a HD module has been fitted.

>Is
>this possible or would I have to use an Atari Falcon, which being more
>recently designed, probably includes this feature.

Yes, it has a HD drive built in.

>I know very little
>about the Falcon, so am slightly dubious about its potential to deal
>with MIDI as well as the STE, especially as it was designed to record
>audio as well as MIDI and this feature to me signifies the beginning
>of the downfall of Cubase-MIDI on the PC.

It runs Cubase and also Cubase Audio which both run fine if it's setup
right. However for Midi the STE is very stable.

>Also I've heard it is
>possible to get multi-input/output-MIDI adapters for the STE, where's
>a good place to find one with at least 3 seperate ins and outs (in the
>U.K)

Erm, not sure if Criss Crosskey sells Mario Becrofts adaptor over here.

5768. Re: Converting PC Cubase MIDI files to Atari STE format

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 20:40:24 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <IC8X6.5654$oj6.32828@NewsReader>
Source record: 5221

Hello.

"Trevor Masterson" <trevor_masterson@hotmail.com> wrote in message
news:b1cc0d1a.0106171034.17ea3a48@posting.google.com...
> I can no longer bare to sequence MIDI using my PII-300Mhz, and shall
> be returning to the only entirely stable environment I have ever
> experienced: the Atari STE1040. But having been using my PC for so
> long I wonder if anyone can help me to find a way of converting the
> hundreds of Cubase MIDI songs I've made on the PC to STE format.

> I've heard it is possible to get multi-input/output-MIDI adapters
> for the STE, where's a good place to find one with at least 3
> seperate ins and outs (in the U.K)

Keychange Music. www.keychange.co.uk

5769. ATARI 520STFM & hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 23:12:51 UTC
From: millybum@aol.com
Message-ID: <20010617191251.21952.00000401@ng-fa1.aol.com>
Source record: 5222

Could anyone tell me (or give a contact) as to how a PC hard drive (IDE or SCSI) can be connected to the STFM? Any advice most gratefully received.
Keith Miller

5770. ERROR in 4MB machine .

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-17 23:39:08 UTC
From: eloina_2@eresmas.com
Message-ID: <000501c0f786$a8876de0$146e533e@default>
Source record: 5223

Spain, 18 June 2001

This is the question:

Machine: Ste with 4MB and operative NMI.

Try following program under MONST (the best, I think):

```
003FFFFA 4678 8240 NOT.W $FFFF8240.W
003FFFFE 4E73 RTE.
```

previously at 0000007C=003FFFFA (NMI Autovector)

When I press NMI a BERR takes place and not executes NOT.W $FFFF8240.W .

ANYBODY KNOW WHY!!!!!!!!!!

Only over 4MB machines with NMI or another interrupt available for the user
(Ring of RS232 for example).

--
Posted from [62.81.160.203]
via Mailgate.ORG Server - http://www.Mailgate.ORG

5771. Sale of stuff

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-18 00:16:27 UTC
From: Terry B <terryb@kirkwood.hoosier.net>
Message-ID: <vLbX6.2$7d.2938@newshog.newsread.com>
Source record: 5224

```
Cry - selling some Atai stuff

1040ST - 4 meg
330 meg SCSI HD
partially partitioned for Apple
Spectre GCR
Golden Image Hand Scanner w/ Touch-Up
Discovery Cartridge by Happy
Monitor Master
------------------------
Games
-----
Loom
Cybercom
Storm Lord
Onslaught
War In Middle Earth
Little Computer People
Chaos Strikes back
Sundog - Frozen Legacy
Times of Lore
Star Flight
StarGlider
StarGlider 2
Time Bandit
Kennedy Approach
Sim City
Beyond Zork
Venus - The FlyTrap
Liesure Suit Larry - Looking for Love
Liesure Suit Larry - Lounge Lizards
Flight Simulator n Scenery disk
Chess Master 2000
Battle Chess
Transylvania
Elvira
------------------------
Programs

Animator
Data Manager pro
Swift Calc
Art Gallery Fantasy
----------------------
got much more - ask if you are curious
```

qmsusa@netscape.net or reply

Terry

5772. Re: ATARI 520STFM & hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-18 13:09:37 UTC
From: bindon@madasafish.com
Message-ID: <tirvchs3p5nq3d@corp.supernews.com>
Source record: 5225

On 17 Jun 2001 23:12:51 , Millybum wrote:
>Could anyone tell me (or give a contact) as to how a PC hard drive (IDE or
>SCSI) can be connected to the STFM? Any advice most gratefully received.
>Keith Miller

An ACSI to SCSI adaptor is avaiable or internal 2.5" IDE can be fitted.

5773. Re: ATARI 520STFM & hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-18 15:01:30 UTC
From: Lannie Schafroth <lschaf@netins.net>
Message-ID: <9gl545$b4d$1@ins21.netins.net>
Source record: 5226

How do you do the 2.5 method?

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:tirvchs3p5nq3d@corp.supernews.com...
> On 17 Jun 2001 23:12:51 , Millybum wrote:
> >Could anyone tell me (or give a contact) as to how a PC hard drive (IDE
or
> >SCSI) can be connected to the STFM? Any advice most gratefully received.
> >Keith Miller
>
> An ACSI to SCSI adaptor is avaiable or internal 2.5" IDE can be fitted.

5774. Re: 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-18 15:48:39 UTC
From: "Jo'ogn (J.Oppermann)" <joogn@gmx.li>
Message-ID: <3B2E22D7.C6F07148@gmx.li>
Source record: 5227

Lyndon Amsdon wrote:
>
> Sounds familiar :) I'm often changing ideas because I never have the
> strength to come over soem problems, depends on what it is though.
> Without decent scope etc it can be very difficult that someone else could
> do in seconds.
(; just thinging of my NEC 3D that went dead some while ago |:
now i'm learning about TV-electronics *hehe*

> What was the problem though with the SIDesizer, hardware related?
thx for asking i need some pushing at times (8

hm, i'm improving and expanding it step by step. as i want to have
all the single bits running instead of putting sth huge together and
learning in the end sth went wrong ...

now it's the interrupt, the LCD takes 40us for a single char to display.
until now i used a delay-loop. i wanted to run it under interrupt to
use the CPU more efficiently. so i made a 1kHz signal like a VBI of a ST.
but the MIDI (in interrupt) now shows occasional errors ...

furthermore i want to reconstruct the memory map. as i defer between
slow periphals, like the SID + CIA at 1MHz and the fast like RAM + ROM.
now having too much ICs kind of exploited my addressing IC (:

inbetween i took my ST apart (on wich i hack the OS) to put an IDE in there.
i had some trouble (signal-reflections i learnt later) and my ST was 3weeks
practically dead. that put me away from the SID as well ...

but now all works nicely again so i actually could go on finishing the OS
... actually (;

--
* Jï¿½rgen Oppermann
* http://www.joogn.de
* Prinzessin Lea: "So klein und schon bei den Strumtruppen !?"
* Luke Skywalker: "Hï¿½h ?! Ach so, die Uniform ..."

5775. Re: ATARI 520STFM & hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-18 15:58:57 UTC
From: bindon@madasafish.com
Message-ID: <tis9a1gjs95i35@corp.supernews.com>
Source record: 5228

On 18 Jun 2001 10:01:30 , "Lannie Schafroth" wrote:

Hi

>How do you do the 2.5 method?

Another type of adaptor is fitted over the CPU or connected by ribbon.
Quite neat, I have one. TOS 2.06 is needed though to autoboot with IDE
drives on STs whereas SCSI can autoboot whatever TOS version you have.

5776. Re: ATARI 520STFM & hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-18 17:17:43 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B2E37B7.1F46419@seimet.de>
Source record: 5229

Lyndon Amsdon wrote:

> Another type of adaptor is fitted over the CPU or connected by ribbon.
> Quite neat, I have one. TOS 2.06 is needed though to autoboot with IDE
> drives on STs whereas SCSI can autoboot whatever TOS version you have.

But keep in mind that there are host adapter/SCSI drive combinations
where you cannot autoboot. This is in particular the case for drives
that require initiator identification, like some Quantum Fireball
drives, if you don't have a LINK96 or LINK97 adapter.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5777. Re: Sale of stuff

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-18 18:21:15 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <Ctd66QBbakL7EwOP@atari.org.uk>
Source record: 5230

Hi

Which country are you in?

In article <vLbX6.2$7d.2938@newshog.newsread.com>, Terry B
<terryb@kirkwood.hoosier.net> writes
>Cry - selling some Atai stuff
>
>1040ST - 4 meg
>330 meg SCSI HD
>partially partitioned for Apple
>Spectre GCR
>Golden Image Hand Scanner w/ Touch-Up
>Discovery Cartridge by Happy
>Monitor Master
>------------------------
>Games
>-----
>Loom
>Cybercom
>Storm Lord
>Onslaught
>War In Middle Earth
>Little Computer People
>Chaos Strikes back
>Sundog - Frozen Legacy
>Times of Lore
>Star Flight
>StarGlider
>StarGlider 2
>Time Bandit
>Kennedy Approach
>Sim City
>Beyond Zork
>Venus - The FlyTrap
>Liesure Suit Larry - Looking for Love
>Liesure Suit Larry - Lounge Lizards
>Flight Simulator n Scenery disk
>Chess Master 2000
>Battle Chess
>Transylvania
>Elvira
>------------------------
>Programs
>

>Animator
>Data Manager pro
>Swift Calc
>Art Gallery Fantasy
>----------------------
>got much more - ask if you are curious
>
>qmsusa@netscape.net or reply
>
>Terry
>

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5778. Re: ATARI 520STFM & hard drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-18 22:59:31 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9gm12a$9isk5$1@ID-89932.news.dfncis.de>
Source record: 5231

"Millybum" <millybum@aol.com> wrote in message
news:20010617191251.21952.00000401@ng-fa1.aol.com...
> Could anyone tell me (or give a contact) as to how a PC hard drive (IDE or
> SCSI) can be connected to the STFM? Any advice most gratefully received.
> Keith Miller

Benefit of 2.5 inch drive is that it doesn't requires additional power
supply.
But you will need adapter/interface in any case, for IDE or SCSI too.

PP

5779. SyQuest 44 Help

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-20 06:10:41 UTC
From: Larry Anderson <landerson@basisinc.com>
Message-ID: <3B303E46.798576EB@basisinc.com>
Source record: 5232
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

Hey guys,
I recently obtained a SyQuest 44 drive with an ICD host adapter... and my fading memory is causing me problems with getting this thing running :P

Right now, I'm using AHDI, and it can see the drive... however, I'm not sure what drive letter to assign to the drive (I already have a 40 meg drive with C-F partitions, assigning G didn't work), and if there are any additional steps necessary to get this thing working (drivers, config files, etc).

Any help would be greatly appreciated!

Larry

5780. Re: SyQuest 44 Help

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-20 07:41:00 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B30538C.7A224AE0@seimet.de>
Source record: 5233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

Larry Anderson wrote:
>
> Hey guys,
> I recently obtained a SyQuest 44 drive with an ICD host adapter... and my
> fading memory is causing me problems with getting this thing running :P
>
> Right now, I'm using AHDI, and it can see the drive... however, I'm not
> sure what drive letter to assign to the drive (I already have a 40 meg
> drive with C-F partitions, assigning G didn't work), and if there are any
> additional steps necessary to get this thing working (drivers, config
> files, etc).

The drives letters are usually assigned in ascending order by the hard
disk driver. The user cannot influence this, at least not with AHDI.
With other drivers, in particular HDDRIVER, the user can assign any
driver letter (even A: or B:) to a partition on a hard disk drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5781. NoSTalgia emulator and diskcopy images?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-20 12:18:13 UTC
From: kram@yorku.ca
Message-ID: <9gq4a5$hd5$2@sunburst.ccs.yorku.ca>
Source record: 5234

Hi,
Can someone point me in the right direction (doc, etc.), or just explain
how to use diskcopy images with the Atari Emulator NoSTalgia?
Essentially, I have a sample editor program for the Atari and all I have
is a mac. I've downloaded the editor and extracted the files (.prg, etc.)
but I'm not sure how to get the emulator to mount (?) the diskcopy image
to then launch the editor.

thanks in advance,

(can you reply directly to "kram@yorku.ca" since I don't get on this list
regularly (okay, never) and might miss the reply if it comes back to the
list)

ken.

*---
Ken Ramlall |
| Voice: (416) 736-5257
Micro Support Group | FAX : (416) 736-5830
Computing and Network Services (CNS) | Internet: kram@YorkU.CA
York University |
4700 Keele Street |
T132 Steacie Sci. Library |
North York, Ontario |
CANADA M3J 1P3 |

5782. Re: 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-20 13:21:47 UTC
From: bindon@madasafish.com
Message-ID: <tj18rbcskvc9f1@corp.supernews.com>
Source record: 5235

Hi

>now it's the interrupt, the LCD takes 40us for a single char to display.
>until now i used a delay-loop. i wanted to run it under interrupt to
>use the CPU more efficiently. so i made a 1kHz signal like a VBI of a ST.
>but the MIDI (in interrupt) now shows occasional errors ...

Sounds great :) I'll have to check your website out again.

5783. Re: 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-20 14:52:59 UTC
From: "Jo'ogn (J.Oppermann)" <joogn@gmx.li>
Message-ID: <3B30B8CB.E6B1A3B0@gmx.li>
Source record: 5236

Lyndon Amsdon wrote:
>
> Sounds great :) I'll have to check your website out again.
are you in hardware ? you could write me some routines for the OS (;
though i have the flash-proms right here before me, i'm not so sure
when it will be engineering time again for the SID'esizer.

5784. Re: SyQuest 44 Help

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-20 16:35:16 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10106201630520.89-100000@Hades060>
Source record: 5238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 20 Jun 2001, Larry Anderson wrote:

> Hey guys,
> I recently obtained a SyQuest 44 drive with an ICD host adapter... and my
> fading memory is causing me problems with getting this thing running :P
>
> Right now, I'm using AHDI, and it can see the drive... however, I'm not
> sure what drive letter to assign to the drive (I already have a 40 meg
> drive with C-F partitions, assigning G didn't work), and if there are any
> additional steps necessary to get this thing working (drivers, config
> files, etc).

Should be plug&play, boot the machine and it should appear as 'g'
on it's own. AHDI will stop scanning the scsi bus at the first
ID that timesout. Make sure you have a disk in the drive
as I don't think AHDI will see it correctly otherwise.
If you are gonna use the machine for any serious work it's
worth investing in HD Driver. It's alot more flexible,
can skip ID's and even allows you to boot with an empty drive.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5785. Re: 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-20 18:16:41 UTC
From: bindon@madasafish.com
Message-ID: <tj1q49o7c5ll4d@corp.supernews.com>
Source record: 5237

On 20 Jun 2001 16:52:59 , J.Oppermann wrote:
>
>Lyndon Amsdon wrote:

Hi

>> Sounds great :) I'll have to check your website out again.
>are you in hardware ?

Yes, I'm doing the ROM port to ISA ethernet card adaptor withThomas
Redelberger.

>you could write me some routines for the OS (;

Hey, I'd love too but I'm hopeless at writing software. I'm learning asm
on an commodore SX-64 though cos it's an easy machine to work on and I
have asm in a cartridge for it. Once I've picked this up I can move up
onto other platforms. I think if you can do asm then you really have a
useful skill and it's natural for a hardware guy to do asm rather than C,
Basic, Pascal, let alone the rubbish Microsoft churn out.

>though i have the flash-proms right here before me, i'm not so sure
>when it will be engineering time again for the SID'esizer.

Good luck!

5786. Re: SyQuest 44 Help

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-20 23:52:10 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B313729.80EA50F5@sprint.ca>
Source record: 5239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

Hi Larry,

this will sound obvious but did you try doing a partition and format over
again? also make sure you didn't set it to the same scsi id as any other
device on the scsi chain

Larry Anderson wrote:

> Hey guys,
> I recently obtained a SyQuest 44 drive with an ICD host adapter... and my
> fading memory is causing me problems with getting this thing running :P
>
> Right now, I'm using AHDI, and it can see the drive... however, I'm not
> sure what drive letter to assign to the drive (I already have a 40 meg
> drive with C-F partitions, assigning G didn't work), and if there are any
> additional steps necessary to get this thing working (drivers, config
> files, etc).
>
> Any help would be greatly appreciated!
>
> Larry

5787. Re: 1581 tool for Atari ST users

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-21 14:06:11 UTC
From: "Jo'ogn (J.Oppermann)" <joogn@gmx.li>
Message-ID: <3B31FF53.72F97E93@gmx.li>
Source record: 5240

Lyndon Amsdon wrote:
>
> Yes, I'm doing the ROM port to ISA ethernet card adaptor withThomas
> Redelberger.
ah, sound nice. however i decided to use a PC *shame*shame* (;
for all that internet-stuff i found a healthy combination of my
ST for Cubase and PURE C, My F030 for audio-DSP-mastering and the
PC for dumping mega & gigas of data around

> Hey, I'd love too but I'm hopeless at writing software. I'm learning asm
> on an commodore SX-64 though cos it's an easy machine to work on and I
> have asm in a cartridge for it. Once I've picked this up I can move up
and a system you can "screw" in any direction for the sake of learning !

however to me the jump from 8 bit to 32 of the 68K was quite a purser.
no little-endian LO/HIs anymore. opcodes of over 8byte ...

> onto other platforms. I think if you can do asm then you really have a
> useful skill and it's natural for a hardware guy to do asm rather than C,
> Basic, Pascal, let alone the rubbish Microsoft churn out.
i'd confirm this. i doubt to get my SID anywhere with Visual-Basic,
besides that the 1MB flash-ROM would be too small anyways, well i could
put an 30GB IDE drive in there ... (8

> Good luck!
thx, you've put me back on the road again (;

--
* Jï¿½rgen Oppermann
* http://www.joogn.de
* No RISC, no Fun: C64 6510 Power !
* No Risk, no Fun: M$ powered by letnI

5788. WTB: a 1 meg ST machine in the US

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-22 22:01:54 UTC
From: drichard@execpc.com
Message-ID: <3b33c052$0$18894$272ea4a1@news.execpc.com>
Source record: 5241

Hi all,

I'm hoping to find a reasonably priced ST with at least 1 meg of RAM for sale in the US. I only need the CPU unit and mouse. Any 520ST upgraded to 1 meg, 1040ST, Mega ST, etc. would be considered. Please Email me care of drichard@execpc.com with details and price.

Thanks!

Dean

5789. Atari 520St PSU

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-25 14:17:57 UTC
From: Hans Johansson <hans3@telia.com>
Message-ID: <pKHZ6.9427$G4.1370894@newsc.telia.net>
Source record: 5242

Hallo

Can anyone tell me the pinouts on the Atari 520ST Connector for the external power supply.Please help me with this.

Thank&#65533;s Hans

5790. WANTED: Aerochopper software URGENTLY

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-25 14:23:57 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4dy0GHB9l0N7EwbO@atari.org.uk>
Source record: 5243
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I've just got hold of a piece of hardware i've been after for yonks...
but the software disk has gone bad during transit.

I haven't got my main STE up and running at the moment, so i won't be
able to try and recover the disk for a while yet.

So if someone has the software on the internet or cang et it to me, i
will be more than grateful:)))) I will be a very happy chappy:))

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5791. Re: Atari 520St PSU

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-26 03:47:34 UTC
From: James Alexander <jamesalexander@sprint.ca>
Message-ID: <3B3805D6.581EFAAB@sprint.ca>
Source record: 5244

Hi Hans

Email Bradley Koda of best electronics at bestelec@concentric.net. He's got just about everything as far as replacement parts. I'm not his advertising agent, just one of his customers.

Hans Johansson wrote:

> Hallo
>
> Can anyone tell me the pinouts on the Atari 520ST Connector for the external
> power supply.Please help me with this.
>
> Thankï¿½s Hans

5792. Re: Atari 520St PSU

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-26 13:55:35 UTC
From: Hans Johansson <hans3@telia.com>
Message-ID: <rv0_6.9588$G4.1419590@newsc.telia.net>
Source record: 5245

Well maybe you missunderstand me or maybe I where a bit unclear.I m not so god with the English Language.
I dont have the external power supply for my Atari 520ST and I want the pinouts for the connector on the machine so maybe I can use some other power supply type Amiga.I have search the Internet for some info but nothing.It seems that there is very little info on the Atari.Not as for the Amiga.There are many pages with tech. like Shematics.

Thank s

"Hallvard Tangeraas" <x@x.xx> skrev i meddelandet
news:1evm1tb.45hqnxyad3kiN%x@x.xx...
> Hans Johansson <hans3@telia.com> wrote:
>
> > Can anyone tell me the pinouts on the Atari 520ST Connector for the external
> > power supply.Please help me with this.
>
> I don't have the pinouts available, but I'd suggest that you in any case
> use a voltmeter to check instead of trusting colours of wires when doing
> something like this. One exchanged colour according to the "official
> connection scheme" and POOF!!! you can say good bye to your ST.
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5793. Re: Atari 520St PSU

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-26 18:05:54 UTC
From: bindon@madasafish.com
Message-ID: <tjhjo2qq5q0qe5@corp.supernews.com>
Source record: 5246

On 26 Jun 2001 13:55:35 , "Hans Johansson" wrote:

Hi

>Well maybe you missunderstand me or maybe I where a bit unclear.I m not so
>god with the English Language.
>I dont have the external power supply for my Atari 520ST and I want the
>pinouts for the connector on the machine so maybe I can use some other power
>supply type Amiga.I have search the Internet for some info but nothing.It
>seems that there is very little info on the Atari.Not as for the Amiga.There
>are many pages with tech. like Shematics.

There are some pages, but the ST with External PSU is quite old and a bit
rare. It needs 5v, 12v and -12v IIRC. You could work this all out if you
know what your doing by working back from the plug to the main caps and 74
chips take 5v on pins 7 and 14. Take care though and I'm not responsible
for damages! 12v and -12v might be used by the RS232 line transievers.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

5794. Re: Atari 520St PSU

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-26 19:44:33 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9hc2s4$7ad$1@newsg3.svr.pol.co.uk>
Source record: 5248

"Hans Johansson" <hans3@telia.com> wrote in message
news:pKHZ6.9427$G4.1370894@newsc.telia.net...

> Can anyone tell me the pinouts on the Atari 520ST Connector for the
external
> power supply.Please help me with this.

If you are thinking of the 7 pin DIN it goes like this:

1 +5v
2 not connected
3 Ground
4 +12v
5 -12v
6 +5v
7 Ground

I found that the -12v was not required on my model of the 520ST.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.256 / Virus Database: 129 - Release Date: 31/05/2001

5795. Re: Atari 520St PSU

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-27 01:00:08 UTC
From: "Ralph E. Dodd" <redodd@home.com>
Message-ID: <sea_6.319933$K5.34188024@news1.rdc1.nj.home.com>
Source record: 5247

"Hans Johansson" <hans3@telia.com> wrote in message
news:pKHZ6.9427$G4.1370894@newsc.telia.net...
> Hallo
>
> Can anyone tell me the pinouts on the Atari 520ST Connector for the
external
> power supply.Please help me with this.
>
> Thank&#65533;s Hans
>
>

```
Hans,

My 520ST is from the U.S.A. I don't know if European models were different.
This is from appendix D of the Atari St owners manual.
This view is looking at the connector on the back of the 520ST.
The * is the locating pin at the top of the connector.

*
6 7
1 3
4 5
2

Pin Voltage
--- -------
1 +5
2 - not used
3 ground
4 +12
5 -12
6 +5
7 ground

My power supply says:
Output:
5VDC 3A
+12VDC 0.03A
-12VDC 0.03A

Good luck and have fun.

Ralph
```

5796. Bad ROM CRC on chip E

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-28 03:32:31 UTC
From: anarkist@idirect.com
Message-ID: <jzx_6.2$r7.660@quark.idirect.com>
Source record: 5249

hi all
I've just gotten an error message on my Nemesized Falcon.
After the Atari logo comes on there is a message below it saying:
"Bad ROM CRC on chip E"
then 4 bombs, and a freeze.

does anyone have an idea of what this could mean?
and if it is fixable??
thanks for any help
ken

5797. Re: Bad ROM CRC on chip E

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-28 06:24:07 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3ACD87.E47470CB@seimet.de>
Source record: 5250

Ken Macdonald wrote:
>
> hi all
> I've just gotten an error message on my Nemesized Falcon.
> After the Atari logo comes on there is a message below it saying:
> "Bad ROM CRC on chip E"
> then 4 bombs, and a freeze.
>
> does anyone have an idea of what this could mean?

This means that the ROM contents are bad, i. e. the ROM checksum is
invalid, most likely because the ROM chip is broken or data are not read
correctly from the ROM chip.

> and if it is fixable??

If the ROM chip is broken you have to replace it.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5798. Re: Bad ROM CRC on chip E

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-28 14:51:00 UTC
From: doitarchive@doitarchive.de
Message-ID: <1evpy7n.1uyl08b14p0wauN%doitarchive@doitarchive.de>
Source record: 5051

Ken Macdonald <anarkist@idirect.com> wrote:

> After the Atari logo comes on there is a message below it saying:
> "Bad ROM CRC on chip E"
> then 4 bombs, and a freeze.

That -can- be an result of timing touble (32 Mhz clock) or touble with
chip carriert contacts of the rom chip. Last point is easy to fix.
Remove rom chip (with plcc tool) and plug it in again.

Otherways the rom chip is defective. (1 of 200 falcons)

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5799. Re: Bad ROM CRC on chip E

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-28 17:10:19 UTC
From: bindon@madasafish.com
Message-ID: <tjmp7r8kkoumaa@corp.supernews.com>
Source record: 5052

On 28 Jun 2001 03:32:31 , Ken Macdonald wrote:
>hi all
>I've just gotten an error message on my Nemesized Falcon.
>After the Atari logo comes on there is a message below it saying:
>"Bad ROM CRC on chip E"
>then 4 bombs, and a freeze.
>
>does anyone have an idea of what this could mean?

It means the TOS chip is dodgy.

>and if it is fixable??

Hmm, never seen EPROMS going bad but you could try looking at the chips to
see if it has any physical defects which TBH is unlikely. I don't think
the ROM was sockected on the Falcon.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk/

5800. Re: Bad ROM CRC on chip E

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-28 18:33:39 UTC
From: somewhereinworld@aol.com
Message-ID: <3b3b7441.6902680@news.free.fr>
Source record: 5053

Le Thu, 28 Jun 2001 03:32:31 GMT, anarkist@idirect.com (Ken Macdonald)
wrote:

>hi all
>I've just gotten an error message on my Nemesized Falcon.
>After the Atari logo comes on there is a message below it saying:
>"Bad ROM CRC on chip E"
>then 4 bombs, and a freeze.

some way to explore:

-you can try to remove and put back the rom chip.

-otherwise, try to boot with normal speed.

-there is a switch(2 points to solder/de-solder) on the motherboard to configure the wait-state for the rom. I think the nemesis documentation speak about that. Try to put back the wait-state to its original state(2 wait-state)

-sorry, your rom chip is dead or has to be burned again.

5801. Re: Bad ROM CRC on chip E

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-28 20:39:38 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9hg4ma$4ei$1@draco.stochastik.rwth-aachen.de>
Source record: 5054

In article <jzx_6.2$r7.660@quark.idirect.com>,
Ken Macdonald <anarkist@idirect.com> wrote:

>I've just gotten an error message on my Nemesized Falcon.
>After the Atari logo comes on there is a message below it saying:
>"Bad ROM CRC on chip E"
>then 4 bombs, and a freeze.

This is most probably not a bad ROM (except if you burned it yourself), but
more a timing or contact problem.

cu
Michael

5802. Re: Bad ROM CRC on chip E

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-29 04:04:26 UTC
From: anarkist@idirect.com
Message-ID: <e7T_6.57$r7.4698@quark.idirect.com>
Source record: 5055

On 28 Jun 2001 15:51:00 , Robert Schaffner wrote:
->Ken Macdonald <anarkist@idirect.com> wrote:
->> After the Atari logo comes on there is a message below it saying:
->> "Bad ROM CRC on chip E"
->> then 4 bombs, and a freeze.
->
->That -can- be an result of timing touble (32 Mhz clock) or touble with
->chip carriert contacts of the rom chip. Last point is easy to fix.
->Remove rom chip (with plcc tool) and plug it in again.
->Otherways the rom chip is defective. (1 of 200 falcons)
->Regards, Robert

thank you.danke for that information Robert!
I will test out the easy solution first,
otherwise I will order a replacement from BeST(if they have it!)
I assume the timing trouble is because of the Nemesis upgrade.
btw, is this info in your fabulous DO IT pages?
thanks again
ken

5803. PackICE unpacker source?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-29 15:52:17 UTC
From: Howie <howie-news@thingy.com>
Message-ID: <1b8pjtglg5kj0jfarm2trna02u20qv73rj@4ax.com>
Source record: 5056

This is a bit of a long shot, but does anyone know of a C source for unpacking data packed with PackICE? I have a bunch of old files from my ST I'd like to be able to read on my PC which were packed with it.

I have the 68000 assembly unpacker, but I'd sooner not have to try and port that if I can help it :)

Thanks in advance for any pointers...

Howie

5804. Re: Bad ROM CRC on chip E

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-29 17:03:16 UTC
From: Lord Gaiyan <gaiyan@vianet.ca>
Message-ID: <ns2%6.50$MD1.135@newsfeed.slurp.net>
Source record: 5058

I get the same error message sometimes after accelerating the DSP to 50Mhz with a switch. I never get the message @32Mhz but sometimes when I switch to 50Mhz I get the same error but no bombs. I just keep going and everything works fine.

Joshua.

"Ken Macdonald" <anarkist@idirect.com> wrote in message news:jzx_6.2$r7.660@quark.idirect.com...
> hi all
> I've just gotten an error message on my Nemesized Falcon.
> After the Atari logo comes on there is a message below it saying:
> "Bad ROM CRC on chip E"
> then 4 bombs, and a freeze.
>
> does anyone have an idea of what this could mean?
> and if it is fixable??
> thanks for any help
> ken
>

5805. Re: Bad ROM CRC on chip E

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-29 17:15:42 UTC
From: doitarchive@doitarchive.de
Message-ID: <1evryxx.1celukjbyelh2N%doitarchive@doitarchive.de>
Source record: 5057

Ken Macdonald <anarkist@idirect.com> wrote:

> thank you.danke for that information Robert!

No problem.

> I will test out the easy solution first,

Yes, thatï¿½s the best

> otherwise I will order a replacement from BeST(if they have it!)

I think so, they had a lot of parts left. I hope it is an contact
problem.

> I assume the timing trouble is because of the Nemesis upgrade.
> btw, is this info in your fabulous DO IT pages?

It contain some about nemesis fitting, most in german. Nobody like to
translate it an i doasï¿½t had the time for.

Regards, Robert
--
-= Home of DOIT-Archives =-

Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5806. Re: PackICE unpacker source?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-29 17:44:10 UTC
From: BMaedicke@t-online.de
Message-ID: <1evs40k.pkmc9nm2b3cwN%BMaedicke@t-online.de>
Source record: 5059

Howie <howie-news@thingy.com> wrote:

> This is a bit of a long shot, but does anyone know of a C source for
> unpacking data packed with PackICE?

I have here the assembler source for unpacking routines from packice
2.04. I can send you the archive.

--
Url: http://home.t-online.de/home/BMaedicke/

5807. Re: Bad ROM CRC on chip E

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-29 19:35:17 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B3CD875.390F0B62@seimet.de>
Source record: 5061

Lord Gaiyan wrote:
>
> I get the same error message sometimes after accelerating the DSP to 50Mhz
> with a switch. I never get the message @32Mhz but sometimes when I switch to
> 50Mhz I get the same error but no bombs. I just keep going and everything
> works fine.

Note that this is quite dangerous situation. Let's assume that the chip
is not broken but the checksum is wrong because of timing problems when
accessing the chip. The fact that you do not always get an error message
does not mean that everything is fine. It just means that everything was
fine when the ROM contents were checked, which is only done once during
the boot phase. At a later stage errors can still occur and you will not
get any error messages then. But your system could either crash or
destroy data or whatever. It only needs one bit to be read incorrectly,
for example, to write (garbage) data to your hard disk instead of
reading data. I would not want to use a computer where this can happen.
From what you say your machine is in such a dangerous state.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5808. Re: PackICE unpacker source?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-29 20:30:18 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993839880-686264AEicMi@lineone.net>
Source record: 5060

Hi Howie

>This is a bit of a long shot, but does anyone know of a C source for
>unpacking data packed with PackICE?

Ive got assembler source code!, no 'c', cant even spell it myself, cant
think why i spent half a ton on the package?.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5809. Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-29 20:43:28 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <993928190-92629AEicMi@lineone.net>
Source record: 5063

Hi guys

I notice on magic online that development of the magic OS is supposedly now on ice. Its not been very obvious that its been anything but for a year or so.

There was rumour of a Magic 7 being in progress but its development was heavily reliant on a certain machine clone being dropped due to the sudden vapourisation of an important custom chip.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5810. Re: PackICE unpacker source?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-06-30 18:29:24 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kY+jHIAEqhP7Ew4z@atari.org.uk>
Source record: 5062

In article <993839880-686264AEicMi@lineone.net>, Steve Sweet <steve-sweet@lineone.net> writes
>Ive got assembler source code!, no 'c', cant even spell it myself, cant
>think why i spent half a ton on the package?.

That sounds familiar Steve:))

I don't think it came with c source as i was written in assembler!!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5811. I have a great color monitor up for auction using Ebay

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-01 00:18:13 UTC
From: music@kreed.com
Message-ID: <9%t%6.620$it7.2402288677@news.onr.com>
Source record: 5064

I have a great color monitor up for auction using Ebay check it out at
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1250456988&r=0&t=0&sh
owTutorial=0&ed=994287989&indexURL=0&rd=1

If the above url doesn't work go to

#1250456988

Good Luck Bidding

5812. Re: Keyboard connector pinouts

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-01 01:30:18 UTC
From: Varley <varleys@sympatico.ca>
Message-ID: <i2v%6.44064$l45.4213573@news20.bellglobal.com>
Source record: 5065

As per STe schematic @ http://www.fortunecity.com/skyscraper/quadra/455/
Pin 1 = Ground/Earth
Pin 2 = N/C
Pin 3 = BD0SEL
Pin 4 = Vcc
Pin 5 = RxD
Pin 6 = TxD
Pin 7 = Reset
Pin 8 = Ground/Earth
enjoy!
Bill Varley

"Hallvard Tangeraas" <xx@xx.xx> wrote in message
news:1eu7sip.2vlpr10306nyN%xx@xx.xx...
> Can someone please post the keyboard connector pinouts for the standard
> ST (STF, STFM, STE) as well as the Mega ST?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>

5813. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-01 14:27:40 UTC
From: ebaiz@skyenet.net
Message-ID: <wrG%6.8099$ua3.1443@newsfeed.slurp.net>
Source record: 5066

On 29 Jun 2001 19:43:28 , Steve Sweet wrote:
>Hi guys
>
>I notice on magic online that development of the magic OS is supposedly
>now on ice. Its not been very obvious that its been anything but for a
>year or so.
>
>There was rumour of a Magic 7 being in progress but its development was
>heavily reliant on a certain machine clone being dropped due to the
>sudden vapourisation of an important custom chip.

I had not heard anything about that. Where did you hear it from? It would be nice to get an upgrade, but I am not sure there would be a Hades version.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5814. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-01 17:00:44 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b3f64ea4c41b10@pandora.be>
Source record: 5067

on Sun 01-07-2001 14:27 Edward S. Baiz Jr. wrote:

>I had not heard anything about that. Where did you hear it from? It
>would be nice to get an upgrade, but I am not sure there would be a
>Hades version.

Forget an update. MagiC is a dead project. The same with all the other
apps distributed by ASH, ASH mailer, Kobolt, Phoenix, RSM, etc. They are
all history now.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5815. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-01 19:10:32 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3B3F9212.A7914880@chello.at>
Source record: 5068

Edward S. Baiz Jr. wrote:

> Steve Sweet wrote:
> >There was rumour of a Magic 7 being in progress but its development was
> >heavily reliant on a certain machine clone being dropped due to the
> >sudden vapourisation of an important custom chip.

That was the Milan II which never made it to realisation...

> I had not heard anything about that. Where did you hear it from? It
> would be nice to get an upgrade, but I am not sure there would be a
> Hades version.

... and ASH wanted to make a MagiCMilan for the Milan II...
Since then they haven't made anything for Atari or Clones!

Best Regards, Werner

--
<http://members.chello.at/werner.romstorfer/mirror/>
<http://PeaSoft.Atari.org>

5816. Re: PackICE unpacker source?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-01 19:23:43 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9hntdd$3mn$1@newsreaderm1.core.theplanet.net>
Source record: 5069

Yeah all versions that Axe/Delight did (v1.9 - 2.4) only came with
Assembly depack code.

The best option would be to run either mega-depacker or multi-depacker on
an ST emulator (Winston / Steem etc) and save the depacked file to your
hard drive.

Also if you have access to an Amiga then the latest xfd library depacks
lots of ST crunched files eg. Atomik, Automation etc.

Grazey/PHF

http://phf.atari.org

5817. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-02 09:53:42 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4044A6.CC99EE80@seimet.de>
Source record: 5070

Werner Romstorfer wrote:

> ... and ASH wanted to make a MagiCMilan for the Milan II...
> Since then they haven't made anything for Atari or Clones!

Reminds me of MiNT kernel. The last non-beta version was released in
December 1999 and the last beta in October 2000. Nothing new since then.
Correct me if I'm wrong. I think the last official version of MagiC is
even newer than the last non-beta version of MiNT.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5818. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-02 11:43:34 UTC
From: Werner Romstorfer <werner.romstorfer@chello.at>
Message-ID: <3B407ADC.A3F65FBF@chello.at>
Source record: 5071

Hi 'Doc'! :)

> Reminds me of MiNT kernel. The last non-beta version was released in
> December 1999 and the last beta in October 2000. Nothing new since then.
> Correct me if I'm wrong. I think the last official version of MagiC is
> even newer than the last non-beta version of MiNT.

IIRC Frank Naumann is the man to ask for that. Maybe he anwers more to
PMs than ASH...

Beste Festplattentreiber-Grï¿½sse, Werner

PS:(Falls es noch niemand gesagt hat...) Danke fï¿½r dein bisheriges
Engagement und eine hoffentlich noch lange wï¿½hrende Unterstï¿½tzung des Atari-Systems!
--
<http://members.chello.at/werner.romstorfer/mirror/>
<http://PeaSoft.Atari.org>

5819. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-02 16:49:50 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9hq8neogl2@snipp.uninett.no>
Source record: 5072

Uwe Seimet <us@seimet.de> wrote:

> Reminds me of MiNT kernel. The last non-beta version was released in
> December 1999 and the last beta in October 2000. Nothing new since then.

Check the CVS changelog...

> Correct me if I'm wrong. I think the last official version of MagiC is
> even newer than the last non-beta version of MiNT.

That's correct. Not to mention N.AES, which hasn't been updated for ages.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5820. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-02 17:08:21 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9hq9q5$67q$1@draco.stochastik.rwth-aachen.de>
Source record: 5073

In article <3B3F9212.A7914880@chello.at>,
Werner Romstorfer <werner.romstorfer@chello.at> wrote:
>
>... and ASH wanted to make a MagiCMilan for the Milan II...

Well - they probably hoped that Magic would run on the Milan II without big modifications in Magic (which would probably have worked, since the TOS now provides all necessary low-level functions for MagicMilan) - ie. I would have modified TOS so that Magic would have worked.

But since the Milan II is history, there is no need to speculate who would have done the modifications. However, judging the work on MagicMilan, any port to a new machine that is done completely by Andreas/ASH would take some time, since Andreas does not seem to have too much time left for such projects.

cu
Michael

5821. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-02 21:40:57 UTC
From: ebaiz@skyenet.net
Message-ID: <JT507.15109$Q94.4164@newsfeed.slurp.net>
Source record: 5074

On 1 Jul 2001 17:00:44 G, "Martin \"Nightowl\" Byttebier" wrote:
>on Sun 01-07-2001 14:27 Edward S. Baiz Jr. wrote:
>
>>I had not heard anything about that. Where did you hear it from? It
>>would be nice to get an upgrade, but I am not sure there would be a
>>Hades version.
>
>Forget an update. MagiC is a dead project. The same with all the other
>apps distributed by ASH, ASH mailer, Kobolt, Phoenix, RSM, etc. They are
>all history now.

Nothing is history if you keep using. I am satisfied with what I have.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5822. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-05 22:34:40 UTC
From: fdemange <fdemange@imaginet.fr>
Message-ID: <WS3.f7af520b.78a816c0.fdemange@imaginet.fr>
Source record: 5075

> I think the last official version of MagiC is
> even newer than the last non-beta version of MiNT.

I think so.

But I've got both MagiC 6 and Mint + N.AES and when I see
the speed difference between both OSs, it really appears
that Mint isn't a solution for my TT.

Maybe we could dream of an 'OpenSource MagiC' ?! That would
be a great solution. I think a lot of people would try to
boost MagiC... but that's a PURE DREAM... ;-)

Regards...

Mathieu
><http://PeaSoft.Atari.org>

5823. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-06 14:31:32 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B45CBC4.8AC59D12@seimet.de>
Source record: 5076

fdemange wrote:
>
> > I think the last official version of MagiC is
> > even newer than the last non-beta version of MiNT.
>
> I think so.
>
> But I've got both MagiC 6 and Mint + N.AES and when I see
> the speed difference between both OSs, it really appears
> that Mint isn't a solution for my TT.
>
> Maybe we could dream of an 'OpenSource MagiC' ?! That would
> be a great solution. I think a lot of people would try to
> boost MagiC... but that's a PURE DREAM... ;-)

STonX is also open source and there is no real development anymore. And
MiNT is open source but the latest non-beta version is more than one and
a half years old. There are probably not enough developers or people
interested in these emulations left to really achieve something.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5824. Re: Using a zip drive with an ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-06 20:36:30 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994514942-567358AEicMi@lineone.net>
Source record: 5079

Hi Hallvard

>I could use some information on how to set up a zip drive with an ST as
>I've never used one myself.

Open the box, extract the contents, plug into your SCSI chain, switch
the device ID on in HD-driver, reboot, use.

>Obviously one needs the SCSI version and an SCSI adaptor. Will any host
>adaptor work?

Yep.

>Does it need to support parity?

It isnt bothered i dont think, mines been lugged into a few systems with
no troubles.

>How about software? I understand that HDdriver supports Zip drives:
>from which version (in case someone gets a second hand offer)?

All i beleive

>There's also some talk about connecting a wire to a pin of the joystick
>for power.

New ZIP's i understand provide TRMPWR, but a diode to the relevant pin
from a +5V line in the zip will suffice, but if youve other devices on
the SCSI chain use one of them to provide power.

>I take it this is the +5V signal needed for SCSI "TERMPRW" at some pin
>of the SCSI unit (pin 11?).

i thought it was 25,

I also have a USB ZIP on't PC, so its really usefull to be able to drag
stuff from the Atari for CD backing up or to the Atari following a fast
web download.

You just need to make sure that HDDRiver is configured for windows
partitions and that the ZIP disks are partitioned to suit TOS and DOS

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5825. Re: Using a zip drive with an ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-07 06:35:50 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B46ADC6.EE1843DD@seimet.de>
Source record: 5077

Hallvard Tangeraas wrote:

> Obviously one needs the SCSI version and an SCSI adaptor. Will any host
> adaptor work? Does it need to support parity?

As far as I know it does. The best host adapter (highest compatibility
with SCSI) is the LINK96 or LINK97 by WB Systemtechnik.

> How about software? I understand that HDdriver supports Zip drives: from
> which version (in case someone gets a second hand offer)?

7.00 or newer supports special functions for the ZIP. If you get a
second hand driver be careful that you get it on the original floppy
disk and that you get a written statement from the owner that he has
destroyed any copy. Otherwise your copy would be illegal.
BTW, the current version is HDDRIVER 8, with the demo version available
on http://www.seimet.de/atari_english.html. With an English manual it's
available from Atari Workshop.

> Will such a drive be auto-bootable? Someone who has a zip drive
> connected to his ST tells me that he needs to reboot it after power has
> switched on (warm boot), and some AUTO folder program has to be used.
> Sounds cumbersome.

Yes, any drive with removable media is auto-bootable. The ZIP is nothing
special in most respects. The only thing that is different between the
ZIP and other drives are the built-in auto-spin down and password
protection functions.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5826. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-07 11:43:45 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107071432010.10818-100000@hal.pp.fishpool.fi>
Source record: 5078

On Fri, 6 Jul 2001, Uwe Seimet wrote:

> MiNT is open source but the latest non-beta version is more
> than one and a half years old. There are probably not enough
> developers or people interested in these emulations left to
> really achieve something.

Actually, MiNT development is still very active, but maintainers of the kernel and programming library insist one _must_ use CVS to access newer releases. They have turned MiNT into a geek-only toy, without any further release using normal tarballs packages. Granted that CVS is not that difficult to use, but is nonetheless a serious breach of the user-friendliness Atari was known for.

Recent betas indicate an indecent minimal memory requirement that hampers further usefullness on anything less that a 32mb computer with a CPU that supports memory protection: memory protection has become the default modusoprandi and the minimal memory block size was raised in a way that prevents compiling a kernel with 10mb of free ram; GCC dies of memory exaustion half-way thru the process.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5827. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 00:49:24 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <994560070-30183AEicMi@gmx.net>
Source record: 5081

From: Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
Date: Sat, 7 Jul 2001 14:43:45 +0300

Hi Martin-ï¿½ric,

>Granted that CVS is not that difficult to use, but is nonetheless
>a serious breach of the user-friendliness Atari was known for.
What on earth is CVS ? :-/

>Recent betas indicate an indecent minimal memory requirement that
>hampers further usefullness on anything less that a 32mb computer
>with a CPU that supports memory protection:
On what kind of Atari is this supposed to run? we are talking about a OS
for Atari computers?

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5828. Re: Using a zip drive with an ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 01:26:46 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <994560066-29535AEicMi@gmx.net>
Source record: 5080

From: x@x.xx (Hallvard Tangeraas)
Date: Fri, 06 Jul 2001 14:33:01 GMT

Hi Hallvard,

>A discussion has come up in the Notator mailing list (see my signature)
>regarding backing up data in a safe and simple way, and someone
>mentioned using zip drives.
>Actually using a zip drive instead of a harddisk because of the much
>lower noise level (which is important for us musicians).
>(then using a harddisk to back up the data from that drive!).
Have you considered using a cd-writer instead of a zip drive? backing up files on CD-R or CD-RW has several advantages. The price of the media is only a fraction of a zip cartridge, a CD can hold up to 700MB of data, the writer can also be used by the musicians to burn their latest projects, CD's are platform interchangable (any CD-R can read the CD).

>I could use some information on how to set up a zip drive with an ST as
>I've never used one myself.
Dr.Uwe Seimet has answered this already :-)
Setting up a cd-writer is very easy, you'll need the LINK and a dedicated software package, for musicians I recommend SoundPools CD Recorder Pro...

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@wanadoo.be
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

5829. TOS, ownership question?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 06:00:06 UTC
From: Merlancia Industries <LotR@merlancia.com>
Message-ID: <3B47F84B.7441BDD6@merlancia.com>
Source record: 5082

Good day all. We are currently seeking a reliable source that can reference for us as to who actually owns the rights to the Atari TOS. We have tried to contact Milan with no avail, and we are wondering if anyone in this UseNet group may have accurate information on this matter.

We are interested in making Atari TOS available on our Torro multimedia system series that will be debuting this fall, and we would need to negotiate with the actual owners of the operating system. If anyone has information on this matter, please e-mail, write, or call Merlancia Industries at:

Merlancia Industries
3516A West Cactus Road
Phoenix, AZ 85029 USA

T:++1 602.789.0956
F: ++1 602.978.1661
Toll Free: 877-532-6443

http://www.merlancia.com

e-mail: merlancia@merlancia.com

Thank you for your assistance. - Merlancia MISEL Developments

5830. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 07:30:25 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B480C11.82DDFAB7@seimet.de>
Source record: 5083

Martin-ï¿½ric Racine wrote:

> Actually, MiNT development is still very active, but maintainers
> of the kernel and programming library insist one _must_ use CVS
> to access newer releases.

A wise decision. CVS is one of the best programming tools I know. I
would not want to develop anything without it. I also use it for
HDDRIVER.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5831. Re: Using a zip drive with an ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 07:32:41 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B480C99.5652F1E5@seimet.de>
Source record: 5084

Hallvard Tangeraas wrote:

> Are these still for sale? Can they be bought from WB systemtechnik
> directly? Are they a reputable firm? (There have been several scams with
> Atari dealers/suppliers, among others ICD, so I don't want to recommend
> a "shady" dealer to anyone, where they risk loosing their money).

As far as I know WB systemtechnik still sells the LINK96. I have not
heard any complains about them.

>
> [snip....]
>
> Excellent information!
> Do you mind if I forward your posting to my Notator mailing list where
> people have asked about this?

No, I don't mind. Postings in this newsgroup are public anyway.

> By the way, what about that wire they talk about which goes from the
> joystick port? I suppose this is a +5V signal which connects to the
> "TERMPWR" pin of the SCSI bus. Doesn't sound like a very elegant
> solution though -perhaps the abovementioned SCSI adaptors have this
> already wired internally so an extra wire isn't needed?

I suggest you ask WB Systemtechnik for details on this.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5832. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 09:31:16 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107081219120.10818-100000@hal.pp.fishpool.fi>
Source record: 5085

On Sun, 8 Jul 2001, Dennis Vermeire wrote:

> What on earth is CVS ? :-/

Concurrent Version management system. It is mainly meant to
allow several people to simlutaneously work on the same sources.
Basic instructions are found on the SapreMiNT page.

> >Recent betas indicate an indecent minimal memory requirement that
> >hampers further usefullness on anything less that a 32mb computer
> >with a CPU that supports memory protection:
> On what kind of Atari is this supposed to run? we are talking
> about a OS for Atari computers?

The current main developers do not care. They all have a Milan
with tons of memory or something similarly loaded with features.
In their opinion, so what if end-users can no longer compile a
kernel within 10mb of free ram, the changes they made are better
for the kernel and library; user-hostileness is irrelevant, when
achieving a certain technical feature is the goal.

That's why I'm no longer using my TT. Even though I know how to
access SpareMinT's CVS tree and to compile my own kernel, the
current kernel betas seem to use more and more memory, to the
point that my 26mb TT no longer can compile a kernel, unless I
unload _everything_ including the AES. This previously wasn't
needed but, as I said, the main developpers have repeatedly shown
that implementing a feature is more important to them than making
sure MiNT is still usable at least on a TT and Falcon (maybe not
on an ST anymore, but this is OK).

Recently, I joked that maybe the platform should now be called
m68k-milan-mint and it looks like this is exactly what they are
making it into. Too bad.

Uwe Seimet is correct that Atari no longer has sufficient
developpers and commited purchasers to make it worth producing
anything new. Looking at the situation with MiNT and with Atari
dealers all cheating their customers one after another, should
this be surprising?

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5833. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 09:35:27 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107081231320.10818-100000@hal.pp.fishpool.fi>
Source record: 5086

On Sun, 8 Jul 2001, Uwe Seimet wrote:

> Martin-ï¿½ric Racine wrote:
>
> > Actually, MiNT development is still very active, but maintainers
> > of the kernel and programming library insist one _must_ use CVS
> > to access newer releases.
>
> A wise decision. CVS is one of the best programming tools I know. I
> would not want to develop anything without it. I also use it for
> HDDRIVER.

Uwe, you didn't understand me.

MiNT maintainers are not gonna produce further releases of the
kernel and XDD/XFS. They expect ordinary users to either give up
on the latest MiNT developments or learn to use CVS and compile
their own kernel from the current CVS tree.

I agree, CVS is a very good tool _for_developpers_ but expecting
end-users to _have_ to learn how to use it just to get access to
the current versions of anything is very wrong.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5834. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 10:31:16 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B483674.39D813C0@seimet.de>
Source record: 5087

Martin-ï¿½ric Racine wrote:

> MiNT maintainers are not gonna produce further releases of the
> kernel and XDD/XFS. They expect ordinary users to either give up
> on the latest MiNT developments or learn to use CVS and compile
> their own kernel from the current CVS tree.

You mean there won't be any binary kernel distribution anymore? If this
is true it will be the death of MiNT as far as the ordinary user is
concerned, indeed. On the other hand, most ordinary users are probably
using MagiC anyway :-).
Note, however, that ordinary users, as you call them, will not do any
MiNT development at all. Someone developing software is not an ordinary
user anymore and it is fine to expect him to learn using CVS.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5835. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 15:27:12 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107081815190.10818-100000@hal.pp.fishpool.fi>
Source record: 5088

On Sun, 8 Jul 2001, Uwe Seimet wrote:

> Martin-ï¿½ric Racine wrote:
>
> > MiNT maintainers are not gonna produce further releases of the
> > kernel and XDD/XFS. They expect ordinary users to either give up
> > on the latest MiNT developments or learn to use CVS and compile
> > their own kernel from the current CVS tree.
>
> You mean there won't be any binary kernel distribution anymore?

Look at the 1.15.10b release for an idea of where they're
heading: one _huge_ archive containing _everything_ instead of
individual releases of the kernel, mint-net and filesystems.

> If this is true it will be the death of MiNT as far as the
> ordinary user is concerned, indeed. On the other hand, most
> ordinary users are probably using MagiC anyway :-).

Correct, on both accounts.

On the other hand, Magic is also a dying platform that has yet to
deliver the improved networking stack that was mentioned a couple
of times on Bengy's site (with Ethernet, DHCP and ISDN support).

> Note, however, that ordinary users, as you call them, will not do any
> MiNT development at all. Someone developing software is not an ordinary
> user anymore and it is fine to expect him to learn using CVS.

Precisely why most people are currently looking for alternatives
to MiNT, since they are not interrested in developing anything;
they are average end-users who need a good multitasking AES and
expanded networking possibilities that support cable-net and/or
home-ISDN being offered to them in their area. Nothing else.

Myself, having heard from Mille Babic that the Magic port of
MiNT-Net has now reached a stable point, I'm considering very
seriously a platform switch to Magic. Otherwise, if that turns
out not to work so well, I predict that my TT will slowly gather
dust besides my everyday low-end Linux PC workstations.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5836. Re: TOS, ownership question?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 17:22:21 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ia4sdjho1@draco.stochastik.rwth-aachen.de>
Source record: 5089

In article <3B47F84B.7441BDD6@merlancia.com>,
Merlancia Industries <lotR@merlancia.com> wrote:
>Good day all. We are currently seeking a reliable source that can
>reference for us as to who actually owns the rights to the Atari TOS. We
>have tried to contact Milan with no avail, and
>we are wondering if anyone in this UseNet group may have accurate
>information on this
>matter.

TOS was owned by Atari, and I guess that Hasbro bought the rights with the
rest of Atari.

Several companies have bought (differing) licences from Atari, including
Milan.

So I guess if you need a license, you will have to talk to Hasbro. If you
want to get Milan (or some other licensee) to make a TOS version for you,
that should be possible, but I don't think they could give you source-code.

cu
Michael

5837. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 19:09:12 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B48AFD8.4E656D27@seimet.de>
Source record: 5090

Martin-ï¿½ric Racine wrote:

> > > MiNT maintainers are not gonna produce further releases of the
> > > kernel and XDD/XFS. They expect ordinary users to either give up
> > > on the latest MiNT developments or learn to use CVS and compile
> > > their own kernel from the current CVS tree.
> >
> > You mean there won't be any binary kernel distribution anymore?
>
> Look at the 1.15.10b release for an idea of where they're
> heading: one _huge_ archive containing _everything_ instead of
> individual releases of the kernel, mint-net and filesystems.

I think I have to put my question more clearly: Do you just *think* that there will not be any binary distributions anymore or was there some kind of official decision? If there was I would expect it to be published somewere for everybody to read. Otherwise this would be just your personal opinion, but not something that could be sold as a fact.

> On the other hand, Magic is also a dying platform that has yet to
> deliver the improved networking stack that was mentioned a couple
> of times on Bengy's site (with Ethernet, DHCP and ISDN support).

Some web sites, in particular those for the Atari, promise a lot of what will never be delivered. You cannot expect further development of commercial programs when there are not enough users left to finance this or pay for the software. What will remain is software from those who earn their living but other means than selling commercial software for the Atari, but just write/sell software for the Atari in their spare time.

> Precisely why most people are currently looking for alternatives
> to MiNT, since they are not interrested in developing anything;
> they are average end-users who need a good multitasking AES and
> expanded networking possibilities that support cable-net and/or
> home-ISDN being offered to them in their area. Nothing else.

Looks like STonX could be an alternative, provided somebody spent some time on it. In my opinion the only chance for at least some improvements is taking an already existing emulation, where the host operating system already provides all that's needed.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5838. Re: TOS, ownership question?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-08 20:07:40 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <4yxE9LAM2LS7Ewxw@atari.org.uk>
Source record: 5091

In article <9ia4sdjho1@draco.stochastik.rwth-aachen.de>, Michael
Schwingen <michaels@draco.stochastik.rwth-aachen.de> writes
>TOS was owned by Atari, and I guess that Hasbro bought the rights with the
>rest of Atari.

And Infogrames bought Hasbro interactive several months ago, so they
should be your first port of call.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5839. Re: Using a zip drive with an ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 04:30:55 UTC
From: Chris Martin <hacked_up@excite.com>
Message-ID: <3sa27.467275$oc7.74783260@news2.rdc2.tx.home.com>
Source record: 5092

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1ew6jy3.6eaqqxw68seyN%x@x.xx...
> By the way, what about that wire they talk about which goes from the
> joystick port? I suppose this is a +5V signal which connects to the
> "TERMPWR" pin of the SCSI bus. Doesn't sound like a very elegant
> solution though -perhaps the abovementioned SCSI adaptors have this
> already wired internally so an extra wire isn't needed?

Below is straight from the ICD documentation, though I did not do it this way. One way I got around this is by having an external SCSI case (with nothing in it) and connect a wire from the +5V power supply to the corresponding internal pin (which connects to pin 25 on the Male DB-25P through some cabling). The connector in the SCSI case is a 50pin header, which in turn connects to a 50pin centronics connector, which I connect to a centronics-to-25pin-SCSI cable then to the zip drive. I believe the pin I jumper was somewhere near the middle of the 50pin internal connector.

That was the first way I got this to work. Now I have a SCSI CDROM occupying that external SCSI case. It powers the TERMPWR pin. So, if you have a SCSI CDROM drive, connect it to your atari first, then connect the zip drive to it and the zip drive will work fine once all termination is done correctly.

___BEGIN ICD DOC___
How to get power for your Zip drive:

Make a cable that goes from your unused joystick port to the unused port on the back of the Zip drive as follows:

Female DB-9S pin 7 <------------> pin 25 Male DB-25P (5 volts)
pin 8 <------------> pin 24 (ground)

5840. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 09:06:09 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107091204180.16772-100000@hal.pp.fishpool.fi>
Source record: 5093

On Sun, 8 Jul 2001, Uwe Seimet wrote:

> I think I have to put my question more clearly: Do you just *think* that
> there will not be any binary distributions anymore or was there some
> kind of official decision?

The decision not to release further individual binary packages
was mentioned on the MiNT list, when the 1.15.10b archives were
released as one huge bundle, to a lot of people's surprise.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5841. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 12:12:37 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3B499FB5.73C6ACCC@ooc.de>
Source record: 5094

Martin-ï¿½ric Racine wrote:
>
> On Sun, 8 Jul 2001, Uwe Seimet wrote:
>
> > I think I have to put my question more clearly: Do you just *think* that
> > there will not be any binary distributions anymore or was there some
> > kind of official decision?
>
> The decision not to release further individual binary packages
> was mentioned on the MiNT list, when the 1.15.10b archives were
> released as one huge bundle, to a lot of people's surprise.

The mailing list is archived here:
http://wh58-508.st.uni-magdeburg.de/mailinglists/

Where is the posting in the list that says so? I cannot find it.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5842. test

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 14:34:13 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <Fhj27.9096$4B5.55726@news-server.bigpond.net.au>
Source record: 5095

```
--
------------------------------------------------------------
Live your life as if every day is your last,

One day you will be right.
```

5843. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 16:20:58 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107091618170.90-100000@Hades060>
Source record: 5100

On Mon, 9 Jul 2001, Martin "Nightowl" Byttebier wrote:

> >> The decision not to release further individual binary packages
> >> was mentioned on the MiNT list, when the 1.15.10b archives were
> >> released as one huge bundle, to a lot of people's surprise.
> >
> >The mailing list is archived here:
> >http://wh58-508.st.uni-magdeburg.de/mailinglists/
> >
> >Where is the posting in the list that says so? I cannot find it.
>
> AFAIK, there wasn't any postings about this subject.

Nor do I recall such a post. You make it out as if a binary is
impossible to get a hold of. I see people on IRC sending
binaries to each other very often. Now if you wish to have
special compile time options set, maybe it is a problem
for you. Normal users are not interested in such things though.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5844. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 17:30:35 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b49f7a8887220@pandora.be>
Source record: 5096

on Mon 09-07-2001 14:12 Uwe Seimet wrote:

>> The decision not to release further individual binary packages
>> was mentioned on the MiNT list, when the 1.15.10b archives were
>> released as one huge bundle, to a lot of people's surprise.
>
>The mailing list is archived here:
>http://wh58-508.st.uni-magdeburg.de/mailinglists/
>
>Where is the posting in the list that says so? I cannot find it.

AFAIK, there wasn't any postings about this subject.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5845. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 17:54:15 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B49EFC7.8B7423CF@seimet.de>
Source record: 5097

Martin \"Nightowl\" Byttebier wrote:
>
> on Mon 09-07-2001 14:12 Uwe Seimet wrote:
>
> >> The decision not to release further individual binary packages
> >> was mentioned on the MiNT list, when the 1.15.10b archives were
> >> released as one huge bundle, to a lot of people's surprise.
> > >
> > >The mailing list is archived here:
> > >http://wh58-508.st.uni-magdeburg.de/mailinglists/
> > >
> > >Where is the posting in the list that says so? I cannot find it.
> >
> > AFAIK, there wasn't any postings about this subject.

Frank Naumann also said there was no such posting. Actually, I think you
and Frank are much more reliable than Martin-ï¿½ric. This would not the
first time Martin-ï¿½ric was telling fairy tales ...

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5846. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 18:54:52 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9iculschj1@snipp.uninett.no>
Source record: 5098

Uwe Seimet <us@seimet.de> wrote:

> Frank Naumann also said there was no such posting. Actually, I think you
> and Frank are much more reliable than Martin-ï¿½ric. This would not the
> first time Martin-ï¿½ric was telling fairy tales ...

M-E is partially right. It wasn't posted on the MiNT-list, but it's
mentioned in one of the readme's either in the 1.15.10-release or on Frank
N's web-site. I'm not sure if this applies to actual releases though, or
only betas and sources.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

5847. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 19:50:54 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3b4a18962241bc0@pandora.be>
Source record: 5099

on Mon 09-07-2001 18:54 Jo Even Skarstein wrote:

>Uwe Seimet <us@seimet.de> wrote:
>
>> Frank Naumann also said there was no such posting. Actually, I think you
>> and Frank are much more reliable than Martin-ï¿½ric. This would not the
>> first time Martin-ï¿½ric was telling fairy tales ...
>
>M-E is partially right. It wasn't posted on the MiNT-list, but it's
>mentioned in one of the readme's either in the 1.15.10-release or on Frank
>N's web-site. I'm not sure if this applies to actual releases though, or
>only betas and sources.

What follows is a part of the readme of 1.15.10 archive:

==========quote==========
This is a beta version with important bugfixes compared to the official
FreeMiNT 1.15.9 beta release. Please refer to the ChangeLog for a detailed
list of all changes.

Attention
=========

From the last beta release until now many things have happened. We now
use the CVS version control system for source integrity and source
management. That's why several things are now handled in a new way.

First of all, most of the kernel modules are now part of the CVS
tree and no longer maintained seperately. There will be no seperate
releases of those modules in the future.

The same also applies to FreeMiNT related tools that are part of the CVS
tree.
==========unquote==========

Up to you to make a conclusion.

TTFN
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm

Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

5848. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 20:41:06 UTC
From: vdjole@EUnet.yu
Message-ID: <9id4suobq1@news.eunet.yu>
Source record: 5151

On 7 Jul 2001 14:43:45 +, =?iso-8859-1?Q?Martin-=C9ric_Racine?= wrote:

>Actually, MiNT development is still very active, but maintainers
>of the kernel and programming library insist one _must_ use CVS
>to access newer releases. They have turned MiNT into a geek-only
>toy, without any further release using normal tarballs packages.

>Recent betas indicate an indecent minimal memory requirement that
>hampers further usefullness on anything less that a 32mb computer
>with a CPU that supports memory protection: memory protection has
>become the default modusoprandi and the minimal memory block size
>was raised in a way that prevents compiling a kernel with 10mb of
>free ram; GCC dies of memory exaustion half-way thru the process.

>MiNT maintainers are not gonna produce further releases of the
>kernel and XDD/XFS.

>The current main developers do not care. [...]
>In their opinion, so what if end-users can no longer compile a
>kernel within 10mb of free ram, the changes they made are better
>for the kernel and library; user-hostileness is irrelevant, when
>achieving a certain technical feature is the goal.

This is sad news, and not unexpected. Although I half hoped that
someone will dispute it...

Well, the "maintainers" have finally achieved their goal- they have
suceeded to shut us all out of their perfect world, so that they can
admire their artwork undisturbed (see how elegantly this memory protection
is implemented... too bad there is nothing left to protect...). Mint
maintainers and advocates headed for a long time into this direction where
technical virtuosity is an end to itself, and those who couldn't care less
about the entrails of an OS and just wanted an usable system were
implicitly declared to be ignorant morons.

This looks like a betrayal of the spirit of Atari, which was known for
small and efficient OS and applications. If one has to switch to a
machine in the 100MHz/100MB range, then, frankly, there are better
operating systems to run than Mint. And, on the other hand, Mint's
competitor- Magic, which offers similar features (with inner differences
which are important only to freaks) still operates successfully on a ST
with a couple of megabytes of memory.

Also, what kind of monstrosity is this development system which needs
about 30MB of memory to compile a 200KB program and some appendices?
Very complex applications were happily built on machines with smaller
resources. This looks as bad as Wintel. "C" was supposed to be a "small"

language with a simple compiler which was to be able to run practically anywhere.

Maybe we should just note which was the latest usable version of Mint and use it as other Atari legacy software is used.

So, to paraphrase what some of them used to say, Mint Is Now History... Let's move on, shall we?

cu.

5849. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 22:09:38 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107092200400.149-100000@Hades060>
Source record: 5153

On Mon, 9 Jul 2001, Djordje Vukovic wrote:

[snip]

> So, to paraphrase what some of them used to say, Mint Is Now History...
> Let's move on, shall we?

A lttle over dramaitic. You do know that you can switch off
the memory protection?

Contrary to Martin's stereo-type of elite users with fast big
machines, I have never compiled a kernal on my Hades. Never.
I don't know my way around gcc or how to even set compile time
options. I also don't particularly like to be stereo-typed
in such a manner, it took ages to get a Hades, determination
and alot of work. These things are not given to you.
If he cannot afford to move up, don't blame those who have
the will power to do so. Use an old MiNT kernal for your
old machine, that option is always there...

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5850. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-09 22:59:19 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3B4A367B.2ABBC459@chello.nl>
Source record: 5152

```
Uwe Seimet wrote:
>
> Martin-ï¿½ric Racine wrote:
> >
> > On Sun, 8 Jul 2001, Uwe Seimet wrote:
> >
> > > I think I have to put my question more clearly: Do you just *think* that
> > > there will not be any binary distributions anymore or was there some
> > > kind of official decision?
> >
> > The decision not to release further individual binary packages
> > was mentioned on the MiNT list, when the 1.15.10b archives were
> > released as one huge bundle, to a lot of people's surprise.
>
> The mailing list is archived here:
> http://wh58-508.st.uni-magdeburg.de/mailinglists/
>
> Where is the posting in the list that says so? I cannot find it.
>

I think he is confusing RPM packages with MiNT itself, the same way he is
confusing running MiNT with compiling MiNT.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX
```

5851. Atari SC1224 Color Monitor Availabe!!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 06:11:25 UTC
From: music@kreed.com
Message-ID: <h0x27.945$ci5.2684234772@news.onr.com>
Source record: 5154

In perfect working condition?

YES, it works fine... just old of course 1986 I believe...

How much?

Make an offer!!! Must selll

atari@kreed.com

5852. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 07:02:15 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4AA877.331FCF6B@seimet.de>
Source record: 5155

Jo Even Skarstein wrote:
>
> Uwe Seimet <us@seimet.de> wrote:
>
> > Frank Naumann also said there was no such posting. Actually, I think you
> > and Frank are much more reliable than Martin-ï¿½ric. This would not the
> > first time Martin-ï¿½ric was telling fairy tales ...
>
> M-E is partially right. It wasn't posted on the MiNT-list, but it's
> mentioned in one of the readme's either in the 1.15.10-release or on Frank
> N's web-site. I'm not sure if this applies to actual releases though, or
> only betas and sources.

So he is not right at all. The talk was about the mailing list and about
releases. I definitely referred to official releases at the beginning of
this thread.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5853. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 09:14:33 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107101213520.28458-100000@hal.pp.fishpool.fi>
Source record: 5156

On Mon, 9 Jul 2001, Uwe Seimet wrote:

> This would not the first time Martin-ï¿½ric was telling fairy
> tales ...

Mor would it be the first time MiNT people would be in mass
denial.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5854. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 09:18:26 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107101216060.28458-100000@hal.pp.fishpool.fi>
Source record: 5157

On Mon, 9 Jul 2001, Martin "Nightowl" Byttebier wrote:

> on Mon 09-07-2001 18:54 Jo Even Skarstein wrote:
>
> >M-E is partially right. It wasn't posted on the MiNT-list, but it's
> >mentioned in one of the readme's either in the 1.15.10-release or on Frank
> >N's web-site. I'm not sure if this applies to actual releases though, or
> >only betas and sources.
>
>
> What follows is a part of the readme of 1.15.10 archive:
>
> ==========quote==========
> First of all, most of the kernel modules are now part of the CVS
> tree and no longer maintained seperately. There will be no seperate
> releases of those modules in the future.
>
> The same also applies to FreeMiNT related tools that are part of the CVS
> tree.
> ==========unquote==========

Yep and I clearly recall asking on the MiNT list about this, only
to be told that, once again, this is for the best - nobody ever
addressed my point that average people don't need/want CVS.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5855. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 09:29:38 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107101226060.28458-100000@hal.pp.fishpool.fi>
Source record: 5158

On Tue, 10 Jul 2001, Uwe Seimet wrote:

> Jo Even Skarstein wrote:
> >
> > M-E is partially right. It wasn't posted on the MiNT-list, but it's
> > mentioned in one of the readme's either in the 1.15.10-release or on Frank
> > N's web-site. I'm not sure if this applies to actual releases though, or
> > only betas and sources.
>
> So he is not right at all. The talk was about the mailing list and about
> releases. I definitely referred to official releases at the beginning of
> this thread.

We discussed _current_ versions, while your post was about MiNT
not being actively developped anymore.

The README mentionned by someone else (which, as I recall, is in
Frank's older release dir) is also sufficiently clear about
intents regarding further releases. Draw your own conclusions.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5856. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 11:29:20 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ieoug$k3c$1@draco.stochastik.rwth-aachen.de>
Source record: 5159

In article <3b4a18962241bc0@pandora.be>,
Martin \"Nightowl\" Byttebier <tos4ever@pandora.be> wrote:
>
>Attention
>=========
>
>From the last beta release until now many things have happened. We now
>use the CVS version control system for source integrity and source
>management. That's why several things are now handled in a new way.
>
>First of all, most of the kernel modules are now part of the CVS
>tree and no longer maintained seperately. There will be no seperate
>releases of those modules in the future.
>
>The same also applies to FreeMiNT related tools that are part of the CVS
>tree.
>==================unquote==================

So all this says is there will be no *separate* releases. It does not say
that there will be no binary releases. It only means that you only have to
pick up one single binary archive instead of many separate ones.

cu
Michael

5857. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 11:43:16 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3B4AEA54.4EABD7B3@ooc.de>
Source record: 5160

Martin-ï¿½ric Racine wrote:

> Mor would it be the first time MiNT people would be in mass
> denial.

If they are, then show us the posting in the MiNT mailing list you were
referring to. If you cannot do this it is obvious that you were not
telling the truth.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5858. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 11:48:29 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3B4AEB8D.1B0084D0@ooc.de>
Source record: 5161

Martin-ï¿½ric Racine wrote:

> The README mentionned by someone else (which, as I recall, is in
> Frank's older release dir) is also sufficiently clear about
> intents regarding further releases. Draw your own conclusions.

This is easy. You were talking about a posting in the MiNT list. This
posting does not exist. And you said that there won't be binary
distributions anymore. Nobody ever said so except you and there is also
no text document saying so.
So the only possible conclusion is that you were not telling the truth.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5859. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 12:30:38 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107101529110.28458-100000@hal.pp.fishpool.fi>
Source record: 5162

On Tue, 10 Jul 2001, Uwe Seimet wrote:

> Martin-ï¿½ric Racine wrote:
>
> > Mor would it be the first time MiNT people would be in mass
> > denial.
>
> If they are, then show us the posting in the MiNT mailing list you were
> referring to. If you cannot do this it is obvious that you were not
> telling the truth.

I have neither the time, nor the inclination to look thru all
those older posts. It's all the same to me what you, or anyone
else, will decide to call me as a result. If _you_ want proofs
then _you_ search thru those posts. Period.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5860. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 13:06:50 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3B4AFDEA.D9C8C4D0@ooc.de>
Source record: 5163

Martin-ï¿½ric Racine wrote:

> I have neither the time, nor the inclination to look thru all
> those older posts. It's all the same to me what you, or anyone
> else, will decide to call me as a result. If _you_ want proofs
> then _you_ search thru those posts. Period.

I do not have to prove anything because I did not claim anything wrong.
But for all those reading this thread it became more than clear that the
contents of your postings are wrong and you don't even care about
telling the truth. Just reading this thread is sufficient to realise
your attitude. Atari users are not as dumb as you think they are.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5861. FS Atari Mega 4 STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 16:21:29 UTC
From: Bullit <jamesreganmusic@hotmail.com>
Message-ID: <9gamktkb81erh48gihme0vri0ucchpt5co@4ax.com>
Source record: 5164

```
Atari Mega 4 STE with 100meg HD, B&W Monitor, Printer
Notator SL and additional software
$300.00 Canadian + shipping
```

5862. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 16:46:58 UTC
From: Ralph Lowinski <AltF4@freemint.de>
Message-ID: <3B4B3182.30A9AC9B@freemint.de>
Source record: 5165

Djordje Vukovic wrote:
>
> On 7 Jul 2001 14:43:45 +, =?iso-8859-1?Q?Martin-=C9ric_Racine?= wrote:
>
[...]
>
> So, to paraphrase what some of them used to say, Mint Is Now History...
> Let's move on, shall we?

What a luck that I havn't had the time to read the ugly nonsense in this
thread.
Else I would have lost all interests in spending my half sunday to
compile, pack
and upload the several packages of the binaries... :-(

5863. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 17:14:15 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4B37E7.22CE1C4F@seimet.de>
Source record: 5166

Ralph Lowinski wrote:

> What a luck that I havn't had the time to read the ugly nonsense in this
> thread.
> Else I would have lost all interests in spending my half sunday to
> compile, pack
> and upload the several packages of the binaries... :-(

Often the people writing such a nonsense are those not contributing
anything at all to keep a platform alive. They are just complaining and
besides that are not willing to do anything useful.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5864. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 19:25:46 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107102224280.28458-100000@hal.pp.fishpool.fi>
Source record: 5167

On Tue, 10 Jul 2001, Uwe Seimet wrote:

> Often the people writing such a nonsense are those not contributing
> anything at all to keep a platform alive. They are just complaining and
> besides that are not willing to do anything useful.

Nice to know that you are still contributing to the nonsense and
doing so much to keep the platform alive. I'll remember that.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5865. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-10 20:45:32 UTC
From: Lonny Pursell <fatal@SYNTAX.ERROR>
Message-ID: <Pine.MNT.4.10.10107102040320.124-100000@Hades060>
Source record: 5168

On Tue, 10 Jul 2001, Martin-ï¿½ric Racine wrote:

> On Tue, 10 Jul 2001, Uwe Seimet wrote:
>
> > Often the people writing such a nonsense are those not contributing
> > anything at all to keep a platform alive. They are just complaining and
> > besides that are not willing to do anything useful.
>
> Nice to know that you are still contributing to the nonsense and
> doing so much to keep the platform alive. I'll remember that.

You seem to be as well received here as you were on the MiNT list.
There's a trend... the nonesense follows right behind you.
Congrats on consistancy.

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5866. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-11 09:59:46 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107111252120.28458-100000@hal.pp.fishpool.fi>
Source record: 5169

On Tue, 10 Jul 2001, Lonny Pursell wrote:

> On Tue, 10 Jul 2001, Martin-ï¿½ric Racine wrote:
>
> > Nice to know that you are still contributing to the nonsense and
> > doing so much to keep the platform alive. I'll remember that.
>
> You seem to be as well received here as you were on the MiNT list.
> There's a trend... the nonesense follows right behind you.
> Congrats on consistancy.

Thank you. Nothing surprising in either cases: jerries who
prefer to waste my time arguing and calling me a liar over
where I might have read something instead of admiting that
what I have read indeed says what it does, just like the MiNT
list was champ at arguing over proper terminology instead of
admiting that they recoded something in ways that hampers the
end-user experience and limits further usefullness. Typical
penguins quoting RFC's and being picky on the source, as a
diversion for having to admit anything. Uwe himself is not immune
to nonesense (see his recent statements about the Stacy's SCSI
park implementation using "dirty" tricks), but he prefers to hold
on to scapegoats instead of admiting this.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5867. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-11 12:36:47 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C485F.2B4535DD@seimet.de>
Source record: 5170

Martin-ï¿½ric Racine wrote:

> diversion for having to admit anything. Uwe himself is not immune
> to nonesense (see his recent statements about the Stacy's SCSI
> park implementation using "dirty" tricks), but he prefers to hold
> on to scapegoats instead of admiting this.

I had no problems admitting that I was wrong. You obviously have. And
makes quite a difference whether you are just mistaken or whether you
deliberately tell something wrong. That's what you did, even after I
asked you whether your claims where your personal opinion or facts. You
said these were facts posted in the MiNT list but it turned out for
everybody to see that this was not true.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5868. Looking for 'warez'

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-11 13:09:14 UTC
From: Jean-Marie de Boer <jm@pulse.nl>
Message-ID: <2ijoktonlmsp35lv9rniimo6djflrh1ra8@4ax.com>
Source record: 5171

Hi,

I've dusted off the old STe and as a hobby project I'm bringing it
back into shape. I still had quite a bit of software on the HD but
I've lost most of the floppies that I had.

So I'm looking for someplace to download warez, things like Harlekin,
That's Write, stuff like that. It wouldn't even be /too/ illicit since
I have paid for these packages some time in the past ;-)

Also I'm wondering if there is any proprietary Atari software
available somewhere. For instance, I still have GDOS 1.1, which is
just as well as I haven't seen it on any sites. But I can't imagine
it's impossible to find...

Regards,
JM

5869. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-11 13:14:39 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107111612500.28458-100000@hal.pp.fishpool.fi>
Source record: 5172

On Wed, 11 Jul 2001, Uwe Seimet wrote:

> You said these were facts posted in the MiNT list but it
> turned out for everybody to see that this was not true.

Nobody has proven that these facts were NOT mentioned, any more
that I have bothered to prove that they indeed were. Period.

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5870. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-11 14:16:16 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C5FB0.BFAE68D7@seimet.de>
Source record: 5173

Martin-ï¿½ric Racine wrote:
>
> On Wed, 11 Jul 2001, Uwe Seimet wrote:
>
> > You said these were facts posted in the MiNT list but it
> > turned out for everybody to see that this was not true.
>
> Nobody has proven that these facts were NOT mentioned, any more
> that I have bothered to prove that they indeed were. Period.

Nobody has to prove anything except you. Nobody except you deliberately
made false claims.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5871. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-11 15:41:38 UTC
From: Lonny Pursell <root@bright.net>
Message-ID: <Pine.MNT.4.31.0107111132550.195-100000@Hades060>
Source record: 5177

On Wed, 11 Jul 2001, Martin-ï¿½ric Racine wrote:

> Anyhow, I'm through wasting time with people who would rather
> beleive in their own hype, than admit that a README coupled with
> over one year of CVS-only releases is not a clear enough message
> about what the future of MiNT is, especially not with someone who
> starts by claiming that there is no longer any MiNT development
> despite evidences of the contrary.

Why not take your "know it all approach" and diff the kernals
and put the old memory-alloc.c back to it's previous condition?
That should be easy enough. Had it occured to you that if you
temporarily install an older kernal you could compile a newer
one?

Lonny Pursell atari AT bright DOT net www.bright.net/~atari/

5872. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-11 16:16:42 UTC
From: Martin-Éric Racine <q-funk@funkyware.atari.org>
Message-ID: <Pine.LNX.4.21.0107111906530.28458-100000@hal.pp.fishpool.fi>
Source record: 5174

On Wed, 11 Jul 2001, Uwe Seimet wrote:

> Martin-ï¿½ric Racine wrote:
> >
> > Nobody has proven that these facts were NOT mentioned, any more
> > that I have bothered to prove that they indeed were. Period.
>
> Nobody has to prove anything except you. Nobody except you deliberately
> made false claims.

The post below very clearly said what I claimed, and the README
released along with 1.15.10b supports it. You can put earplugs
in your ears and argue about _where_ I have found the info all
you want, the truth is still clear.

Anyhow, I'm through wasting time with people who would rather
beleive in their own hype, than admit that a README coupled with
over one year of CVS-only releases is not a clear enough message
about what the future of MiNT is, especially not with someone who
starts by claiming that there is no longer any MiNT development
despite evidences of the contrary.

Point final.

Date: Mon, 9 Jul 2001 12:06:09 +0300
From: Martin-ï¿½ric Racine <q-funk@funkyware.atari.org>
Newsgroups: comp.sys.atari.st.tech
Subject: Re: Magic OS

The decision not to release further individual binary packages
was mentioned when the 1.15.10b archives were released as one
huge bundle.

Date: Mon, 09 Jul 2001 19:50:54 GMT
From: Martin "Nightowl" Byttebier <tos4ever@pandora.be>
Newsgroups: comp.sys.atari.st.tech
Subject: Re: Magic OS

What follows is a part of the readme of 1.15.10 archive:

==========quote==========
First of all, most of the kernel modules are now part of the CVS
tree and no longer maintained seperately. There will be no
seperate releases of those modules in the future.

The same also applies to FreeMiNT related tools that are part of
the CVS tree.

==========unquote==========

TTFN
Martin

--
Martin-ï¿½ric Racine, IT Consultant @ http://funkyware.atari.org/
May the Funk be with Q! The Atari ST Quick FAQ & TT030 Homepage

5873. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-11 17:16:49 UTC
From: vdjole@EUnet.yu
Message-ID: <9ii1lvbum1@news.eunet.yu>
Source record: 5175

On 9 Jul 2001 22:09:38 +, Lonny Pursell wrote:

>> So, to paraphrase what some of them used to say, Mint Is Now History...
>> Let's move on, shall we?
>
>A lttle over dramaitic.

Indeed, I was a little over dramatic, for emphasis :)
Anyway, it appears that initial M.E's statement which started the thread
is dubious, so things may not be as bad as I portrayed them.

>You do know that you can switch off the memory protection?

Yes, I know.

>If he cannot afford to move up, don't blame those who have
>the will power to do so.

Yet he has a point, to a degree, saying that Mint should be able to
run comfortably at least on standard TTs and Falcons.

cu

5874. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-11 18:25:41 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4C9A25.D3695ED4@seimet.de>
Source record: 5176

Martin-ï¿½ric Racine wrote:

> The post below very clearly said what I claimed, and the README
> released along with 1.15.10b supports it. You can put earplugs

Sure, you are right and everybody else is wrong :-).

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5875. Re: Looking for 'warez'

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-12 00:21:10 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <994957762-302382AEicMi@lineone.net>
Source record: 5180

Hi Jean-marie

> It wouldn't even be /too/ illicit since I have paid for these packages some time
>in the past ;-)

I owned a watch once, so is it alright if i break into your house and take yours.

If youve sold your car, is it alright to help yourself to one from a dealer,
"because youve paid for one in the past".

There's an interesting thread elswhere that wants people to pledge funds for a new
browser, tell them you'l just steal it when its finished anyway and see what
reception you get.!.

Hey guys, Jean-marie wants to steal some software, could you upload some of
yours!!.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5876. Re: MiNT distribution (was: Magic OS)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-12 10:03:47 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <9ijsm3$8vh$1@sun27.hrz.tu-darmstadt.de>
Source record: 5178

Hi!

Martin-ï¿½ric Racine <q-funk@funkyware.atari.org> wrote:
> The post below very clearly said what I claimed, and the README
> released along with 1.15.10b supports it.

You claimed (see
<Pine.LNX.4.21.0107071432010.10818-100000@hal.pp.fishpool.fi>):

> [...] maintainers of the kernel and programming library insist one
> _must_ use CVS to access newer releases. They have turned MiNT into a
> geek-only toy, without any further release using normal tarballs
> packages. Granted that CVS is not that difficult to use, but is
> nonetheless a serious breach of the user-friendliness Atari was known
> for.

And the post/mail you quote for "evidence" says:

> The decision not to release further individual binary packages
> was mentioned when the 1.15.10b archives were released as one
> huge bundle.

The README says:

> First of all, most of the kernel modules are now part of the CVS
> tree and no longer maintained seperately. There will be no
> seperate releases of those modules in the future.

> The same also applies to FreeMiNT related tools that are part of
> the CVS tree.

For me (and I'm sure others will agree), both quotes simply state that a
lot of modules (.xdd, .xfs, etc.) that were distributed as separate
packages will be part of one large distribution, i.e. no longer
distributed as ext2-*.tar.gz, etc.

They neither say that CVS will be the only way to get hold of the kernel
and its modules in the future, nor do they say that there won't be any
further tarball distributions.

What is true, though, is that it's already been quite a long time since
the last official kernel release.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de

PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

5877. Re: MiNT distribution (was: Magic OS)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-12 16:03:15 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B4DCA43.59DEF0D5@seimet.de>
Source record: 5179

Thomas Binder wrote:

> For me (and I'm sure others will agree), both quotes simply state that a
> lot of modules (.xdd, .xfs, etc.) that were distributed as separate
> packages will be part of one large distribution, i.e. no longer
> distributed as ext2-*.tar.gz, etc.

Actually everybody except Martin-ï¿½ric agrees, as we have already seen.
And he will never agree. His postings made clear that this is one of his
character traits.

Uwe

PS: Point. Point. Point final. :-)

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5878. Magic 6.2

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-12 21:12:54 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <995049354-144808AEicMi@lineone.net>
Source record: 5181

Hi Ya'l,

Well following recent rumours of the demise of Magic the operating system, it seems that rsn(atari), we are to expect an update to a version 6.2. Details are to be found at magic online, http://www.magical-sides.de

Its probably dead after that, but its also probably evolved as far as its able to, so what the hell!!.

.

--

eMail: steve-sweet@lineone.net

Regards from STEve & his nice warm cosey PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5879. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-15 17:01:46 UTC
From: mdoering@mucl.de
Message-ID: <3b51cc41.883902@news.cis.dfn.de>
Source record: 5182

On Fri, 06 Jul 2001 16:31:32 +0200, Uwe Seimet <us@seimet.de> wrote:

>STonX is also open source and there is no real development anymore. And
>MiNT is open source but the latest non-beta version is more than one and
>a half years old. There are probably not enough developers or people
>interested in these emulations left to really achieve something.

Ever had looked at stonx.sourceforge.net? You can get the newest
developements out from the CVS.

Martin Doering

5880. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-15 17:52:25 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B51D859.1D318070@seimet.de>
Source record: 5183

Martin Doering wrote:

> Ever had looked at stonx.sourceforge.net? You can get the newest
> developements out from the CVS.

Yes, but I don't see much of a change. Only 7 minor changes since about
half a year.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5881. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-15 18:54:13 UTC
From: mdoering@mucl.de
Message-ID: <3b51e612.935937@news.cis.dfn.de>
Source record: 5184

On Sun, 15 Jul 2001 19:52:25 +0200, Uwe Seimet <us@seimet.de> wrote:

>> Ever had looked at stonx.sourceforge.net? You can get the newest
>> developements out from the CVS.
>
>Yes, but I don't see much of a change. Only 7 minor changes since about
>half a year.
>
Hmmm... what would you like to see? I would say, that using your Linux
filesystem directly from MiNT or using a Linux-Console for MiNT are
good news, right? But you are right. Mostly they did make the emulator
more stable. In the moment Alex is in progress to implement an opcode
level debugger in STonX. So you can sse, how your programs work fro
mthe outside. ;-)

Martin

5882. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-16 06:29:41 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B5289D5.198E8788@seimet.de>
Source record: 5185

Martin Doering wrote:

> Hmmm... what would you like to see? I would say, that using your Linux

I would like to see the usual things you expect from an emulation: To get more compatible with the emulated system. Keyboard overruns, for example, have already been a problem with SToNX years ago. I don't think the serial ports are still properly supported but I may be wrong.
Anyway, STonX is an interesting project and with today's machines it does not suffer anymore from what made it hardly usable years ago: Lack of speed.
I'm afraid that instead of spending time on software projects like STonX, where more users are able to contribute something compared with expensive hardware emulation projects, time is wasted on waiting for new hardware clones, which are announced again and again, postponed again and again and eventually die anyway.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5883. Free 1040 ST, Mono & Color monitor + all software and accys

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-19 01:13:35 UTC
From: Bryan <bryankearns@mediaone.net>
Message-ID: <3vq57.3786$N21.1557244@typhoon.ne.mediaone.net>
Source record: 5186

I am offering to anyone who wants them a fully functional 1040 ST, Color and Mono monitor + all of my software and accys (including a desk cart). All I ask is that you pay for shipping. If you live in New England (Boston area) you can pick them up.

Otherwise, they will be relegated to the dump!

5884. My ICD SCSI adapter won't see my new IBM 2Gig SCSI II wide drive...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-19 06:32:14 UTC
From: mw@boneproductions.com
Message-ID: <fab92593.0107182232.4dec81c1@posting.google.com>
Source record: 5187

Hi,
I'm using an ICD SCSI adaptor on my Atari.
I've always had just one Seagate 40MB ST-157N drive
on it. I just tried to add a 2.1 GIG IBM Fast-wide SCSI II
drive on the chain, and my ICDboot.prg won't see it on boot
up, just the Seagate (ID#0).
I'm using an ICDboot.prg driver version 5.6.1
from 1992.
Does anyone know if that's the problem.
Do I need a later version that recognizes larger
drives?..or does the ICD just not like IBM drives?
(Its'actually and OEM Quantum drive made for IBM)
Someone mentioned it may be that my IBM drive has
"SCSI Bus Arbitration", whatever that is, and so the
ICD adapter wont see it..

Any ideas
Thanks
Matt
415-333-7608

5885. Re: Free 1040 ST, Mono & Color monitor + all software and accys

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-19 09:43:17 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <y_x57.38$H11.787@NewsReader>
Source record: 5188

Hello.

"Bryan" <bryankearns@mediaone.net> wrote in message
news:3vq57.3786$N21.1557244@typhoon.ne.mediaone.net...
> I am offering to anyone who wants them a fully functional 1040 ST, Color
and
> Mono monitor + all of my software and accys (including a desk cart). All
I
> ask is that you pay for shipping. If you live in New England (Boston
area)
> you can pick them up.
>
> Otherwise, they will be relegated to the dump!

Was the last line really necessary?

What impression does it give?

Is the Atari really fit only for the dump?

A little more respect please!

Barrie at Keychange.

5886. Re: Falcon technical documentation

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-19 15:35:12 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B56FE30.431FC44C@seimet.de>
Source record: 5189

Lyndon Amsdon wrote:

> What happened to all the original Atari Falcon hardware documents?

Which documents are you referring to. As far as I know there only were
some preliminary Sparrow documents, but nothing for the Falcon.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5887. Re: Falcon technical documentation

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-19 17:57:41 UTC
From: doitarchive@doitarchive.de
Message-ID: <1ewt25j.1i7iimh1insr2yN%doitarchive@doitarchive.de>
Source record: 5190

Lyndon Amsdon <bindon@madasafish.com> wrote:

> What happened to all the original Atari Falcon hardware documents?

Selling one. Developer discs incl.
http://www.doitarchive.de/verkauf.htm

Regards, Robert

--
-= Home of DOIT-Archives =-
____
Atari Falcon CT2 520ST Lynx Jaguar PowerMacintosh
doitarchive@doitarchive.de * http://www.doitarchive.de

5888. Re: Falcon technical documentation

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-19 19:12:15 UTC
From: bindon@madasafish.com
Message-ID: <tlec8f1al2iga5@corp.supernews.com>
Source record: 5191

On 19 Jul 2001 17:35:12 , Uwe Seimet wrote:

Hi

>> What happened to all the original Atari Falcon hardware documents?
>
>Which documents are you referring to. As far as I know there only were
>some preliminary Sparrow documents, but nothing for the Falcon.

Yeah? Where are these Sparrow docs to? I have chips'n'chips which gives
some details but not much. That would be really good to see them.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

5889. Re: Falcon technical documentation

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-19 19:12:16 UTC
From: bindon@madasafish.com
Message-ID: <tlec8gouk9bra7@corp.supernews.com>
Source record: 5192

On 19 Jul 2001 18:57:41 , Robert Schaffner wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> What happened to all the original Atari Falcon hardware documents?
>
>Selling one. Developer discs incl.
>http://www.doitarchive.de/verkauf.htm

Thanks Robert!

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

5890. Re: Using a zip drive with an ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-19 19:58:49 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3b573bf9$0$24129@news.zetnet.co.uk>
Source record: 5193

Hi Hallvard!

On 6 Jul 2001 14:33:01 G, Hallvard Tangeraas wrote:

>There's also some talk about connecting a wire to a pin of the joystick
>for power. I take it this is the +5V signal needed for SCSI "TERMPRW" at
>some pin of the SCSI unit (pin 11?).

Note that you only need to do this if you are not using another SCSI
device. If you use another device in the chain then the drive will work
without term power from the joystick port. Also note that this is only on
the Zip 100 units, the later Zip 250 units didn't have this problem.

>Anything else to remember? When everything is set up, will it then act
>just like any harddisk?

Mostly, you will notice that it is a lot slower than a regular fixed hard
drive. It also has a auto spin down feature which after it spins back up
brings in a pause of about a second before accessing data.

>Will such a drive be auto-bootable? Someone who has a zip drive
>connected to his ST tells me that he needs to reboot it after power has
>switched on (warm boot), and some AUTO folder program has to be used.

Thats never happened with my Zip 100, on both my STs and now my Falcon.
It's possible it's a problem when used to boot from but I seem to recall
it booting fine.

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

5891. How do you format scsi Zip drive for Atari AND IBM?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-19 20:23:37 UTC
From: mw@boneproductions.com
Message-ID: <fab92593.0107191223.38285b3@posting.google.com>
Source record: 5194

Hello,
I have an Atari 1040STf with an ICD scsi adapter and
the ICD software version 5.6.1
I have added an Iomega Zip 100 scsi to it and want
to be able to read the Zip on a PC and on the Atari.
My version of the ICD software doesn't give me the option
of formatting or partitioning for IBM compatability.

Also, after formatting with my ICD software,
when I tried to partition the Zip drive using ICD software,
I got this ERROR MESSAGE:
Drive timeout encountered while attempting to verify
drive: Sense code:$FF

Do you know what software and version I need to fromat
a SCSI ZIP drive to be read on both IBM and Atari?
Any suggestions?

Thankyou
Matthew Walter

5892. Re: Falcon technical documentation

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-20 07:04:30 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B57D7FE.B4CB43CA@seimet.de>
Source record: 5195

Lyndon Amsdon wrote:

> Yeah? Where are these Sparrow docs to? I have chips'n'chips which gives
> some details but not much. That would be really good to see them.

These specifications were for registered developers only. I don't have
more details on this.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5893. Re: Using a zip drive with an ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-20 07:07:01 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B57D895.2AEB4513@seimet.de>
Source record: 5196

James Haslam wrote:

> Mostly, you will notice that it is a lot slower than a regular fixed hard
> drive. It also has a auto spin down feature which after it spins back up
> brings in a pause of about a second before accessing data.

You can can configure the time until spin down, can switch this feature
off by software and/or can use other software to control the time in
case the drive spinning down on its own is not desired.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5894. Re: Using a zip drive with an ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-20 08:32:33 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9j8qf9tsc1@news5.svr.pol.co.uk>
Source record: 5197

> On 6 Jul 2001 14:33:01 G, Hallvard Tangeraas wrote:
>
> >There's also some talk about connecting a wire to a pin of the joystick
> >for power. I take it this is the +5V signal needed for SCSI "TERMPRW" at
> >some pin of the SCSI unit (pin 11?).

More like pin 25, I think ..... but CHECK!

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.265 / Virus Database: 137 - Release Date: 18/07/2001

5895. Re: ST Language

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-20 10:45:39 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9j9221$b98$06$1@news.t-online.com>
Source record: 5199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> my problem is: I've got an Atari 1040ST, but I don't have the ST Language
> Disc. Me was told this disc is need to uses the PC.
> Can anyone help me pleas??

You don't need the disk to run your ST. It contains an outdated version of
Omikron Basic.

Greetings,
Matthias

5896. ST Language

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-20 12:20:29 UTC
From: Dirk <dirk@klettern-stuttgart.de>
Message-ID: <B77DD28D.7E75%dirk@klettern-stuttgart.de>
Source record: 5198
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
my problem is: I've got an Atari 1040ST, but I don't have the ST Language
Disc. Me was told this disc is need to uses the PC.
Can anyone help me pleas??
Thanks
Dirk

5897. Re: ST Language

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-20 12:24:12 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9j981d$t1m$1@news.comnet.co.nz>
Source record: 5200
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

"Matthias Jaap" <mjaap@t-online.de> wrote ...
> > my problem is: I've got an Atari 1040ST, but I don't have the ST
Language
> > Disc. Me was told this disc is need to uses the PC.
> > Can anyone help me pleas??
>
> You don't need the disk to run your ST. It contains an outdated
version of
> Omikron Basic.

What was "Omikron Basic" like?

All the ST language discs (admittedly either UK or US oriented) I've seen have either had ST Basic (either original or the Metacomco "Enhanced" version), or, if you go far enough back, you'd also get ST Logo.

(BTW: I've added "comp.sys.atari.programmer" to the newsgroup list, as this may also be of some help)

--

Download the latest DLL manager for the Atari ST. Visit my web page at http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"If it looks wet, I'm not going in"
(Overheard outside Auckland 24-hour supermarket)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

5898. Re: ST Language

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-20 14:21:33 UTC
From: Matthias Jaap <mjaap@t-online.de>
Message-ID: <9j9en2$vh7$01$1@news.t-online.com>
Source record: 5001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

> > You don't need the disk to run your ST. It contains an outdated
> version of
> > Omikron Basic.
>
> What was "Omikron Basic" like?

Omikron Basic can use libraries (there were a lot of them e.g. the
Easy-GEM-Lib), can run with or without line numbers and has a
pseudo-GEM-Interface. However, at that time GFA-Basic was already too
popular. Omikron is more similar to the classic basic.
There was a version 5 with a GEM editor and horrible looking dialog boxes.

>
> All the ST language discs (admittedly either UK or US oriented) I've
> seen have either had ST Basic (either original or the Metacomco
> "Enhanced" version), or, if you go far enough back, you'd also get ST
> Logo.

I forgot to mention that the decision to replace ST-Basic with Omikron was
made by Atari Germany - maybe because the Atari market in Germany was
different to the UK/US one.

Greetings,
Matthias

5899. Re: Using a zip drive with an ST Con't

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-20 17:38:59 UTC
From: mw@boneproductions.com
Message-ID: <fab92593.0107200938.6c3fe7b9@posting.google.com>
Source record: 5002

I also want to connect a scsi ZIP to an Atari 1040STf.
I have a scsi ICD adapter w/ software version 5.6.1
My adapter sees the ZIP scsi ID#5 on boot up and
can format the ZIP using ICDFRMT. However, every time I try
to partition it, it gets errors and says to reformat the ZIP.
I tried downloading and using the HD Driver Demo, but
it can't recognize the media on my primary scsi drive and says
the media is corrupt and won't let me even get to the process of
formatting the SCSI drive.

Question#1-Will the full version of HD Driver work with my scsi ICD
adapter, or do I have to buy a Link adapter?

Question#2-Will HD Driver with ICD adapter let me format the ZIP
so it is compatible with IBM and Atari?

Question#3-Is there a later version of ICD drivers that would solve my problem?
If so, what is the latest version and where might I get it? (Mine is 5.6.1)

Question#4-ANyone know of a list of Manufacturers of Atari compatible
scsi II drives? (I just bought an IBM 2.1 Gig scsi II fast-wide that
won't be recognized by my ICD adapter)

Question#5-Is it possible to disable parity checking with the ICD drivers
through software?

Thanks
Matthew Walter

5900. Re: Using a zip drive with an ST Con't

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-21 07:33:56 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3B593064.1CC5C8EA@seimet.de>
Source record: 5003

Matthew Walter wrote:

> I tried downloading and using the HD Driver Demo, but
> it can't recognize the media on my primary scsi drive and says
> the media is corrupt and won't let me even get to the process of
> formatting the SCSI drive.

If the media is recognzized to be corrupt note that the full version of
HDDRIVER will also say so. Typically this is a cable or termination
problem. Whatever it is, it is most likely a hardware problem.
You cannot format with the demo version because the demo is restricted.
Please refer to the README for more information.

> Question#1-Will the full version of HD Driver work with my scsi ICD
> adapter, or do I have to buy a Link adapter?

It will work without restrictions.

> Question#2-Will HD Driver with ICD adapter let me format the ZIP
> so it is compatible with IBM and Atari?

Not format, but partition. Formatting is irrelevant, partitioning is
what makes the difference.

> Question#3-Is there a later version of ICD drivers that would solve my problem?

No, There is no driver except HDDRIVER that supports partitions that are
both PC and Atari compatible.

> Question#4-ANyone know of a list of Manufacturers of Atari compatible
> scsi II drives? (I just bought an IBM 2.1 Gig scsi II fast-wide that
> won't be recognized by my ICD adapter)

Any SCSI-II or SCSI-III drive can be connected to the Atari. Note,
however, that you need an adapter (16 to 8 bit) if you want to connect
one of the current UW/160 drives that have an 16 bit SCSI bus. This
adapter is nothing specific to the Atari. Also note that some drives may
require initiator identification and thus require a LINK96 adapter. But
as far as I know this is only required for some Quantum drives.

> Question#5-Is it possible to disable parity checking with the ICD drivers
> through software?

No. The only drives where you can switch parity off by software are
Quantum drives. You need special software for doing this, which is
included in HDDRIVER. But even with these drives and the right software
you have to connect your drive to an Atari that supports parity in order
to reconfigure the drive. With a host adapter not supporting parity you

cannot do this because the precondition for the drive to be accessible
with this adapter is that parity is already switched off.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5901. Re: My ICD SCSI adapter won't see my new IB

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-22 12:41:03 UTC
From: vdjole@EUnet.yu
Message-ID: <9jehkt$4d7$1@news.eunet.yu>
Source record: 5004

On 18 Jul 2001 23:32:14 , Matthew Walter wrote:

>I'm using an ICD SCSI adaptor on my Atari.
>I've always had just one Seagate 40MB ST-157N drive
>on it. I just tried to add a 2.1 GIG IBM Fast-wide SCSI II
>drive on the chain, and my ICDboot.prg won't see it on boot up,

What happens after an additional reset? Is the drive seen then?
When I bought my IBM hard disk it could not be recognized at power-up,
until a reset was performed. It turned out to be a matter of configuration-
a jumper had to be set differently ("disable unit attention at startup",
if I remember correctly).

In fact, it still happens sometimes that this drive's ID is not seen when the
bus is scanned for devices present (not that I have much need to do that).
Different software behaves with various success here (ICD, Hushi,
HDDriver-demo) However, the drive always boots OK now.

>just the Seagate (ID≠0).

I suppose it has been checked that the IBM drive has a different ID?

cu

5902. Re: My ICD SCSI adapter won't see my new IB

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-22 14:42:24 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5AE650.A6412544@seimet.de>
Source record: 5005

Djordje Vukovic wrote:

> In fact, it still happens sometimes that this drive's ID is not seen when the
> bus is scanned for devices present (not that I have much need to do that)

This means that something is wrong with your hardware, in particular
cables or termination. Things like that do never happen with a machine
where everything is in order.
The main problem here is that when a drive is not always correctly
recognised when booting it might happen that the drive will not be
recognised anymore during another operation, e. g. when reading or
writing data. If that happens data can get corrupted. That's why you
should never be satisfied with a setup where things sometimes do not
work correctly.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5903. SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-22 15:00:24 UTC
From: bindon@madasafish.com
Message-ID: <tllqk86htndcdf@corp.supernews.com>
Source record: 5006

Hi

I recently bought a Comapq SCSI drive 2.1gig
from a radio rally (don't do it guys!). I installed it in a
5.25" drive bay with good cooling. It worked OK so I partitioned it
with HDDriver to one partition as HDDriver said that would be OK
with TOS 4.04 and Magic. TOS 4.04 worked with it, Magic 6
(no FAT32 support with this verson) didn't. I left it a while
and partitoned it to 3 smaller drives to please Magic. I did a sector
test and it passed with no bad sectors. After about an hour it
would sound like it was slowing down a bit.

After a while (read 2 days) it lost the partiton info and so I decided
to partition it again. HDDriver said "couldn't read root sector" so I went
to format but still the same. I tried AHDI and the same. I've changed
the jumpers but it doesn't help.

It's rather noisy, double height, Compaq C2490, also made by HP. It did make
some odd noises, like an angle grinder sometimes, but this maybe
just the "features" of this fast drive.

Shall I buy a cheap ISA SCSI card to do a format using PC tools or take it
apart for the great magnets inside?

Thanks.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

5904. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-22 17:14:26 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5B09F2.A65BE8FF@seimet.de>
Source record: 5007

Lyndon Amsdon wrote:
>
> Hi
>
> I recently bought a Comapq SCSI drive 2.1gig
> from a radio rally (don't do it guys!). I installed it in a
> 5.25" drive bay with good cooling. It worked OK so I partitioned it
> with HDDriver to one partition as HDDriver said that would be OK
> with TOS 4.04 and Magic. TOS 4.04 worked with it, Magic 6
> (no FAT32 support with this verson) didn't. I left it a while

HDDRUTIL says it is not OK to create TOS compatible partitions of more
than more 1 GB regardless of whether you are using MagiC or not. There
is no operating system for the Atari that supports TOS compatible
partitions of more than 1 GB. Even TOS 4.04 does not do this, even
though it looks like this on first sight. But there is at least one
known bug in TOS 4.04 that prevents partitions larger than 1 GB to be
used reliably.

> Shall I buy a cheap ISA SCSI card to do a format using PC tools or take it
> apart for the great magnets inside?

There is no difference with PC tools. You cannot format a drive in
different ways by using different tools. The only things these tools do
is sending the SCSI FORMAT command to the drive. The rest is completely
done by the drive, regardless of whether you are using tools on the
Atari, Linux, DOS, Windows, Mac, Solaris, SGI, ...

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5905. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-22 17:30:19 UTC
From: bindon@madasafish.com
Message-ID: <tlm3db9eaajsbb@corp.supernews.com>
Source record: 5008

On 22 Jul 2001 19:14:26 , Uwe Seimet wrote:

Hi

>HDDRUTIL says it is not OK to create TOS compatible partitions of more
>than more 1 GB regardless of whether you are using MagiC or not. There
>is no operating system for the Atari that supports TOS compatible
>partitions of more than 1 GB. Even TOS 4.04 does not do this, even
>though it looks like this on first sight. But there is at least one
>known bug in TOS 4.04 that prevents partitions larger than 1 GB to be
>used reliably.

Version 7.80 said "This partitioning scheme is only valid for TOS 4.04,
Big DOS, Mint and Magic" as you click OK. It then says the usual "are
you sure". The size was 2107Mb as it said in HDDRiver and in the drives
online manual. This one partition did work from TOS with no extensions, but
Magic it didn't. Whether it was reliable under TOS I didn't get to see, but
HDDriver certainly warned me that TOS 4.04 or Magic only for a partition
over 2 gig. Do you have HDDriver 7.8 to hand?

>> Shall I buy a cheap ISA SCSI card to do a format using PC tools or take it
>> apart for the great magnets inside?
>
>There is no difference with PC tools. You cannot format a drive in
>different ways by using different tools. The only things these tools do
>is sending the SCSI FORMAT command to the drive. The rest is completely
>done by the drive, regardless of whether you are using tools on the
>Atari, Linux, DOS, Windows, Mac, Solaris, SGI, ...

I guess something is dead in the drive. One last try and I'm getting
the lovely Cobalt magnet out.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

5906. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-22 19:42:35 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5B2CAB.31752FF0@seimet.de>
Source record: 5009

Lyndon Amsdon wrote:

> >HDDRUTIL says it is not OK to create TOS compatible partitions of more
> >than more 1 GB regardless of whether you are using MagiC or not. There
> >is no operating system for the Atari that supports TOS compatible
> >partitions of more than 1 GB. Even TOS 4.04 does not do this, even
> >though it looks like this on first sight. But there is at least one
> >known bug in TOS 4.04 that prevents partitions larger than 1 GB to be
> >used reliably.
>
> Version 7.80 said "This partitioning scheme is only valid for TOS 4.04,

Maybe old versions say so, but this is not correct. I will check this
with the current version.

> online manual. This one partition did work from TOS with no extensions, but

I guess the capacity of the *data* sectors was less than 2 GB. Otherwise
it could never have worked. You can easily calculate that it is
absolutely impossible to have TOS compatible FAT partitions with more
than 2 GB. And as already indicated, even with TOS 4.04 partitions
greater than 1 GB do not work properly.

> Magic it didn't. Whether it was reliable under TOS I didn't get to see, but
> HDDriver certainly warned me that TOS 4.04 or Magic only for a partition
> over 2 gig. Do you have HDDriver 7.8 to hand?

Yes, I could check this. But please see above: I will basically check
the behaviour of the current version.

> I guess something is dead in the drive. One last try and I'm getting
> the lovely Cobalt magnet out.

BTW, it is always a good idea to give another platform a last try. My
posting might have sounded differently. What I basically wanted to say
was that if everything is working properly it does not make a difference
which software you are using to format a drive. But, of course, software
can have bugs or the computer hardware can be broken, but the drive may
still be OK.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5907. Re: My ICD SCSI adapter won't see my new IB

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-22 21:46:52 UTC
From: ebaiz@skyenet.net
Message-ID: <gRH67.14444$9e.1255@newsfeed.slurp.net>
Source record: 5010

On 18 Jul 2001 23:32:14 , Matthew Walter wrote:
>Hi,
>I'm using an ICD SCSI adaptor on my Atari.
>I've always had just one Seagate 40MB ST-157N drive
>on it. I just tried to add a 2.1 GIG IBM Fast-wide SCSI II
>drive on the chain, and my ICDboot.prg won't see it on boot
>up, just the Seagate (ID#0).
>I'm using an ICDboot.prg driver version 5.6.1
>from 1992.
>Does anyone know if that's the problem.
>Do I need a later version that recognizes larger
>drives?..or does the ICD just not like IBM drives?

You may have to get HDDriver. How is the drive partitioned? What SCSI number is the drive? What about termination? If the 40meg Seagate has the termination activated, then chances are nothing else will be seen in the chain.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

5908. Re: How do you format scsi Zip drive for At

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-22 21:46:54 UTC
From: ebaiz@skyenet.net
Message-ID: <iRH67.14446$9e.1255@newsfeed.slurp.net>
Source record: 5011

On 19 Jul 2001 13:23:37 , Matthew Walter wrote:
>Hello,
>My version of the ICD software doesn't give me the option
>of formatting or partitioning for IBM compatability.
>
>Also, after formatting with my ICD software,
>when I tried to partition the Zip drive using ICD software,
>I got this ERROR MESSAGE:
>Drive timeout encountered while attempting to verify
>drive: Sense code:$FF
>
>Do you know what software and version I need to fromat
>a SCSI ZIP drive to be read on both IBM and Atari?
>Any suggestions?

Gett HDDriver. It supports the Zip and Jaz drive & does a very good job
at time. Works well for me when I use my Jaz drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5909. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-22 21:46:55 UTC
From: ebaiz@skyenet.net
Message-ID: <jRH67.14449$9e.1255@newsfeed.slurp.net>
Source record: 5012

On 22 Jul 2001 15:00:24 , Lyndon Amsdon wrote:
>Hi
>
>I recently bought a Comapq SCSI drive 2.1gig
>from a radio rally (don't do it guys!). I installed it in a
>5.25" drive bay with good cooling. It worked OK so I partitioned it
>with HDDriver to one partition as HDDriver said that would be OK
>with TOS 4.04 and Magic. TOS 4.04 worked with it, Magic 6
>(no FAT32 support with this verson) didn't. I left it a while
>and partitoned it to 3 smaller drives to please Magic. I did a sector
>test and it passed with no bad sectors. After about an hour it
>would sound like it was slowing down a bit.

I just bought a 3 gig SCSI drive. I partitioned it into one big
partition and Magic recognized it fine. The only problem was that
Kobold 2.5 did not like the big partition.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5910. DIM file format info?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-23 02:24:21 UTC
From: "John W. Linville" <linvjw@bedrocksys.com>
Message-ID: <3B5B8E3E.6C9DB29D@bedrocksys.com>
Source record: 5013

Could anyone point me at a technical description of the format of the information in a DIM disk image file? I'm interested in writing some code to create a real diskette from a DIM image using a PC. (I would use Fast Copy Pro on my ST, but my ST has no hard drive and Fast Copy Pro insists on using one when restoring DIM files to diskettes...)

Is there any software that already exists that runs on a PC and can create a real diskette from a DIM file? Including unusual physical formats? Which ST emulator (if any) has really good mapping of ST physical diskette accesses to real PC diskette drives?

Thanks in advance!

John

P.S. Even if there is already a program to help me, I'd still like to know about the DIM file format details...
--
John W. Linville
Bedrock Systems

5911. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-23 15:20:13 UTC
From: bindon@madasafish.com
Message-ID: <tlog5dcairt620@corp.supernews.com>
Source record: 5014

On 22 Jul 2001 21:42:35 , Uwe Seimet wrote:

Hi

>> Magic it didn't. Whether it was reliable under TOS I didn't get to see, but
>> HDDriver certainly warned me that TOS 4.04 or Magic only for a partition
>> over 2 gig. Do you have HDDriver 7.8 to hand?
>
>Yes, I could check this. But please see above: I will basically check
>the behaviour of the current version.

I did it again and it reported the same messsage even with
the one big partition.

>> I guess something is dead in the drive. One last try and I'm getting
>> the lovely Cobalt magnet out.
>
>BTW, it is always a good idea to give another platform a last try. My
>posting might have sounded differently. What I basically wanted to say
>was that if everything is working properly it does not make a difference
>which software you are using to format a drive. But, of course, software
>can have bugs or the computer hardware can be broken, but the drive may
>still be OK.

Well, I seem to have found the problem. For some reason which I haven't had
enought ime to figure out, it's conflicting with my Toshiba CDROM with ID3
with HD on ID 0. So if I remove the ID3 from the "devices and partitons" the
drive works OK but I think it corrupts the data. Very odd, but I also have
to check out the termination and various options.

Concerning termniation, on the drive it says "Terminator Disabled" near the
jumper. I guess that means put a jumper there to disable termination, but
here is the doc for the HP version:
http://www.hp.com/cgi-bin/cposupport/get_doc.pl?SNI=hpsurestor9696&LC=information_storage&
Tfile=lpg61019
Says the opposite :/

Also what is the SDTR message? Sorry for all the Q's.

Thanks, I'll probably try fiddling with various ID combinations.

Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

5912. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-23 15:29:14 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5C42CA.2D35D262@seimet.de>
Source record: 5015

Lyndon Amsdon wrote:

> Also what is the SDTR message? Sorry for all the Q's.

SDTR = Synchronous Data Transfer. This is not supported by the Atari
hardware. It should not matter whether this is on or off, but off it the
safest bet.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5913. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-23 17:32:53 UTC
From: bindon@madasafish.com
Message-ID: <tlonu52csiaf71@corp.supernews.com>
Source record: 5016

On 22 Jul 2001 21:46:55 , Edward S. Baiz Jr. wrote:

Hi

>I just bought a 3 gig SCSI drive. I partitioned it into one big
>partition and Magic recognized it fine. The only problem was that
>Kobold 2.5 did not like the big partition.

Hmm, Are you using the German version which stands at 6.10 I think.
The English conversion only got to 6.01 or something and it doesn't
give FAT32 support IIRC. I think I need to upgrade soon, especially if
6.20 comes out. I don't use Magxdesk so having Magic in German isn't
too much of a concern.
Lyndon Amsdon
--
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

5914. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-23 20:44:53 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <tlrc3vs98jjeda@corp.supernews.co.uk>
Source record: 5020

Hi Lyndon

> Hmm, Are you using the German version which stands at 6.10 I think.
> The English conversion only got to 6.01 or something and it doesn't
> give FAT32 support IIRC. I think I need to upgrade soon, especially if
> 6.20 comes out. I don't use Magxdesk so having Magic in German isn't
> too much of a concern.
> Lyndon Amsdon

There's not lot of Deutch in MAGIC.RAM, it only takes about 20 mins to get
rid of it all.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5915. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-24 11:29:34 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <996077188-86200AEicMi@08002go.com>
Source record: 5023

From: bindon@madasafish.com (Lyndon Amsdon)
Date: Mon, 23 Jul 2001 17:32:53 -0000

>>I just bought a 3 gig SCSI drive. I partitioned it into one big
>>partition and Magic recognized it fine. The only problem was that
>>Kobold 2.5 did not like the big partition.
>
>Hmm, Are you using the German version which stands at 6.10 I think.
>The English conversion only got to 6.01 or something and it doesn't

The necessary patches to the magic.ram file were published in the Yahoo egroup
magic_os a month or so back. The biggest problem with using the German version
of 6.10 is that some programs automatically use German dialogs if they detect
that they're running on a computer with a German OS.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5916. Re: How do you format scsi Zip drive for At

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-24 13:53:20 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9jjunq$2qm$1@newsreaderm1.core.theplanet.net>
Source record: 5017

Matthew as a STF, I thought that HDD can only create dual compatible ZIP's
with TOS 1.4 or greater , hence a no no for STF users.

Grazey

>
> Gett HDDriver. It supports the Zip and Jaz drive & does a very good job
> at time. Works well for me when I use my Jaz drive.
>
>
> Edward S. Baiz Jr.
> (Gamer)

5917. Re: How do you format scsi Zip drive for At

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-24 14:25:17 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5D854D.451848EC@seimet.de>
Source record: 5018

Grazey wrote:
>
> Matthew as a STF, I thought that HDD can only create dual compatible ZIP's
> with TOS 1.4 or greater , hence a no no for STF users.

The TOS version doesn't matter. HDDRIVER can create dual compatible
media with any version of TOS. The only difference with respect to the
TOS version is that with TOS < 1.04 the maximum partition size is 256
MB. But this is a limit of TOS, which has nothing to do with HDDRIVER
and applies to any partition, dual compatible or not.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5918. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-24 16:16:13 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9jk70dupo1@draco.stochastik.rwth-aachen.de>
Source record: 5019

In article <tlm3db9eaajsbb@corp.supernews.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Version 7.80 said "This partitioning scheme is only valid for TOS 4.04,
>Big DOS, Mint and Magic" as you click OK. It then says the usual "are
>you sure". The size was 2107Mb as it said in HDDRiver and in the drives
>online manual. This one partition did work from TOS with no extensions, but
>Magic it didn't. Whether it was reliable under TOS I didn't get to see, but

It also does not work with TOS, it may only take some time to notice.

TOS definitely does not support partitions >1GB - at least Fseek will fail
under certain circumstances.

cu
Michael

5919. Falcon SVGA Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-24 17:52:44 UTC
From: Ted Parrett <tparrett@netactive.co.za>
Message-ID: <09drlt4lhk1b7n9s8lft164sfnnnn8kn0l@4ax.com>
Source record: 5021

Hi
I'm a bit out of touch with the Atari scene. A friend has asked me to source an adaptor to enable him to run a SVGA monitor with his Falcon
I'm planning a trip to the UK in September and would like to know if there are any dealers in the London area where I may be able to but such an adaptor
thanks
Ted Parrett
----oooo----
E.W.Parrett
Johannesburg
South Africa
Tel: ++27 11 476 5242
Fax: ++27 11 476 5242
Cell No: 082 420 2251
email: tparrett@netactive.co.za

----oooo----

5920. Re: My ICD SCSI adapter won't see my ne

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-25 00:37:34 UTC
From: vdjole@EUnet.yu
Message-ID: <9jl4c9$6pp$2@news.eunet.yu>
Source record: 5022

On 22 Jul 2001 16:42:24 , Uwe Seimet wrote:

>> In fact, it still happens sometimes that this drive's ID is not seen when the
>> bus is scanned for devices present (not that I have much need to do that)
>
>This means that something is wrong with your hardware, in particular
>cables or termination. Things like that do never happen with a machine
>where everything is in order.

You are most probably right, Uwe. This type of error came to my mind, too.

However, for some reason this erroneous behaviour seems to be limited to
id-check only, and in all other aspects this disk has been working silently
and reliably for a long time. It always boots correctly and it makes no
errors in reading/writing, and I can detect no errors accumulating on it.
And proper examintaion of all items which might be wrong hardware-wise
would be too time-consuming: the DMA chip (buffering?), cable from the
motherboard to ACSI/SCSI adaptor (correct impedance? undocumented termination
requirements?), the Ge-Soft adaptor (malfunctioning?) SCSI cable and finally
the disk, its termination and internal parameters. I relied on the disk's
internal active termination, and about the only thing I might do when I open
the box next time could be to disable this termination and try to add a
separate terminator on the end of SCSI flat cable. I suspect the problem is
disk-related as I did not experience it with some other drives which
I connected.

Anyway, when I bought the disk and the adaptor second-hand several years
ago I needed them quickly and could not choose much, and I liked this
disk because it was extremely silent. As it turned out, I am not
dissatisfied.

>The main problem here is that when a drive is not always correctly
>recognised when booting it might happen that the drive will not be
>recognised anymore during another operation,

In fact, this one always boots correctly, and only afterwards the id-check
(and only that) may fail. The interesting bit is that different software
utilities perform this with various success. ICD's utility practically always
recognizes the disk. Hushy id-check utility almost always does NOT
recognize it. HDDrutil (v7.6 demo) consistently recognizes the
drive when activated for the first time, but not so successfully when
"again" is selected.

>should never be satisfied with a setup where things sometimes do not
>work correctly.

Well, this is true, of course, but as I said I could not choose much then.
So I take care that anything of importance is backuped, and carry on.

Thanks for your remarks.

cu

5921. FS Atari Mega 4 STE/100 meg HD etc.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-25 16:57:20 UTC
From: Bullit <jamesreganmusic@hotmail.com>
Message-ID: <u5utltgg1ijfmt9uri5qd3dg8c9s14tse6@4ax.com>
Source record: 5024

Atari Mega 4 STE with 100meg HD, B&W Monitor, Monitor Master Switch
(for switching to colour monitor)
Panasonic Printer, Emagic Notator 3.164 SL and additional software.

$300.00 Canadian or $200 US+ shipping from Toronto, Ontario area.

5922. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-25 17:16:33 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B5EFEF1.2C5F7D2D@seimet.de>
Source record: 5025

Derryck Croker wrote:

> The necessary patches to the magic.ram file were published in the Yahoo egroup
> magic_os a month or so back. The biggest problem with using the German version
> of 6.10 is that some programs automatically use German dialogs if they detect
> that they're running on a computer with a German OS.

This can probably be solved by putting a program in the AUTO folder that
sets the _AKP cookie as desired.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5923. 8 bit/ ST/ TT/ Falcon etc. swap meet, Columbus, OH US, 9/8/2001

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-25 23:16:09 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <Zql77.4778$lq4.1907549@typhoon.columbus.rr.com>
Source record: 5026

I'll be short, and to the point:
Details at:
www.angelfire.com/oh4/acec/acec.html

5924. Seagate ST32151N

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-26 16:11:53 UTC
From: jdplace@prodigy.net
Message-ID: <djX77.214$Bx4.38470763@newssvr17.news.prodigy.com>
Source record: 5027

I'm having a strange problem with a Seagate 2.0 GIG drive. I'm using a Link II host adapter. The drive works fine on it's own, but it corrupts other devices that are connected, i.e. my CD folders all have garbage text for their names, and when the names will display correctly, most things that I run result in 2-4 bombs. The system works perfectly with my Maxtor 120 MB drive. Sure would be nice to be able to use the larger drive. Can anyone help?

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 4MB Atari 520STe /|\

5925. Re: Seagate ST32151N

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-26 17:05:25 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B604DD5.62818AAC@seimet.de>
Source record: 5028

"Joseph D. Place" wrote:
>
> I'm having a strange problem with a Seagate 2.0 GIG drive. I'm using a Link
> II host adapter. The drive works fine on it's own, but it corrupts
> other devices that are connected, i.e. my CD folders all have
> garbage text for their names, and when the names will display
> correctly, most things that I run result in 2-4 bombs. The system
> works perfectly with my Maxtor 120 MB drive. Sure would be nice to be
> able to use the larger drive. Can anyone help?

Sounds like bad (too long) cables or wrong termination.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5926. Re: Falcon SVGA Adaptor

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-26 21:00:07 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <Gx%77.190$Yx2.3345@news.cpqcorp.net>
Source record: 5029

Ted,

I don't think there are really any Atari dealers as such in the UK any more. Not the sort of place you find selling PC bits certainly.
There are a couple of places that specialize in Atari stuff but many items need to be pre-ordered etc. Atari Workshop is within striking distance of London, see http://www.atari-workshop.co.uk/contact_us/contact_us.htm for contact info, and they do list several Graphics Adaptors but I have no idea which ones would suit a Falcon. (I just have a Mega II and an STE.) In any case I would strongly advise dropping them an e-mail well before you arrive to check they have what you want.

Dave.

"Ted Parrett" <tparrett@netactive.co.za> wrote in message news:09drlt4lhk1b7n9s8lft164sfnnnn8kn0l@4ax.com...
> Hi
> I'm a bit out of touch with the Atari scene. A friend has asked me to
> source an adaptor to enable him to run a SVGA monitor with his Falcon
> I'm planning a trip to the UK in September and would like to know if there
> are any dealers in the London area where I may be able to but such an
> adaptor
> thanks
> Ted Parrett
> ----oooo----
> E.W.Parrett
> Johannesburg
> South Africa
> Tel: ++27 11 476 5242
> Fax: ++27 11 476 5242
> Cell No: 082 420 2251
> email: tparrett@netactive.co.za
>
> ----oooo----

5927. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-26 22:49:29 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b60ac6c3fb6a02@free.fr>
Source record: 5030

Hello,

in article <3B5EFEF1.2C5F7D2D@seimet.de> (comp.sys.atari.st.tech)
Uwe Seimet wrote on Wed 25-07-2001 19:16 (+0200):

> Derryck Croker wrote:
>
> > The necessary patches to the magic.ram file were published in the Yahoo egroup
> > magic_os a month or so back. The biggest problem with using the German version
> > of 6.10 is that some programs automatically use German dialogs if they detect
> > that they're running on a computer with a German OS.
>
> This can probably be solved by putting a program in the AUTO folder that
> sets the _AKP cookie as desired.

This was the first thing I tried to get your beloved driver and tools to
automatically "speak" English (without using the cmd line or the alt
key, I mean). Unfortunately it didn't work. One really need to have the
corect AES version (German or non German) compiled in magic.ram or be
able to patch the file accordingly. This is what I did (the needed
version of magic.ram was not available at that time) and I posted the
method I used in both the above mailing list and (iirc) in csas.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5928. Falcon Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-27 03:33:14 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0107261933.6c952d6e@posting.google.com>
Source record: 5031

OK, I apologise in advance for this PANIC POST;-).

My Falcon power supply just died, ok I assume its the power supply. I know this has been posted NUMEROUS times, but I didn't think it would happen to me.

What can I use for an alternative power supply, if any, or should I try to locate a powersupply from BEST Electronics, or B&C. Or if anyone can repair or replace them in Canada, Ontario, Toronto area?

Thanks in Advance Brian.

5929. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-27 08:16:19 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B612353.4FB45A80@seimet.de>
Source record: 5032

Pascal Ricard wrote:

> This was the first thing I tried to get your beloved driver and tools to
> automatically "speak" English (without using the cmd line or the alt
> key, I mean). Unfortunately it didn't work. One really need to have the
> corect AES version (German or non German) compiled in magic.ram or be
> able to patch the file accordingly. This is what I did (the needed
> version of magic.ram was not available at that time) and I posted the
> method I used in both the above mailing list and (iirc) in csas.

I see. I guess the problem is that when you change the _AKP content it's
too late because the MagiC AES has already determined the language.
Anyway, you can configure HDDRUTIL to speak either German or English as
explained in the HDDRIVER README.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5930. Re: SCSI HD ready for the bin?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-27 10:02:04 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <996308782-45886AEicMi@08002go.com>
Source record: 5034

From: "Pascal Ricard" <paricard@free.fr>
Date: Thu, 26 Jul 2001 22:49:29 GMT

>> This can probably be solved by putting a program in the AUTO folder that
>> sets the _AKP cookie as desired.
>
>This was the first thing I tried to get your beloved driver and tools to
>automatically "speak" English (without using the cmd line or the alt
>key, I mean). Unfortunately it didn't work. One really need to have the

The problem with using the [Alt] key is that it's assigned in jinnee to open
the file in a viewer, which is not what's wanted!

>able to patch the file accordingly. This is what I did (the needed
>version of magic.ram was not available at that time) and I posted the
>method I used in both the above mailing list and (iirc) in csas.

I didn't have your newsgroup posting archived, so only mentioned the Yahoo
group one.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5931. Re: My ICD SCSI adapter won't see my new IBM 2Gig SCSI II wide drive...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-28 03:04:46 UTC
From: Martin Whitaker <Martin.Whitaker@AspexTechnology.com>
Message-ID: <3B622BCE.A774E11@AspexTechnology.com>
Source record: 5033

The ICD driver can be configured to skip some SCSI IDs when scanning the bus for devices. This is normally done to speed boot-up. Check that the SCSI ID you are using is actually being scanned. Sorry I can't give you details how to do this, but my ST is currently in bits! There is a useful utility in amongst the ICD software that scans the SCSI bus and reports what's there - I think it's called something like IDCHECK, but it's a long time since I used it...

Hope this helps,

Martin

Matthew Walter wrote:
>
> Hi,
> I'm using an ICD SCSI adaptor on my Atari.
> I've always had just one Seagate 40MB ST-157N drive
> on it. I just tried to add a 2.1 GIG IBM Fast-wide SCSI II
> drive on the chain, and my ICDboot.prg won't see it on boot
> up, just the Seagate (ID#0).
> I'm using an ICDboot.prg driver version 5.6.1
> from 1992.
> Does anyone know if that's the problem.
> Do I need a later version that recognizes larger
> drives?..or does the ICD just not like IBM drives?
> (Its'actually and OEM Quantum drive made for IBM)
> Someone mentioned it may be that my IBM drive has
> "SCSI Bus Arbitration", whatever that is, and so the
> ICD adapter wont see it..
>
> Any ideas
> Thanks
> Matt
> 415-333-7608

5932. Re: Seagate ST32151N

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-28 14:55:59 UTC
From: ebaiz@skyenet.net
Message-ID: <3oA87.101$K25.615@newsfeed.slurp.net>
Source record: 5035

On 26 Jul 2001 16:11:53 , Joseph D. Place wrote:
>NNTP-Posting-Date: Thu, 26 Jul 2001 12:11:53 EDT
>Organization: Prodigy Internet http://www.prodigy.com
>Date: Thu, 26 Jul 2001 16:11:53 GMT
>Xref: newsfeed.slurp.net comp.sys.atari.st.tech:50324
>
>I'm having a strange problem with a Seagate 2.0 GIG drive. I'm using a Link
>II host adapter. The drive works fine on it's own, but it corrupts
>other devices that are connected, i.e. my CD folders all have
>garbage text for their names, and when the names will display
>correctly, most things that I run result in 2-4 bombs. The system
>works perfectly with my Maxtor 120 MB drive. Sure would be nice to be
>able to use the larger drive. Can anyone help?

I had the same thing happend to me with a new external 3 gig Seagate
SCSI drive. Turned out it was a termination problem. The Seagate was
the last device on the SCSI cable and was not terminated. Once that was
taken care of, things are fine.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5933. cant get my HD to boot

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-28 16:19:12 UTC
From: Trunks <mkosmows@bellsouth.net>
Message-ID: <buB87.300$uO3.14297@e3500-atl1.usenetserver.com>
Source record: 5036

My atari TT/030's original 40meg just went belly up on me a few days ago, so I had to yank a 250mb Quantum ProDrive from my spare parts bin=) I have one problem, I cant get it to be bootloaded, Ive tried AHDI 6.06, but hinstall gives me two bombs and exits. Next I tried CBHD, no luck either. Can anybody please help?

5934. Re: cant get my HD to boot

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-28 16:37:34 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B62EA4E.71068BD@seimet.de>
Source record: 5037

Trunks wrote:
>
> My atari TT/030's original 40meg just went belly up on me a few days ago, so
> I had to yank a 250mb Quantum ProDrive from my spare parts bin=) I have one
> problem, I cant get it to be bootloaded, Ive tried AHDI 6.06, but hinstall
> gives me two bombs and exits. Next I tried CBHD, no luck either. Can anybody
> please help?

This drive should not cause any problems. I suggest that you also run a
test with the demo version of HDDRIVER:
http://www.seimet.de/atari_english.html.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5935. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-30 08:13:16 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <YJ097.1257$bl.63814@news.siol.net>
Source record: 5038

Throw them away. These are 256k x1 and in no way precious...

Regards,

Branko

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1exc1ug.2pxczqqxahrcN%x@x.xx...
> I've got a 1040 STFM here which I've removed all the usable and
> important chips/connectors etc. from, and now I'm wondering about the
> RAM chips -if they're worth desoldering or not (there are more fun
> things to do than desolder loads of components from a double-sided PCB
> for those who haven't yet tried it!).
>
> The chips are marked: D41256 -15 and are by NEC.
> There are 32 of these chips on the main board.
>
> Are these hard to find/expensive/worth holding on to, or should I just
> throw the main board away, now that I've removed all the custom chips,
> connectors etc.?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5936. Used pins on audio clocks

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-30 08:22:13 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B651935.18363C68@siemens.at>
Source record: 5039

Hi all,

My problem is that I want to use a Jam sample clock (DSP connector)
and a Soundpool Analog 4 (custom connector) together on my Falcon.
Since the clock has no through port I have to put it last in the chain.
So can anybody tell me what pins are really used on an audio clock ?
Then I could compare them with the subset of signals that is available
at the Analog 4 through port and try to make a special cable.

Thanks
Gerhard

5937. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-30 22:27:55 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <$UDlU7Ar9dZ7EwqO@atari.org.uk>
Source record: 5040

In article <1exc1ug.2pxczqqxahrcN%x@x.xx>, Hallvard Tangeraas <x@x.xx>
writes
>I've got a 1040 STFM here which I've removed all the usable and
>important chips/connectors etc. from, and now I'm wondering about the
>RAM chips -if they're worth desoldering or not (there are more fun
>things to do than desolder loads of components from a double-sided PCB
>for those who haven't yet tried it!).
>
>The chips are marked: D41256 -15 and are by NEC.
>There are 32 of these chips on the main board.
>
>Are these hard to find/expensive/worth holding on to, or should I just
>throw the main board away, now that I've removed all the custom chips,
>connectors etc.?

Hiya

So i'm not the only person that likes doing these things:))

No the memory isn't worth the trouble, I gave up after my first attempt
and i cut into the legs with a fret saw at that..

I think it would be cheaper for someone to buy a second hand 1040 or
STE!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5938. Re: Seagate ST32151N

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-31 05:13:30 UTC
From: jdplace@prodigy.net
Message-ID: <_7r97.7329$I4.1456284000@newssvr17.news.prodigy.com>
Source record: 5041

On 28 Jul 2001 14:55:59 , Edward S. Baiz Jr. wrote:
>On 26 Jul 2001 16:11:53 , Joseph D. Place wrote:
>>NNTP-Posting-Date: Thu, 26 Jul 2001 12:11:53 EDT
>>Organization: Prodigy Internet http://www.prodigy.com
>>Date: Thu, 26 Jul 2001 16:11:53 GMT
>>Xref: newsfeed.slurp.net comp.sys.atari.st.tech:50324
>>
>>I'm having a strange problem with a Seagate 2.0 GIG drive. I'm using a Link
>>II host adapter. The drive works fine on it's own, but it corrupts
>>other devices that are connected, i.e. my CD folders all have
>>garbage text for their names, and when the names will display
>>correctly, most things that I run result in 2-4 bombs. The system
>>works perfectly with my Maxtor 120 MB drive. Sure would be nice to be
>>able to use the larger drive. Can anyone help?
>
>I had the same thing happend to me with a new external 3 gig Seagate
>SCSI drive. Turned out it was a termination problem. The Seagate was
>the last device on the SCSI cable and was not terminated. Once that was
>taken care of, things are fine.
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva >
>---
>
>
>.
Hmm... I'll have to check the CD and see if it is terminated
properly. It uses switches. I'll let you know. Thanks
Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 4MB Atari 520STe /|\

5939. HDD tools (was: SCSI HD ready for the bin?)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-07-31 09:52:59 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b668dca417f30@free.fr>
Source record: 5042

Hello,

in article <996308782-45886AEicMi@08002go.com> (comp.sys.atari.st.tech)
Derryck Croker wrote on Fri 27-07-2001 10:02 (GMT):

> The problem with using the [Alt] key is that it's assigned in jinnee to open
> the file in a viewer, which is not what's wanted!

If you press [Alt] before d-clicking on the app within MagxDesk, you
"remove" the desktop. But you can also press this key a (very) short
while after the d-click. Maybe this also work with Jinnee. Maybe you can
also assign a cmd line to HDDRutil in your desktop. I do not recall when
this option was included to the package.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

5940. Re: HDD tools (was: SCSI HD ready for the bin?)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-01 06:52:30 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B67A72E.8495AD5@seimet.de>
Source record: 5043

Pascal Ricard wrote:

> If you press [Alt] before d-clicking on the app within MagxDesk, you
> "remove" the desktop. But you can also press this key a (very) short
> while after the d-click. Maybe this also work with Jinnee. Maybe you can
> also assign a cmd line to HDDRutil in your desktop. I do not recall when
> this option was included to the package.

I also don't know exactly when this feature was introduced. But this can
easily be checked: Just have a look at the README or the online help.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5941. CP/M-68k decompiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-01 19:34:36 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9k9ln5sjg1@newsreaderg1.core.theplanet.net>
Source record: 5044

I've got a very ancient program which as been written with a CP/M-68k compiler, is there any way I can decompile this ?

The program's head is :-

"CP/M-68K(tm), Version 1.2, Copyright (c) 1983, Digital Research
XXXX-0000-654321"

Also, did anyone have the original compiler ?

Cheers

Grazey

5942. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-01 20:42:02 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b686ab9_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 5045

Hi all

> >I've got a 1040 STFM here which I've removed all the usable and
> >important chips/connectors etc. from, and now I'm wondering about the
> >RAM chips -if they're worth desoldering or not (there are more fun
> >things to do than desolder loads of components from a double-sided PCB
> >for those who haven't yet tried it!).

> No the memory isn't worth the trouble, I gave up after my first attempt
> and i cut into the legs with a fret saw at that..

Havent you lot heard of De-solder braid, make removing chips from DS boards
a piece if the proverbial!!.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5943. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-01 21:32:12 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <b+NM+IAcVHa7EwUn@atari.org.uk>
Source record: 5046

In article <3b686ab9_3@mk-nntp-1.news.uk.worldonline.com>, Steve Sweet
<steve-sweet@lineone.net> writes
>Havent you lot heard of De-solder braid, make removing chips from DS boards
>a piece if the proverbial!!.

Hmmm

heard of it but never got on with it!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5944. Commodore 1802 Video Monitor Hor. width adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-02 00:26:37 UTC
From: working_ideas@yahoo.ca
Message-ID: <3B689E3D.40D62461@yahoo.ca>
Source record: 5047

I am using an old Commodore 1802 video monitor with an RCA jack video input to monitor my camcorder output.

It works very well however I need to adjust the horizontal width of the image displayed. The image is too wide.

There are no controls on the outside and there are no internal adjustment pots for horizontal width.

Does anyone know if the horizontal width "can" be adjusted or was it "factory" set? Does anyone know of any schematics for this monitor?

Any help would be greatly appreciated.

Mike Nash

working_ideas@yahoo.ca

5945. Re: CP/M-68k decompiler ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-02 12:45:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <27535_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 5048

In uno strano messaggio del 01 Aug 01 grazey@tphf.karoo.co.uk (2:333/608.1)
scrisse al povero All :
g> "CP/M-68K(tm), Version 1.2, Copyright (c) 1983, Digital Research
g> XXXX-0000-654321"
g>
g> Also, did anyone have the original compiler ?

CP/M is an operating system, not a compiler.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

5946. Re: new adults only news letter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-02 16:15:04 UTC
From: "Nisse..." <nisse@jultomten.se>
Message-ID: <y4fa7.7658$5t1.12609@nntpserver.swip.net>
Source record: 5049
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

Go jump yourself!

<nwgolk@yahoo.com> skrev i meddelandet
news:FTda7.5826$Ik1.260122@news.pacbell.net...
> hi, sorry to bother the group, we are collating names for our hot new
weekly newsletter, packed with adult material !
>
> If you would like to subscribe, pleas send a blank email to:
>
> celebrity_promo_2001@yahoo.com and we will send you the information asap!!
>
> enjoy your day.
>
> Sarah :)
>
>
>
> cccc
> hnjqfeqteprolfutgtmwrfcpjczmzmzdmfsiwepqd
>

5947. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-02 17:58:08 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B69946E.7B94C0B3@home.com>
Source record: 5050

Use a fine tip soldering iron and either a desoldering pump (solder sucker) or desoldering braid. Those rams, contrary to rumor, are not dead common items in every radio shack. I been trying to find some for months and they're always out of stock. They could even be useful for reviving a cramped 520

Hallvard Tangeraas wrote:

> I've got a 1040 STFM here which I've removed all the usable and
> important chips/connectors etc. from, and now I'm wondering about the
> RAM chips -if they're worth desoldering or not (there are more fun
> things to do than desolder loads of components from a double-sided PCB
> for those who haven't yet tried it!).
>
> The chips are marked: D41256 -15 and are by NEC.
> There are 32 of these chips on the main board.
>
> Are these hard to find/expensive/worth holding on to, or should I just
> throw the main board away, now that I've removed all the custom chips,
> connectors etc.?

5948. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-04 04:20:28 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <gKKa7.86542$Xr6.432708@news-server.bigpond.net.au>
Source record: 5101

did some of the st's use the inferior 1 bit chips like the amiga?
my 520st had 4bit chips, so I just took 4 more off an old video card from a PC and soldered them onto the blank positions allocated fro them and got 4 more capacitors too.. works like a charm

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1exc1ug.2pxczqqxahrcN%x@x.xx...
> I've got a 1040 STFM here which I've removed all the usable and
> important chips/connectors etc. from, and now I'm wondering about the
> RAM chips -if they're worth desoldering or not (there are more fun
> things to do than desolder loads of components from a double-sided PCB
> for those who haven't yet tried it!).
>
> The chips are marked: D41256 -15 and are by NEC.
> There are 32 of these chips on the main board.
>
> Are these hard to find/expensive/worth holding on to, or should I just
> throw the main board away, now that I've removed all the custom chips,
> connectors etc.?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5949. Re: Commodore 1802 Video Monitor Hor. width adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-04 04:22:48 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <sMKa7.86544$Xr6.432770@news-server.bigpond.net.au>
Source record: 5102

you can always adjust the horizontal width, its usually by a huge
potentiometer with a large plastic handle inside the monitor around the same
region as the line output transformer..

it is adjustable, but usually not by much

<working_ideas@yahoo.ca> wrote in message news:3B689E3D.40D62461@yahoo.ca...
> I am using an old Commodore 1802 video monitor with an RCA jack video
> input to monitor my camcorder output.
>
> It works very well however I need to adjust the horizontal width of the
> image displayed. The image is too wide.
>
> There are no controls on the outside and there are no internal
> adjustment pots for horizontal width.
>
> Does anyone know if the horizontal width "can" be adjusted or was it
> "factory" set? Does anyone know of any schematics for this monitor?
>
> Any help would be greatly appreciated.
>
> Mike Nash
>
> working_ideas@yahoo.ca
>
>

5950. Re: Commodore 1802 Video Monitor Hor. width adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-04 04:24:48 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <kOKa7.86548$Xr6.432807@news-server.bigpond.net.au>
Source record: 5103

and if the picture is so wide its off the screen and you cant seem to adjust
it, the potentiometer is probly faulty

"Oracle" <NoSpam!@Getlost.com> wrote in message
news:sMKa7.86544$Xr6.432770@news-server.bigpond.net.au...
> you can always adjust the horizontal width, its usually by a huge
> potentiometer with a large plastic handle inside the monitor around the
same
> region as the line output transformer..
>
> it is adjustable, but usually not by much
>
>
> <working_ideas@yahoo.ca> wrote in message
news:3B689E3D.40D62461@yahoo.ca...
> > I am using an old Commodore 1802 video monitor with an RCA jack video
> > input to monitor my camcorder output.
> >
> > It works very well however I need to adjust the horizontal width of the
> > image displayed. The image is too wide.
> >
> > There are no controls on the outside and there are no internal
> > adjustment pots for horizontal width.
> >
> > Does anyone know if the horizontal width "can" be adjusted or was it
> > "factory" set? Does anyone know of any schematics for this monitor?
> >
> > Any help would be greatly appreciated.
> >
> > Mike Nash
> >
> > working_ideas@yahoo.ca
> >
> >
>
>

5951. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-04 09:59:36 UTC
From: J�r�me Ginestet <ginesj@free.fr>
Message-ID: <clPa7.1684$Ms7.3164199@nnrp3.proxad.net>
Source record: 5104

"Oracle" <NoSpam!@Getlost.com> a �crit dans le message news:
gKKa7.86542$Xr6.432708@news-server.bigpond.net.au...
> did some of the st's use the inferior 1 bit chips like the amiga?
> my 520st had 4bit chips, so I just took 4 more off an old video card from
a
> PC and soldered them onto the blank positions allocated fro them and got 4
> more capacitors too.. works like a charm

```
IIRC most 520 and 1040 STs and STFs used 41256 RAMS, which are
256 kbit * 1bit chips, and MEGA STs used 411000 : 1024k*1
```

--
J�r�me

5952. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-04 12:40:52 UTC
From: Oracle <NoSpam!@Getlost.com>
Message-ID: <o3Sa7.87891$Xr6.439469@news-server.bigpond.net.au>
Source record: 5105

this cant be true

"J�r�me Ginestet" <ginesj@free.fr> wrote in message
news:clPa7.1684$Ms7.3164199@nnrp3.proxad.net...
>
> "Oracle" <NoSpam!@Getlost.com> a �crit dans le message news:
> gKKa7.86542$Xr6.432708@news-server.bigpond.net.au...
> > did some of the st's use the inferior 1 bit chips like the amiga?
> > my 520st had 4bit chips, so I just took 4 more off an old video card
from
> a
> > PC and soldered them onto the blank positions allocated fro them and got
4
> > more capacitors too.. works like a charm
>
> IIRC most 520 and 1040 STs and STFs used 41256 RAMS, which are
> 256 kbit * 1bit chips, and MEGA STs used 411000 : 1024k*1
>
> --
> J�r�me
>
>

5953. Re: Commodore 1802 Video Monitor Hor. width adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-04 17:33:52 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b6d58ad$1_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 5110

Hi Oracle

"Oracle" <NoSpam!@Getlost.com> wrote in message
news:sMKa7.86544$Xr6.432770@news-server.bigpond.net.au...

> you can always adjust the horizontal width, its usually by a huge
> potentiometer with a large plastic handle inside the monitor around the
same
> region as the line output transformer..
> it is adjustable, but usually not by much

You wouldn't find a width control being done by a large pot as you described
as there is high frequency current about, very nasty stuff.
Width controls are usually coil/inductor combinations. Width circuits that
use pots would use small pots and other electronics.

The potentiometer you describe would usually do the job of vertical shift.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5954. chaining SCSI drives (including ZIP)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-04 22:18:23 UTC
From: Eric Ameres <eric@on2.com>
Message-ID: <Pw_a7.188382$EF2.25567399@typhoon.nyroc.rr.com>
Source record: 5107

I have a 40MB supra drive already connected to my Mega4, can I just plug a SCSI zip into the other SCSI port on the supra drive?

Thanks,

Eric.
eameres@nycap.rr.com

5955. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-05 00:31:06 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <jwUa7.1425$bl.71362@news.siol.net>
Source record: 5106

"Oracle" <NoSpam!@Getlost.com> wrote in message
news:gKKa7.86542$Xr6.432708@news-server.bigpond.net.au...
> did some of the st's use the inferior 1 bit chips like the amiga?
> my 520st had 4bit chips, so I just took 4 more off an old video card from
a
> PC and soldered them onto the blank positions allocated fro them and got 4
> more capacitors too.. works like a charm
>
>
1-bit chips weren't "inferior". In some cases, it was preferable to use
"narrower" RAMs.
Just like today not all DRAMs are 32-bit...

Since ST's "MMU" chip can work with up to two banks, each being 64 Kb, 256 Kb or 1024 Kb, it seems that ideal RAM for it would be 1Mx16, but these were rare beasts, so next best thing is to use 1Mx1 (16 pieces per bank) if one insists on using chips, not SIMM modules. Overall, I think it is the easiest solution by far to use one 4Mb SIMM with 72 pins, like ones from advanced 486 boards and Pentiums (up to some 300MHz, after that they have stard using SDRAMs instead)...

Regards,

Branko

> "Hallvard Tangeraas" <x@x.xx> wrote in message
> news:1exc1ug.2pxczqqxahrcN%x@x.xx...
> > I've got a 1040 STFM here which I've removed all the usable and
> > important chips/connectors etc. from, and now I'm wondering about the
> > RAM chips -if they're worth desoldering or not (there are more fun
> > things to do than desolder loads of components from a double-sided PCB
> > for those who haven't yet tried it!).
> >
> > The chips are marked: D41256 -15 and are by NEC.
> > There are 32 of these chips on the main board.
> >
> > Are these hard to find/expensive/worth holding on to, or should I just
> > throw the main board away, now that I've removed all the custom chips,
> > connectors etc.?
> >
> >
> > Hallvard
> > --
> > Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> > Atari Launchpad : <http://launchpad.atari.org>

> > Notator/Creator SL : <http://www.crosswinds.net/~notator/>
>
>

5956. Re: chaining SCSI drives (including ZIP)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-05 09:37:01 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <J4kovuA9ORb7Ewf+@atari.org.uk>
Source record: 5108

In article <Pw_a7.188382$EF2.25567399@typhoon.nyroc.rr.com>, Eric Ameres
<eric@on2.com> writes
>I have a 40MB supra drive already connected to my Mega4, can I just plug a
>SCSI zip into the other SCSI port on the supra drive?
>
>

Hiya

Yep you should be fine!!! I have tried an ez drive and other things
using something similar.

But if the drive is part of a SCSI chain you will need to terminate it:)

I can't visualise which drive that one is, but there are hard drives
around that have a scsi drive inside with dma through AND SCSI through
as well!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5957. 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-05 10:01:42 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kI6jD5AGmRb7EwZd@atari.org.uk>
Source record: 5109
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi people

After a long time, i've managed to get hold of a 130xe and floppy drive:)))) Which i've been waiting for to try and support the 8-bit's again.

Yes i know i'm a glutton for punishment!!!!!!

What i could do with now is a monitor, ideally Atari!

If you have one and are in the UK please let me know:)
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

5958. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-05 14:50:05 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b6ee236_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 5120
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Steve

> After a long time, i've managed to get hold of a 130xe and floppy
> drive:)))) Which i've been waiting for to try and support the 8-bit's
> again.

I wish i'd known, ive got a 320K 130 XE and a 256K 800XL that i want to get some money back on, also 2 Happy 1050's and a straight 1050. 850 interface also here.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5959. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-06 02:00:47 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ciurmt0bbajq0pauauh155s4f75tvt52en@4ax.com>
Source record: 5111
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 5 Aug 2001 11:01:42 +0100, Steve Stupple <Steve@atari.org>
wrote:

>Hi people
>
>After a long time, i've managed to get hold of a 130xe and floppy
>drive:)))) Which i've been waiting for to try and support the 8-bit's
>again.
>
>Yes i know i'm a glutton for punishment!!!!!!
>
>What i could do with now is a monitor, ideally Atari!
>
>If you have one and are in the UK please let me know:)
>-- Cheers! For Now
> Steve <>< * * *

Atari never manufactured monitors for their Home Computer line.

Would have been a nice addition to their catalog to have a
color-matched video monitor, but those things were probably too
expensive in those days to sell to Atari's intended audience.

I was at the Chicago "Consumer Electronics Show" when Atari introduced
the 130XE model, but I can't remember what kind of monitors they were
using in the displays. (That was the era they would have brought out
a monitor for the 8-bit if they were ever going to do it, but nothing
ever showed up in their product line.)

Atari was too busy introducing the 260ST and 520ST at that show to
spend much time on the 8-bit computers. People would walk up to the
130XE, look at it for a second, realize it wasn't the ST, and turn
right around, heading for the other side of the room,

I wonder if any "prototype" monitors might exist somewhere though...

BobR
.

5960. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-06 03:42:16 UTC
From: Mark Bedingfield <atari@nocrud.tpg.com.au>
Message-ID: <9kl3gdkus1@merki.connect.com.au>
Source record: 5112
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I have seen shots of what appears to be an SC1224, but with the red atari logo. They were shown in Explorer in the mid eighties, during the 130XE release. As far as I know they were never put into production.

Mark

"Bob Retelle" <bobr1@provide.net> wrote in message news:ciurmt0bbajq0pauauh155s4f75tvt52en@4ax.com...
> On Sun, 5 Aug 2001 11:01:42 +0100, Steve Stupple <Steve@atari.org>
> wrote:
>
> >Hi people
> >
> >After a long time, i've managed to get hold of a 130xe and floppy
> >drive:)))) Which i've been waiting for to try and support the 8-bit's
> >again.
> >
> >Yes i know i'm a glutton for punishment!!!!!!
> >
> >What i could do with now is a monitor, ideally Atari!
> >
> >If you have one and are in the UK please let me know:)
> >-- Cheers! For Now
> > Steve <>< * * *
>
>
> Atari never manufactured monitors for their Home Computer line.
>
> Would have been a nice addition to their catalog to have a
> color-matched video monitor, but those things were probably too
> expensive in those days to sell to Atari's intended audience.
>
> I was at the Chicago "Consumer Electronics Show" when Atari introduced
> the 130XE model, but I can't remember what kind of monitors they were
> using in the displays. (That was the era they would have brought out
> a monitor for the 8-bit if they were ever going to do it, but nothing
> ever showed up in their product line.)
>
> Atari was too busy introducing the 260ST and 520ST at that show to
> spend much time on the 8-bit computers. People would walk up to the
> 130XE, look at it for a second, realize it wasn't the ST, and turn
> right around, heading for the other side of the room,
>
> I wonder if any "prototype" monitors might exist somewhere though...

>
> BobR
> .

5961. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-06 06:43:28 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3B6E3C90.304D0848@siemens.at>
Source record: 5113

Steve Stupple wrote:

> After a long time, i've managed to get hold of a 130xe and floppy
> drive:)))) Which i've been waiting for to try and support the 8-bit's
> again.
>
> Yes i know i'm a glutton for punishment!!!!!!
>
> What i could do with now is a monitor, ideally Atari!

I would rather suggest buying a VGA801 (www.matco.com IIRC) or a
similar device which should enable you to connect the XE to a modern
multisync monitor. That's how I use the same monitor for my XL and
my Falcon.

Gerhard

5962. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-06 09:11:55 UTC
From: vdjole@EUnet.yu
Message-ID: <9kln0q$9q9$1@news.eunet.yu>
Source record: 5114

On 4 Aug 2001 12:40:52 G, "Oracle" wrote:

>> IIRC most 520 and 1040 STs and STFs used 41256 RAMS, which are
>> 256 kbit * 1bit chips, and MEGA STs used 411000 : 1024k*1
>
>this cant be true

Why not? I had a 1040 STFm with 41256 RAMs and currently I have a MegaST
with 4C1024 RAMs which are functionally equivalent to 411000...
In fact, I think that Ataris with 4-bit wide RAMs were in minority.

Cu.

5963. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-06 09:11:59 UTC
From: vdjole@EUnet.yu
Message-ID: <9kln0t$9q9$2@news.eunet.yu>
Source record: 5115

On 4 Aug 2001 17:31:06 -, "Branko Badrljica" wrote:

>Since ST's "MMU" chip can work with up to two banks, each being 64 Kb, 256
>Kb or 1024 Kb,

In fact the sizes were 128, 512 and 1024KB per bank. AFAIK each subsequent
size is one bit wider regarding the multiplexed address (i.e. 2x2=4x larger
size).

By the way, any idea what did the "reserved" settings in the MMU configuration
registers (for memory bank size) stand for? Extrapoloating the specified
settings (00=128kB, 01=512kB, 10=1024kB, ...11=?) it would appear that
"reserved" would stand for 4096KB banks... Would this setting have any
effect, considering that required in-chip circuits are probably nonexistent?

>it seems that ideal RAM for it would be 1Mx16,

Indeed, alghough this would complicate somewhat byte-access; among
other things, those latches which stand between RAM and the main memory bus
would have to be designed differently.

>(up to some 300MHz, after that they have stard using SDRAMs instead)...

What are the consequences of this?

cu

5964. Re: Commodore 1802 Video Monitor Hor. width adjustment

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-06 09:55:26 UTC
From: Oracle <antocopy_removethis_@no.its.not>
Message-ID: <iQtb7.95568$Xr6.470971@news-server.bigpond.net.au>
Source record: 5116

my mistake, yes I remember now.. been a long time :)

--

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b6d58ad$1_2@mk-nntp-1.news.uk.worldonline.com...
> Hi Oracle
>
> "Oracle" <NoSpam!@Getlost.com> wrote in message
> news:sMKa7.86544$Xr6.432770@news-server.bigpond.net.au...
>
> > you can always adjust the horizontal width, its usually by a huge
> > potentiometer with a large plastic handle inside the monitor around the
> same
> > region as the line output transformer..
> > it is adjustable, but usually not by much
>
> You wouldn't find a width control being done by a large pot as you
described
> as there is high frequency current about, very nasty stuff.
> Width controls are usually coil/inductor combinations. Width circuits that
> use pots would use small pots and other electronics.
>
> The potentiometer you describe would usually do the job of vertical shift.
>
>
> --
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

5965. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-06 09:56:11 UTC
From: Oracle <thisinsntreal@no.its.not>
Message-ID: <%Qtb7.95571$Xr6.470977@news-server.bigpond.net.au>
Source record: 5117

I must of been lucky I suppose :)

--

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9kln0q$9q9$1@news.eunet.yu...
> On 4 Aug 2001 12:40:52 G, "Oracle" wrote:
>
> >> IIRC most 520 and 1040 STs and STFs used 41256 RAMS, which are
> >> 256 kbit * 1bit chips, and MEGA STs used 411000 : 1024k*1
> > >
> > >this cant be true
>
> Why not? I had a 1040 STFm with 41256 RAMs and currently I have a MegaST
> with 4C1024 RAMs which are functionally equivalent to 411000...
> In fact, I think that Ataris with 4-bit wide RAMs were in minority.
>
> Cu.

5966. Re: Magic OS

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-06 17:54:36 UTC
From: mdoering@mucl.de
Message-ID: <3b6ed8df.909661@news.cis.dfn.de>
Source record: 5119

On Mon, 16 Jul 2001 08:29:41 +0200, Uwe Seimet <us@seimet.de> wrote:

>I would like to see the usual things you expect from an emulation: To
>get more compatible with the emulated system. Keyboard overruns, for
>example, have already been a problem with SToNX years ago. I don't think
>the serial ports are still properly supported but I may be wrong.
Oh, they are, as far, as I know. (I like commas ;-) And you can
connect to a linux device through the emulator from within MiNT.
Ok, the setup is not so easy. But if you want to try it?!?

>Anyway, STonX is an interesting project and with today's machines it
>does not suffer anymore from what made it hardly usable years ago: Lack
>of speed.
Yes, indeed it has a very fast m68k core in the emulation. There are
just a few (assemblercoded and UAE), which are faster.

>I'm afraid that instead of spending time on software projects like
>STonX, where more users are able to contribute something compared with
>expensive hardware emulation projects, time is wasted on waiting for new
>hardware clones, which are announced again and again, postponed again
>and again and eventually die anyway.
Yes, you are right. The most important thing is, that things are going
on, and that there are new developments. People need to have fun!

Martin Doering

5967. Re: 1040 STFM RAM chips -worth having?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-06 19:37:14 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <Moub7.1472$bl.74150@news.siol.net>
Source record: 5118

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9kln0t$9q9$2@news.eunet.yu...
> On 4 Aug 2001 17:31:06 -, "Branko Badrljica" wrote:
>
> >Since ST's "MMU" chip can work with up to two banks, each being 64 Kb,
256
> >Kb or 1024 Kb,
>
> In fact the sizes were 128, 512 and 1024KB per bank. AFAIK each subsequent
> size is one bit wider regarding the multiplexed address (i.e. 2x2=4x
larger
> size).
>

Sorry, my mistake. I meant 16-bit words, not bytes...

> By the way, any idea what did the "reserved" settings in the MMU
configuration
> registers (for memory bank size) stand for? Extrapoloating the specified
> settings (00=128kB, 01=512kB, 10=1024kB, ...11=?) it would appear that
> "reserved" would stand for 4096KB banks... Would this setting have any
> effect, considering that required in-chip circuits are probably
nonexistent?
>
>
I doubt that it would achieve anything usefull since there is no multiplexed
A10 pin for DRAM (only A0 to A9...)

> >it seems that ideal RAM for it would be 1Mx16,
>
> Indeed, alghough this would complicate somewhat byte-access; among
> other things, those latches which stand between RAM and the main memory
bus
> would have to be designed differently.
>
IIRC those things have separate CAS for each byte lane, so it would be
useable directly, without any glue logic. Each of two chips would be
connected as one bank...

>
> >(up to some 300MHz, after that they have stard using SDRAMs instead)...
>
> What are the consequences of this?

Well, you can't use SDRAM directly, although it wouldn't be bad masturbation
DIY project ;o))))

Regards,

Branko

5968. Re: 8-bit Atari's: monitors: were there any

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-06 23:06:23 UTC
From: ebaiz@skyenet.net
Message-ID: <PpFb7.197$432.137111@newsfeed.slurp.net>
Source record: 5121

On 5 Aug 2001 11:01:42 +, Steve Stupple wrote:
>Hi people
>
>After a long time, i've managed to get hold of a 130xe and floppy
>drive:)))) Which i've been waiting for to try and support the 8-bit's
>again.
>
>Yes i know i'm a glutton for punishment!!!!!!
>
>What i could do with now is a monitor, ideally Atari!

What you really need to do is to get a video converter and a Commodore monitor cable. Then you will be able to hook up the 8-bit to any VGA monitor. Works great for me.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

5969. ANTIC shwrinkwrapped 6th anniversary edition!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-07 05:03:57 UTC
From: Mo <mygranny@'nospam'swbell.net>
Message-ID: <9NIb7.128$NU1.97086@nnrp3.sbc.net>
Source record: 5122

I've up for auction an absolutely perfect copy of ANTIC- The Atari Resource magazine. This is the 6th anniversary edition complete w/double sided ANTIC disk! It even has the original pricetag of $9.95 on the top. Check it out!
Mo

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1262653782

5970. %%% VINTAGE COMPUTER FESTIVAL 5.0 %%%

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-07 14:15:07 UTC
From: vcf@vintage.org
Message-ID: <LJSb7.38647$Kd7.23909190@news1.rdc1.sfba.home.com>
Source record: 5123

Vintage Computer Festival 5.0
September 15th and 16th, 2001
Parkside Hall - San Jose Convention Center
San Jose, California
http://www.vintage.org/2001/main/

Mark your calendar! The fifth annual Vintage Computer Festival is scheduled for the weekend of September 15th and 16th at Parkside Hall in San Jose, California.

The Vintage Computer Festival is a celebration of computers and their history. The event features speakers, a vintage computer exhibition, and a vintage computer marketplace. We showcase all different types of computers for all differents kinds of platforms in all different shapes and sizes.

EXHIBIT YOUR VINTAGE COMPUTER

Vintage Computer Collectors: we want you! Exhibit your favorite computer in the Vintage Computer Exhibition. First, Second and Third place prizes will be awarded in 13 categories, including the coveted Best of Show.

For complete details on the VCF 5.0 Exhibition, visit:

http://www.vintage.org/2001/main/exhibit.php

BUY/SELL/TRADE AT THE VINTAGE COMPUTER MARKETPLACE

Do you have some vintage computer items you'd like to sell? Whether you rent a booth or sell on consignment, the Vintage Computer Festival Marketplace is the premier venue for selling old computers and related items. If you would like to rent a booth or inquire about consignment rates, please send e-mail to <vendor@vintage.org> for more information or visit:

http://www.vintage.org/2001/main/vendor.php

TELL A FRIEND! TELL A FRIEND! TELL A FRIEND!

We really hope to see you at the VCF 5.0! And remember, tell your friends!!

A printable flyer in Word format can be downloaded here:

http://www.vintage.org/2001/main/vcf50.doc

Vintage Computer Festival 5.0
September 15th and 16th, 2001

Parkside Hall - San Jose Convention Center
San Jose, California
http://www.vintage.org/2001/main/

5971. Re: Free 1040 ST, Mono & Color monitor + all software and accys

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-08 01:25:43 UTC
From: Rick LaFleur <rlafleur@rcn.com>
Message-ID: <9kq419$h43$1@bob.news.rcn.net>
Source record: 5125

I live Agawam,Mass..... just down the road from Six Flags New England..
How much would you need for shipping???

All I really need is an ST mouse.....the system I bought last week didn't
included one....I'll gladly give your system a new home thou.....

-Rick

"Bryan" <bryankearns@mediaone.net> wrote in message
news:3vq57.3786$N21.1557244@typhoon.ne.mediaone.net...
> I am offering to anyone who wants them a fully functional 1040 ST, Color
and
> Mono monitor + all of my software and accys (including a desk cart). All
I
> ask is that you pay for shipping. If you live in New England (Boston
area)
> you can pick them up.
>
> Otherwise, they will be relegated to the dump!
>
>

5972. Re: 1.44Mb disk drive circuit using a GAL?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-08 09:32:30 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <OJ%b7.1525$bl.77514@news.siol.net>
Source record: 5124

I think this coul be done with a simple PIC12C508.
I am busy righ now, but willing to write that code snippet if someone wants to try it out.
I think waht PIC should be able to do is to watch STEP and DIR lines from the machine, and then repeat them to the floppy, using right 3 ms timing. With 16MHz on FDC and twice as fast steps from the machine side this means that chip would have to have some bookkeping to do. For example, at masimal step speed, machine would step at 1.5 ms and floppy can manage only 3 ms. So, when stepping from track 0 to track 79, floppy head would reach track 39 by the time machine issues last step. For majority of operations (if not all) this bares no significance, except that sometimes extra spin will be needed as head will not be initially on the right place...

Physically, PIC is in small 8 pin pack and can work without externall components (like crystal or reset circ), so it wouldn't greatly complicated things...
It is also as cheap, although eraseable ones can cost 30DM...

Regards,

Branko

"Hallvard Tangeraas" <x@x.xx> wrote in message news:1exssi2.57kni814fgiysN%x@x.xx...
> Long ago I documented how to use a Sony HD disk drive for use with
> the ST in DD mode, and modifying it for HD mode, but never got around to
> the actual HD/DD switching circuitry. I know there are several solutions
> around (among them a few which have been posted here).
>
> I've got them all here, but the one which looked the simplest was a
> circuit that consisted solely of a pre-programmed GAL chip and a 16MHz
> oscillator. It's called "HD_CTRL4" and the man behind it is Gerd Knops.
>
> But there wasn't any programming of the step-rates.
> So I was wondering if anyone out here had a similar project working,
> where the step-rates were included as well (i.e. different step-rates
> for HD and DD modes), or if someone would be interested in working
> something like this out?
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5973. Re: 1.44Mb disk drive circuit using a GAL?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-08 11:27:19 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <rp1c7.1526$bl.77612@news.siol.net>
Source record: 5126

```
"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1exsyai.1pt6zjq1ps32mwN%x@x.xx...
> Hallvard Tangeraas <x@x.xx> wrote:
>
> > I've got them all here, but the one which looked the simplest was a
> > circuit that consisted solely of a pre-programmed GAL chip and a 16MHz
> > oscillator. It's called "HD_CTRL4" and the man behind it is Gerd Knops.
>
> By the way, the mentioned file can be downloaded from here in case
> anyone's interested:
>
> http://www.rpi.edu/~ernesm/info/archive.umich.edu/atari/Diskutils/hd_ctr
> l4.zoo
>
Is there anything for WinPC that can open ZOO archive ?

Regards,

Branko

>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>
```

5974. Re: Falcon Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-09 04:05:32 UTC
From: madmax@bfree.on.ca
Message-ID: <7b81f281.0108082005.48ceeaa6@posting.google.com>
Source record: 5128

madmax@bfree.on.ca (madmax) wrote in message
news:<7b81f281.0107261933.6c952d6e@posting.google.com>...
> OK, I apologise in advance for this PANIC POST;-).
>
> My Falcon power supply just died, ok I assume its the power supply. I
> know this has been posted NUMEROUS times, but I didn't think it would
> happen to me.
>
> What can I use for an alternative power supply, if any, or should I
> try to locate a powersupply from BEST Electronics, or B&C. Or if
> anyone can repair or replace them in Canada, Ontario, Toronto area?
>
> Thanks in Advance Brian.

Could the gentleman from California whom offered me a powersupply,
please email me once again, at the earliest convienence.

Thanks Brian.

5975. Re: 1.44Mb disk drive circuit using a GAL?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-09 06:46:22 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <6oic7.1571$bl.79114@news.siol.net>
Source record: 5127

Wow. That was fast ! Thanks.

Thing looks more or less what I have done. I've done several versions of GALs in the past, tailored every time to actual needs, but in essence because I forgot where did I showed that little file ;o)

he did the effort of detecting HD on all drives, which I never needed, but I found that ability to set active state of floppy's HD signal useful more than once, which is absent here...
Usually, one can cram into same GAL also some other thingies, like 16 MHz CPU hack and overscan.

But step rate correction is unlikely to fit into GAL. Microcontroller is much better solution for that, and PIC12C508 seems perfect fit, since it is 40% smaller than even GAL16V8 !

Regards,

Branko

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1exueex.1i4v59nyquqhyN%x@x.xx...
> I've made the file into a .zip file and uploaded it here:
>
> http://home.c2i.net/st_hallvard/hd_ctrl4.zip
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5976. Re: 1.44Mb disk drive circuit using a GAL?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-09 21:11:54 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <C3vc7.1587$bl.80152@news.siol.net>
Source record: 5129

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1exvkic.tugyei4cfu0wN%x@x.xx...
> Branko Badrljica <brankob@avtomatika.com> wrote:
>
> > Wow. That was fast ! Thanks.
>
> You're welcome :-)
>
>
> > he did the effort of detecting HD on all drives, which I never needed,
but I
> > found that ability to set active state of floppy's HD signal useful more
> > than once, which is absent here...
>
> You mean if the drive is in use or not?

No, I mean, sometimes one has to rsort to soldering when extracting HD
signal from the drive. Not all drives has it on the connector and it has to
be taken from HD switch, for example. Sometimes internal HD signal from
switch is of oposite polarity and this is when polarity select comes handy.

Off course, when one can roll his own GAL from equations, it is easy to
change equations accordingly...

>
> > Usually, one can cram into same GAL also some other thingies, like 16
MHz
> > CPU hack and overscan.
>
> Simpler is usually better -less chance of problems. I personally prefer
> to have things separated. That way, troubleshooting is way easier.
>
>
> > But step rate correction is unlikely to fit into GAL. Microcontroller is
> > much better solution for that, and PIC12C508 seems perfect fit, since it
is
> > 40% smaller than even GAL16V8 !
>
> Sounds good, but are those chips expensive? Is special equipment needed
> to program them?
>
PICs, especially small ones, like 12C508 are as expensive (and as abundant)
as common household dirt. ;o) I use them as "smart bullets" for solving
daily problems.
For example, I have shoot one of these into my logitech mouse for hardware

doubleclick- so I don't need driver for this ;o)
Special equipment is needed, but free programmers can be built by the
various
plans on the web. Just do a search on PIC programmer. Majority of them are
for PIC16F84, but when one comes to think about it, it may be better for the
job than 12C508, since it is FLASH based and costs about the same as
12C508...

> As for the logic (when DD and HD modes are selected): this might be
> different for different drives....
> In my case, the logic is like this:
>
> Pin 2 of the Shugart connector on the disk drive outputs the high/low
> signal according to which disk is inserted:
>
> Low = 0v High = 5v
>
> * no disk inserted = high
> * HD disk inserted = high
> * DD disk inserted = low
>
> Actually pin 2 is an *input* pin, but I've wired the HD detect switch to
> this pin, also because it changes the mode of the drive. Works fine
> here.
> But of course, the problem is that with people not using the AJAX
> controller chip (I'm lucky enough to have one), but rather the
> WD-1772-02-02, 16MHz fed into it over a longer period of time will
> probably overheat the chip and damage it. That means any time a disk
> isn't present in the drive.
>
> It would be nice if somehow things could be modified in such a way that
> 16 MHz is only selected as above _AND_ when the drive is active.
>

GAL serves this purpose well enough IMHO.

> You can see how I've modified my Sony drive by going to my Atari
> Launchpad (URL in my signature), then to the hardware section. Several
> years ago I modified a Sony HD disk drive to be used with my STe, which
> works fine in both modes (except I can only switch it manually at the
> moment because I lack the circuit which this thread is about).
>
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.crosswinds.net/~notator/>

5977. lacom acsi->scsi & CDROM?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-09 22:28:43 UTC
From: Roland Kaiser <r.k.a@web.de>
Message-ID: <3B730E9B.5090901@web.de>
Source record: 5130

Hi,
is it possible to add an SCSI-CDRom to an existing Lacom acsi->scsi
converter?

Thanks, Roland

5978. CDRom on ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-09 22:31:56 UTC
From: Roland Kaiser <r.k.a@web.de>
Message-ID: <3B730F5C.4090905@web.de>
Source record: 5131

Hi,
is it possible to add an SCSI-Cdrom to an existing Lacom acsi-->scsi
converter? A HD is already connected.

ST 520+
Thanks, Roland

5979. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-10 00:38:39 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b732ef0_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 5132

Hi Hallvard

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1exswue.1tjz5j4tyd4owN%x@x.xx...

> How come nobody's made a realtime battery-backed clock for the ST?

There was a project that utilised a PC clock module that piggy backed with a ROM chip, istr its no. being DPS 1206???? or similar.
Derryck croker (derryck@08002go.com)investigated this a short while back, having succesfully tracked down a document with details. However, the chip concerned is quite old and when made had an internal battery life of 10 years, which has just about expired!!.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

5980. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-10 08:55:38 UTC
From: Rory Street <rory@atheniaglobe.com>
Message-ID: <9l07c3$nb2$1@uranium.btinternet.com>
Source record: 5134
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hello Bob,

What was the 260ST?

I have never encountered it before.

Rory

> Atari was too busy introducing the 260ST and 520ST at that show to
> spend much time on the 8-bit computers. People would walk up to the
> 130XE, look at it for a second, realize it wasn't the ST, and turn
> right around, heading for the other side of the room,
>
> I wonder if any "prototype" monitors might exist somewhere though...
>
> BobR
> .

5981. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-10 10:05:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997523142-48303AEicMi@08002go.com>
Source record: 5140

From: "Steve Sweet" <steve-sweet@lineone.net>
Date: Fri, 10 Aug 2001 01:38:39 +0100

>> How come nobody's made a realtime battery-backed clock for the ST?
>
>There was a project that utilised a PC clock module that piggy backed with a
>ROM chip, istr its no. being DPS 1206???? or similar.

Didn't work for me, I suspect that Dallas Semiconductors sent me the wrong variant of the chip. Couldn't complain as it was a free sample. Also this mod isn't really suitable for those STs where the PSU is over the TOS chips as there is a head-room problem :-(

But anyway, plans and the necessary programs should still be available on the 'net (Vazz' hardware mods site might prove interesting).

>having succesfully tracked down a document with details. However, the chip
>concerned is quite old and when made had an internal battery life of 10
>years, which has just about expired!!.

I'm pleased that the NVRAM in my Falcon is still being refreshed by its battery, that can't last much longer :-(

Back to the clock, I think that there was a Y2K issue as well - but it was all such a long time ago!
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5982. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-10 10:10:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997523146-48859AEicMi@08002go.com>
Source record: 5141

From: "Branko Badrljica" <brankob@avtomatika.com>
Date: Fri, 10 Aug 2001 08:36:40 -0700

>Sounds like one more thing that could be killed with "PIC-bullet"...
>
>PIC could be placed between ACIA 6850 and keyboard, which would constantly
>lurk on the link and update its internal time when ordered to do so by
>system. After reset, it could copy its internal timers to HD6803...

Nice idea, you'd also need a timekeeper for the PIC, Dallas make the DS1302
which will output time and date.

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

5983. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-10 15:36:40 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <efLc7.1607$bl.80800@news.siol.net>
Source record: 5133

Sounds like one more thing that could be killed with "PIC-bullet"...

PIC could be placed between ACIA 6850 and keyboard, which would constantly lurk on the link and update its internal time when ordered to do so by system. After reset, it could copy its internal timers to HD6803...

Off course, PIC would have to battery backed, but that shouldn't be a problem, given their low power consumtion...

Regards,

Branko

"Steve Sweet" <steve-sweet@lineone.net> wrote in message news:3b732ef0_1@mk-nntp-1.news.uk.worldonline.com...
> Hi Hallvard
>
>
> "Hallvard Tangeraas" <x@x.xx> wrote in message
> news:1exswue.1tjz5j4tyd4owN%x@x.xx...
>
> > How come nobody's made a realtime battery-backed clock for the ST?
>
> There was a project that utilised a PC clock module that piggy backed with
a
> ROM chip, istr its no. being DPS 1206???? or similar.
> Derryck croker (derryck@08002go.com)investigated this a short while
back,
> having succesfully tracked down a document with details. However, the chip
> concerned is quite old and when made had an internal battery life of 10
> years, which has just about expired!!.
>
> --
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>
>

5984. HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-10 22:25:39 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <3b744343.0@energise.enta.net>
Source record: 5135

I have had some corruption on one of my HD partitions.
Diamond Edge seems to have cleaned up the lost clusters
but there are a few folders that I am unable to delete
or rename because of a TOS-33 error. Edge says everything
is ok but it clearly isn't.

I tried HP Optimizer but it reports an error due to the
number of clusters on this partition and it doesn't
attempt to fix the problem.

Its just a 500Mb TOS partition but if I cannot fix it then
I will just have to copy everything onto my other partitions
and zero the D: partition.

Any better suggestions ?

Regards,

Peter

| Support independance for Britain |
| http://www.ukip.org |

| Milan040, Yamaha CD-RW, UMAX 1220S, Canon BJC-2000, 33600 Modem |
| Mint, N.AES, Thing, MultiStrip, Olga, Bubbles, Extendos... |
| Papyrus, Texel, ArtWorx, PhotoLine, ImageCopy, ScanX... |
| STiNG, CAB, Newsie, MyMail... |

| I live in Great Britain, abbreviated to G.B. |
| uk is a noise made by apes. |

5985. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-11 02:37:09 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <li69ntk2r3ev4pvr55im7jdfjiurm883op@4ax.com>
Source record: 5136
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 10 Aug 2001 09:55:38 +0100, "Rory Street"
<rory@atheniaglobe.com> wrote:

>Hello Bob,
>
>What was the 260ST?
>
>I have never encountered it before.
>
>Rory
>

The 260ST was Atari's first model in the ST line.

At the time, memory was EXTREMELY expensive, and they wanted to keep
the cost of their new computer line as low as possible, so the first
one was going to have 256K of RAM in it.

(Atari liked to "round up" the amount of RAM into the model number.
Thus the 512K Atari 520ST, and the 1024K Atari 1040ST.)

Anyway, by the time they actually introduced the ST computer line,
they had realized that 256K simply wasn't going to be enough RAM to do
anything useful, and dropped the idea. The first model introduced in
the US was the 520ST.

Actually, they DID sell a few 260STs in Europe, probably just to get
rid of the ones they'd started to make. Those would probably be
"collectors" items if you could find one today!

A somewhat funny thing about the 260ST is that when the ST line was
introduced, the Operating System, TOS, wasn't ready to be released
yet, so there were no TOS ROMs available to be installed in those
first computers.

You had to load the version of TOS they did have from a floppy disk,
which meant it was loaded into the system RAM.

The poor little 260ST I saw at the Consumer Electronics Show in
Chicago didn't have enough memory to do ANYTHING after TOS had been
loaded from the floppy. They were using the 520ST to do all the
demos.

Just a dusty footnote in the lost archives of Atari history...

BobR

5986. Re: CDRom on ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-11 03:57:33 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B74ACCF.F299D1F0@home.com>
Source record: 5137

Hi Roland,

I don't know about that perticular host adaptor but it should work. Use a search engine to find "anodyne software" its a company run by a dude who did extendos which is the cd-rom driver software I use for the cd-roms on my ST.

Roland Kaiser wrote:

> Hi,
> is it possible to add an SCSI-Cdrom to an existing Lacom acsi-->scsi
> converter? A HD is already connected.

5987. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-11 04:30:40 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9l2cme$1fp4$1@news.comnet.co.nz>
Source record: 5138
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

"Bob Retelle" <bobr1@provide.net> wrote ...
> "Rory Street" <rory@atheniaglobe.com> wrote:
> >What was the 260ST?
> >
> >I have never encountered it before.
>
> The 260ST was Atari's first model in the ST line.
>
> At the time, memory was EXTREMELY expensive, and they wanted to
keep
> the cost of their new computer line as low as possible, so the first
> one was going to have 256K of RAM in it.
>
> (Atari liked to "round up" the amount of RAM into the model number.
> Thus the 512K Atari 520ST, and the 1024K Atari 1040ST.)

I think it was Sam Tramiels idea from when he was at Commodore that model numbers match memory size. The 400 and 800 from 1979 originally had 4k and 8k RAM in 1979, but they'd grown somewhat, so that the name didn't identify RAM size when Mr Tramiel took over in 1984.

An 8 bit machine with 64k (65536 bytes) was a 65XE
An 8 bit machine with 128k (131072 bytes) was a 130XE.

(There may have been a smaller 8-bit in the XE range, but I cannot recall seeing one in 1985/1986)

The ST was supposed to start with 128k RAM as well, and so would be called a 130ST (131072 bytes = 128k), and went up from there: 260ST (262144 = 256k), 520ST (524288 = 512k) and 1040ST (1048576 = 1024k = 1M)

But, as you say, the fact that the OS consumed so much RAM meant that the 130ST was killed before birth, and the 260ST was abandoned.

As you can see, the model numbers doubled as the memory size doubled.

> Anyway, by the time they actually introduced the ST computer line,
> they had realized that 256K simply wasn't going to be enough RAM to
do
> anything useful, and dropped the idea. The first model introduced
in
> the US was the 520ST.
>
> Actually, they DID sell a few 260STs in Europe, probably just to

get
> rid of the ones they'd started to make. Those would probably be
> "collectors" items if you could find one today!
>
> A somewhat funny thing about the 260ST is that when the ST line was
> introduced, the Operating System, TOS, wasn't ready to be released
> yet, so there were no TOS ROMs available to be installed in those
> first computers.
>
> You had to load the version of TOS they did have from a floppy disk,
> which meant it was loaded into the system RAM.
>
> The poor little 260ST I saw at the Consumer Electronics Show in
> Chicago didn't have enough memory to do ANYTHING after TOS had been
> loaded from the floppy. They were using the 520ST to do all the
> demos.
>
> Just a dusty footnote in the lost archives of Atari history...

(Just a few sidenotes to add to your recollections)

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"F A B"

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

5988. Re: HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-11 07:04:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200108110804.a18292@wun.maus.de>
Source record: 5144

Hallo Peter!

PS>Any better suggestions ?

go for a sector editor like diskus (commercial) or SED (freeware), enter the appropriate directory sector, and replace the first letter of the "non-deletable" directory entries with $E5. The entries will be deleted then, but there will be lots of lost clusters. Any of your optimizing programs will recover those, though.

with best regards
Ekkehard

5989. Re: HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-11 07:07:46 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B74D9C2.2F2ECF0D@seimet.de>
Source record: 5139

Peter Slegg wrote:

> I have had some corruption on one of my HD partitions.
> Diamond Edge seems to have cleaned up the lost clusters
> but there are a few folders that I am unable to delete
> or rename because of a TOS-33 error. Edge says everything
> is ok but it clearly isn't.
>
> I tried HP Optimizer but it reports an error due to the
> number of clusters on this partition and it doesn't
> attempt to fix the problem.
>
> Its just a 500Mb TOS partition but if I cannot fix it then
> I will just have to copy everything onto my other partitions
> and zero the D: partition.
>
> Any better suggestions ?

If you can cope with a German GUI and manual and want to spend the money
DISKUS is probably a solution: http://www.seimet.de/atari_english.html

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

5990. Re: 8-bit Atari's: monitors: were there any????

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-11 14:17:08 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <3B753E64.40245442@pcisys.net>
Source record: 5143
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

To get back on topic, yes there was one found.

Atari had made a composite video monitor for the 8bit line of computers.

I was with John Hardie in 1994 when we visited San Jose Computer's (went out business a long time ago). San Jose Computers was in the Atari business in the Valley for sometime along with B&C and Best.

John found there a prototype of a 8bit computer monitor. Didn't know if it worked or not. But he bought it for, if I remember right, $20.

At the time, John was buying so much stuff that he didn't have the money to ship it back. So he asked Mike Hohman of Fine Tooned Engineering (fTE) to ship it back. Well that never happen. Mike put it in storage and later disappeared.

News later is that the storage unit that Mike had was opened up by the owner and all the property sold off. Another 8bit collector had purchased the monitor (found this out at World of Atari '98 show). There were a lot of people who lost their stuff in that property sale.

So yes, an Atari made 8bit composite video monitor does exist and is now in a collectors collection.

And now you know the rest of the story...

Glenn Bruner
glenn_b18@yahoo.com

5991. Re: 1.44Mb disk drive circuit using a GAL?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-11 18:46:16 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9l3uho$35j$1@draco.stochastik.rwth-aachen.de>
Source record: 5145

In article <6oic7.1571$bl.79114@news.siol.net>,
Branko Badrljica <brankob@avtomatika.com> wrote:
>
>he did the effort of detecting HD on all drives, which I never needed, but I
>found that ability to set active state of floppy's HD signal useful more
>than once, which is absent here...
>Usually, one can cram into same GAL also some other thingies, like 16 MHz
>CPU hack and overscan.
>
>But step rate correction is unlikely to fit into GAL. Microcontroller is
>much better solution for that, and PIC12C508 seems perfect fit, since it is
>40% smaller than even GAL16V8 !

The whole circuit including step-rate correction and HD switch for two drives
(including step-rate correction for 40-track 5.25" drives!) fits into a 16v8
fine, provided you add an external monoflop which is set to a bit below 3ms.

The circuit I built long ago consists of a 16MHz can-type crystal
oscillator, a 16v8 and a 74LS221, all on a neat, small PCB.

cu
Michael
--
"Failure ist not an option. It comes bundled with your Microsoft Product."

5992. Re: 1.44Mb disk drive circuit using a GAL?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-11 18:47:57 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9l3ukt$375$1@draco.stochastik.rwth-aachen.de>
Source record: 5146

In article <1exvkic.tugyei4cfu0wN%x@x.xx>,
Hallvard Tangeraas <northstar2010@yahoo.no> wrote:
>
>It would be nice if somehow things could be modified in such a way that
>16 MHz is only selected as above _AND_ when the drive is active.

That should be the normal behaviour for any decent HD mod. It means that you
have to wire up the DS lines to the GAL, but that is not too much effort
after all.

cu
Michael
--
"Failure ist not an option. It comes bundled with your Microsoft Product."

5993. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-11 18:53:24 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <Cd7d7.1645$bl.83092@news.siol.net>
Source record: 5142

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:997523146-48859AEicMi@08002go.com...
> From: "Branko Badrljica" <brankob@avtomatika.com>
> Date: Fri, 10 Aug 2001 08:36:40 -0700
>
> >Sounds like one more thing that could be killed with "PIC-bullet"...
> >
> >PIC could be placed between ACIA 6850 and keyboard, which would
constantly
> >lurk on the link and update its internal time when ordered to do so by
> >system. After reset, it could copy its internal timers to HD6803...
>
> Nice idea, you'd also need a timekeeper for the PIC, Dallas make the
DS1302
> which will output time and date.
>
No, you wouldn't, that is the best about this idea. PIC could do timekeeping
perfectly by itself. It has all needed hardware within the chip....

Regards,

Branko
> --
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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@qmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

5994. Re: 1.44Mb disk drive circuit using a GAL?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-12 12:06:18 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <Zlmd7.1683$bl.83793@news.siol.net>
Source record: 5147

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in
message news:9l3uho$35j$1@draco.stochastik.rwth-aachen.de...
> In article <6oic7.1571$bl.79114@news.siol.net>,
> Branko Badrljica <brankob@avtomatika.com> wrote:
> >
> >he did the effort of detecting HD on all drives, which I never needed,
but I
> >found that ability to set active state of floppy's HD signal useful more
> >than once, which is absent here...
> >Usually, one can cram into same GAL also some other thingies, like 16 MHz
> >CPU hack and overscan.
> >
> >But step rate correction is unlikely to fit into GAL. Microcontroller is
> >much better solution for that, and PIC12C508 seems perfect fit, since it
is
> >40% smaller than even GAL16V8 !
>
> The whole circuit including step-rate correction and HD switch for two
drives
> (including step-rate correction for 40-track 5.25" drives!) fits into a
16v8
> fine, provided you add an external monoflop which is set to a bit below
3ms.
>
> The circuit I built long ago consists of a 16MHz can-type crystal
> oscillator, a 16v8 and a 74LS221, all on a neat, small PCB.

Nice one. You probably filled that GAL to the guts ;o)
Could you enlighten us, why the "external monoflop is set to a bit below
3ms" ?
So that you could use 5-bit counter instead of 6 for pulse counting ? ;o)
If that is what you have done, are you sure it would work on all floppy
units ?

If I can, I keep things digital. Much more reliable, repeatable, robust, and
you don't need quality scope for troubleshooting...
For example, one 12C508 is smaller than LS221 and would live without any
external component, but at cost of roughly 1 DEM a piece is somewhat more
expensive, and of course, it is not reprogrammable within that budget ;o)

Regards,

Branko

5995. DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-12 14:01:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9l628adgk1@plutonium.compulink.co.uk>
Source record: 5148

I have just bought a second-hand HP DAT (SCSI) for 20 UKP. What do
I need to use it with an Atari? I've heard of GEMAR - where can I
get it from? And are there any other drivers for this?

Regards, /Peter/

5996. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-12 14:01:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9l628adgl1@plutonium.compulink.co.uk>
Source record: 5149

In message <997523142-48303AEicMi@08002go.com>, derryck@NOSPAMcix.co.uk said:

>>There was a project that utilised a PC clock module that piggy backed with a
>>ROM chip, istr its no. being DPS 1206???? or similar.
>
>Didn't work for me, I suspect that Dallas Semiconductors sent me the wrong
>variant of the chip. Couldn't complain as it was a free sample. Also this mod
>isn't really suitable for those STs where the PSU is over the TOS chips as
>there is a head-room problem :-(

Many years ago I bought a RTC for my STFM using a chip and a
connector that plugged into the keyboard processor; this used
rechargeable penlites in a holder taped to the shielding with
double-sided tape. Made by a firm beginning with 'M' (?Michtron?)
in Cornwall, ISTR.

>Back to the clock, I think that there was a Y2K issue as well - but it was all
>such a long time ago!

I think that applied to mine as well.

Regards, /Peter/

5997. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-12 18:27:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200108122027.a47549@b.maus.de>
Source record: 4951

X>GEMAR - where can I get it from?

http://home.t-online.de/home/Steffen.Engel/index.htm

Gerhard

5998. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-12 19:18:36 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9l8614$u49$1@newsg1.svr.pol.co.uk>
Source record: 4952

<xlator@cix.compulink.co.uk> wrote in message
news:9l628adgk1@plutonium.compulink.co.uk...
> I have just bought a second-hand HP DAT (SCSI) for 20 UKP. What do
> I need to use it with an Atari? I've heard of GEMAR - where can I
> get it from? And are there any other drivers for this?

Yup, GEMAR is fine. It is available at most ftp sites. You just need to make sure that you have SCSIDRV.PRG (in the distribution pack) in your AUTO folder. There IS another ST utility whose name I have forgotten (Diamond Back perhaps) which will drive SCSI tape streamers but I was always quite happy with GEMAR.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.265 / Virus Database: 137 - Release Date: 18/07/2001

5999. Re: 1.44Mb disk drive circuit using a GAL?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-12 20:39:03 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9l6ph7$on9$1@draco.stochastik.rwth-aachen.de>
Source record: 5150

In article <Zlmd7.1683$bl.83793@news.siol.net>,
Branko Badrljica <brankob@avtomatika.com> wrote:
>
>Nice one. You probably filled that GAL to the guts ;o)

Not really. There were designs where I had to squeeze in a lot more.

>Could you enlighten us, why the "external monoflop is set to a bit below
>3ms" ?
>So that you could use 5-bit counter instead of 6 for pulse counting ? ;o)
>If that is what you have done, are you sure it would work on all floppy
>units ?

The monoflop is triggered by the STEP signal, and while it it active, the
FDC clock is switched down to 8MHz so that the step rate is correct.

If the MF has a time longer than 3ms, the FDC will finish the step and
probably start reading/writing when the clock is still at 8MHz. By setting
the time to a bit below 3ms, I can be sure that this can not happen.

Using a pot for the time, it is easy to adjust: run a seek test and adjust
so that the seek speed is a bit higher than on DD disks.

>If I can, I keep things digital. Much more reliable, repeatable, robust, and
>you don't need quality scope for troubleshooting...
>For example, one 12C508 is smaller than LS221 and would live without any
>external component, but at cost of roughly 1 DEM a piece is somewhat more
>expensive, and of course, it is not reprogrammable within that budget ;o)

And you have to program one more part - you can't switch 16MHz signals with
a PIC, so you would need an external multiplexer and divider.

I tend to use standard parts as long as they are available and suitable for
the job.

cu
Michael
--
"Failure ist not an option. It comes bundled with your Microsoft Product."

6000. Afterburner & NOVA

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-13 10:48:03 UTC
From: Fredrik Egeberg <deez@algonet.se>
Message-ID: <Pine.SOL.4.10.10108131247400.1545-100000@kairos>
Source record: 4953

Hi,

I have a small plastic connector holding a colourful ribboncable in place
on my ab040 board, it goes from underneath the board and fits right
between the 2 "connectthru" things for the expansionport. This prevents my
NOVAadaptor to fit 100%, it takes alot of fiddling around to get it
working once it slides out of place.
Does anybody know what this ribboncable is for? Apparently it only exists
on some boards, not all.

cheers!

/Fredrik

6001. Re: HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-13 11:39:43 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <9l8e9v$lg3$1@sun27.hrz.tu-darmstadt.de>
Source record: 4954

Hi!

Peter Slegg <peter.slegg@===ANTI-SPAM===scubadivers.co.uk> wrote:
> I have had some corruption on one of my HD partitions.
> Diamond Edge seems to have cleaned up the lost clusters
> but there are a few folders that I am unable to delete
> or rename because of a TOS-33 error. Edge says everything
> is ok but it clearly isn't.

> I tried HP Optimizer but it reports an error due to the
> number of clusters on this partition and it doesn't
> attempt to fix the problem.

You could try running CheckFat on this partition, and post the results here (or by private e-mail) in case you don't understand the German messages. CheckFat will - as the name suggests - only check for errors, not repair them. But in case it finds something, the output will help in correcting the problem.

You can download CheckFat here:

http://homepages.tu-darmstadt.de/~gryf/software/cfat_r4.lzh

After unpacking, simply run checkfat.ttp with the partition letter as the only argument.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request!
Vote against SPAM: http://www.politik-digital.de/spam/

6002. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-13 12:02:50 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997776066-794275AEicMi@08002go.com>
Source record: 4957

Hi Peter,

>I have just bought a second-hand HP DAT (SCSI) for 20 UKP. What do
>I need to use it with an Atari? I've heard of GEMAR - where can I
>get it from? And are there any other drivers for this?

When you logged onto CiX this PM you will have found what you need.

Hope it all works for you! :-)

--


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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6003. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-13 12:05:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997776070-795128AEicMi@08002go.com>
Source record: 4958

Hi Peter,

>Many years ago I bought a RTC for my STFM using a chip and a
>connector that plugged into the keyboard processor; this used

This would be the way that the suggested PIC timekeeper would be plugged in.

>double-sided tape. Made by a firm beginning with 'M' (?Michtron?)
>in Cornwall, ISTR.

I must say that I'd never heard of this one.

--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6004. Re: HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-13 12:45:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28021_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4955

In uno strano messaggio del 11 Aug 01 Ekkehard_Flessa@WUN.maus.de
(2:333/608.1) scrisse al povero All :
EF> go for a sector editor like diskus (commercial) or SED (freeware), enter

Where can I find the last SED version ? Does it work with MagiCMac ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
In the shuffling madness of the locomotive breath...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6005. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-13 23:18:23 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9l9n7v$13f$1@plutonium.compulink.co.uk>
Source record: 4956

In message <200108122027.a47549@b.maus.de>, Gerhard_Stoll@b.maus.de said:

>X>GEMAR - where can I get it from?
>
>http://home.t-online.de/home/Steffen.Engel/index.htm

Thanks Gerhard. I've got a copy now.

Regards, /Peter/

6006. Re: HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-14 05:59:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200108140659.a18656@wun.maus.de>
Source record: 4962

Hallo Mike!

MD>Where can I find the last SED version ?

I've got no idea. It _should_ be available from Claus Brod's site, but that
link is broken :-(
http://www.geocities.com/SiliconValley/3366/atari.html

MD>Does it work with MagiCMac ?

I don't know. But couldn't you use tools on the Mac side instead?

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

6007. Re: What's this circuit for?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-14 09:28:34 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9lar02mqv1@draco.stochastik.rwth-aachen.de>
Source record: 4959

In article <1ey3jkf.eji4s5uum71eN%x@x.xx>,
Hallvard Tangeraas <northstar2010@yahoo.no> wrote:
>I was doing some cleaning up on my harddisk and found a small circuit
>diagram which I can't figure out what it's for.
>There's some text there (in German which isn't my strongest side):
>
> http://home.c2i.net/st_hallvard/conrad.gif

Looks like a converter to connect a certain conrad electronics DCF-77
receiver module to the joystick port.

cu
Michael
--
"Failure ist not an option. It comes bundled with your Microsoft Product."

6008. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-14 11:09:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997860408-466711AEicMi@08002go.com>
Source record: 4964

From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Date: Sun, 12 Aug 2001 20:18:36 +0100

>Yup, GEMAR is fine. It is available at most ftp sites. You just need to make
>sure that you have SCSIDRV.PRG (in the distribution pack) in your AUTO

Not needed if you use HDDriver of course :-)

Although I do find scsidrv.prg to be quite useful at other times, for example
if I want to use my scanner and it hadn't been switched on at bootup time.
--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6009. Re: HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-14 18:08:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200108141908.a18693@wun.maus.de>
Source record: 4967

another link to SED:
ftp://chapelie.rma.ac.be/atari/utilities/disktools/sed_568.zip
currently broken due to server problems

with best regards
Ekkehard

6010. Re: 8-bit Atari's: monitors: were there any

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-14 19:17:19 UTC
From: sidcelery@cix.co.uk
Message-ID: <9lbtfvkdm1@plutonium.compulink.co.uk>
Source record: 4960

On 5 Aug 2001 11:01:42 +, Steve Stupple wrote:
> Hi people
> After a long time, i've managed to get hold of a 130xe and floppy
> drive:)))) Which i've been waiting for to try and support the
> 8-bit's again.
>
> What i could do with now is a monitor, ideally Atari!
>
> If you have one and are in the UK please let me know:)

Hi Steve,
Didn't this only work with a TV?

rgds
H

6011. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-14 22:02:54 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9lc76eqps1@plutonium.compulink.co.uk>
Source record: 4961

In message <997776066-794275AEicMi@08002go.com>, derryck@NOSPAMcix.co.uk said:

>>I have just bought a second-hand HP DAT (SCSI) for 20 UKP. What do
>>I need to use it with an Atari? I've heard of GEMAR - where can I
>>get it from? And are there any other drivers for this?
>
>When you logged onto CiX this PM you will have found what you need.

Hi Derryck!

Many thanks - received, decoded and unpacked OK.
>
>Hope it all works for you! :-)

When I get time to try it out!

Anyone know where I can get the instructions and/or spec sheet for
the DAT drive? It is a Model C1533-00150, British-made, and when
you take it out of its case the drive has 8 DIP-switches
underneath, which are currently set 1 & 3 OFF, the rest ON. No
idea what they do! The only external controls are SCSI ID,
termination on/off and a power switch. I believe HP have a
web-site but don't have the URL. Anyone help?

Regards, /Peter/

6012. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-15 00:23:35 UTC
From: sidcelery@cix.co.uk
Message-ID: <9lcfe7$34b$1@plutonium.compulink.co.uk>
Source record: 4963

On 12 Aug 2001 14:01:46 , xlator@cix.compulink.co.uk wrote:
> I have just bought a second-hand HP DAT (SCSI) for 20 UKP. What do
> I need to use it with an Atari? I've heard of GEMAR - where can I
> get it from? And are there any other drivers for this?

Hi Peter,
Doesn't Steve have a SCSI HP DAT ?

Rgds
H

6013. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-15 10:15:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997949620-84323AEicMi@08002go.com>
Source record: 4969

From: xlator@cix.compulink.co.uk
Date: 14 Aug 2001 22:02:54 GMT

>Anyone know where I can get the instructions and/or spec sheet for
>the DAT drive? It is a Model C1533-00150, British-made, and when

I found a data sheet for mine by searching on Google, but it didn't say much really, and as I said before I didn't bother keeping it, and I don't think that mine is the same model as yours.

>you take it out of its case the drive has 8 DIP-switches
>underneath, which are currently set 1 & 3 OFF, the rest ON. No

One of the text files in PAR folder of the GEMAR distribution lists some settings for another HP DAT drive, but none of them are the default settings from what I recall.

--

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derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6014. Re: HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-15 21:00:08 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28128_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4965

In uno strano messaggio del 14 Aug 01 Ekkehard_Flessa@WUN.maus.de
(2:333/608.1) scrisse al povero All :
MD>> Does it work with MagiCMac ?
EF> I don't know. But couldn't you use tools on the Mac side instead?

Not on Atari partitions, I'm still using an Atari formatted hard drive in the
Mac, as I took it out from the TT. I suspect (anybody tested?) those
partitions are faster then bassing by the MacOS filesystem. Another problem
is I can't make symbolic links work of Mac partitions, any fix ?

If you tell me the performance difference is very little and find a way to
make symlinks work on the Mac partitions I would be very happy to share all
the drive on the Mac partitioning for the Mac and seeing with MagiCMac too,
that would be much more flexible then now, also for backups and to use all
other disk functions, that is sharing on the network, use disk repairing
tools, backup software and so on.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Ferranti, Laser Ecosse, Howden Laser.... where will we go ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6015. Putting an Atari Mega ST or STe in a PC case

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-16 00:12:34 UTC
From: dglish@execpc.com
Message-ID: <655cdc62.0108151612.3eaff4b5@posting.google.com>
Source record: 4966

I am considering taking on a project of placing an Atari Mega ST or Ste in a PC case. I'm curious to know if anyone else has done this and how difficult it is. I am not afraid of soldering or otherwise reworking a case.

I am planning on using a Mega because of the seperate keyboard.

My main question for now is about the power supply. Do I have to do anything about changing the standard voltages from the PC style case. I have an old 286 type AT style case or might try and put it in a newer case if the motherboard will fit.

Dave Glish

6016. Re: HD corruption

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-16 05:57:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200108160657.a19016@wun.maus.de>
Source record: 4973

Hallo Mike!

MD>If you tell me the performance difference is very little and find a
MD>way to make symlinks work on the Mac partitions

Sorry, no idea. I've only got Atari Hardware, no PC nor Mac.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

6017. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-16 06:02:51 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B7B620B.EE08985E@seimet.de>
Source record: 4968

Derryck Croker wrote:

> Although I do find scsidrv.prg to be quite useful at other times, for example
> if I want to use my scanner and it hadn't been switched on at bootup time.

You don't need SCSIDRV.PRG for that. If HDDRIVER is installed all that
is needed is a bus rescan before starting the scan application. Good
scanner software would even offer a bus rescan option of its own. Please
refer to the manual for details.
Also note that it is not a good idea to use both the SCSI driver of
HDDRIVER and SCSIDRV.PRG. You will lose certain functions this way
because SCSIDRV.PRG only supports the old SCSI driver specification
1.00, but HDDRIVER supports version 1.01. If both are installed you
effectively only get version 1.00.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6018. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-16 11:36:56 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <997961422-462314AEicMi@08002go.com>
Source record: 4970

From: Uwe Seimet <us__nospam__@seimet.de>
Date: Thu, 16 Aug 2001 08:02:51 +0200

>> Although I do find scsidrv.prg to be quite useful at other times, for example
>> if I want to use my scanner and it hadn't been switched on at bootup time.
>
>You don't need SCSIDRV.PRG for that. If HDDRIVER is installed all that
>is needed is a bus rescan before starting the scan application. Good
>scanner software would even offer a bus rescan option of its own. Please
>refer to the manual for details.

ScanX does indeed offer a bus rescan for this purpose, but unfortunately it
always crashes out with a pesky exception error. I suppose it's down to my CT2
board, so I'll live with it, not a big deal in the wide scheme of things.

>Also note that it is not a good idea to use both the SCSI driver of
>HDDRIVER and SCSIDRV.PRG. You will lose certain functions this way

Understood, thanks.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6019. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-16 12:29:47 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B7BBCBB.F759B705@seimet.de>
Source record: 4971

Derryck Croker wrote:

> ScanX does indeed offer a bus rescan for this purpose, but unfortunately it
> always crashes out with a pesky exception error. I suppose it's down to my CT2
> board, so I'll live with it, not a big deal in the wide scheme of things.

This might also have to do with a bug in older versions of HDDRIVER. It
would help analysing this if you ran a short test with the current demo
version.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6020. Re: Free Teen Pics 2814 [2/2]

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-16 17:10:51 UTC
From: osian@zetnet.co.uk
Message-ID: <3b7bfe9b$0$15295@news.zetnet.co.uk>
Source record: 4972

On 15 Aug 2001 21:02:26 , zlkbgz@nowhere.com wrote:
>begin 644 C:\WINDOWS\Desktop\Copy of index.html

Sorry, I don't have a C:\WINDOWS directory - and what's a local hard drive pathname doing in an attachement?

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

6021. Re: Putting an Atari Mega ST or STe in a PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-16 22:40:44 UTC
From: ebaiz@skyenet.net
Message-ID: <MZXe7.69$WC.33673@newsfeed.slurp.net>
Source record: 4974

On 15 Aug 2001 17:12:34 , Dave Glish wrote:
>I am considering taking on a project of placing an Atari Mega ST or
>Ste in a PC case. I'm curious to know if anyone else has done this
>and how difficult it is. I am not afraid of soldering or otherwise
>reworking a case.
>
>I am planning on using a Mega because of the seperate keyboard.
>
>My main question for now is about the power supply. Do I have to do
>anything about changing the standard voltages from the PC style case.
>I have an old 286 type AT style case or might try and put it in a
>newer case if the motherboard will fit.

I have a ST in a PC style case. The computer itself is not in the
case, but only the drives (hard drive, disk drive and CD rom drive).
The power supply is there also. I am afraid I am not sure how it was
done, because a friend of mine who used to work on Atari computers did
it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6022. Re: Free Teen Pics 2814 [2/2]

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-17 00:31:06 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B7C6566.EA1EE913@home.com>
Source record: 4975

This fits the iq level of the porn vidiots. post a winblows file in an atari group. the loser that did that probly had his account pulled by now anyways

Chris Simon wrote:

> On 15 Aug 2001 21:02:26 , zlkbgz@nowhere.com wrote:
> >begin 644 C:\WINDOWS\Desktop\Copy of index.html
>
> Sorry, I don't have a C:\WINDOWS directory - and what's a local hard
> drive pathname doing in an attachement?

6023. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-17 12:05:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998117204-56337AEicMi@08002go.com>
Source record: 4977

From: Uwe Seimet <us__nospam__@seimet.de>
Date: Thu, 16 Aug 2001 14:29:47 +0200

>> ScanX does indeed offer a bus rescan for this purpose, but unfortunately it
>> always crashes out with a pesky exception error. I suppose it's down to my

>This might also have to do with a bug in older versions of HDDRIVER. It
>would help analysing this if you ran a short test with the current demo
>version.

I've run as many tests as I can think of - it's not down to my CT2 card, but
ScanX simply won't rescan the bus without that exception error unless I run
scsidrv first. Even running hddriver.prg from the desktop isn't good enough!

Must be a programming error in ScanX, although I've never read of anyone else
with this problem which I've mentioned in the past.

Thanks for the support anyway Uwe.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6024. Re: Putting an Atari Mega ST or STe in a PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-17 18:05:08 UTC
From: dglish@execpc.com
Message-ID: <655cdc62.0108171005.2b70a65d@posting.google.com>
Source record: 4976

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<MZXe7.69$WC.33673@newsfeed.slurp.net>...
> On 15 Aug 2001 17:12:34 , Dave Glish wrote:
> >I am considering taking on a project of placing an Atari Mega ST or
> >Ste in a PC case. I'm curious to know if anyone else has done this
> >and how difficult it is. I am not afraid of soldering or otherwise
> >reworking a case.
> >
> >I am planning on using a Mega because of the seperate keyboard.
> >
> >My main question for now is about the power supply. Do I have to do
> >anything about changing the standard voltages from the PC style case.
> >I have an old 286 type AT style case or might try and put it in a
> >newer case if the motherboard will fit.
>
> I have a ST in a PC style case. The computer itself is not in the
> case, but only the drives (hard drive, disk drive and CD rom drive).
> The power supply is there also. I am afraid I am not sure how it was
> done, because a friend of mine who used to work on Atari computers did
> it.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> ----------

Is the Atari being powered from the PC case? My main concern is if I
need to do anything special to get the Atari to work with the standard
power connectors in the PC case. I'm not worried about mounting
everything.

dave Glish

6025. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-18 10:05:05 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B7E3DD1.9E293A27@seimet.de>
Source record: 4978

Derryck Croker wrote:

> Must be a programming error in ScanX, although I've never read of anyone else
> with this problem which I've mentioned in the past.

If you have a bit more time to spend on this, please start SYS_MON and
SCSI_MON before you start the bus rescan, which causes the crash. This
might help to track down the problem. Either the crash appears in the
call that rescans the bus, which means it is a bug in HDDRIVER, or it is
after the scan, which means that it is most likely ScanX that does
something wrong.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6026. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-18 10:08:07 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B7E3E87.966F1319@seimet.de>
Source record: 4979

Uwe Seimet wrote:

> If you have a bit more time to spend on this, please start SYS_MON and
> SCSI_MON before you start the bus rescan, which causes the crash. This
> might help to track down the problem. Either the crash appears in the
> call that rescans the bus, which means it is a bug in HDDRIVER, or it is
> after the scan, which means that it is most likely ScanX that does
> something wrong.

Something I forgot in my previous posting: Please check whether your
machine also crashes when you do the bus rescan within HDDRUTIL. If it
does not crash this is a proof that ScanX does something wrong. But if
the rescan works I strongly recommend using the bus rescan in HDRUTIL
instead of starting SCSIDRV.PRG instead.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6027. Re: Putting an Atari Mega ST or STe in

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-18 13:36:15 UTC
From: ebaiz@skyenet.net
Message-ID: <jbuf7.339$6r1.86693@newsfeed.slurp.net>
Source record: 4980

On 17 Aug 2001 11:05:08 , Dave Glish wrote:
>ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<MZXe7.69$WC.33673@newsfeed.slurp.net>>...
>> On 15 Aug 2001 17:12:34 , Dave Glish wrote:

>> I have a ST in a PC style case. The computer itself is not in the
>> case, but only the drives (hard drive, disk drive and CD rom drive).
>> The power supply is there also. I am afraid I am not sure how it was
>> done, because a friend of mine who used to work on Atari computers did
>> it.
>>
>> Edward S. Baiz Jr.

>Is the Atari being powered from the PC case? My main concern is if I
>need to do anything special to get the Atari to work with the standard
>power connectors in the PC case. I'm not worried about mounting
>everything.
>
>
>dave Glish

Well I have it hooked up to a STe and the STe is being powered by it's
own internal power supply. However, if I hook up a regular 520ST, it
can be powered up by the PC case. At the time it was made I was mainly
using a 520 1meg ST. My friend asked for the power supply. He took it
apart and attached part of it to the PC case's power supply. So now I
have a 520 power cord coming out of the case. I would think the wires
from the case could be connected to a STe in some way...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6028. Re: Putting an Atari Mega ST or STe in a PC case

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-19 08:35:24 UTC
From: atari1040ste@web.de
Message-ID: <Xns91026BA5971F1michaelkazdametahema@130.133.1.4>
Source record: 4981

dglish@execpc.com (Dave Glish) wrote in
<655cdc62.0108151612.3eaff4b5@posting.google.com>:

>I am considering taking on a project of placing an Atari Mega ST or
>Ste in a PC case. I'm curious to know if anyone else has done this
>and how difficult it is. I am not afraid of soldering or otherwise
>reworking a case.
>
>I am planning on using a Mega because of the seperate keyboard.
>
>My main question for now is about the power supply. Do I have to do
>anything about changing the standard voltages from the PC style case.
>I have an old 286 type AT style case or might try and put it in a
>newer case if the motherboard will fit.
>
>Dave Glish

In my Mega ST manual it is stated, that the power supply delivers
+5V @ 3A
+12V @ 1A
-12V @ 30mA

PC power supplies have much higer amp-ratings.So there should not be any
problem.The 4-pin connector for Harddisks has +12V (yellow) and +5V (red).
The P8/P9-connector for the Mainboard also has the -12V Line. It should be
the blue line, but better test first :-).

Regards, Michael

6029. Supradrive w/ external scsi chain

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-19 17:34:19 UTC
From: Eric Ameres <eric@on2.com>
Message-ID: <vMSf7.309027$EF2.38962741@typhoon.nyroc.rr.com>
Source record: 4982

I have a 45 MB supradive with connections for SCSI and Atari style drives.
I tried just pluggin in a ZIP drive to the SCSI port, but my ST couldn't see
the drive. Is there more I have to do? Do I have to open up the supradrive
and switch anything to make the SCSI port active?

Any advice is appreciated.

Eric.

6030. Re: Putting an Atari Mega ST or STe in a PC case

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-19 22:45:18 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B804116.7AFE3974@home.com>
Source record: 4983

Yes this is correct, the amperage delivered by the PS should be the same or higher than whats needed by the computer. This won't be a problem. the only problems are when the voltages are wrong (ie more than 1 or 2 volts in most cases) or the current supplied is too low.

> In my Mega ST manual it is stated, that the power supply delivers
> +5V @ 3A
> +12V @ 1A
> -12V @ 30mA
>
> PC power supplies have much higer amp-ratings.So there should not be any
> problem.The 4-pin connector for Harddisks has +12V (yellow) and +5V (red).
> The P8/P9-connector for the Mainboard also has the -12V Line. It should be
> the blue line, but better test first :-).
>
> Regards, Michael

6031. Re: Supradrive w/ external scsi chain

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-19 22:50:12 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B80423C.6F2ABB9C@home.com>
Source record: 4984

Hello Eric,

Here are some things to check on. First see if the 45 meg drive mech is terminated (since it was the only drive originally it probably was), you should be sure it is not terminated so that the computer can find any drives on the scsi chain after it. The zip drive (which is now the last drive) should be terminated to work properly. Also check the hard disk driver software to be sure its configured to scan the scsi id's used by both the 45mb drive and the zip drive.

Eric Ameres wrote:

> I have a 45 MB supradive with connections for SCSI and Atari style drives.
> I tried just pluggin in a ZIP drive to the SCSI port, but my ST couldn't see
> the drive. Is there more I have to do? Do I have to open up the supradrive
> and switch anything to make the SCSI port active?
>
> Any advice is appreciated.

6032. Re: Putting an Atari Mega ST or STe in a PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-20 05:00:29 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ov51otoe9ar9rdfqiqfk4hsorupm0sbbrn@4ax.com>
Source record: 4985

On 17 Aug 2001 11:05:08 -0700, dglish@execpc.com (Dave Glish) wrote:

>ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<MZXe7.69$WC.33673@newsfeed.slurp.net>...
>> On 15 Aug 2001 17:12:34 , Dave Glish wrote:
>> >I am considering taking on a project of placing an Atari Mega ST or
>> >Ste in a PC case. I'm curious to know if anyone else has done this
>> >and how difficult it is. I am not afraid of soldering or otherwise
>> >reworking a case.
>> >
>> >I am planning on using a Mega because of the seperate keyboard.
>> >
>> >My main question for now is about the power supply. Do I have to do
>> >anything about changing the standard voltages from the PC style case.
>> >I have an old 286 type AT style case or might try and put it in a
>> >newer case if the motherboard will fit.
>>
>> I have a ST in a PC style case. The computer itself is not in the
>> case, but only the drives (hard drive, disk drive and CD rom drive).
>> The power supply is there also. I am afraid I am not sure how it was
>> done, because a friend of mine who used to work on Atari computers did
>> it.
>>
>> Edward S. Baiz Jr.
>> (Gamer)

>
>Is the Atari being powered from the PC case? My main concern is if I
>need to do anything special to get the Atari to work with the standard
>power connectors in the PC case. I'm not worried about mounting
>everything.
>
>
>dave Glish

The power supply in the PC case will deliver the exact same voltages
needed for the ST.

The connectors on the PC power supply will fit any drive you put in
the case- floppy disk, hard drive, CD-ROM, etc.

You will have to either solder the +5 and Ground leads from the PC
supply directly to the ST motherboard, or work out some kind of
connector if you want the power supply to be easily removable.

The exact location where the ST power supply connects to the ST motherboard will vary, depending on what model you're using, but it's fairly obvious. Measure the voltage from each lead of the ST power supply just to be certain, and mark it on the ST motherboard.

Then you'll need to cut off the Molex connectors on the PC power supply that normally go to the PC motherboard and solder them into the same positions on the ST motherboard that the ST power supply went to.

To make the connection to the ST motherboard removable, you'll need to buy a PC power supply adapter that as a FEMALE connector on it.

Get a "power supply extender" or a "power supply Y adapter".

Cut off the female connector, leaving a few inches of wire attached.

Solder the wires from the female connector onto the ST motherboard.

Now solder the MALE connector from the adapter onto the PC power supply motherboard leads, then plug the male and female connectors into each other. This will let you remove the PC power supply easily if it ever becomes necessary.

BobR

6033. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-20 13:56:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998382654-128936AEicMi@08002go.com>
Source record: 4987

From: Uwe Seimet <us__nospam__@seimet.de>
Date: Sat, 18 Aug 2001 12:05:05 +0200

>If you have a bit more time to spend on this, please start SYS_MON and
>SCSI_MON before you start the bus rescan, which causes the crash. This
>might help to track down the problem. Either the crash appears in the
>call that rescans the bus, which means it is a bug in HDDRIVER, or it is
>after the scan, which means that it is most likely ScanX that does
>something wrong.

I've now got a printout from SCSI_MON which lists three attempts to open the ID
of the scanner. I'm not qualified to understand the results, each attempt ends
with a

-> -37

if that helps any.

Your other suggestion of using HDUtil to rescan the bus also doesn't work - I
still get the dreaded error 69 from ScanX :-(

Ah well.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6034. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-20 21:33:51 UTC
From: ebaiz@skyenet.net
Message-ID: <3nfg7.248$vl2.93928@newsfeed.slurp.net>
Source record: 4986

On 12 Aug 2001 14:01:46 , xlator@cix.compulink.co.uk wrote:
>I have just bought a second-hand HP DAT (SCSI) for 20 UKP. What do
>I need to use it with an Atari? I've heard of GEMAR - where can I
>get it from? And are there any other drivers for this?

Is that a Tape drive? If so Diamond Back 3 will work fine also. Gemar
should be able to be downloaded for most any ftp Atari site. I think
that is where I found it. Try the sites below:

http://www.funet.fi/pub/atari/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6035. Re: Supradrive w/ external scsi chain

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-21 12:45:10 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28253_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4990

In uno strano messaggio del 19 Aug 01 eric@on2.com (2:333/608.1) scrisse al
povero All :
e> I have a 45 MB supradive with connections for SCSI and Atari style
e> drives. I tried just pluggin in a ZIP drive to the SCSI port, but my ST
e> couldn't see the drive. Is there more I have to do? Do I have to open
e> up the supradrive and switch anything to make the SCSI port active?

I have the 44MB cartridges SupraDrive from a long time, and I was NEVER able
to use the scsi DB25 port to connect anything, BUT it is very simple to open
the (heavy!!) case and use the internal host adapter to connect SCSI devices.
The adapter is on a PCB board where the DMA ACSI cable comes in from the
Atari computer, then you have two SCSI connectors, one 50pins is connected
with a short flat cable to the drive (that is terminated), the other
connector is 25pin and goes to the extrernal DB25. Changing setting and
terminators and configurations never let me use the DB25 port, I also
replaced the host adapter 2 times (good and fast Supra service) because I
damaged it (pay attention with the unshielded power supply of the SupraDrive,
just below the hostadapter), tryed with different drives, but never worked,
so I suspect there is an error in the project.

BUT if you use the 50pins connector all works ok for 7 SCSI devices. It was
easy for me to do it the easy way, connecting a longer 50pins flat cable to
the host, then to the internal drive and come out from the metal case leaving
just that 1mm space between case and cover, then put a typical SCSI
centronics 50pin connector crimped to the cable. Remove terminators on
internal drive and use an external terminator at the end of the chain.

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6036. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-21 14:20:05 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B826E15.DA230D91@seimet.de>
Source record: 4988

Derryck Croker wrote:
>
> From: Uwe Seimet <us__nospam__@seimet.de>
> Date: Sat, 18 Aug 2001 12:05:05 +0200
>
> >If you have a bit more time to spend on this, please start SYS_MON and
> >SCSI_MON before you start the bus rescan, which causes the crash. This
> >might help to track down the problem. Either the crash appears in the
> >call that rescans the bus, which means it is a bug in HDDRIVER, or it is
> >after the scan, which means that it is most likely ScanX that does
> >something wrong.
>
> I've now got a printout from SCSI_MON which lists three attempts to open the ID
> of the scanner. I'm not qualified to understand the results, each attempt ends
> with a
>
> -> -37
>
> if that helps any.

I don't know this by heart, I will look it up.

> Your other suggestion of using HDUtil to rescan the bus also doesn't work - I
> still get the dreaded error 69 from ScanX :-(

If I understand you correctly, HDDRUTIL does not crash when re-scanning
the bus? This is a strong indication of a bug in ScanX. At least it
cannot be a bug in the bus rescan code of HDDRIVER, because in this case
HDDRUTIL should also crash.
Thank you for running these tests.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6037. Re: Putting an Atari Mega ST or STe in a PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-21 23:48:13 UTC
From: dglish@execpc.com
Message-ID: <655cdc62.0108211548.c983f7b@posting.google.com>
Source record: 4991

Bob Retelle <bobr1@provide.net> wrote in message
news:<ov51otoe9ar9rdfqiqfk4hsorupm0sbbrn@4ax.com>...
> On 17 Aug 2001 11:05:08 -0700, dglish@execpc.com (Dave Glish) wrote:
>
> >ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<MZXe7.69$WC.33673@newsfeed.slurp.net>...
> >> On 15 Aug 2001 17:12:34 , Dave Glish wrote:
> >> >I am considering taking on a project of placing an Atari Mega ST or
> >> >Ste in a PC case. I'm curious to know if anyone else has done this
> >> >and how difficult it is. I am not afraid of soldering or otherwise
> >> >reworking a case.
> >> >
> >> >I am planning on using a Mega because of the seperate keyboard.
> >> >
> >> >My main question for now is about the power supply. Do I have to do
> >> >anything about changing the standard voltages from the PC style case.
> >> >I have an old 286 type AT style case or might try and put it in a
> >> >newer case if the motherboard will fit.
> >>
> >> I have a ST in a PC style case. The computer itself is not in the
> >> case, but only the drives (hard drive, disk drive and CD rom drive).
> >> The power supply is there also. I am afraid I am not sure how it was
> >> done, because a friend of mine who used to work on Atari computers did
> >> it.
> >>
> >> Edward S. Baiz Jr.
> >> (Gamer)
> >--
> >
> >Is the Atari being powered from the PC case? My main concern is if I
> >need to do anything special to get the Atari to work with the standard
> >power connectors in the PC case. I'm not worried about mounting
> >everything.
> >
> >
> >dave Glish
>
>
> The power supply in the PC case will deliver the exact same voltages
> needed for the ST.
>
> The connectors on the PC power supply will fit any drive you put in
> the case- floppy disk, hard drive, CD-ROM, etc.
>

> You will have to either solder the +5 and Ground leads from the PC
> supply directly to the ST motherboard, or work out some kind of
> connector if you want the power supply to be easily removable.
>
> The exact location where the ST power supply connects to the ST
> motherboard will vary, depending on what model you're using, but it's
> fairly obvious. Measure the voltage from each lead of the ST power
> supply just to be certain, and mark it on the ST motherboard.
>
> Then you'll need to cut off the Molex connectors on the PC power
> supply that normally go to the PC motherboard and solder them into the
> same positions on the ST motherboard that the ST power supply went to.
>
>
> To make the connection to the ST motherboard removable, you'll need to
> buy a PC power supply adapter that as a FEMALE connector on it.
>
> Get a "power supply extender" or a "power supply Y adapter".
>
> Cut off the female connector, leaving a few inches of wire attached.
>
> Solder the wires from the female connector onto the ST motherboard.
>
> Now solder the MALE connector from the adapter onto the PC power
> supply motherboard leads, then plug the male and female connectors
> into each other. This will let you remove the PC power supply easily
> if it ever becomes necessary.
>
>
> BobR

Thanks for the info. I will probably cut the connector from the Atari
power supply or look through the parts box to find a plug that will
work. I have a mid tower case that the motherboard will fit in. I
may start this project in the next week or two. I was originally
thinking of waiting until later this year, but now am getting the itch
to get started.

dave glish

6038. Re: 1.44Mb disk drive circuit using a GAL?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-22 00:16:08 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <2Uug7.1979$bl.97714@news.siol.net>
Source record: 4989

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1eygp14.1a3acli1l4g4u8N%x@x.xx...
> Branko Badrljica <brankob@avtomatika.com> wrote:
>
> > "Hallvard Tangeraas" <x@x.xx> wrote in message
> > news:1exvkic.tugyei4cfu0wN%x@x.xx...
>
> > > It would be nice if somehow things could be modified in such a way
that
> > > 16 MHz is only selected as above _AND_ when the drive is active.
> >
> > GAL serves this purpose well enough IMHO.

What's wrong with the design of that German guy ?
He did that and fixed steprate, all in one GAL+74LS221.

Unless he is selling that for considerable $, there is not much reason for
doing it once more...

>
> Would it be hard to implement the needed code in a GAL and make this
> into a complete project which can be done?
> I'd personally prefer to have a separate 16MHz oscillator so as to not
> put any extra load on the machine, and would make a small circuit board
> to place in the WD-1772 socket (I've already de-soldered the 1772 and
> put in an IC-socket instead and removed the 8MHz connection to the pin
> of that chip (pin 18 I think, from memory).

This circuit is so simple, that making special PCB for it is waste of time.
It can be wired faster than one would etch board...

>
> I'd then have a circuit board with a wire-wrap socket which I'd put the
> WD-1772 (or AJAX) into. Others would probably want to solder the
> circuitry on top of the 1772 (-02-02), and disconnect pin 18, bend it
> upwards and connect it to the oscillator out connection of the
> circuitry.
>

Regards,

Branko

6039. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-22 10:48:24 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998549152-36533AEicMi@08002go.com>
Source record: 4993

From: Uwe Seimet <us__nospam__@seimet.de>
Date: Tue, 21 Aug 2001 16:20:05 +0200

>> -> -37
>>
>> if that helps any.
>
>I don't know this by heart, I will look it up.

Thanks :-)

>> Your other suggestion of using HDUtil to rescan the bus also doesn't work

>If I understand you correctly, HDDRUTIL does not crash when re-scanning
>the bus? This is a strong indication of a bug in ScanX. At least it

I'm afraid you're right :-(

Also, Homa Systems House's web site seems to have gone, so I guess that Nima
has stopped support.

>Thank you for running these tests.

Thanks for your support Uwe.

--

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6040. Templemon

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-22 13:36:24 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28309_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4992

Anybody can tell how you can use the Templemon debugger ? I am able to
install in in MagiCMac, but then I do not know what are the commands, and the
german readme is not so rich, I've just found "ES" command exit magicMac and
"G" restarts execution, but what is the command to simply stop the buggy
application ?

Ciao, ** *Mike* ** www.interware.it/users/mike/ mike@interware.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6041. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-23 07:15:58 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B84ADAE.E3D6B944@seimet.de>
Source record: 4994

Derryck Croker wrote:

> >> -> -37
> >>
> >> if that helps any.
> >>
> >I don't know this by heart, I will look it up.

-37 is one of the SCSI driver's error codes and means "Invalid Handle".
This is comparable to an invalid file handle. Looks as if ScanX uses an
invalid handle and does not care for any error messages that result.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6042. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-23 10:00:36 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b84de62c6dc81@free.fr>
Source record: 4995

Hello,

in article <998549152-36533AEicMi@08002go.com> (comp.sys.atari.st.tech)
Derryck Croker wrote on Wed 22-08-2001 10:48 (GMT):

> Also, Homa Systems House's web site seems to have gone, so I guess that Nima
> has stopped support.

His site has gone but he still provides help when possible. I don't know
about this particular product.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (translations)

6043. Seeking Mega Ste,TT, or wounded Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-23 18:45:01 UTC
From: Dennis Shelgren <Phantom2012@starband.net>
Message-ID: <Nach7.380$9a4.46307384@twister2.starband.net>
Source record: 4996

Hello there I'm looking for a non functioning, but repairable of the
following
Mega Ste (mangled ok)
TT (totalled ok)
Falcon (wounded or dead)
I of course already have a collection of accessories (except DMA->SCSI or HD
hint, hint). So i'm not interested in complete systems. But motherboards
without chassis etc. is of course negotiable.

6044. Hols

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-23 18:54:03 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b86a719_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 4803
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

Yo!, Y'all

Has everyone gone on holiday or summat, this place is dead.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6045. Re: Putting an Atari Mega ST or STe in a PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-23 20:25:50 UTC
From: Tim Anderson <tanderson@nothere.freeserve.co.uk>
Message-ID: <9m3ovp$qj3$1@newsg2.svr.pol.co.uk>
Source record: 4997

Just be carefull that the 12v line doesn't touch the 5v line if you do that.

Don't use sellotape like so many people I know do!!

Tim

"Dave Glish" <dglish@execpc.com> wrote in message
news:655cdc62.0108211548.c983f7b@posting.google.com...
> Bob Retelle <bobr1@provide.net> wrote in message
news:<ov51otoe9ar9rdfqiqfk4hsorupm0sbbrn@4ax.com>...
> > On 17 Aug 2001 11:05:08 -0700, dglish@execpc.com (Dave Glish) wrote:
> >
> > >ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<MZXe7.69$WC.33673@newsfeed.slurp.net>...
> > >> On 15 Aug 2001 17:12:34 , Dave Glish wrote:
> > >> >I am considering taking on a project of placing an Atari Mega ST or
> > >> >Ste in a PC case. I'm curious to know if anyone else has done this
> > >> >and how difficult it is. I am not afraid of soldering or otherwise
> > >> >reworking a case.
> > >> >
> > >> >I am planning on using a Mega because of the seperate keyboard.
> > >> >
> > >> >My main question for now is about the power supply. Do I have to do
> > >> >anything about changing the standard voltages from the PC style
case.
> > >> >I have an old 286 type AT style case or might try and put it in a
> > >> >newer case if the motherboard will fit.
> > >>
> > >> I have a ST in a PC style case. The computer itself is not in the
> > >> case, but only the drives (hard drive, disk drive and CD rom drive).
> > >> The power supply is there also. I am afraid I am not sure how it was
> > >> done, because a friend of mine who used to work on Atari computers
did
> > >> it.
> > >>
> > >> Edward S. Baiz Jr.
> > >> (Gamer)
> > >--
> > >
> > >Is the Atari being powered from the PC case? My main concern is if I
> > >need to do anything special to get the Atari to work with the standard
> > >power connectors in the PC case. I'm not worried about mounting
> > >everything.
> > >
> > >

> > >dave Glish
> >
> >
> > The power supply in the PC case will deliver the exact same voltages
> > needed for the ST.
> >
> > The connectors on the PC power supply will fit any drive you put in
> > the case- floppy disk, hard drive, CD-ROM, etc.
> >
> > You will have to either solder the +5 and Ground leads from the PC
> > supply directly to the ST motherboard, or work out some kind of
> > connector if you want the power supply to be easily removable.
> >
> > The exact location where the ST power supply connects to the ST
> > motherboard will vary, depending on what model you're using, but it's
> > fairly obvious. Measure the voltage from each lead of the ST power
> > supply just to be certain, and mark it on the ST motherboard.
> >
> > Then you'll need to cut off the Molex connectors on the PC power
> > supply that normally go to the PC motherboard and solder them into the
> > same positions on the ST motherboard that the ST power supply went to.
> >
> >
> > To make the connection to the ST motherboard removable, you'll need to
> > buy a PC power supply adapter that as a FEMALE connector on it.
> >
> > Get a "power supply extender" or a "power supply Y adapter".
> >
> > Cut off the female connector, leaving a few inches of wire attached.
> >
> > Solder the wires from the female connector onto the ST motherboard.
> >
> > Now solder the MALE connector from the adapter onto the PC power
> > supply motherboard leads, then plug the male and female connectors
> > into each other. This will let you remove the PC power supply easily
> > if it ever becomes necessary.
> >
> >
> > BobR
>
> Thanks for the info. I will probably cut the connector from the Atari
> power supply or look through the parts box to find a plug that will
> work. I have a mid tower case that the motherboard will fit in. I
> may start this project in the next week or two. I was originally
> thinking of waiting until later this year, but now am getting the itch
> to get started.
>
> dave glish

6046. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-23 22:14:37 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9m3v8deec1@thorium.cix.co.uk>
Source record: 4998

In message <3nfg7.248$vI2.93928@newsfeed.slurp.net>, ebaiz@skyenet.net said:

>Is that a Tape drive? If so Diamond Back 3 will work fine also. Gemar
>should be able to be downloaded for most any ftp Atari site. I think

Thanks Ed! Derryck kindly sent it to me. I am a bit surprised that
Diamond Back will work with it, as Diamond Egde, for instance, has
problems with large partitions and also does not support long file
names, I believe. Does DB3?

Regards, /Peter/

6047. VME network card

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-23 22:25:16 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <Lofh7.968$v44.84773@news.pacbell.net>
Source record: 4999
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is anybody ever try one of those in a TT or MSTE :
http://www.voxtechnologies.com/vme_network_boards.htm
I don't know the price but they're based on the "lance" controler....
this could be a good alternative to the lack of VME Ethernet card on
Atari.

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Colfire Robot / Linux / Atari / PalmPilot /...

6048. Puredebugger

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-24 08:37:24 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <28423_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 5000

Still nobody can help me make the Puredebugger work, at least in single mode
under MagiC(Mac) ?

Ciao, ** *Mike* ** www.interware.it/users/mike/
--
Lines join in faint discord while the stormwatch brews...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6049. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-24 11:06:42 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998727050-89714AEicMi@08002go.com>
Source record: 4804

From: "Pascal Ricard" <paricard@free.fr>
Date: Thu, 23 Aug 2001 10:00:36 GMT

>Nima
>> has stopped support.
>
>His site has gone but he still provides help when possible. I don't know
>about this particular product.

Thanks Pascal. Do you happen to know a working email address for him please?

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6050. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-24 11:08:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <998727052-90234AEicMi@08002go.com>
Source record: 4805

From: Uwe Seimet <us__nospam__@seimet.de>
Date: Thu, 23 Aug 2001 09:15:58 +0200

>-37 is one of the SCSI driver's error codes and means "Invalid Handle".
>This is comparable to an invalid file handle. Looks as if ScanX uses an
>invalid handle and does not care for any error messages that result.

Thanks Uwe, perhaps I can contact Nima to see if the situation can be
resolved.

--

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6051. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-24 19:35:00 UTC
From: vdjole@EUnet.yu
Message-ID: <9m6a91$7rj$2@news.eunet.yu>
Source record: 4801

On 22 Aug 2001 12:52:38 , Hallvard Tangeraas wrote:
>..... looking inside my STe where I installed a "Megaclock" which I
>bought ages ago from an Atari dealer I can observe the following:
>
>A small circuit board with a couple of ICs etc. is placed in the U-103
>("LO") TOS ROM socket. The 27C010Q EPROM then goes on top of this again
>as there's a wire-wrap socket to allow a "through" connection.

>The clock circuit board contains thw following two ICs:
>
>- Ricoh RP 5015
>- Philips 74HC6BBT
>
>Then there's a variable capacitor (for fine-adjustments), a couple of
>diodes, SMD resistors etc.
>
>
>Could something similar be replicated with ease?

Yes. This looks like a variant of the real time clock used in MegaST.
A circuit like this would be about as atari-compatible as one can get,
without any additional software needed. Schematics for this clock circuit
can be divined from the circuit diagrams of MegaST which are available
on the net. The most complicated bit would be the address-decoding,
a PAL chip is used in MegaST but simple TTLs might be used.

cu

6052. Using a PC drive as external on an Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-24 21:25:07 UTC
From: ian_primus@yahoo.com
Message-ID: <65089820.0108241325.29a3443@posting.google.com>
Source record: 4802

I recently accquired an Atari 1040ST, and I have been enjoying it, but I have come to a point where I realize that an extra floppy would be very useful. I have read instructions on how to convert a PC drive to Atari, but I have a working internal drive already - my problem is that I want two drives. I was wondering if there is a way to connect a standard (720 or 1.44) floppy to the Atari through the floppy drive port, and have it act as either a second 720 drive or a high density drive. Is this possible? If so, how can I do it? Any help would be greatly appreciated.

Thanks!

Ian Primus
ian_primus@yahoo.com

Have you played Atari today?

6053. Re: DAT backup drive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-25 09:54:51 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3b877ec66277a0@free.fr>
Source record: 4806

Hello,

in article <998727050-89714AEicMi@08002go.com> (comp.sys.atari.st.tech)
Derryck Croker wrote on Fri 24-08-2001 11:06 (GMT):

> Thanks Pascal. Do you happen to know a working email address for him please?

Yep :-)
I put it there as other people may need to know it too. From a recent
message from Nima:

[quote]

.../...
I still do read the news groups and try to follow what is going on
in the Market. .../... if anybody needs anything, I do my best to help
them out.
.../...
If anyone needs to contact me, homa@canada.com is still a good address.

[/quote]

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

6054. Re: VME network card

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-26 00:20:40 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9m9fco$k67$3@dos.canit.se>
Source record: 4807
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st Rodolphe Pineau <roro@rti-zone.org> wrote:
: Is anybody ever try one of those in a TT or MSTE :
: http://www.voxtechnologies.com/vme_network_boards.htm
: I don't know the price but they're based on the "lance" controler....
: this could be a good alternative to the lack of VME Ethernet card on
: Atari.

I think I can say without doubt that they won't work out of the box, but since there have been several LANCE based boards for the Atari, a driver should be rather easily adapted.
Both the Riebl and the TUWTCP card are LANCE based.

Mind you, these seem to be made for industrial clients and as a consequence might be quite expensive, perhaps more so than Mario Becroft's graphics/ethernet card.

--
/Iggy, the irregular regular

6055. Re: VME network card

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-26 02:55:28 UTC
From: Oracle &#65533; <thisinsntreal@no.its.not>
Message-ID: <AyZh7.149730$Xr6.842325@news-server.bigpond.net.au>
Source record: 4808
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

wouldn't it be great if out of the box on the cdrom full of drivers, there
was a directory on it called "atari" containing all the programs needed to
make it run

--

"Iggy Drougge" <optimus@canit.se> wrote in message
news:9m9fco$k67$3@dos.canit.se...
> In comp.sys.atari.st Rodolphe Pineau <roro@rti-zone.org> wrote:
> : Is anybody ever try one of those in a TT or MSTE :
> : http://www.voxtechnologies.com/vme_network_boards.htm
> : I don't know the price but they're based on the "lance" controler....
> : this could be a good alternative to the lack of VME Ethernet card on
> : Atari.
>
> I think I can say without doubt that they won't work out of the box, but
> since there have been several LANCE based boards for the Atari, a driver
> should be rather easily adapted.
> Both the Riebl and the TUWTCP card are LANCE based.
>
> Mind you, these seem to be made for industrial clients and as a
> consequence might be quite expensive, perhaps more so than Mario Becroft's
> graphics/ethernet card.
>
> --
> /Iggy, the irregular regular

6056. Re: VME network card

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-26 03:08:17 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <3KZh7.1331$OF1.166301@news.pacbell.net>
Source record: 4809
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <9m9fco$k67$3@dos.canit.se>, "Iggy Drougge" <optimus@canit.se>
wrote:
> I think I can say without doubt that they won't work out of the box, but
> since there have been several LANCE based boards for the Atari, a driver
> should be rather easily adapted.
> Both the Riebl and the TUWTCP card are LANCE based.
>
That was my point. I didn't think they could work directly but as there
is already some ethernet card for Atari based on the Lance controler it
should not be too hard to adpat those one (I don't say it's an easy task
but it's probably posible to do it)

> Mind you, these seem to be made for industrial clients and as a
> consequence might be quite expensive, perhaps more so than Mario
> Becroft's graphics/ethernet card.
>

I know but Mario don't know if he will have more time to spend on the
card (I had a short discution with him by email), so I was looking for an
alternative solution (not for me as I have a Falcon with the parallel
port adapter and I'll have an Eclipse probably next week) for people that
want to connect a MegaSTE or a TT in their existing network. I sent some
emails to some company doing VME Ethernet card and I'm waiting for some
answer. I already receive one from another company than the one I
mentioned in my first post and they are realy expensive, so I'm waiting
for more quote that I will post in this newsgroup if the price is interesting
(between $100 and $200 seems a good price as the ethernet car for
Atari computers are not produced anymore).

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Colfire Robot / Linux / Atari / PalmPilot /...

6057. Re: Using a PC drive as external on an Atar

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-26 21:09:34 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b89658e$0$27907@news.zetnet.co.uk>
Source record: 4810

On 24 Aug 2001 14:25:07 , Ian Primus wrote:
>I recently accquired an Atari 1040ST, and I have been enjoying it, but
>I have come to a point where I realize that an extra floppy would be
>very useful. I have read instructions on how to convert a PC drive to
>Atari, but I have a working internal drive already - my problem is
>that I want two drives. I was wondering if there is a way to connect a
>standard (720 or 1.44) floppy to the Atari through the floppy drive
>port, and have it act as either a second 720 drive or a high density
>drive. Is this possible? If so, how can I do it? Any help would be
>greatly appreciated.

You really want an external 720 floppy drive? I have one: going for a
song. Sing me a song by email and let's see what we can arrange. :)

Charles.

6058. Re: Hols

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-26 21:09:35 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3b89658f$0$27907@news.zetnet.co.uk>
Source record: 4811

On 23 Aug 2001 19:54:03 , "Steve Sweet" wrote:
>Yo!, Y'all
>
>Has everyone gone on holiday or summat, this place is dead.

We're all here, talkative as ever. Something wrong with your set-up, then?
Or shoot your ISP.

Your ever-xxxxxing,
Charles.

6059. Re: Using a PC drive as external on an Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-27 11:15:16 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ptakotg4fgfbjsmn19ad91q9av02de7aar@4ax.com>
Source record: 4812

On 24 Aug 2001 14:25:07 -0700, ian_primus@yahoo.com (Ian Primus)
wrote:

>I recently accquired an Atari 1040ST, and I have been enjoying it, but
>I have come to a point where I realize that an extra floppy would be
>very useful. I have read instructions on how to convert a PC drive to
>Atari, but I have a working internal drive already - my problem is
>that I want two drives. I was wondering if there is a way to connect a
>standard (720 or 1.44) floppy to the Atari through the floppy drive
>port, and have it act as either a second 720 drive or a high density
>drive. Is this possible? If so, how can I do it? Any help would be
>greatly appreciated.
>
>
>Thanks!
>
>Ian Primus
>ian_primus@yahoo.com
>
>Have you played Atari today?

Probably the easiest solution to this problem would be to check out
the "vintage computers" sections on eBay.

Someone is always selling Atari hardware, usually at very low prices.

Look for someone listing an "Atari SF314" external floppy drive.
That's the 720K version (Double Sided, Double Density).

To use a PC drive for an external floppy, you'd have to provide some
kind of case, a power supply and the interface board from the Atari
bus to the floppy drive.

Much simpler just to use the "real thing".

BobR

6060. Re: Hols

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-27 11:43:12 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3b8a32fc$1@dnews.tpgi.com.au>
Source record: 4813
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

Steve Sweet <steve-sweet@lineone.net> wrote in message
news:3b86a719_2@mk-nntp-1.news.uk.worldonline.com...
> Yo!, Y'all
>
> Has everyone gone on holiday or summat, this place is dead.

Maybe your news server is playing up, steve;-).

Mark

6061. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-27 19:52:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b8e5ebcd4a0e0@madasafish.com>
Source record: 4826

Hi

>>OK, my news server at my ISP needs a log in password so I haven't been
>>able to get news for a month. Shock horror!
>
>One can always switch over to the IConnect stack which offers this feature,
>the ASH Emailer has a very decent newsreader and IMHO is one of the best
>available on our platform. Just check it out before dismissing it purely on
>the basis that the clients aren't STiK/STiNG compatible... ;-)

Hmm, my news server is fine now. That means it didn't need a password
login. That also means it was down for one and a half months.
Disgraceful!
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6062. Re: Putting an Atari Mega ST or STe in a PC

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-29 11:41:05 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0108290341.5ee28746@posting.google.com>
Source record: 4814

Hi

>I am considering taking on a project of placing an Atari Mega ST or
>Ste in a PC case. I'm curious to know if anyone else has done this
>and how difficult it is. I am not afraid of soldering or otherwise
>reworking a case.
>
>I am planning on using a Mega because of the seperate keyboard.
>
>My main question for now is about the power supply. Do I have to do
>anything about changing the standard voltages from the PC style case.
>I have an old 286 type AT style case or might try and put it in a
>newer case if the motherboard will fit.

OK, I done the same to my Falcon and STE so look here:
http://www.lyndonamsdon.co.uk/tower/index.htm

Also John Hayward (I hope that is the right name) is doing the same to his Falcon.

Any feedback is much appreciated.

6063. Re: Using a PC drive as external on an Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-29 18:40:46 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0108291040.3872ad26@posting.google.com>
Source record: 4815

Bob Retelle <bobr1@provide.net> wrote in message
news:<ptakotg4fgfbjsmn19ad91q9av02de7aar@4ax.com>...

Hi

> To use a PC drive for an external floppy, you'd have to provide some
> kind of case, a power supply and the interface board from the Atari
> bus to the floppy drive.
>
> Much simpler just to use the "real thing".

Agreed, but if you're (Ian) is good at electronics you could put an
internal IDE drive in. There is a version by Pera Putnick and a
slight modifiction of this design by J.Joogn(http://www.joogn.de)
which doesn't need a programmed GAL and is a bit more simple (no
buffers so short leads only!).

6064. I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-29 18:45:57 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0108291045.127d9940@posting.google.com>
Source record: 4816

Hi All!

OK, my news server at my ISP needs a log in password so I haven't been able to get news for a month. Shock horror! Anyway, I'm using google groups at the moment, looks like I missed out on some good threads :(Doh.

Hopefully I'll be able to use my news server as I much prefer a decent newsreader.

6065. REPOST: Russian NAPSTER-PORN: free and intense! 9698

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-29 19:47:17 UTC
From: borwtt@webtv.net
Message-ID: <9mjgs5qfg148@news.ilink.net>
Source record: 4818
Cross-posted to: comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

Do you want free access to the most intense Porn?
This new Russian-developed program is AWESOME!
http://Napster-Porn.devil.ru/
http://Napster-Porn.devil.ru/
http://Napster-Porn.devil.ru/

ylojluhvdmisrpdg

6066. Re: Using a PC drive as external on an Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-29 19:56:33 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <d7iqoto8hfo7k365hmh7g3vhei9tikmfsq@4ax.com>
Source record: 4817

On 29 Aug 2001 11:40:46 -0700, lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote:

>Bob Retelle <bobr1@provide.net> wrote in message news:<ptakotg4fgfbjsmn19ad91q9av02de7aar@4ax.com>...
>
>Hi
>
>> To use a PC drive for an external floppy, you'd have to provide some
>> kind of case, a power supply and the interface board from the Atari
>> bus to the floppy drive.
>>
>> Much simpler just to use the "real thing".
>
>Agreed, but if you're (Ian) is good at electronics you could put an
>internal IDE drive in. There is a version by Pera Putnick and a
>slight modifiction of this design by J.Joogn(http://www.joogn.de)
>which doesn't need a programmed GAL and is a bit more simple (no
>buffers so short leads only!).

So how will having an internal IDE interface help him connect an external floppy drive to his ST..?

BobR

6067. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-30 15:06:30 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <999193398-196351AEicMi@gmx.net>
Source record: 4819

From: lyndonamsdon@hotmail.com (Lyndon Amsdon)
Date: 29 Aug 2001 11:45:57 -0700

Hi Lyndon,

>OK, my news server at my ISP needs a log in password so I haven't been
>able to get news for a month. Shock horror!

One can always switch over to the IConnect stack which offers this feature,
the ASH Emailer has a very decent newsreader and IMHO is one of the best
available on our platform. Just check it out before dismissing it purely on
the basis that the clients aren't STiK/STiNG compatible... ;-)

Cheers from Belgium
Dennis
--

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/ / / / / / / / / /_/ /
/ / / / / / / / / ____/
/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6068. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-30 17:39:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <999248322-455349AEicMi@08002go.com>
Source record: 4825

From: lyndonamsdon@hotmail.com (Lyndon Amsdon)
Date: 29 Aug 2001 11:45:57 -0700

>OK, my news server at my ISP needs a log in password so I haven't been
>able to get news for a month. Shock horror! Anyway, I'm using google

IConnect allows the use of authentication for news servers - that's what I
have to use for 08002go.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6069. Re: Using a PC drive as external on an Atari 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-30 17:43:14 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0108300943.2ad689d1@posting.google.com>
Source record: 4820

Bob Retelle <bobr1@provide.net> wrote in message
news:<d7iqoto8hfo7k365hmh7g3vhei9tikmfsq@4ax.com>...

Hi

> So how will having an internal IDE interface help him connect an
> external floppy drive to his ST..?

OK true, but if he wants space then I think a hard disk is much better
and faster. I got the feeling that he wanted more space than just a
single drive and he may not have known about internal hard disks.

6070. HELP! Falcon+HD problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-30 18:03:24 UTC
From: Paolo de felice <p.defelice@engineer.com>
Message-ID: <Mdvj7.42061$%a4.1537572@news.infostrada.it>
Source record: 4821

It just happened to me and I am in TOTAL PANIC!

1.while copying a few files from a floppy to the HD, a "can't create
directory" shows up
2. I ignore it, create the directory by hand, and copy the files
3. in the new directory a lot of mess appears after I copied the files
4. I browse my HD just to check everything fine
5. I reboot.
6. After the memory check i wait more then the usual time, then the 320x240
standard desktop appears; floppy a,b and trash.

I don't know if it's the HD or the Falcon.
note: I have two IDE Quantum HDs and a SCSI compaq HD.

Any help?
(any hope)?

Paolo

6071. AB040 problems with TK 5.xx

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-30 20:36:59 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <Ktxj7.633$Dv6.67987@nnrp5-w.sbc.net>
Source record: 4822

Hi, sory to bother you with my ab040 problems...

I made a lot of tests including changing the cpu (mine was a 68040RC25B
old mask and I instaled a 68040RC33 latest mask). the toolkit still crash
after the first reboot, it load everithing from the autofolder (nvdi 4.11
, selectics) and crash with 2 bombs when it arrived on the desktop. I
tried to activate the debug option in the driver using the variable at the
begining of the source and also by uncommenting the installation of the
bus error handling routine but it doesn't seams to work... I tried at
33Mhz and 40Mhz abd it's exactly the same...
It works with the 4.09 toolkit and the original AB040 drivers.
Any more idea ?

here is my exact config :

TOS 4.04

STRAM : 4MB

Fast : 48MB (32+16) (I actualy have 1x32MB and 2x16Mb SIMMs so I can try all
type of config.)

no more 68030 on the mother board .

530Mb 3"1/2 hard drive.

The power supply is a 250 Watt PC-AT one...

External TT keyboard.

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Colfire Robot / Linux / Atari / PalmPilot /...

6072. Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-30 22:03:01 UTC
From: Steve Sweet <steve-sweet@lineone.net>
Message-ID: <3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 4830
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

Hi Guy's

Has the traffic in here died off or has my feed died, again.

What message flow do you see. My IP is in the midst of 'improvements' and
that usually is a call for me to find another IP!!.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6073. FS: Atari st 1024

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-30 23:54:35 UTC
From: Ya Basta! <doodleboink@yahoo.co.uk>
Message-ID: <9mmjo1$78e$1@news8.svr.pol.co.uk>
Source record: 4823

i have an atari st with 1024 mem, etc, etc.

give me a sensible offer in the uk and i might consider
mattsaunders69@hotmail.com

cheers
matt

6074. Re: HELP! Falcon+HD problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-31 06:48:20 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B8F3334.9BAFA34B@seimet.de>
Source record: 4824

Paolo de felice wrote:

> I don't know if it's the HD or the Falcon.
> note: I have two IDE Quantum HDs and a SCSI compaq HD.

Looks as if the filesystem is corrupted. This is why backups are
important. You may be able to repair the damage with tools like SED or
DISKUS. But it is probably faster to use a backup for restoring the
data.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6075. Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-08-31 15:55:30 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b8fc186393390@madasafish.com>
Source record: 4828

Hi

I'm trying to upgrade an old 520 STFM to 4MB. First I tried four 1MB 30 STFM to 4MB. First I tried four 1MB 30 STFM to 4MB. First I tried four 1MB 30 pins simms and it was unstable, next I tried a 72 pin simm (4MB). That did nothing at all. Then I tried another 72 pin simm (again, 4MB) and that was unreliable. I tried the 30pin simms back in again and still the same. The 30 pin simms were wired like it is for an STE and the 72 pins were wired like the upgrade done to a Stacy at Jo Evens website.

I disabled the old onboard RAM by pulling the CAS lines high.

Basically the machine boots, and then black dots start to appear, filling the screen and it bombs out. I don't think the MMU/Shifteris dead as it used to have a Marpet board which worked fine but I foolishy sold it. Enabling the old onboard 512K RAM makes it work again.

It was soldered by using small wires and I took great care in the power supply for the DRAMs using thicker wire. It sounds like memeory curruption to me. The DRAMs I use are 70ns but then these work fine in an STE and Marpet.

I'm ashamed to admit that I need help on what should be a simple job. I've just spent 4 days solid on it, pretty much 2pm to 10pm.

Thanks.
--
Lyndon Amsdon
http://www.lyndonamsdon.co.uk

6076. Re: VME network card

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-01 03:25:23 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <1062.644T1150T2654431optimus@canit.se>
Source record: 4827

Rodolphe Pineau skrev:

>want to connect a MegaSTE or a TT in their existing network. I sent some
>emails to some company doing VME Ethernet card and I'm waiting for some
>answer. I already receive one from another company than the one I
>mentioned in my first post and they are realy expensive, so I'm waiting
>for more quote that I will post in this newsgroup if the price is
>interesting
>(between $100 and $200 seems a good price as the ethernet car for
>Atari computers are not produced anymore).

OTOH, AFAIK the Riebl card is still available from some German dealers. Other newsgroup residents might be able to confirm this.

--
En ligne avec Thor 2.6a.

It's amazing how many useful pieces of equipment are disguised as domestic appliances: the machine for cleaning keyboard keycaps and shell cases does an excellent job of washing clothes, while the tumbling machine for drying them off also works for socks and shirts. The device in the kitchen for baking small spray-painted articles can be used for pizza and muffins. And so on...
Pete Turnbull

6077. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-02 05:38:58 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <FEbk7.2649$bl.115135@news.siol.net>
Source record: 4829

Can you take a snapshot (with a camera) of the expansion and send it to me ?

Maybe I could help...

Otherwise, things that come to mind:

-always have solid wires for GND. Idea is to have a few, so that omic, as
well as reactive impedance of the wire is small. 90% of the troubles come
because the GND is not solidly routed to the RAM. Same goes for VCC, but
this is less severe.
-all wires should be reasonably short. Most critical are controll signals
RAS and CAS.
-while at it, this is a good idea to check PSU as well. If the picture
twitches when floppy disk activates, this means that PSU is at it's last
breaths.
If so, take a closer look at every big electrolitic cap on the board. If the
top side is concave (and not flat), this means that someof the electrolyte
has outgassed and the cap is dry. Exchange it for the cap with the same
voltage rating and the similar capacity. This will make output voltage of
the PS much more flat and voltage regulation will be much more precise. In
other words, your 5V will be in tolerances at all times.

Hope this helps,

Regards,

Branko

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3b8fc186393390@madasafish.com...
> Hi
>
> I'm trying to upgrade an old 520 STFM to 4MB. First I tried four 1MB 30
> STFM to 4MB. First I tried four 1MB 30 STFM to 4MB. First I tried four
> 1MB 30 pins simms and it was unstable, next I tried a 72 pin simm (4MB).
> That did nothing at all. Then I tried another 72 pin simm (again, 4MB)
> and that was unreliable. I tried the 30pin simms back in again and still
> the same. The 30 pin simms were wired like it is for an STE and the 72
> pins were wired like the upgrade done to a Stacy at Jo Evens website.
>
> I disabled the old onboard RAM by pulling the CAS lines high.
>
> Basically the machine boots, and then black dots start to appear, filling
> the screen and it bombs out. I don't think the MMU/Shifteris dead as it
> used to have a Marpet board which worked fine but I foolishy sold it.
> Enabling the old onboard 512K RAM makes it work again.

>
> It was soldered by using small wires and I took great care in the power
> supply for the DRAMs using thicker wire. It sounds like memeory
> curruption to me. The DRAMs I use are 70ns but then these work fine in an
> STE and Marpet.
>
> I'm ashamed to admit that I need help on what should be a simple job.
> I've just spent 4 days solid on it, pretty much 2pm to 10pm.
>
> Thanks.
> --
> Lyndon Amsdon
> http://www.lyndonamsdon.co.uk

6078. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-02 14:34:44 UTC
From: ebaiz@skyenet.net
Message-ID: <8srk7.94$aw3.93769@newsfeed.slurp.net>
Source record: 4831

On 31 Aug 2001 17:55:30 , "Lyndon Amsdon" wrote:
>Hi
>
>I'm trying to upgrade an old 520 STFM to 4MB. First I tried four 1MB 30
>STFM to 4MB. First I tried four 1MB 30 STFM to 4MB. First I tried four
>1MB 30 pins simms and it was unstable, next I tried a 72 pin simm (4MB).
>That did nothing at all. Then I tried another 72 pin simm (again, 4MB)
>and that was unreliable. I tried the 30pin simms back in again and still
>the same. The 30 pin simms were wired like it is for an STE and the 72
>pins were wired like the upgrade done to a Stacy at Jo Evens website.

A frend of mine upgraded another friend's computer to 4meg doing what
you did (put 4 1meg simms) and it worked. I do not know just what
exactly he did and how he did it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6079. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-02 16:51:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b927be0c73e32@madasafish.com>
Source record: 4832

Hi

>Can you take a snapshot (with a camera) of the expansion and send it to
me ?

Sorry, I don't have a digital camera and my normal camera has no film in.

>-always have solid wires for GND. Idea is to have a few, so that omic, as
>well as reactive impedance of the wire is small. 90% of the troubles come
>because the GND is not solidly routed to the RAM. Same goes for VCC, but
>this is less severe.

Yes, I got a 4MB 72 pin simm again and soldered this in making sure I had
all GND signals solder to the GND plane around the edge of the mobo. It
doing the same thing as what happened when I first soldered in some 30 pin
simms. Bank 0 works fine, no problem so I get 2MB. But when I hook up
Bank 1 CASx signals nothing happens, I'll look on the scope to see if
there is activity. I am using 68ohm resistors and I'm sure the conenction
to the MMU from here is good as I checked with the DMM.

>-while at it, this is a good idea to check PSU as well. If the picture
>twitches when floppy disk activates, this means that PSU is at it's last
>breaths.

That helped changing PSUs from the old Atari one to a PC AT PSU. But the
biggest help was extra GNDs. I use the PC PSU as it's a lot safer when
testing on the bench.

Anyone on ideas why Bank 1 doesn't work? The RAS/CAS connections from MMU
to the DRAM chip are fine and so should be the data/addr if Bank 0 works
fine. It doesn't suggest bad power supply here as it just doesn't work at
al, even reseting the machine gives nothing.

Thanks Branko
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6080. Get the truth about Emulators Inc. SoftMac

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-03 01:21:22 UTC
From: softmacxp@yahoo.com
Message-ID: <90322cf0.0109021721.1f63a8e9@posting.google.com>
Source record: 4834

You have have heard of a product called SoftMac 2000 or Gemulator from Emulators, Inc. This program is a scam. Get the facts before you buy:

http://www.geocities.com/softmacxp/

6081. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-03 05:20:17 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <3twk7.2676$bl.116505@news.siol.net>
Source record: 4833

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3b927be0c73e32@madasafish.com...
> Hi
>
> >Can you take a snapshot (with a camera) of the expansion and send it to
> me ?
>
> Sorry, I don't have a digital camera and my normal camera has no film in.
>
> >-always have solid wires for GND. Idea is to have a few, so that omic, as
> >well as reactive impedance of the wire is small. 90% of the troubles come
> >because the GND is not solidly routed to the RAM. Same goes for VCC, but
> >this is less severe.
>
> Yes, I got a 4MB 72 pin simm again and soldered this in making sure I had
> all GND signals solder to the GND plane around the edge of the mobo. It
> doing the same thing as what happened when I first soldered in some 30 pin
> simms. Bank 0 works fine, no problem so I get 2MB. But when I hook up
> Bank 1 CASx signals nothing happens, I'll look on the scope to see if
> there is activity. I am using 68ohm resistors and I'm sure the conenction
> to the MMU from here is good as I checked with the DMM.
>
> >-while at it, this is a good idea to check PSU as well. If the picture
> >twitches when floppy disk activates, this means that PSU is at it's last
> >breaths.
>
> That helped changing PSUs from the old Atari one to a PC AT PSU. But the
> biggest help was extra GNDs. I use the PC PSU as it's a lot safer when
> testing on the bench.

Biggest help ? That means that before you have added extra GNDs it was
noticeably worse ?
If so, that means that some of the timings or slopes is on the edge of what
RAMs will tolerate.
If I were you, I would:

-clean all pins on MMU and its socket. I use special eraser with glass dust
inside, but a few touches with extra fine glass paper or nail file should
work also. While at it, check the corner pins on the MMU chip. Sometimes
they can touch under the chip when chip is in the socket.

- deactivate bank0 (RAS0 to VCC on RAM's side and unconnected at MMU) then
place bank 1 on its place (connect bank1 RAS to MMU's RAS0 and CAS's on
corresponding bank0 CAS signals) and see if it works then. If not, try
pinpointing right half of the bus by activating both banks on the same RAS0

from MMU but tryuing both CAS signals on each half of the bus. That way
you'll know on which byte lane of bank1 lies the fault.

- short the inductance that filters the voltage supply for RAM's. This can
be worth checking especially if you didn't removed old RAMs. This coils is
at the elko on the left side of the board (on the ST 520)

-check if all other signals made it to bank1. If you are using the 72 pin
SIMM then check only data pins and RAS/CAS signals as everything else is
shared- if bank0 gets it, bank1 should, too.

- you had to solder an extra adress line from MMU chip-A9. Did you forgot to
place 33 Ohm resistor in series at the MMU's end of the wire ?

- try shorting those 68 Ohm resistors on the CAS lines and then also on the
RAS.
If nothing goes better, remove all shorts.

- remove old RAMs from machine. I always do this first, before I do anything
else, but I understand why someone might not like that idea.

Generally, every expansion I have wired together worked at nominal freq.
(and far higher) like a breeze without fiddling with existing resistors,
after initial debugging ofcourse (like shorted adress lines, switched CAS
and RAS signals etc), but those are easy to catch.

Regards,

Branko

>
> Anyone on ideas why Bank 1 doesn't work? The RAS/CAS connections from MMU
> to the DRAM chip are fine and so should be the data/addr if Bank 0 works
> fine. It doesn't suggest bad power supply here as it just doesn't work at
> al, even reseting the machine gives nothing.
>
> Thanks Branko
> --
> Lyndon Amsdon
> --
> http://www.lyndonamsdon.co.uk

6082. Atari keyboard data needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-03 12:20:43 UTC
From: FBM <fbm@thefunkybluemonkey.f2s.com>
Message-ID: <K5Gk7.32701$wX5.4112660@news6-win.server.ntlworld.com>
Source record: 4835

I was planning to design an interface to allow me to use a standard PC keyboard and mouse on my STe, but I'm having trouble traking down the relavent data I need on the Atari keyboard.

Does anybody have any, or know where I cna get any data on the atari keyboard. In particular I'm looking for timing diagrams and protocol for the serial link between the keyboard and processor.

~~~~
FBM
~~~~

6083. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-03 14:23:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b93a0862ded10@madasafish.com>
Source record: 4840

Hi

>-clean all pins on MMU and its socket. I use special eraser with glass dust
>inside, but a few touches with extra fine glass paper or nail file should
>work also. While at it, check the corner pins on the MMU chip. Sometimes
>they can touch under the chip when chip is in the socket.

Done.

>- deactivate bank0 (RAS0 to VCC on RAM's side and unconnected at MMU) then
>place bank 1 on its place (connect bank1 RAS to MMU's RAS0 and CAS's on
>corresponding bank0 CAS signals) and see if it works then. If not, try
>pinpointing right half of the bus by activating both banks on the same RAS0
>from MMU but tryuing both CAS signals on each half of the bus. That way
>you'll know on which byte lane of bank1 lies the fault.

I made an interesting discovery just now. I connected both banks up and
pulled MAD9 high to the positive rail. This worked fine, proving that both
banks work with no problems, but obviously only giving 1MB of RAM.
Remember a single bank of 2MB also worked fine, how odd?! Sounds like not
enough power or something but I have two thickish wires supplying the Vcc.

I also tried putting both the DRAM banks in parallel to the MMUs bank 0.
Not to try and see if it gives 4MB (obviously not, only 2MB!) but to see
if power was a problem as this will keep both DRAM banks active and
simulate full load as would be the situation for 4MB.

>- short the inductance that filters the voltage supply for RAM's. This can
>be worth checking especially if you didn't removed old RAMs. This coils is
>at the elko on the left side of the board (on the ST 520)

Yep, tried that as well. Not too sure why there is a inductor there as it
was left out on the STE AFAIK. Perhaps to stop AC or keep the voltage
high on the elko side?

>- you had to solder an extra adress line from MMU chip-A9. Did you forgot to
>place 33 Ohm resistor in series at the MMU's end of the wire ?

Indeed.

>- try shorting those 68 Ohm resistors on the CAS lines and then also on the
>RAS.
>If nothing goes better, remove all shorts.

I may try this, as I only did it for the bank that I first thought was
defective but the above discovery goes against the theory that one bank
was not working.

>- remove old RAMs from machine. I always do this first, before I do anything
>else, but I understand why someone might not like that idea.

After the machine is working with 4MB I will as it's neater and less stray signals. I leave them there while testing so I know the machine is still working OK when I re-enable them.

Thanks again.

--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6084. Re: Atari keyboard data needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-03 16:11:45 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <3%Nk7.501$Z_.3291@NewsReader>
Source record: 4836

Hello.

"FBM" <fbm@thefunkybluemonkey.f2s.com> wrote in message
news:K5Gk7.32701$wX5.4112660@news6-win.server.ntlworld.com...
> I was planning to design an interface to allow me to use a standard PC
> keyboard and mouse on my STe, but I'm having trouble tracking down the
> relevent data I need on the Atari keyboard.

If all you want to do is to use an external keyboard on the STE
I have Atari Mega ST keyboards complete with adaptors for sale.

Barrie at Keychange.

6085. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-03 16:27:56 UTC
From: Barrie at Atarispares <barrie@keychange.co.uk>
Message-ID: <feOk7.9494$cW4.38483@NewsReader>
Source record: 4837

Hello.
"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3b8fc186393390@madasafish.com...
> Hi
>
> I'm trying to upgrade an old 520 STFM to 4MB.

From experience.

I have done a... few soldered-in FM upgrades
but always to 2.5mb only.

4mb was unstable, 2.5mb meant you always had bank 0 to boot from.

If you don't need 4mb stick with a reliable 2.5mb.

I have a few Extrarams in stock, all populated.

Barrie at Keychange.

> I don't think the MMU/Shifter is dead as it
> used to have a Marpet board which worked fine but I foolishy sold it.
> Enabling the old onboard 512K RAM makes it work again.
eeeerrrm.....

6086. Re: penis enlargement

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-03 17:32:19 UTC
From: Joe <burp@pandora.be>
Message-ID: <D8Pk7.34045$6x5.7353681@afrodite.telenet-ops.be>
Source record: 4841
Cross-posted to: comp.sys.atari.st.tech,comp.sys.att,comp.sys.be,comp.sys.be.advocacy

My arms are now to short.

<jimmyx34_oo@yahoo.com> schreef in bericht
news:wl9h7.12901$co.277518@nnrp5-w.sbc.net...
> I read this online recently, has anyone tried this ?
>
> http://penispower3.devil.ru
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gdvzwxuiocqtmwbkfyhmwlkxnypfkktotgqcctqmeglsqg
>

6087. US/UK TOS 2.05 / 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-03 19:49:32 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9n0mvvalg1@newsreaderg1.core.theplanet.net>
Source record: 4842

I recently acquired a 4mb Mega STE off E-Bay. However the machine has a
German TOS. Does anybody have a spare English or US TOS 2.06 or 2.05 ?

Or is there anywhere such a TOS may be bought ?

Cheers

Grazey

--
PHF Assembly Coders http://phf.atari.org
`ICQ 12766915

6088. Re: Atari keyboard data needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-03 22:14:07 UTC
From: FBM <fbm@thefunkybluemonkey.f2s.com>
Message-ID: <OOOk7.35655$wX5.4413649@news6-win.server.ntlworld.com>
Source record: 4839

Barrie at Atarispares wrote:

> Hello.
>
>
> "FBM" <fbm@thefunkybluemonkey.f2s.com> wrote in message
> news:K5Gk7.32701$wX5.4112660@news6-win.server.ntlworld.com...
>> I was planning to design an interface to allow me to use a standard PC
>> keyboard and mouse on my STe, but I'm having trouble tracking down the
>> relevent data I need on the Atari keyboard.
>
> If all you want to do is to use an external keyboard on the STE
> I have Atari Mega ST keyboards complete with adaptors for sale.
>
> Barrie at Keychange.
>
>
>

Thanks, but I'd really rather design and build an interface myself.

I also wanted to attach a PC mouse through the same interface.
I have enough data to be able to interface and read data from the mouse and keyboard with a PIC, but I dont know what form I should send this to the Atari in.

~~~~
FBM
~~~~

6089. Re: penis enlargement

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-03 22:16:00 UTC
From: "F. Robert Falbo" <rfalbo1@twcny.rr.com>
Message-ID: <AiTk7.411368$EF2.53855401@typhoon.nyroc.rr.com>
Source record: 4844
Cross-posted to: comp.sys.atari.st.tech,comp.sys.att,comp.sys.be,comp.sys.be.advocacy

Joe wrote:

> My arms are now to short.

Sounds like you need to get in touch with <Bob>

--

_____
KNode Newsreader on SuSE 7.2 Pro

6090. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-04 01:47:17 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <crOk7.2703$bl.117725@news.siol.net>
Source record: 4838

"Barrie at Atarispares" <barrie@keychange.co.uk> wrote in message
news:feOk7.9494$cW4.38483@NewsReader...
> Hello.
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:3b8fc186393390@madasafish.com...
> > Hi
> >
> > I'm trying to upgrade an old 520 STFM to 4MB.
>
> From experience.
>
> I have done a... few soldered-in FM upgrades
> but always to 2.5mb only.
>
> 4mb was unstable, 2.5mb meant you always had bank 0 to boot from.

??
If you don't remove old RAMs, you can always reactivate old banks by
swapping a few wires. And you can activate almost any bank combination you
like. You can even force new ram to behave like old one by fixing highest
address line on the ram stable (high or low, it doesn't matter, but before
that you have to disconnect wire from MMU ofcourse).
There is no rational reason why one should have more fallback options with
2.5 Mb than with 4Mb.

Once again, IT SHOULD WORK 100%. If it doesn't, that means that something is
seriously wrong and one shouldn't count on the remaining working bank. It is
somewhat like driving a car without one weel. Depending on the
circumstances, it might be driveable, but certainly not safe...

Regards,

Branko

>
> If you don't need 4mb stick with a reliable 2.5mb.
>
> I have a few Extrarams in stock, all populated.
>
>
> Barrie at Keychange.
>
> > I don't think the MMU/Shifter is dead as it
> > used to have a Marpet board which worked fine but I foolishy sold it.
> > Enabling the old onboard 512K RAM makes it work again.
> eeeerrrm.....

>
>

6091. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-04 06:02:12 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <caSk7.2709$bl.118361@news.siol.net>
Source record: 4843

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3b93a0862ded10@madasafish.com...
>
> Hi
>
> >-clean all pins on MMU and its socket. I use special eraser with glass
dust
> >inside, but a few touches with extra fine glass paper or nail file
should
> >work also. While at it, check the corner pins on the MMU chip. Sometimes
> >they can touch under the chip when chip is in the socket.
>
> Done.

I forgot to mention, but repeat those steps on GLUE chip also. Don't swap GLUE and MMU by accident ! If you end up with both chips on the table and have forgot which is which, then it is usefull to remember that MMU is always near DRAMs (for obvious reasons), that GLUE
has marking CO25915 and MMU 25912. Isn't that remarkable ? I don't have photographic memory and I did not took a peek inside ST's guts for some months, but I know GLUE/MMU markings by heart. It shows that I learned this lesson by mistake ;o)

> >- deactivate bank0 (RAS0 to VCC on RAM's side and unconnected at MMU)
then
> >place bank 1 on its place (connect bank1 RAS to MMU's RAS0 and CAS's on
> >corresponding bank0 CAS signals) and see if it works then. If not, try
> >pinpointing right half of the bus by activating both banks on the same
RAS0
> >from MMU but tryuing both CAS signals on each half of the bus. That way
> >you'll know on which byte lane of bank1 lies the fault.
>
> I made an interesting discovery just now. I connected both banks up and
> pulled MAD9 high to the positive rail. This worked fine, proving that both
> banks work with no problems, but obviously only giving 1MB of RAM.
> Remember a single bank of 2MB also worked fine, how odd?! Sounds like not
> enough power or something but I have two thickish wires supplying the Vcc.

BTW: Which SIMMs are you using- 32 or 72 pin ? If you use small 32-pin ones, you should know that parity bit should have its own CAS, but on many SIMMs its shorted with main CAS. With 72-pin ones this issue is moot as they don't have separate CAS for parity.

Anyway, this is just a thought that might come handy sometimes later, since the simptoms do not point in that direction.

>
> I also tried putting both the DRAM banks in parallel to the MMUs bank 0.
> Not to try and see if it gives 4MB (obviously not, only 2MB!) but to see
> if power was a problem as this will keep both DRAM banks active and
> simulate full load as would be the situation for 4MB.
>
> >- short the inductance that filters the voltage supply for RAM's. This
can
> >be worth checking especially if you didn't removed old RAMs. This coils
is
> >at the elko on the left side of the board (on the ST 520)
>
> Yep, tried that as well. Not too sure why there is a inductor there as it
> was left out on the STE AFAIK. Perhaps to stop AC or keep the voltage
> high on the elko side?

Well, ST's design is pretty poor and signals are not clean as a whistle.
Main problem with cheap double sided big motherboards is that power
distribution shares same planes with signal lines and main problem is GND.
GND is always problematic, because it distributes power to the chips and
because it has a signal role- it serves as a reference point for all
signals. TTL logic has 0 from 0-0.8V and logic 1 at 2.4-5V RELATED TO THE
GND LEVEL !
If you have big energy consumers on the PCB you will have big ohmic losses
in the power lines. If those consumers are very transient in nature,
inductance of the power lines will fight against sudden current changes and
so the voltage at the chips will fluctuate. You can fight that (which you
must) by simply adding small, fast cap as close to the chip as practically
possible that will cover fast current fluctuations of the load and give
power lines a chance to deliver much more constant current.

But those caps don't help you against GND potential ripple and difference.
Any diference in GND level between two distant chips will affect their logic
levels, since they measure voltages, relative to their GND potential. It is
crucial for the GND to have as low impedance and resistance as posible
across the motherboard. If your Vcc has a ripple of 0.2V, this would be well
in the tolerance specs, but if those 0.2V show as a potential diference in
the
GND level across the board, some chips would "see" logic 0 at 0.7V and
others at 0.9V, which is quite %% difference...

DRAMs are known for their ugly transient nature (while average current
might be mA's, peak currents can and do exceed 1-2A !), so the ST designers
gave the RAM field extra elko cap and used inductance to disable sudden
changes of the RAM current. They have probably feared that this current
would cause voltage fluctuations that would show as the raster in the
picture. Since newer DRAMs churn much less per chip and tjere are much less
chips, one can short inductance without any obvious ill effects.

>
> >- you had to solder an extra adress line from MMU chip-A9. Did you forgot

to
> >place 33 Ohm resistor in series at the MMU's end of the wire ?
>
> Indeed.

Simptoms show that there is something wrong with A9 line. Does the thing work after inserting the resistor ? If not, try buffering the A9 signal with something like 74HCT32 or similar, just to take the load of the MMU's. Weak signal on the pin might mean ill MMU, since it should have more than enough oomph to drive two banks, but you might try it.
One more thing. All wires must be as short as possible, and it is usually clumsy to route A9 from the bottom of the MMU's socket to the RAM's that are on the top. I usually drill 1.5mm hole through the board near the MMU to get the wire short. BE carefull to drill through the GND area and to miss any signal tracks.

You might wonder why those resistors are for. DRAMs require that all signal edges be not too steep nor too gentle, typically 1-10 ns in order for signals to be recognised. MMU is CMOS chip and those are known for steep edges. So, designers have used small resistors in order to limit the maximal currents and so to limit the slopes.
There is more to that, but lets leave it for now.
BTW: You can see those same resistors on almost any 386 or 486 board (value might vary), so this is not uncommon.

Regards,

Branko

>
> >- try shorting those 68 Ohm resistors on the CAS lines and then also on
the
> >RAS.
> >If nothing goes better, remove all shorts.
>
> I may try this, as I only did it for the bank that I first thought was
> defective but the above discovery goes against the theory that one bank
> was not working.
>
> >- remove old RAMs from machine. I always do this first, before I do
anything
> >else, but I understand why someone might not like that idea.
>
> After the machine is working with 4MB I will as it's neater and less stray
> signals. I leave them there while testing so I know the machine is still
> working OK when I re-enable them.
>
> Thanks again.
>
> --
> Lyndon Amsdon
> --

> http://www.lyndonamsdon.co.uk

6092. Re: Mega STe new/old board etc.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-04 11:13:07 UTC
From: Ratko Jovicic <ratko@torkul.hr>
Message-ID: <9n2cm0$dj8e$1@as201.hinet.hr>
Source record: 4845

"Hallvard Tangeraas" <x@x.xx> wrote in message
news:1ez7iqf.70d9aq1sdawe8N%x@x.xx...
> So for the time being I'm checking it out and could need some help...
>
> 1) He believed the machine had an HD disk drive option installed, but I
> beg to differ. Upon opening it up I see that the disk controller is a
> 1772-02-02 and not an "AJAX". The disk drive is an Epson SMD-380.
> I believe this is a standard 720K drive, correct?

WD 1772-02-02 is capable of using HDD floppy! But you must have correct PAL
chip and TOS 2.06 !!

>
> According to "Chips 'n chips" (a German HYP file describing all Atari
> ST/TT/Falcon etc. hardware out there), changing over to a HD disk drive
> is more than the matter of changing the disk drive and disk controller.
> Although my German is a but rusty, I believe the HYP file explains that
> a pre-programmed PAL chip must be changed and a couple of connections
> underneath the main circuit board have to be joined.
> Can anyone verify this?

Yes, in most cases (on earlier versions of motherboard) you must get new PAL
and conect some points on motherboard.

>

6093. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-04 16:40:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b95121c78dad1@madasafish.com>
Source record: 4846

Hi!

>BTW: Which SIMMs are you using- 32 or 72 pin ?

72pin.

>Simptoms show that there is something wrong with A9 line. Does the thing
>work after inserting the resistor ? If not, try buffering the A9 signal with
>something like 74HCT32 or similar, just to take the load of the MMU's. Weak
>signal on the pin might mean ill MMU, since it should have more than enough
>oomph to drive two banks, but you might try it.
>One more thing. All wires must be as short as possible, and it is usually
>clumsy to route A9 from the bottom of the MMU's socket to the RAM's that are
>on the top. I usually drill 1.5mm hole through the board near the MMU to get
>the wire short. BE carefull to drill through the GND area and to miss any
>signal tracks.

OK, tried buffering A9 and still nothing. The only thing I can imagine is
a dodgy MMU that has problems working with 4MB. Sounds odd but what else
would cause this odd behaviour? Usually you can get something on the
screen, even when CASh and CASl are wrong way around a scrambled picture
does come up. It's only when I try 4MB that I get nothing, just black
screen. Floppy light stops that dim blinking as well, machine just dead.

Does anyone have an MMU (STFM type, PLCC) that I could borrow to test if
it is my MMU causing problems?

Thanks.

--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6094. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-04 19:59:24 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9n3bu5$ie3$1@news5.svr.pol.co.uk>
Source record: 4848
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com...
> Hi Guy's
>
> Has the traffic in here died off or has my feed died, again.
>
> What message flow do you see. My IP is in the midst of 'improvements' and
> that usually is a call for me to find another IP!!.

Here's the reply you needed. Hope it gets through.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

6095. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-04 20:02:05 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9n3bu6$ie3$2@news5.svr.pol.co.uk>
Source record: 4847
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b8ebb5b_3@mk-nntp-1.news.uk.worldonline.com...
> Hi Guy's
>
> Has the traffic in here died off or has my feed died, again.
>
> What message flow do you see. My IP is in the midst of 'improvements' and
> that usually is a call for me to find another IP!!.

Hmm ... when I posted the reply I noticed that Freeserve did not recognise
two newsgroups in your header:

comp.sys.atari
comp.sys.atari.st.misc

... they are not available here.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

6096. Re: Mega STe new/old board etc.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-04 20:17:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9544e83abf00@madasafish.com>
Source record: 4849

Hi!

>1) He believed the machine had an HD disk drive option installed, but I
>beg to differ. Upon opening it up I see that the disk controller is a
>1772-02-02 and not an "AJAX". The disk drive is an Epson SMD-380.
>I believe this is a standard 720K drive, correct?

OK, 02-02 can take high frequency but it's better to have it _only_ at
16Mhz when it's accessing an HD disk. The Epson SMD-380 is the drive that
comes in most STs, only DD. The Falcon I had used a Epson SMD-300 which
was HD drive.

>According to "Chips 'n chips" (a German HYP file describing all Atari
>ST/TT/Falcon etc. hardware out there), changing over to a HD disk drive
>is more than the matter of changing the disk drive and disk controller.
>Although my German is a but rusty, I believe the HYP file explains that
>a pre-programmed PAL chip must be changed and a couple of connections
>underneath the main circuit board have to be joined.
>Can anyone verify this?

I've heard about this patched GAL before for the high density to work.

>2) According to "Chips 'n chips", this machine has the "old" board as
>it's probably one of the early models.
>Are there any significant differences between the "new" and "old"
>boards? Any problems I should be aware of?

Don't know about this, never seen a Mega STE.

>3) Other than that it seems that the TOS has been reprogrammed (it's
>Swedish, but the keyboard layout seems all wrong -it looks more like a
>UK or US setup), and using "Profile" it indicated that a US version 2.00
>TOS is installed!!!!
>I never knew there was a version 2.00, but perhaps this shows up because
>it's been custom programmed.

If you're using Magic when you did the test it will show the first number
followed by zeros, eg 2.06 becomes 2.00, 4.04 becomes 4.00 and so on.
If the ROM was reprogrammed I see no reason why the reported TOS version
should have to be 2.06.

>If I buy the machine I'll want someone to re-program the TOS chips
>getting back the original Swedish TOS 2.06 (I'm in Norway, and all
>machines here were delivered with Swedish TOS as our languages are
>almost alike, and the keyboard setup is the same, which means that the
><ALT> combination to get at some characters also works, unlike those
>keyboard remapper programs which only work for <normal>, <shift> and

><capslock> combinations).

I hoping to put Magic into ROM for my STFM as hopefully I'll be gaining
access to Eprom burners, PIC programming and such. I'm thinking of having
it switchable so I can use 1.02, 2.06 and Magic 6.01. I do own all these
ROMs/software which were properly licensed.

>Cosmetically the machine looks OK except for the plastic behind the
>cooling fan which has been removed (the owner complained about it making
>too much noise as there was too little space for air to pass through, so
>that's why he did it.

Seems OK as long as the price isn't over the top.
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6097. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-04 22:02:26 UTC
From: "news.freeuk.net" <stevesweet@freeuk.com>
Message-ID: <Lkcl7.25469$TB2.1463173@nnrp4.clara.net>
Source record: 4850
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

Hello honey, I'm home!. :-)

> > Has the traffic in here died off or has my feed died, again.
> >
> > What message flow do you see. My IP is in the midst of 'improvements'
and
> > that usually is a call for me to find another IP!!.
>
> Here's the reply you needed. Hope it gets through.

Well it took yet another new IP but I'm back for a while. How nice it is to
see news from this September. Now where's that tosser Dave??.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6098. Re: Mega STe new/old board etc.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-05 03:53:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b966378121efd0@madasafish.com>
Source record: 4856

Hi Hallvard!

>> WD 1772-02-02 is capable of using HDD floppy! But you must have correct PAL
>> chip and TOS 2.06 !!
>
>I knew this would come up ;-)

What goes around comes around :)

>The discussion about the 1772-02-02 being able to or not being able to
>handle 16 MHz (HD mode) is one that shows up here from time to time.
>Some people say the 1772 (with a 02-02 sufix) will have no problems with
>this, others disagree.
>The *fact* however is that the 'AJAX' is *designed* for handling up
>to 32 MHz (ED mode) while the 1772 is not designed for that.

OK, I'mt hinking it's more of a problem on a bad 16Mhz signal which comes
out of STE shifter. I only have a scope that does 2us/div so I can only
see 500Khz signal at it's best! Didn't you have an Ajax or am I imagining
things?

>As for the PAL chip -is someone here able to program one of these for
>me? Of course an original has to be used to read the data from, so
>someone with a PAL programmer and a MegaSTe with the suitable HD capable
>PAL chip.

I'm gonna get my GAL prommer made, the one I ordered over a year ago. I
put it on the shelf after buying a Falcon but I want to use it now. I'm
not sure if it can read boolean expressions but I'm sure the modified
listing _must_ be floating around the web somewhere, maybe on some maus
net archive?

>I'll see if I can decipher more of that German in the HYP file.
>Anything else I should keep in mind with this machine?
>(I already know about the rather basic SCSI adapter which doesn't have
>parity and only supports SCSI ID0).

Hmm, a small heatsink on the CPU as it does get stinking hot.
A blue LED, sure looks great on a rack unit, you could put a lot on in a
long row for various hardware, eg, serial port activity, midi
activity, HD/DD mode, hard disk (one led for each ID!) etc. Friends will
be impressed when you show them as it looks like the stuff they have in
movies :)
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6099. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-05 10:51:12 UTC
From: chris.crosskey@vicon.com
Message-ID: <97a8a4d8.0109050251.7f0139bb@posting.google.com>
Source record: 4851

>
> Basically the machine boots, and then black dots start to appear, filling
> the screen and it bombs out. I don't think the MMU/Shifteris dead as it
> used to have a Marpet board which worked fine but I foolishy sold it.
> Enabling the old onboard 512K RAM makes it work again.
>

Check the earth lines to the RAM that you're fitting ...DRAM can be a
horror for problems there....had a 4Mb conversion in an STF once that
would start and then bomb out like that, and adding extra earth paths
to the board solved the problem. It was the reason that I always
recommend not to try and fit an internal IDE conversion as well as a
4Mb RAM board to an STFM (as well as the pysical nightmare of
squeezing it all in there wiht a hard-drive....maybe we could persuade
Mario to add 4Mb to the STFM IDE boards he does....a 4Mb plus IDE
conversion would be a winner with me...I love my STFM with IDE in it
in my studio, but I wish it had more than 1Mb...

chrisc

6100. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-05 11:12:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9616c44236b1@madasafish.com>
Source record: 4855

Hi chrisc!

>Check the earth lines to the RAM that you're fitting ...DRAM can be a
>horror for problems there....had a 4Mb conversion in an STF once that
>would start and then bomb out like that, and adding extra earth paths
>to the board solved the problem. It was the reason that I always
>recommend not to try and fit an internal IDE conversion as well as a
>4Mb RAM board to an STFM (as well as the pysical nightmare of
>squeezing it all in there wiht a hard-drive....maybe we could persuade
>Mario to add 4Mb to the STFM IDE boards he does....a 4Mb plus IDE
>conversion would be a winner with me...I love my STFM with IDE in it
>in my studio, but I wish it had more than 1Mb...

OK, if you see the recent threads I've fixed the ground problem but now I
have another problem with the MMU accepting 4MB of DRAM.

I think I'll be putting in a DIY IDE interface, I'm going for an ultimate
hacked machine. So far I have it at 50Mhz and will be getting CPU to
25Mhz. Lots to do, lots of work, like trying to sort out video sync. I
know steping from 32Mhz pixel clock to 50Mhz doesn't work as it doesn't on
my Falcon, seems like even mulitples work better so maybe 48Mhz or
possibly 64Mhz (yeah right!). This is why I changed to 70ns RAM and now I
need to reprogrammed into faster ROMs and possibly change data buffers
(244s abnd 373s IIRC) from LS to HCT.
I need to buy faster CPU, sort out some cache, faster serial port, HD hack
Lacescan etc etc etc :)
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6101. Re: Hello

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-05 12:04:17 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9n54cqdav1@newsg4.svr.pol.co.uk>
Source record: 4853
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc,comp.sys.atari.programmer

"news.freeuk.net" <stevesweet@freeuk.com> wrote in message
news:Lkcl7.25469$TB2.1463173@nnrp4.clara.net...

> Well it took yet another new IP but I'm back for a while. How nice it is
to
> see news from this September. Now where's that tosser Dave??.

Now, now,stoppit :-O

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

6102. Re: Free 1040 ST, Mono & Color monitor + all software and accys

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-05 13:10:29 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3B962444.C592938B@forestmeister.com>
Source record: 4852

Bryan wrote:

> I am offering to anyone who wants them a fully functional 1040 ST, Color and
> Mono monitor + all of my software and accys (including a desk cart). All I
> ask is that you pay for shipping. If you live in New England (Boston area)
> you can pick them up.
>
> Otherwise, they will be relegated to the dump!

Bryan, do you still have the system? I see another guy is looking for just the mouse. My old ST seems to have lost it's internal floppy drive. If you still have the system, I'll be happy to pay shipping to western Massachusetts plus I'll offer you $50 if it works properly.

If anyone else out there has a functioning 1040ST, I'll make the same offer in case Bryan no longer has his. I need it for my work as I wrote some software for it that I never converted to my PC.

--
Joe Zorzin
http://forestmeister.com/

6103. Re: Atari keyboard data needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-05 13:48:36 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9n5agb$5d7jl$1@ID-89932.news.dfncis.de>
Source record: 4854

"FBM" <fbm@thefunkybluemonkey.f2s.com> wrote in message
news:K5Gk7.32701$wX5.4112660@news6-win.server.ntlworld.com...
> I was planning to design an interface to allow me to use a standard PC
> keyboard and mouse on my STe, but I'm having trouble traking down the
> relavent data I need on the Atari keyboard.
>
> Does anybody have any, or know where I cna get any data on the atari
> keyboard. In particular I'm looking for timing diagrams and protocol for
> the serial link between the keyboard and processor.
>

German book 'Atari ST Profibuch' has detailed information about pocket
formats etc.
As I remember no timing data.

PP

6104. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-05 23:06:09 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ab2dptkct93r5jnpqetggmmug6v1ajv9s1@4ax.com>
Source record: 4857

On Wed, 05 Sep 2001 13:12:34 +0200 (MET DST), "Lyndon Amsdon"
<bindon@madasafish.com> wrote:

>OK, if you see the recent threads I've fixed the ground problem but now I
>have another problem with the MMU accepting 4MB of DRAM.
>

Check the part number on the MMU-

I have a vague recollection that Atari used some purposely crippled
MMUs in some of the machines which wouldn't address a full 4 Megs.

They used to do things like that to try to keep end users from
expanding the memory themselves.

Maybe someone else has the actual part numbers for you to check
against.

BobR

6105. Re: Get the truth about Emulators Inc. SoftMac

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 03:04:40 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B96E786.472A03CB@home.com>
Source record: 4858

The sad fact is Dareks been up to these "tricks" for close to 15 years.

"SoftMac User ;-" wrote:

> You have have heard of a product called SoftMac 2000 or Gemulator from
> Emulators, Inc. This program is a scam. Get the facts before you buy:
>
> http://www.geocities.com/softmacxp/

6106. Re: US/UK TOS 2.05 / 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 03:06:13 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B96E7E4.F9964952@home.com>
Source record: 4859

I'm sure theres a few places, one Ive got my tos upgrades from best electronics, email them at bestelec@concentric.net

Grazey wrote:

> I recently acquired a 4mb Mega STE off E-Bay. However the machine has a
> German TOS. Does anybody have a spare English or US TOS 2.06 or 2.05 ?
>
> Or is there anywhere such a TOS may be bought ?

6107. hard drive cable needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 03:38:35 UTC
From: Krunch <keithgoldsmith@rcn.com>
Message-ID: <9n6r3a$7bs$1@bob.news.rcn.net>
Source record: 4860

To connect the Megafile 30 to a 1040ST or 520ST you need a special cable.
Got one for sale? email goldsmith@mindspring.com

thanks

6108. Re: Get the truth about Emulators Inc. SoftMac

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 05:18:00 UTC
From: Don <dons@qnet.com>
Message-ID: <3B970708.DF34C777@qnet.com>
Source record: 4861

If people werent so cheap they wouldnt have to deal with emulators. Buy the machine!!!

James Alexander wrote:

> The sad fact is Dareks been up to these "tricks" for close to 15 years.
>
> "SoftMac User ;-" wrote:
>
> > You have have heard of a product called SoftMac 2000 or Gemulator from
> > Emulators, Inc. This program is a scam. Get the facts before you buy:
> >
> > http://www.geocities.com/softmacxp/

6109. Re: Mega STe new/old board etc.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 16:39:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b97b77cab1e02@madasafish.com>
Source record: 4868

Hi Hallvard!

>> Hmm, a small heatsink on the CPU as it does get stinking hot.
>> A blue LED, sure looks great on a rack unit, you could put a lot on in a
>> long row for various hardware, eg, serial port activity, midi
>> activity, HD/DD mode, hard disk (one led for each ID!) etc. Friends will
>> be impressed when you show them as it looks like the stuff they have in
>> movies :)
>
>I think you're confusing things again: the Mega STe is NOT for the 19"
>rack I've been talking about. The Mega STe (if the seller agrees on a
>fair price) is to be used while I'm working on the STe hardware, and
>when that's done it'll be a spare machine.
>Suggestions noted however for the STe :-)

The Mega STEs are pretty good. Yes I was getting all confused :)
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6110. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 16:43:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b97b77cab1e03@madasafish.com>
Source record: 4867

Hi Bob!

>On Wed, 05 Sep 2001 13:12:34 +0200 (MET DST), "Lyndon Amsdon"
><bindon@madasafish.com> wrote:
>
>>OK, if you see the recent threads I've fixed the ground problem but now I
>>have another problem with the MMU accepting 4MB of DRAM.
>>
>
>Check the part number on the MMU-
>
>I have a vague recollection that Atari used some purposely crippled
>MMUs in some of the machines which wouldn't address a full 4 Megs.
>
>They used to do things like that to try to keep end users from
>expanding the memory themselves.
>
>Maybe someone else has the actual part numbers for you to check
>against.

Thats interestting Bob, thanks. It's a CO25912-38, I didn't see anything
"special" listed about this chip in Chips'n'Chips so I wouldn't be sure,
it's the first time I've heard about that. I wonder why they bothered
putting in the MAD9 seeing as there was only enough physical space for
1MB, I guess future expansion.

--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6111. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 16:50:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b97b77cab1e04@madasafish.com>
Source record: 4866

Hi Branko!

>I thought about that too, but:
>
>- he said that one bank was working perfectly with 2Mb. Therefore A9 signal
>had to be O.K.

Sure is fine with one bank. This is what is so odd, it works OK with one
bank of 2MB and then also OK with two banks of 512K, so why doesn't it
work with two 2MB banks!!
I've buffered A9 and still the same, not even a white screen, just blank!

>- crippled MMU, if exists, surely has to be extremely rare beast. I have
>never came across one,
>through a couple hundred machines that I did RAM expansion on.

Beats me, trying another MMU is my last resort.
I may try using the 512k onboard ram for bank0 (which it usually is) and
then hook up half my 4MB simm for bank1. 2.5meg is buggy but it may prove
something.
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6112. (US) Still looking for incomplete, used, Mega STe, TT, or Falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 17:18:30 UTC
From: Dennis Shelgren <Phantom2012@starband.net>
Message-ID: <GdOl7.269$4S4.81922192@twister1.starband.net>
Source record: 4863

Still trying to get at least one each of a "mostly all there" Mega Ste, TT, or Falcon, so that I can test out upgrades and possibly start developing my own. Already have oscilloscope, universal device programmer, cross assemblers, etc. Also of course looking for additional development tools, software, upgrades, etc. Willing to offer my services for Pal, Gal, Eprom, and other towards fellow atarians.

6113. Re: Atari keyboard data needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 18:06:42 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3B97BB32.E5F68C6F@club-internet.fr>
Source record: 4864

FBM a ï¿½crit:
>
> I was planning to design an interface to allow me to use a standard PC
> keyboard and mouse on my STe, but I'm having trouble traking down the
> relavent data I need on the Atari keyboard.
>
> Does anybody have any, or know where I cna get any data on the atari
> keyboard. In particular I'm looking for timing diagrams and
> protocol for the serial link between the keyboard and processor.
>
actually on the atari there is :
- a keyboard (physical device)
- an 'intelligent keyboard' IKBD made of a 6301
- an ACIA 6850
- the actual 68000 processor

the IKBD communicates with the ACIA via a serial line, with 8bit
data, 1 stop bit, no parity, 7812.5 baud (500 H4 divided by 64).
The protocol used is the 'IKBD' protocol, well documented (findable
on the internet)

To know how the IKBD controller communicates with the actual
keyboard (physical device), you will have to download the 6301 ROM
to the Atari (using opcode 0x21 - read memory- of the IKBD protocol),
then disassemble the 6301 ROM (4 kB). When doing this you will find
what parallel lines of the 6301 are wired to the keyboard matrix, to
the mouse and to the joystick.

Information on 6301 disassembly can be found on the internet (the
6301 is a 6800 clone, look for '6800 simulator'). the Motorola
MC68HC11 manual can also be of help.

Laurent.

6114. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 18:34:10 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9n8fj2$r0b$1@draco.stochastik.rwth-aachen.de>
Source record: 4865

In article <3b95121c78dad1@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>OK, tried buffering A9 and still nothing. The only thing I can imagine is
>a dodgy MMU that has problems working with 4MB. Sounds odd but what else
>would cause this odd behaviour? Usually you can get something on the
>screen, even when CASh and CASl are wrong way around a scrambled picture
>does come up. It's only when I try 4MB that I get nothing, just black
>screen. Floppy light stops that dim blinking as well, machine just dead.

You should check that
- the SIMM you are using has the right type of DRAM on it, ie. symmetrical
ones with an identical number of rows/columns
- the SIMM really has two separate banks, and that there are no connections
between the bank0 and bank1 signals on the SIMM

cu
Michael
--
"Failure ist not an option. It comes bundled with your Microsoft Product."

6115. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 19:06:37 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <MRHl7.2784$bl.121214@news.siol.net>
Source record: 4862

"Bob Retelle" <bobr1@provide.net> wrote in message
news:ab2dptkct93r5jnpqetggmmug6v1ajv9s1@4ax.com...
> On Wed, 05 Sep 2001 13:12:34 +0200 (MET DST), "Lyndon Amsdon"
> <bindon@madasafish.com> wrote:
>
> >OK, if you see the recent threads I've fixed the ground problem but now I
> >have another problem with the MMU accepting 4MB of DRAM.
> >
>
> Check the part number on the MMU-
>
> I have a vague recollection that Atari used some purposely crippled
> MMUs in some of the machines which wouldn't address a full 4 Megs.
>
> They used to do things like that to try to keep end users from
> expanding the memory themselves.

I thought about that too, but:

- he said that one bank was working perfectly with 2Mb. Therefore A9 signal
had to be O.K.
- crippled MMU, if exists, surely has to be extremely rare beast. I have
never came across one,
through a couple hundred machines that I did RAM expansion on.

Regards,

Branko

>
> Maybe someone else has the actual part numbers for you to check
> against.
>
>
> BobR
>

6116. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 21:33:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b97f01665f091@madasafish.com>
Source record: 4871

Hi Michael!

>In article <3b95121c78dad1@madasafish.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>OK, tried buffering A9 and still nothing. The only thing I can imagine is
>>a dodgy MMU that has problems working with 4MB. Sounds odd but what else
>>would cause this odd behaviour? Usually you can get something on the
>>screen, even when CASh and CASl are wrong way around a scrambled picture
>>does come up. It's only when I try 4MB that I get nothing, just black
>>screen. Floppy light stops that dim blinking as well, machine just dead.
>
>You should check that
>- the SIMM you are using has the right type of DRAM on it, ie. symmetrical
>ones with an identical number of rows/columns

It has two 416C2000 (Samsung) which I believe as 16bit, each having a RAS
and two CAS. I checked with DMM for continuity between both DRAMs on all
the CAS and RAS lines and to see if the simm was wired OK for the job.

>- the SIMM really has two separate banks, and that there are no
>connections
>between the bank0 and bank1 signals on the SIMM

Apart from sharing the MAD and data signals they are seperate. They use
RAS 0 with CAS 0 and 1 for Bank 0, and RAS 2 and CAS 2 and 3 for Bank 1.

The machine works with two banks but only if MAD9 is pulled high/low.
Exact same thing happened with 4*1MB 30 pin simms.

--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6117. Re: Atari keyboard data needed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 22:00:23 UTC
From: The Funky Blue Monkey <thefunkybluemonkey@hotmail.com>
Message-ID: <sgSl7.7563$235.529625@news6-win.server.ntlworld.com>
Source record: 4869

Excellent! Thanks Laurent.

Could you just clarify the following if you know;

The keyboard sends data in 9-bit packets at 7812.5 baud, i.e. a byte of data
and a stop bit - is that right?

Is the data sent MSB or LSB first?

Is the same format used for sending data from the Atari to the keyboard.

Cheers,

~~~~
FBM
~~~~

Laurent Vogel wrote in message <3B97BB32.E5F68C6F@club-internet.fr>...
>FBM a �crit:
>>
>> I was planning to design an interface to allow me to use a standard PC
>> keyboard and mouse on my STe, but I'm having trouble traking down the
>> relavent data I need on the Atari keyboard.
>>
>> Does anybody have any, or know where I cna get any data on the atari
>> keyboard. In particular I'm looking for timing diagrams and
>> protocol for the serial link between the keyboard and processor.
>>
>actually on the atari there is :
>- a keyboard (physical device)
>- an 'intelligent keyboard' IKBD made of a 6301
>- an ACIA 6850
>- the actual 68000 processor
>
>the IKBD communicates with the ACIA via a serial line, with 8bit
>data, 1 stop bit, no parity, 7812.5 baud (500 H4 divided by 64).
>The protocol used is the 'IKBD' protocol, well documented (findable
>on the internet)
>
>To know how the IKBD controller communicates with the actual
>keyboard (physical device), you will have to download the 6301 ROM
>to the Atari (using opcode 0x21 - read memory- of the IKBD protocol),
>then disassemble the 6301 ROM (4 kB). When doing this you will find
>what parallel lines of the 6301 are wired to the keyboard matrix, to
>the mouse and to the joystick.
>

>Information on 6301 disassembly can be found on the internet (the
>6301 is a 6800 clone, look for '6800 simulator'). the Motorola
>MC68HC11 manual can also be of help.
>
>Laurent.

6118. Re: Free 1040 ST, Mono & Color monitor + all software and accys

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-06 23:40:01 UTC
From: Tommy Pereira <jesusman@optonline.net>
Message-ID: <IPTI7.3859$tb.799972@news02.optonline.net>
Source record: 4872

Bryan,

Im also interested in it, i live in CT. maybe i can make an offer? please email if interested, id email you but i cant find your original post.

thanks

> Bryan wrote:
>
> > I am offering to anyone who wants them a fully functional 1040 ST, Color and
> > Mono monitor + all of my software and accys (including a desk cart). All I
> > ask is that you pay for shipping. If you live in New England (Boston area)
> > you can pick them up.
> >
> > Otherwise, they will be relegated to the dump!
>

6119. Re: Get the truth about Emulators Inc. SoftMac

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-07 04:28:43 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B984CB9.2DD07CD6@home.com>
Source record: 4873

Hi Don,
I've been saying much the same for quite some time. Thats the reason I have 2 real 8bits, a TT030, and 5 ST's of various flavours. the pc hardware I have runs linux, which it handles better than trying to pretend its an atari of any flavour.

Don wrote:

> If people werent so cheap they wouldnt have to deal with emulators. Buy the
> machine!!!
>

6120. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-07 07:25:00 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <6GSl7.2812$bl.125160@news.siol.net>
Source record: 4870

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3b97b77cab1e04@madasafish.com...
> Hi Branko!
>
> >I thought about that too, but:
> >
> >- he said that one bank was working perfectly with 2Mb. Therefore A9
signal
> >had to be O.K.
>
> Sure is fine with one bank. This is what is so odd, it works OK with one
> bank of 2MB and then also OK with two banks of 512K, so why doesn't it
> work with two 2MB banks!!
> I've buffered A9 and still the same, not even a white screen, just blank!

Hmm. CO251912-38 MMU is as vanilla as can be. It should work.
One thing that comes to mind is that there is something wrong in the
triangle CPU-GLUE-MMU and that CPU can't see properly more than 1 or 2 MB
RAM. How can that be ?
Well, maybe there is some bad contact on the address line from CPU on MMU or
GLUE or the CPU is bad (partially burned pindriver). Which adress pin ? I
would suspect A20 or something close to it. It could be shorted to some
neighbouring adress pin (A19 or A21) or just too slow transitioning from low
to high.
Check for shorts with "beeper". Clean the contacts on GLUE. Possibly replace
CPU. You have wanted to use faster model anyway IIRC. This would be the
right time to replace it. While at it, use good socket. Far fetched, I know,
but quite possible...

Regards,

Branko

6121. Re: AB040 problems with TK 5.xx

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-07 07:52:34 UTC
From: Laurent <atariteam@TRASH.yahoo.fr>
Message-ID: <3B987CC1.26C3F14C@yahoo.fr>
Source record: 4874

Rodolphe Pineau wrote:
>
> Hi, sory to bother you with my ab040 problems...
>
> I made a lot of tests including changing the cpu (mine was a 68040RC25B
> old mask and I instaled a 68040RC33 latest mask). the toolkit still crash
> after the first reboot, it load everithing from the autofolder (nvdi 4.11
> , selectics) and crash with 2 bombs when it arrived on the desktop. I
> tried to activate the debug option in the driver using the variable at the
> begining of the source and also by uncommenting the installation of the
> bus error handling routine but it doesn't seams to work... I tried at
> 33Mhz and 40Mhz abd it's exactly the same...
> It works with the 4.09 toolkit and the original AB040 drivers.
> Any more idea ?

Hi Rodolphe !

Did you tried at normal speed rate instead of 33 or 44 MHz ?
I know that i had a lot of problems with bus acceleration, and finally
i remove the added 40 MHz oscillator...

But if your machine work with TK4.09...This is the one i use...

6122. Looking for chip... to Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-07 08:14:27 UTC
From: MrSiwy <psion5@kk.net.pl>
Message-ID: <9n9vk2jdj1@news.tpi.pl>
Source record: 4875

Hello,

like in subject, looking for spare chip for TT-RAM card made in Atari.
Chip has this label on it:

9025FCD
C300869-001A
(C) ATARI 1990
-31 I60605-01

Any information are welcome.
in case of any information please contact me on priva.

with best regards
Slawek

6123. Atari Falcon and PC HD disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-07 20:09:54 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3b99254e$0$4908@news.zetnet.co.uk>
Source record: 4876

Hi everyone,

Recently my Falcon disk drive packed up (after I attempted to insert a disk in it that was not in the best of health). Even after cleaning the heads the old disk drive will read but not write. As the old drive was a bit wobbly at the best of times I decided to splash out on a new PC HD disk drive thinking that it would work. Er no, two different types of drive later and no joy. The Falcon doesn't detect the drives there at all.

My machines a CLab Mk 1, with fourteen megs.

Any Ideas?

Thanks in advance!

regards,

Thomas Wellicome

6124. Atari to PC .. sorry same question again no doubt. Help please. !!!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-07 22:02:36 UTC
From: cadebusy@hotmail.com
Message-ID: <3b994367.635158@news.blueyonder.co.uk>
Source record: 4877

I have about 250Mb of cubase songs on a Syquest drive..formatted for atari. I need to get all of them on to my PC. is there and easy way.??

6125. Re: penis enlargement

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-07 23:50:15 UTC
From: Piers <blitze@nospam.altavista.net>
Message-ID: <3b995c8e@nexus.comcen.com.au>
Source record: 4878

Gee with mine I now have problems fitting under my desk (-;

Piers

"F. Robert Falbo" <rfalbo1@twcny.rr.com> wrote in message
news:AiTk7.411368$EF2.53855401@typhoon.nyroc.rr.com...
> Joe wrote:
>
> > My arms are now to short.
>
> Sounds like you need to get in touch with <Bob>
>
>
> --
> _____________________________________
> KNode Newsreader on SuSE 7.2 Pro

6126. Re: Atari Falcon and PC HD disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-08 06:25:56 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B99B9F4.611D92EE@seimet.de>
Source record: 4879

Thomas wrote:

> Recently my Falcon disk drive packed up (after I attempted to insert a disk
> in it that was not in the best of health). Even after cleaning the heads the
> old disk drive will read but not write. As the old drive was a bit wobbly at
> the best of times I decided to splash out on a new PC HD disk drive thinking
> that it would work. Er no, two different types of drive later and no joy.
> The Falcon doesn't detect the drives there at all.

IDE or SCSI? In general you can use any of these drives with the Falcon.
Maybe you were just using an outdated hard disk driver like AHDI.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6127. Re: AB040 problems with TK 5.xx

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-08 06:27:41 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B99BA5D.75DDC26D@seimet.de>
Source record: 4880

Laurent wrote:

> Did you tried at normal speed rate instead of 33 or 44 MHz ?
> I know that i had a lot of problems with bus acceleration, and finally
> i remove the added 40 MHz oscillator...
>
> But if your machine work with TK4.09...This is the one i use...

I suggest that you contact Robert Schaffner (rsmac@t-online.de). He is a specialist as far as hardware like the AB040 and CT2 is concerned.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6128. Re: Atari Falcon and PC HD disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-08 10:17:02 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1000108060-34813AEicMi@08002go.com>
Source record: 4890

From: "Thomas" <tjw@zhell.co.uk>
Date: Fri, 7 Sep 2001 21:09:54 +0100

>The Falcon doesn't detect the drives there at all.

There's usually two problems: The floppy ID needs to be changed (to 1 or 0,
can't recall which), and often, the data cable needs to be plugged in twisted
through 360 deg. You might need to cut the small nib on the data connecter to
allow this. Look in the Atari FAQ for more help.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6129. Re: Atari Falcon and PC HD disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-08 10:42:42 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3b99f1db$0$4911@news.zetnet.co.uk>
Source record: 4881

Ooops, sorry should have made it clear, thats high density floppy drive not
hard drive.

thanks anyway,

Thomas

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3B99B9F4.611D92EE@seimet.de...
> Thomas wrote:
>
> > Recently my Falcon disk drive packed up (after I attempted to insert a
disk
> > in it that was not in the best of health). Even after cleaning the heads
the
> > old disk drive will read but not write. As the old drive was a bit
wobbly at
> > the best of times I decided to splash out on a new PC HD disk drive
thinking
> > that it would work. Er no, two different types of drive later and no
joy.
> > The Falcon doesn't detect the drives there at all.
>
> IDE or SCSI? In general you can use any of these drives with the Falcon.
> Maybe you were just using an outdated hard disk driver like AHDI.
>
> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

6130. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-08 18:18:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9a610e6bf5f0@madasafish.com>
Source record: 4882

Hi Branko!

>Well, maybe there is some bad contact on the address line from CPU on MMU or
>GLUE or the CPU is bad (partially burned pindriver). Which adress pin ? I
>would suspect A20 or something close to it. It could be shorted to some
>neighbouring adress pin (A19 or A21) or just too slow transitioning from low
>to high.
>Check for shorts with "beeper". Clean the contacts on GLUE. Possibly replace
>CPU. You have wanted to use faster model anyway IIRC. This would be the
>right time to replace it. While at it, use good socket. Far fetched, I know,
>but quite possible...

You're a genius, or am I an idiot, well both of those actually :)
I did a cheap'n'nasty 16Mhz hack on it ages ago using one of those 157
data select thingys, it was unrealiable so I later removed it.

I took the power for the 157 off the CPU at pin 49 (Vcc). Right next to it
is A22 and A23, and just a quick look shows solder had got behind these
pins and shorted them together. I session with the desolder braid and
solder sucker and the machine now reports 4MB! At last!

Sorry, that was a silly mistake to do. Thanks anyhow, time to buy/find a
new CPU I think. I don't know how to re-pay you!

--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6131. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-09 08:02:26 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <9pxm7.82$Gn1.2903@news.siol.net>
Source record: 4883

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3b9a610e6bf5f0@madasafish.com...
> Hi Branko!
>
> >Well, maybe there is some bad contact on the address line from CPU on MMU
or
> >GLUE or the CPU is bad (partially burned pindriver). Which adress pin ? I
> >would suspect A20 or something close to it. It could be shorted to some
> >neighbouring adress pin (A19 or A21) or just too slow transitioning from
low
> >to high.
> >Check for shorts with "beeper". Clean the contacts on GLUE. Possibly
replace
> >CPU. You have wanted to use faster model anyway IIRC. This would be the
> >right time to replace it. While at it, use good socket. Far fetched, I
know,
> >but quite possible...
>
> You're a genius, or am I an idiot, well both of those actually :)
> I did a cheap'n'nasty 16Mhz hack on it ages ago using one of those 157
> data select thingys, it was unrealiable so I later removed it.

It's almost 1:00 AM and I'm convinced I must be mad to be working at this
hour at ridiculously low hour rate, even for our standards. This comment
gives me sort of mental fire escape. I'm not mad, I'm just genius. Oh well
;o))))

>
> I took the power for the 157 off the CPU at pin 49 (Vcc). Right next to it
> is A22 and A23, and just a quick look shows solder had got behind these
> pins and shorted them together. I session with the desolder braid and
> solder sucker and the machine now reports 4MB! At last!
>
> Sorry, that was a silly mistake to do. Thanks anyhow, time to buy/find a
> new CPU I think. I don't know how to re-pay you!

You just did. Have a beer in my name. Or better yet, don't. I'll have one
myself. I have just remembered about new shipment sitting nice and cool in
the cellar :o)

Regards,

Branko

6132. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-09 12:31:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9b69aa882970@madasafish.com>
Source record: 4887

Hi Branko!

>> You're a genius, or am I an idiot, well both of those actually :)
>> I did a cheap'n'nasty 16Mhz hack on it ages ago using one of those 157
>> data select thingys, it was unrealiable so I later removed it.
>
>It's almost 1:00 AM and I'm convinced I must be mad to be working at this
>hour at ridiculously low hour rate, even for our standards. This comment
>gives me sort of mental fire escape. I'm not mad, I'm just genius. Oh well
>;o))))

One thing I don't like doing is soldering late at night, just doesn't
work. It was probably late when I was trying to install that 16Mhz
upgrade which has caused hours of pain. I worked 3 days solid trying to
get the damn memory working, going through various simms. Oh well, it
should be stable with all those ground connections :)
I don't have fume extration either, which I'm sure isn't good for my
health.

>> I took the power for the 157 off the CPU at pin 49 (Vcc). Right next to
>> it
>> is A22 and A23, and just a quick look shows solder had got behind these
>> pins and shorted them together. I session with the desolder braid and
>> solder sucker and the machine now reports 4MB! At last!
>>
>> Sorry, that was a silly mistake to do. Thanks anyhow, time to buy/find a
>> new CPU I think. I don't know how to re-pay you!
>
>You just did. Have a beer in my name. Or better yet, don't. I'll have one
>myself. I have just remembered about new shipment sitting nice and cool in
>the cellar :o)

Go ahead, be my guest :)

Cheers!
--
Lyndon Amsdon
--
http://www.lyndonamsdon.co.uk

6133. Re: Atari Falcon and PC HD disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-09 13:12:36 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <iZJm7.2919$S5.8732@nntpserver.swip.net>
Source record: 4884

It should work if you change a couple of jumpers on the drive. Sometimes
they are hardwired and you have to move/remove a couple of resistors
instead. I don't remember the configuration, but I have done this once.

Regards

/Peter

"Thomas" <tjw@zhell.co.uk> wrote in message
news:3b99f1db$0$4911@news.zetnet.co.uk...
> Ooops, sorry should have made it clear, thats high density floppy drive
not
> hard drive.
>
> thanks anyway,
>
> Thomas
>
> "Uwe Seimet" <us__nospam__@seimet.de> wrote in message
> news:3B99B9F4.611D92EE@seimet.de...
> > Thomas wrote:
> >
> > > Recently my Falcon disk drive packed up (after I attempted to insert a
> disk
> > > in it that was not in the best of health). Even after cleaning the
heads
> the
> > > old disk drive will read but not write. As the old drive was a bit
> wobbly at
> > > the best of times I decided to splash out on a new PC HD disk drive
> thinking
> > > that it would work. Er no, two different types of drive later and no
> joy.
> > > The Falcon doesn't detect the drives there at all.
> >
> > IDE or SCSI? In general you can use any of these drives with the Falcon.
> > Maybe you were just using an outdated hard disk driver like AHDI.
> >
> > --
> > --
> > Dr. Uwe Seimet mailto:us@seimet.de
> > http://www.seimet.de
>
>

6134. Re: Atari Falcon and PC HD disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-09 14:03:06 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3b9b724f$0$4909@news.zetnet.co.uk>
Source record: 4885

Hi,

Thanks for the help :-). Not having any kind of electronics background (I could only just get my head round the lightbulb and switch circuit at high school) I feel I shouldn't be let loose anywhere near jumpers!

regards,

Thomas

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message news:iZJm7.2919$S5.8732@nntpserver.swip.net...
> It should work if you change a couple of jumpers on the drive. Sometimes
> they are hardwired and you have to move/remove a couple of resistors
> instead. I don't remember the configuration, but I have done this once.
>
> Regards
>
> /Peter
>
> "Thomas" <tjw@zhell.co.uk> wrote in message
> news:3b99f1db$0$4911@news.zetnet.co.uk...
> > Ooops, sorry should have made it clear, thats high density floppy drive
> not
> > hard drive.
> >
> > thanks anyway,
> >
> > Thomas
> >
> > "Uwe Seimet" <us__nospam__@seimet.de> wrote in message
> > news:3B99B9F4.611D92EE@seimet.de...
> > > Thomas wrote:
> > >
> > > > Recently my Falcon disk drive packed up (after I attempted to insert
> a
> > disk
> > > > in it that was not in the best of health). Even after cleaning the
> heads
> > the
> > > > old disk drive will read but not write. As the old drive was a bit
> > wobbly at
> > > > the best of times I decided to splash out on a new PC HD disk drive
> > thinking
> > > > that it would work. Er no, two different types of drive later and no

> > joy.
> > > > The Falcon doesn't detect the drives there at all.
> > >
> > > IDE or SCSI? In general you can use any of these drives with the
Falcon.
> > > Maybe you were just using an outdated hard disk driver like AHDI.
> > >
> > > --
> > > ---
> > > Dr. Uwe Seimet mailto:us@seimet.de
> > > http://www.seimet.de
> >
> >
>
>

6135. Re: Atari to PC .. sorry same question again no doubt. Help please. !!!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-09 14:06:59 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3b9b7338$0$4911@news.zetnet.co.uk>
Source record: 4886

Hi,

Um buy a SCSI card for your PC if the drive uses that connection. Other than that your a bit limited. You could try networking the machines together I suppose!

Thomas Wellicome

"Promuse News" <cadebusy@hotmail.com> wrote in message news:3b994367.635158@news.blueyonder.co.uk...
> I have about 250Mb of cubase songs on a Syquest drive..formatted for
> atari. I need to get all of them on to my PC. is there and easy way.??

6136. Re: Atari Falcon and PC HD disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-09 16:54:28 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B9B9EC4.883A668F@seimet.de>
Source record: 4888

Thomas wrote:
>
> Ooops, sorry should have made it clear, thats high density floppy drive not
> hard drive.

I see. I already wondered why you would clean the heads of your hard
disk driver :-). But believe it or not: I know users that have tried to
do just that.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6137. Re: Atari Falcon and PC HD disk drives

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-09 19:25:32 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3b9bbddf$0$4909@news.zetnet.co.uk>
Source record: 4889

Blimey. Some people have money to burn don't they ;-))

> I see. I already wondered why you would clean the heads of your hard
> disk driver :-). But believe it or not: I know users that have tried to
> do just that.
>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

6138. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-10 22:05:56 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9njdg4$8jq$1@draco.stochastik.rwth-aachen.de>
Source record: 4891

In article <3b97f01665f091@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>The machine works with two banks but only if MAD9 is pulled high/low.
>Exact same thing happened with 4*1MB 30 pin simms.

Hm - and a single bank works fine with 2MB? That sounds really strange.

I would give you a MMU, but it might be a bit too far away for you to pick
it up :-)

cu
Michael

6139. Atari software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-10 22:34:03 UTC
From: coriolis <coriolis@tesco.net>
Message-ID: <9njer8iei1@epos.tesco.net>
Source record: 4892
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

Sadly, after many years I have finally got to the point of clearing out my old Atari ST/Falcon stuff. I was originally just going to give it away because I dont think it has any real value now, but the thought of how much I've paid for it all makes it soooo difficult. Everything in original boxes c/w manuals, all perfect condition. Someone make me an offer... :)

Inshape 3D modeller
Hisoft Devpac DSP
1st Word+
CAB
Hisoft Devpac 3
Personal Finance Manager, MasterCAD, 3D Calc - Michtron
Prospero C Development Toolkit
Technobox Drafter
Twist 2
AtariWorks
Family Roots
LDW Power
Hisoft Basic 2
Calligrapher Gold
Interface 2
FaceValue

Books

Atari ST Machine Language - Abacus
ST BAsic to C - Abacus
Introduction Atari ST Machine Code
The Atari Compendium
Modern Atari System software
Programmers ref manual 68000 - Motorola
DSP56000/56001 Users Manual - Motorola
Atari ST Review 1-12 bound
Loads of ST mags - ST Format, etc c/w cover disks

Regards

Robert Casey, Manchester UK

6140. Debian Linux on an Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 01:09:54 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3b9d63e7.2864242@news.ntlworld.com>
Source record: 4893

Hi there!

I wonder if anyone can help me with a Linux question. I'm planning on ordering Debian Linux and installing it on my Atari TT. My question is, is it possible to run X-Windows on a TT? I don't have any graphics card, just the bog-standard TT. :) I have 18 meg of RAM.

Thanks for the help!!

Peter.

6141. Re: Debian Linux on an Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 05:46:57 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3B9DA50B.F128F2F8@home.com>
Source record: 4894

Hi Peter,
I haven't tried it yet but I suspect xwindows would work. I know the mint
xwindows software will work on less powerful systems than what you've got.

Peter Goffee wrote:

> Hi there!
>
> I wonder if anyone can help me with a Linux question. I'm planning on
> ordering Debian Linux and installing it on my Atari TT. My question
> is, is it possible to run X-Windows on a TT? I don't have any graphics
> card, just the bog-standard TT. :) I have 18 meg of RAM.
>
> Thanks for the help!!
>
> Peter.

6142. Re: Debian Linux on an Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 06:38:52 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3B9DB17C.3E460902@seimet.de>
Source record: 4895

Peter Goffee wrote:

> I wonder if anyone can help me with a Linux question. I'm planning on
> ordering Debian Linux and installing it on my Atari TT. My question
> is, is it possible to run X-Windows on a TT? I don't have any graphics
> card, just the bog-standard TT. :) I have 18 meg of RAM.

Yes, this is possible, but it is so slow that it is not much fun. If you seriously plan to use Linux you should not install it on the TT but on a faster machine.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6143. Re: Debian Linux on an Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 08:48:17 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9nkj4hfeu1@draco.stochastik.rwth-aachen.de>
Source record: 4896

In article <3b9d63e7.2864242@news.ntlworld.com>,
Peter Goffee <peter.goffee@ntlworld.com> wrote:
>Hi there!
>
>I wonder if anyone can help me with a Linux question. I'm planning on
>ordering Debian Linux and installing it on my Atari TT. My question
>is, is it possible to run X-Windows on a TT? I don't have any graphics
>card, just the bog-standard TT. :) I have 18 meg of RAM.

Even if it works, 18MB is really not enough to run X11 and more than a
single XTerm on a machine.

I just installed Debian on a Motorola blackhawk board (133MHz PPC604), and
only had 16MB during installation - it works (I did not dare to start X),
but is a bit slow already. Even if you gain a bit of memory using a
custom-built kernel, that will not be enough to get real work done in X.

cu
Michael

6144. Re: AB040 problems with TK 5.xx

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 09:08:30 UTC
From: rand@cd.chalmers.se
Message-ID: <9nkkae$s8m$1@nyheter.chalmers.se>
Source record: 4897

In article <Ktxj7.633$Dv6.67987@nnrp5-w.sbc.net>,
Rodolphe Pineau <roro@rti-zone.org> wrote:
>Hi, sory to bother you with my ab040 problems...
>
>I made a lot of tests including changing the cpu (mine was a 68040RC25B
>old mask and I instaled a 68040RC33 latest mask). the toolkit still crash

I doubt the CPU is the problem here, but it's hard to be sure.

>after the first reboot, it load everithing from the autofolder (nvdi 4.11
>, selectics) and crash with 2 bombs when it arrived on the desktop. I

Yes, you mentioned this in email earlier.

>tried to activate the debug option in the driver using the variable at the
>begining of the source and also by uncommenting the installation of the
>bus error handling routine but it doesn't seams to work... I tried at

Well, no one here is likely to know the first thing about that debug flag
and the bus error handling routine, since those things where added by
myself and Sven Karlsson for the AB040 version of the AB040 Toolkit.
Most people have not even seen the sources.

>It works with the 4.09 toolkit and the original AB040 drivers.
>Any more idea ?

I'll build a debug version myself (to make sure that functionality is
100% operational) and send it over.

The bus error handling routine, when properly activated and set up,
should make it impossible to get bombs. Instead, you should get
a message telling you where things went wrong.

>Fast : 48MB (32+16) (I actualy have 1x32MB and 2x16Mb SIMMs so I can try all
>type of config.)

I have only 16 Mbyte myself, and the amount of memory could indeed cause
a problem like this. It shouldn't, of course, but bugs come in all shapes
and sizes...

>no more 68030 on the mother board .
>
>530Mb 3"1/2 hard drive.
>
>The power supply is a 250 Watt PC-AT one...
>
>External TT keyboard.

Should not be a problem.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

6145. Re: Debian Linux on an Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 12:45:57 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3b9e0725.4095597@news.ntlworld.com>
Source record: 4898

Thanks for everyones help! I intend the TT for use as only a CLI box
anyhow, but was interested to see if X would operate. As for using a
faster machine, I do have some very powerful PC boxes, but I want
to install Linux on my TT as more of a personal interest project!

On Tue, 11 Sep 2001 08:38:52 +0200, Uwe Seimet
<us__nospam__@seimet.de> wrote:

>Peter Goffee wrote:
>
>> I wonder if anyone can help me with a Linux question. I'm planning on
>> ordering Debian Linux and installing it on my Atari TT. My question
>> is, is it possible to run X-Windows on a TT? I don't have any graphics
>> card, just the bog-standard TT. :) I have 18 meg of RAM.
>
>Yes, this is possible, but it is so slow that it is not much fun. If you
>seriously plan to use Linux you should not install it on the TT but on a
>faster machine.
>
>--
>---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de

6146. Loos of virginity -pictures and video 4209

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 16:57:38 UTC
From: commersant@usa.net
Message-ID: <9nlfq2$9m9$198@namru.matavnet.hu>
Source record: 4899
Cross-posted to: comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att

I was in yahoo.com and very simple found one site about the real defloration (defloration pictures, video, pictures of the HYMEN). If you know similar shocking places please inform me to: chommersant11@usa.net
fdpporkbcvrvwzvzvbfnuwodh

6147. Re: Tips for ST RAM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 17:21:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b9e4ff6ce7202@madasafish.com>
Source record: 4900

Hi Michael!

>In article <3b97f01665f091@madasafish.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>The machine works with two banks but only if MAD9 is pulled high/low.
>>Exact same thing happened with 4*1MB 30 pin simms.
>
>Hm - and a single bank works fine with 2MB? That sounds really strange.

I guess you've read my latest post by now and you'll see what the problem
was. Silly mistakeI made.

>I would give you a MMU, but it might be a bit too far away for you to pick
>it up :-)

That's OK now thanks!
--
Lyndon Amsdon

6148. Re: Debian Linux on an Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 22:24:35 UTC
From: Kerstin Hoef-Emden <kerstin.hoef-emden@uni-koeln.de>
Message-ID: <9nm2v3$v5$1@news.rrz.Uni-Koeln.DE>
Source record: 4901

Hi,

Peter Goffee <peter.goffee@ntlworld.com> wrote:
> Thanks for everyones help! I intend the TT for use as only a CLI box
> anyhow, but was interested to see if X would operate. As for using a
> faster machine, I do have some very powerful PC boxes, but I want
> to install Linux on my TT as more of a personal interest project!

Be prepared to fiddle a little bit with the X86Config settings. Now that Roman has less time to work on Debian, the installation is not so much adapted to TTs anymore. The default colour depth was 8 when I installed X11, this is not exactly what you need for the built-in mono display (TT high). You have to set it to default colour depth 2. X starts up afterwards (at least it did on my TT), but you still have to change the default colours for background etc. I haven't done it until now (lack of time), it is presumably set to whatever colour and the effect is, that you see nothing but a black screen.

Best wishes,

Kerstin

--

Kerstin Hoef-Emden Gyrhofstr. 15
Universitï¿½t zu Kï¿½ln 50931 Kï¿½ln
Botanisches Institut Germany

6149. Re: Atari to PC .. sorry same question again no doubt. Help please. !!!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 23:04:59 UTC
From: maestro@aiov.com
Message-ID: <3B9E989B.ADFD420E@aiov.com>
Source record: 4902

You could try a modem-to-modem connection if you have modems in each computer. Also a direct cable connection (RS232) using a terminal program... I used Flash to transfer files from a Kaypro (ancient CPM operating system) to my ST. Worked pretty fast.

Otherwise you could zip the files and transfer with floppies... that's what I'm doing now with my KCS songs, to use with the Steem STE emulator.

Cheers,

Cort

Promuse News wrote:

> I have about 250Mb of cubase songs on a Syquest drive..formatted for
> atari. I need to get all of them on to my PC. is there and easy way.??

6150. Re: Debian Linux on an Atari TT

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-11 23:14:25 UTC
From: ebaiz@skyenet.net
Message-ID: <lVwn7.152$M_2.99320@newsfeed.slurp.net>
Source record: 4903

On 11 Sep 2001 01:09:54 , Peter Goffee wrote:
>Hi there!
>
>I wonder if anyone can help me with a Linux question. I'm planning on
>ordering Debian Linux and installing it on my Atari TT. My question
>is, is it possible to run X-Windows on a TT? I don't have any graphics
>card, just the bog-standard TT. :) I have 18 meg of RAM.
>
>Thanks for the help!!

I would think it would run fine. Another option is to install Mint,
Xaes and the Gem X-server. Then you will be able to run X Window
programs right on the TT desktop.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6151. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-15 01:13:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <8CJo7.55582$TB2.4300628@nnrp4.clara.net>
Source record: 4905

Hi Lyndon

> OK, my news server at my ISP needs a log in password so I haven't been
> able to get news for a month.

Are you sure your attempting a PPP login and not chap?.

> Shock horror! Anyway, I'm using google groups at the moment, looks like I
missed out on some >good threads :(Doh.

Ive been away for this peiod as well, Tiscalli decided to take over LineOne
and 'improve' it in line with its other IP's, this meant that Atari
newsgroups died. So once again i was forced to change IP's.

> Hopefully I'll be able to use my news server as I much prefer a decent
newsreader.

I think you'll find that Madasafish is in the world group and has now been
swallowed by Tiscalli who are sure to 'improve' things!! :-\

Time for you to find another IP!.

So far this list is Atari news unfriendly AFAIAC.

bun.com
virginnet.com
skynow.net
freeserve.co.uk
madasafish.com
lineone.net
abelgratis.com

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6152. MidiPlexer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-15 05:16:17 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <f6d078acc227d96f5983f45894624ae5.25349@mygate.mailgate.org>
Source record: 4904

Is there a way I could possibly get info, manual, etc on a Midiplexer? I bought one and do not know how to use it. No manuals. What is it for anyway?

I wanted something like export to use with my Atari Notator but will still be 100% interested in what this box does.

I use a Mega Ste with Hard Drive as well.

What is it for? And can I still use it with my setup and modify it if necessary?

Thanks
Dave H.

--
Posted from spider-wd042.proxy.aol.com [205.188.193.167]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6153. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-15 10:31:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ba32e484e36d0@madasafish.com>
Source record: 4907

Hi Steve!

>> Hopefully I'll be able to use my news server as I much prefer a decent
>>newsreader.
>
>I think you'll find that Madasafish is in the world group and has now been
>swallowed by Tiscalli who are sure to 'improve' things!! :-\
>
>Time for you to find another IP!.
>
>So far this list is Atari news unfriendly AFAIAC.
>
>bun.com
>virginnet.com
>skynow.net
>freeserve.co.uk
>madasafish.com
>lineone.net
>abelgratis.com

Hmm, they're working OK at the moment. I can't FTP and the ï¿½10 a month
thingy is not available due to "technical" difficulties. These ISP's
suck, I wish Zetnet was cheaper.
--
Lyndon Amsdon

6154. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-15 15:56:54 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9nvtpbvgv1@news8.svr.pol.co.uk>
Source record: 4906

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:8CJo7.55582$TB2.4300628@nnrp4.clara.net...

> So far this list is Atari news unfriendly AFAIAC.
>
> bun.com
> virginnet.com
> skynow.net
> freeserve.co.uk
> madasafish.com
> lineone.net
> abelgratis.com

Eh?? I'm using freeserve with no probs. ATM for ...programmer, ...st,
.....st.tech

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

6155. Some questions concerning ST MMU chip

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-16 08:46:43 UTC
From: vdjole@EUnet.yu
Message-ID: <9o1otg$e3f$1@news.eunet.yu>
Source record: 4908

I am involved in a discussion concerning the so-called MMU chip in a ST, so I was wondering if someone might help me with some items and thus save me a lot of searching on the net and borrowing a multichannel 'scope.
Here they are:

* MMU accesses RAM data at 250ns pace, alternating 250ns for CPU/DMA/Blit and 250ns for Shifter and refresh, so that, e.g. each CPU read or a Shifter read cycle takes 500ns (4 beats of the CPU clock). Is this correct?

* Is the above 500ns (2MHz) RAM-access pace synchronized to the system's 2MHz signal so that, for example, CPU access is -always- on "1" half on the 2MHz cycle and Shifter access always on the "0" half -or vice versa (or phase-shifted)? If it is not synchronized, is there a signal available which reliably shows whether RAM is currently being accesed by Shifter or by the CPU etc?

* It appears that CPU can try to reach RAM at a time when data is being transferred to the Shifter- so occasionally a couple of wait states would have to be inserted by the CPU. Is this correct?

* Refresh is performed during the Display-Enable-off time, in the 250ns periods otherwise dedicated to the Shifter. Is this correct?

* What method is used for RAM refresh? Is it CAS-before-RAS (using internal address counters in the DRAMs) or RAS-only (using an address counter in the MMU chip)?

Thanx in advance;
Djordje

6156. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-16 10:06:54 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1000709122-64296AEicMi@08002go.com>
Source record: 4912

From: "Steve Sweet" <stevesweet@freeuk.com>
Date: Sat, 15 Sep 2001 02:13:57 +0100

>> OK, my news server at my ISP needs a log in password so I haven't been
>> able to get news for a month.
>
>Are you sure your attempting a PPP login and not chap?.

Some news servers do indeed need a login and password, like mine...

>Ive been away for this peiod as well, Tiscalli decided to take over LineOne
>and 'improve' it in line with its other IP's, this meant that Atari
>newsgroups died. So once again i was forced to change IP's.

You should write to the head honcho and complain. All the ISPs I've ever used
have included the comp.sys.atari groups.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6157. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-16 10:10:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1000709126-64773AEicMi@08002go.com>
Source record: 4913

From: "Roger Cain" <roger@cainr.freeserve.co.uk>
Date: Sat, 15 Sep 2001 16:56:54 +0100

>Eh?? I'm using freeserve with no probs. ATM for ...programmer, ...st,
>.....st.tech

...except that you can't log into Freeserve with an Atari any more, I'm told.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6158. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-16 13:27:25 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <elrp7.61027$TB2.4935486@nnrp4.clara.net>
Source record: 4914

Hi Roger

> > So far this list is Atari news unfriendly AFAIAC.
> >
> > bun.com
> > virginnet.com
> > skynow.net
> > freeserve.co.uk
> > madasafish.com
> > lineone.net
> > abelgratis.com
>
> Eh?? I'm using freeserve with no probs. ATM for ...programmer, ...st,
> .....st.tech

Of course you are!!, but I had to dump them as their Atari groups didn't propagate properly, I think you'll find that there's huge holes in there. I used to find messages on some servers that didn't get to these listed IP's, messages that were important to me at the time.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6159. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-16 13:33:51 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <flrp7.61028$TB2.4935543@nnrp4.clara.net>
Source record: 4915

Hi Lyndon

> >> Hopefully I'll be able to use my news server as I much prefer a decent
> >>newsreader.
> >
> >I think you'll find that Madasafish is in the world group and has now
been
> >swallowed by Tiscalli who are sure to 'improve' things!! :-\
> >
> >Time for you to find another IP!.
> >
> >So far this list is Atari news unfriendly AFAIAC.
> >
> >bun.com
> >virginnet.com
> >skynow.net
> >freeserve.co.uk
> >madasafish.com
> >lineone.net
> >abelgratis.com
>
> Hmm, they're working OK at the moment. I can't FTP and the £10 a month
> thingy is not available due to "technical" difficulties. These ISP's
> suck, I wish Zetnet was cheaper.

I've just ticked them all in Outlook and did a rescan and the servers that
still work only have news back to July for the Atari bases I use.

I was really poxed off with AbelGratis not updating Atari news as I'd got
some real cool email address that are now useless. I had .sweetie-lovers,
.clubatari & .sheeplovers. I cannot get to the pop server via anyone else's
dial up and I'm not making another call just to sync them!!.

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6160. Re: Some questions concerning ST MMU chip

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-16 19:43:27 UTC
From: Branko Badrljica <brankob@avtomatika.com>
Message-ID: <9o1vhr$9g1$1@ally.taide.net>
Source record: 4909

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9o1otg$e3f$1@news.eunet.yu...
> I am involved in a discussion concerning the so-called MMU chip in a ST,
so I
> was wondering if someone might help me with some items and thus save me a
lot
> of searching on the net and borrowing a multichannel 'scope.
> Here they are:
>
I'm still waiting for my new scope, so I can't be 100% sure about this, but
I'm pretty confident..

> * MMU accesses RAM data at 250ns pace, alternating 250ns for CPU/DMA/Blit
and
> 250ns for Shifter and refresh, so that, e.g. each CPU read or a Shifter
read
> cycle takes 500ns (4 beats of the CPU clock). Is this correct?

For CPU yes. Shifter only latches actual data on the bus, which only need
happen this 250 ns window, but can repeat with the rate up to 500 ns...

>
> * Is the above 500ns (2MHz) RAM-access pace synchronized to the system's
2MHz
> signal so that, for example, CPU access is -always- on "1" half on the
2MHz
> cycle and Shifter access always on the "0" half -or vice versa (or phase-
> shifted)? If it is not synchronized, is there a signal available which
> reliably shows whether RAM is currently being accesed by Shifter or by
> the CPU etc?

Since all frequencies are derived from 32 MHz through counter in GLUE, 2MHz
CLK should be synchronised with memory cycle windows...

>
> * It appears that CPU can try to reach RAM at a time when data is being
> transferred to the Shifter- so occasionally a couple of wait states
> would have to be inserted by the CPU. Is this correct?

Yes.

>
> * Refresh is performed during the Display-Enable-off time, in the 250ns
> periods otherwise dedicated to the Shifter. Is this correct?
>
Think so, not sure if it is not done by interlieve. On some machines RAM

gets refreshed by shifter reads. Just use rows as columns and vice versa and every shifter read will access next row insted of column, which does refreshing BTW.
No need for separate refresh as long as shifter is working...

> * What method is used for RAM refresh? Is it CAS-before-RAS (using internal
> address counters in the DRAMs) or RAS-only (using an address counter in
> the MMU chip)?
>
I'm almost certain it's RAS-only or normal read cycle. In those days not all DRAMs knew about CAS-before-RAS, especially those 256kx1...

Regards,

Branko

6161. Re: Some questions concerning ST MMU chip

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-16 21:33:49 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9o35rt$ra1$1@draco.stochastik.rwth-aachen.de>
Source record: 4910

In article <9o1vhr$9g1$1@ally.taide.net>,
Branko Badrljica <brankob@avtomatika.com> wrote:

>I'm almost certain it's RAS-only or normal read cycle. In those days not all
>DRAMs knew about CAS-before-RAS, especially those 256kx1...

Not to forget 64k*1, which the MMU also supports.

Yes, I really tested this - when I got 4 64k SIMMs for free some time ago, I
had to plug them into a MSTE, and guess what: it worked :-)

cu
Michael

6162. Re: Some questions concerning ST MMU chip

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-16 21:37:53 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9o363hrbe1@draco.stochastik.rwth-aachen.de>
Source record: 4911

In article <9o1otg$e3f$1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>* Is the above 500ns (2MHz) RAM-access pace synchronized to the system's 2MHz
>signal so that, for example, CPU access is -always- on "1" half on the 2MHz
>cycle and Shifter access always on the "0" half -or vice versa (or phase-
>shifted)? If it is not synchronized, is there a signal available which
>reliably shows whether RAM is currently being accesed by Shifter or by
>the CPU etc?

YOu should have an address strobe if a "normal" master accesses the RAM,
while the shifter should not generate one. You may additionally need to take
the bus arbitration signals.

>* It appears that CPU can try to reach RAM at a time when data is being
>transferred to the Shifter- so occasionally a couple of wait states
>would have to be inserted by the CPU. Is this correct?

Yes - however, only a few opcodes are affected by this.

>* Refresh is performed during the Display-Enable-off time, in the 250ns
>periods otherwise dedicated to the Shifter. Is this correct?

I am not sure if there *is* a dedicated refresh in the ST - I *think* the
shifter does this (with row & column addresses reversed, as was already
suggested). Since the ST does not use any page mode, this does not matter
speedwise.

(Yes, I know that is it not "the shifter" who does these accesses - it is
mmu and glue together. Basically, you can't really seperate the ST chips -
it is more or less one big chipset which is broken up into several physical
pieces of silicon).

cu
Michael

6163. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-17 19:16:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1000844152.538475@eos.uk.clara.net>
Source record: 4921

Hi Dezza

> >Ive been away for this peiod as well, Tiscalli decided to take over
LineOne
> >and 'improve' it in line with its other IP's, this meant that Atari
> >newsgroups died. So once again i was forced to change IP's.
>
> You should write to the head honcho and complain. All the ISPs I've ever
used
> have included the comp.sys.atari groups.

I phoned tech support, you can guess the rest!!!!!!!!

--
Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6164. MagiC 6.2 history file

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-17 19:44:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200109172044.a22164@wun.maus.de>
Source record: 4916

Hi folks,

the MagiC 6.2 history file has been translated to english and is available
from my homepage http://www.ektus.de.

Many thanks to Peter for correcting the raw translation :-)

with best regards
Ekkehard

6165. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-18 10:07:52 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9o76l1$j1t$1@newsg4.svr.pol.co.uk>
Source record: 4917

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:elrp7.61027$TB2.4935486@nnrp4.clara.net...

> > Eh?? I'm using freeserve with no probs. ATM for ...programmer, ...st,
> > .....st.tech
>
> Of course you are!!, but I had to dump them as their Atari groups didn't
> propagate properly, I think you'll find that there's huge holes in there.

OIC! It's the old prob. of not realising what you are not receiving.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.274 / Virus Database: 144 - Release Date: 23/08/2001

6166. Re: MagiC 6.2 history file

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-18 11:39:32 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1000887562-149468AEicMi@08002go.com>
Source record: 4924

Hi Ekkehard,

I've emailed you abou the DDP project for MagiC 6.20 - let me know if you
don't get either of them.

Cheers
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6167. Re: Some questions concerning ST MMU ch

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-18 17:02:26 UTC
From: vdjole@EUnet.yu
Message-ID: <9o7umv$12k$2@news.eunet.yu>
Source record: 4918

On 16 Sep 2001 12:43:27 , "Branko Badrljica" wrote:

>> * Is the above 500ns (2MHz) RAM-access pace synchronized to the system's 2MHz
>> signal so that, for example, CPU access is -always- on "1" half on the >2MHz
>> cycle and Shifter access always on the "0" half -or vice versa (or phase-
>> shifted)? If it is not synchronized, is there a signal available which
>> reliably shows whether RAM is currently being accesed by Shifter or by
>> the CPU etc?
>
>Since all frequencies are derived from 32 MHz through counter in GLUE, 2MHz
>CLK should be synchronised with memory cycle windows...

2MHz signal is in Glue, but probably by dividing the 4MHz clock which appears
to be created in MMU, and I was worried that maybe MMU has a separate
frequency divider for creating these memory-access windows, which might
perhaps some time be in phase with Glue's 2MHz and sometime in opposite phase,
depending on how the counters start on power-up. Or is it all guided from
Glue anyway by those -RAM, -DMA and -DEV signals or something like that?

"Michael Schwingen" wrote:

>You should have an address strobe if a "normal" master accesses the RAM,
>while the shifter should not generate one.

I am afraid this wouldn't do, because CPU may try to reach RAM at any time,
aven during Shifter access, and so although CPU asserts -AS, I suppose
it would have to wait a bit until Shifer memory cycle window closes.

As you may have guessed, the subject of discussion was the simplest way to
properly handle Alternate RAM, and with what Branko said about access windows
and RAS-only refresh, now it seems much clearer to me- it appears that
it would be OK to decode CAS0 and CAS1 to old or additional RAM banks,
depending on the state of CPU's highest address bits and the phase of
2MHz clock (there is more to it, of course, but the rest seems to be
relatively easy).

Regards;

6168. Re: AB040 problems with TK 5.xx

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-18 18:32:57 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <20010918.113257.1034949299.844@rti-zone.org>
Source record: 4919

In article <3B987CC1.26C3F14C@yahoo.fr>, "Laurent"
<atariteam@trash.yahoo.fr> wrote:

> Rodolphe Pineau wrote:
>>
>> Hi, sory to bother you with my ab040 problems...
>>
>> I made a lot of tests including changing the cpu (mine was a 68040RC25B
>> old mask and I instaled a 68040RC33 latest mask). the toolkit still
>> crash after the first reboot, it load everithing from the autofolder
>> (nvdi 4.11 , selectics) and crash with 2 bombs when it arrived on the
>> desktop. I tried to activate the debug option in the driver using the
>> variable at the begining of the source and also by uncommenting the
>> installation of the bus error handling routine but it doesn't seams to
>> work... I tried at 33Mhz and 40Mhz abd it's exactly the same... It
>> works with the 4.09 toolkit and the original AB040 drivers. Any more
>> idea ?
>
> Hi Rodolphe !
>
> Did you tried at normal speed rate instead of 33 or 44 MHz ? I know that
> i had a lot of problems with bus acceleration, and finally i remove the
> added 40 MHz oscillator...
>
> But if your machine work with TK4.09...This is the one i use...

Sorry for the long silence but I was in France and getting back tu USA
was a hard Task.
I already tried to slowdown my Falcon to 33Mhz and it didn't change
anything. As I'm back I'm going to make more test this evening and let
you know the results.

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Colfire Robot / Linux / Atari / PalmPilot /...

6169. Re: AB040 problems with TK 5.xx

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-18 18:35:58 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <20010918.113558.1402586708.844@rti-zone.org>
Source record: 4920
Body handling: HTML body converted to readable text

In article <9nkkae$s8m$1@nyheter.chalmers.se>, "Johan Klockars"
wrote:

...

...
> I'll build a debug version myself (to make sure that functionality is
> 100% operational) and send it over.
>
> The bus error handling routine, when properly activated and set up,
> should make it impossible to get bombs. Instead, you should get a
> message telling you where things went wrong.
>

Ok I'm waiting for your version, thanks for that. If you don't have time
to do it, send me only the information on how to properly activate the
bus error handling routine

>>Fast : 48MB (32+16) (I actualy have 1x32MB and 2x16Mb SIMMs so I can
>>try all type of config.)
>
> I have only 16 Mbyte myself, and the amount of memory could indeed cause
> a problem like this. It shouldn't, of course, but bugs come in all
> shapes and sizes...
>

I'll make some more test when I have the new debug version with different
memory configuration.

Thanks to all of you, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Colfire Robot / Linux / Atari / PalmPilot /...

6170. Re: I'm back (but not properly)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-18 23:21:22 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <%FQp7.327$YP.11460@news.cpqcorp.net>
Source record: 4922

Hi Steve,

I too use freeserve (mostly, but obviously not at this moment) and I don't think the problem is "Atari", its just "news". Usenet is creaking in many places and as many "customers" don't use it its often last on an ISP's list of what to support. I used to use a much more expensive ISP and whilst their phone support line was "free" (actually national call rate so they should have been getting some kick back from it) , on most occasions I had problems it was no more use than the free serve 50p/minute one. And their e-mail support did not even bother to to reply or acknowledge receipt. of messages, so again not much use.

Dave.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1000844152.538475@eos.uk.clara.net...
> Hi Dezza
>
>
> > >Ive been away for this peiod as well, Tiscalli decided to take over
> LineOne
> > >and 'improve' it in line with its other IP's, this meant that Atari
> > >newsgroups died. So once again i was forced to change IP's.
> >
> > You should write to the head honcho and complain. All the ISPs I've ever
> used
> > have included the comp.sys.atari groups.
>
> I phoned tech support, you can guess the rest!!!!!!!!
>
>
> --
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

6171. Pictures or Diagrams

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-19 04:08:39 UTC
From: Cranky <dude@neverneverland.com>
Message-ID: <9o95o9$ca4l$1@news3.infoave.net>
Source record: 4923

Hi, I'm back.... Meaning that after being away from Ataris for 8-9 years, I've just picked up a few 130xe's and ST's.

What I'm looking for are Pictures or Diagrams of motherboard layouts for a 1040 STf and a Mega ST2 .

I need to know what's stock and what's not. Like the 1040 STf was suppose to be stock, but it has Rainbow TOS 1.4 and looks like it has 4 meg of ram.

The Mega ST2 looks stock. I thought that it used simms for the memory. Where are TOS chips located ?? ect.....

Please e-mail info to me at:

ggorman@crankys.com

Thanks in advance....

6172. Having some Mega ST4 Frustrations

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-19 23:50:40 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BA92F00.29878D9F@home.com>
Source record: 4925

I'm having a tough day. For past few days I've been fixing a Mega ST4 with tweety board sound upgrade, Tos 1.4, and an ICD link host adaptor. This afternoon I finally got it all together on my desk and it started crapping out on me. It displayed the following symptoms at random:

-would freeze with 2 to 18 bombs on the screen
-would reset at ramdome points during boot up process
-would not start when powered up and screen remained blank
-would crash at random lengths of time after it starts up with 2 to 18 bombs and some random horizontal lines on the screen

What been so frustrating is I've not been able to isolate the problem. No loose cables, IC's or discrete components. tried with and without the host adaptor and hard drives. even tried replacing cables with no change in the outcome.

6173. Gen-Edit and The Korg X5DR

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-20 03:58:09 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <bdc1801bd95de06f98856363077c600f.25349@mygate.mailgate.org>
Source record: 4926

Does anyone have Gen-Edit Templates and *.cnx files for the Korg X5DR?

Thanks
Dave

--
Posted from spider-tr023.proxy.aol.com [152.163.201.183]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6174. Need to read atrari floppy on a pc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-20 04:40:28 UTC
From: Patti Wagen <pat.coffeyDELETEthis@DELETEhome.com>
Message-ID: <0req7.17169$6c5.526873@news1.rdc1.sdca.home.com>
Source record: 4927

I gave my Atari ST to a neighbor's kid and it is no longer available to me. I thought I had copied all the files to PC format first, but have misplaced the files. I have some files I need on an ST disk, but can't read them. I tried Norton to add the boot sector, and Norton hung. Does anyone have a utility that writes the boot sector without destroying the data?

Thanks in advance,

Pat Coffey

6175. Re: Having some Mega ST4 Frustrations

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-20 10:53:32 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <lkcjqtkjr5qi43ftt3ub3pjp9blih8apvh@4ax.com>
Source record: 4928

On Wed, 19 Sep 2001 23:50:40 GMT, James Alexander
<james-m-alexander@home.com> wrote:

>I'm having a tough day. For past few days I've been fixing a Mega ST4
>with tweety board sound upgrade, Tos 1.4, and an ICD link host adaptor.
>This afternoon I finally got it all together on my desk and it started
>crapping out on me. It displayed the following symptoms at random:
>
>-would freeze with 2 to 18 bombs on the screen
>-would reset at ramdome points during boot up process
>-would not start when powered up and screen remained blank
>-would crash at random lengths of time after it starts up with 2 to 18
>bombs and some random horizontal lines on the screen
>
>What been so frustrating is I've not been able to isolate the problem.
>No loose cables, IC's or discrete components. tried with and without
>the host adaptor and hard drives. even tried replacing cables with no
>change in the outcome.

Does the system run long enough to be able to load and run a memory
test program?

The lines on the screen would make me suspect a memory problem.

Is this an original 4 Meg system, or was it upgraded from a 1 or 2Meg?

BobR

6176. need some Atari ST's - and, a floppy drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-20 12:28:15 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3BA9E0DD.91C00864@forestmeister.com>
Source record: 4929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My ancient 1040ST is failing. I'd like to have a few more for when this one dies. I have already ordered one from a guy who read a previous message here from me. And I just emailed one guy offering some Ataris a few weeks ago.

But I'd like a few more. I'm also seeking the black and white monitor.

By the way, the problem I'm having with my system is that often the built in floppy doesn't work. I think it will fail soon. Are they replaceable? Does anyone have a drive they can sell me that will work?

--
Joe Zorzin
http://forestmeister.com/

6177. Re: Having some Mega ST4 Frustrations

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-20 17:01:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3baa20d4669300@madasafish.com>
Source record: 4930

Hi James!

>I'm having a tough day. For past few days I've been fixing a Mega ST4
>with tweety board sound upgrade, Tos 1.4, and an ICD link host adaptor.
>This afternoon I finally got it all together on my desk and it started
>crapping out on me. It displayed the following symptoms at random:
>
>-would freeze with 2 to 18 bombs on the screen
>-would reset at ramdome points during boot up process
>-would not start when powered up and screen remained blank
>-would crash at random lengths of time after it starts up with 2 to 18
>bombs and some random horizontal lines on the screen
>
>What been so frustrating is I've not been able to isolate the problem.
>No loose cables, IC's or discrete components. tried with and without
>the host adaptor and hard drives. even tried replacing cables with no
>change in the outcome.

Reseat all chips or even better remove and use very fine emory paper or
nail file to clean the chips pins. I suspect MMU or Glue.

Oh yeah, check the 5v supply to the board is good, should be in 5%
tolerance I think.

--
Lyndon Amsdon

6178. Re: Need to read atrari floppy on a pc

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-20 19:47:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <2ILq7.75930$y_3.5515508@nnrp3.clara.net>
Source record: 4935

Hi Patti

> I gave my Atari ST to a neighbor's kid and it is no longer available to
me.
> I thought I had copied all the files to PC format first, but have
misplaced
> the files. I have some files I need on an ST disk, but can't read them. I
> tried Norton to add the boot sector, and Norton hung. Does anyone have a
> utility that writes the boot sector without destroying the data?

The simplest answer would be to take them to someone with an ST, copy the
files off the disk, reformat with a PC compatible scheme and re-write them.
Where in the world are you, maybe someone local is watching and can offer
help.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6179. Re: Hols

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-20 20:56:30 UTC
From: Mark Caffarel <mcaffar@hvc.rr.com>
Message-ID: <2Ksq7.520188$T97.68504920@typhoon.nyroc.rr.com>
Source record: 4931
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

I have a 1040st, monitor, 65meg hard-drive,tons of software & magazines. It
can be had for the price of shipping. Book rate. approx. $50.

mcaffar@hvc.rr.com
"Steve Sweet" <steve-sweet@lineone.net> wrote in message
news:3b86a719_2@mk-nntp-1.news.uk.worldonline.com...
> Yo!, Y'all
>
> Has everyone gone on holiday or summat, this place is dead.
>
> --
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

6180. TAG cache RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-20 23:01:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da24e1a44e0@madasafish.com>
Source record: 4937

Hi,

I've been considering doing a cache upgrade for my STFM but I've hit a problem. I was going to base it on the MACH16 but use some cache off an old 486 motherboard. I would have got 64kbytes of L2 cache which is plenty using 32k*8 sram and a smae size TAG ram.

I looked into the 486 motherboard manual to find which chip was the TAG ram and downloaded the datasheet for it. It turns out that this chip doesn't have the /HIT and /CLR pins that I expected. It looks just like a normal SRAM!

So where do I get a cache TAG ram from, I hear it is difficult getting them for the PAK (I read this while searching group archives).

I'm guessing the /HIT function is just comparing the TAG rams data with the address the CPU is putting onto the bus. If it really is that simple I could put it into a GAL I suppose. I also imagine that this was all handled in the 486 chipset.

I also imagine CLR is to flush the tag ram completly, is that correct?

Thanks.
--
Lyndon Amsdon

6181. The Rolls Royce Mouse [I do not remember the real name]

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-21 05:28:22 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <565b2b1caf0326d686193f12408dc12e.25349@mygate.mailgate.org>
Source record: 4932

I got this mouse but do not remember the name of it. It has two sides but they kind of stick out where you can click on them easier than a generic mouse. They are smaller than most mice and use a Xerox paper to work properly. They seems to only respond to this type of paper even if you made a copy of it.

The original paper seems to have a sort of a rough edge to it that makes the mouse move so well. And believe me they work very well. As a matter of fact they seem to work better than any Atari, PC or Mac mouse I've ever come across. I call this mouse The Rolls Royce of computing.

Anyone else heard about them? I am hoping I can find that paper they slide on and if I do, out goes the Atari, Golden Image, Beetle and any other mouse I've been using!
Well not quite LOL! I'll just keep them as backups.

Any help will be appreciated.

Thanks everyone!
Dave H.

--
Posted from spider-mtc-tb081.proxy.aol.com [64.12.104.56]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6182. Falcon boot problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-21 08:59:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001060298-305884AEicMi@08002go.com>
Source record: 4933

Hi all,

I've been asked to attend to a Falcon which boots straight to a lo-res desktop, ignoring the internal IDE. The owner reports a "Data in drive A may be faulty" message when she tries to run anything from the floppy.

I'm betting that (after a visual check of the data cabling etc) it'll be a faulty floppy drive, but if anyone has any other ideas?

The ultimate aim is to rescue data from the IDE, which seems healthy enough in itself, making the right spinning up noises and such.

Any thoughts? I'm on my way Saturday AM...

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6183. Re: need some Atari ST's - and, a floppy drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-21 10:25:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001145958-39924AEicMi@08002go.com>
Source record: 4939

From: Joseph Zorzin <redoak@forestmeister.com>
Date: Thu, 20 Sep 2001 08:28:15 -0400

>My ancient 1040ST is failing. I'd like to have a few more for
>when this one dies. I have already ordered one from a guy who

I'll probably have an STe for sale this weekend - but you've forgotten to say
what country you live in.

Somewhere to the West I'd guess from your time-zone setting.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6184. Re: Hols

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-21 15:49:40 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0109210749.2064d847@posting.google.com>
Source record: 4934
Cross-posted to: comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.misc

```
"Mark Caffarel" <mcaffar@hvc.rr.com> wrote in message
news:<2Ksq7.520188$T97.68504920@typhoon.nyroc.rr.com>...
> I have a 1040st, monitor, 65meg hard-drive,tons of software & magazines. It
> can be had for the price of shipping. Book rate. approx. $50.
>
> mcaffar@hvc.rr.com
> "Steve Sweet" <steve-sweet@lineone.net> wrote in message
> news:3b86a719_2@mk-nntp-1.news.uk.worldonline.com...
> > Yo!, Y'all
> >
> > Has everyone gone on holiday or summat, this place is dead.
> >
> > --
> > Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> > * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
> >
> >
```

Mark,

If you still have the 1040st, I will gladly take it off your hands! LMK.

Rick

6185. Re: Having some Mega ST4 Frustrations

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-21 20:30:05 UTC
From: vdjole@EUnet.yu
Message-ID: <9og80bafv1@news.eunet.yu>
Source record: 4936

On 19 Sep 2001 23:50:40 , James Alexander wrote:
>I'm having a tough day. For past few days I've been fixing a Mega ST4
>with tweety board sound upgrade, Tos 1.4, and an ICD link host adaptor.
>This afternoon I finally got it all together on my desk and it started
>crapping out on me. It displayed the following symptoms at random:
>
>-would freeze with 2 to 18 bombs on the screen
>-would reset at ramdome points during boot up process
>-would not start when powered up and screen remained blank
>-would crash at random lengths of time after it starts up with 2 to 18
>bombs and some random horizontal lines on the screen

If it has been handled much, the mechanical strains (twisting and bending
of the PCB while it was dismantled and handled for servicing) might have
made some cold solder joint go completely bad, or else a pin of some
socketed chip may be loosing contact. It has happened to me, with similar
symptoms. Of course, there is also always the possibility that something
is -really- wrong, i.e. some chip gone bad. Try running some sysifo program
and see how much memory is reported. Try running some RAM test program
too. You may discover something to point you in the right direction.
Try extracting the socketed chips a millimetre or so and press them back
into sockets. Try gently tapping on chips in various areas of the PCB and
see if you can cause a malfunction.

Oh, another thing: Measure supply voltage ON THE PCB (not on the power supply)
with a good voltmeter: there should be +5V +/- 0.1V or so and also +12V, and
without any significant AC component.

Regards;

6186. Mega ST2

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-22 06:38:26 UTC
From: Cranky <dude@neverneverland.com>
Message-ID: <9ohbl3$9phq$1@news3.infoave.net>
Source record: 4938

I've acquired a Mega ST2. When I opened it up, it only has 2-TOS chips (1987). But there are six sockets. I pulled the two chips and installed a set of 6-Rainbow TOS chips. But the system will not boot.

Now I know that there are 2 and 6 chip sets of TOS. But why are there six sockets on this motherboard ????

ggorman@crankys.com

6187. Re: Mega ST2

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-22 08:12:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bac48d4287ef0@madasafish.com>
Source record: 4940

Hi Cranky!

>I've acquired a Mega ST2. When I opened it up, it only has 2-TOS chips
>(1987). But there are six sockets. I pulled the two chips and installed a
>set of 6-Rainbow TOS chips. But the system will not boot.
>
>Now I know that there are 2 and 6 chip sets of TOS. But why are there six
>sockets on this motherboard ????

OK, I don't own the Mega but I do own an STFM which also has 6 ROM
sockets. Look around the board near to the ROMs and you should find some
solder pads that have 256K and 1M next to them. Unsolder the 1M ones and
place solder across the 256k ones. I have three of these on my STFM, I
would imagine the same as the Mega ST.

That should make it work!
--
Lyndon Amsdon

6188. Re: Having some Mega ST4 Frustrations

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-22 18:45:22 UTC
From: ebaiz@skyenet.net
Message-ID: <6%4r7.904$B4.101118@newsfeed.slurp.net>
Source record: 4941

On 19 Sep 2001 23:50:40 , James Alexander wrote:
>I'm having a tough day. For past few days I've been fixing a Mega ST4
>with tweety board sound upgrade, Tos 1.4, and an ICD link host adaptor.
>This afternoon I finally got it all together on my desk and it started
>crapping out on me. It displayed the following symptoms at random:
>
>-would freeze with 2 to 18 bombs on the screen
>-would reset at ramdome points during boot up process
>-would not start when powered up and screen remained blank
>-would crash at random lengths of time after it starts up with 2 to 18
>bombs and some random horizontal lines on the screen

I had a ST do the same thing. It turned out there was some loose chips
on the motherboard. Probably the same thing in your case. It looks like
to me that it could be the MMU chip or else the memory chips.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6189. Re: need some Atari ST's - and, a floppy dr

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-22 18:45:24 UTC
From: ebaiz@skyenet.net
Message-ID: <8%4r7.905$B4.100998@newsfeed.slurp.net>
Source record: 4942

On 20 Sep 2001 08:28:15 , Joseph Zorzin wrote:
>My ancient 1040ST is failing. I'd like to have a few more for
>when this one dies. I have already ordered one from a guy who
>read a previous message here from me. And I just emailed one guy
>offering some Ataris a few weeks ago.
>
>But I'd like a few more. I'm also seeking the black and white
>monitor.
>
>By the way, the problem I'm having with my system is that often
>the built in floppy doesn't work. I think it will fail soon. Are
>they replaceable? Does anyone have a drive they can sell me that
>will work?

I don't but try the sites below. I am sure you can get what need:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6190. Re: TAG cache RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-22 19:32:41 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9oip0ppte1@draco.stochastik.rwth-aachen.de>
Source record: 4943

In article <3b7da24e1a44e0@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>Hi,
>
>I've been considering doing a cache upgrade for my STFM but I've hit a
>problem. I was going to base it on the MACH16 but use some cache off an
>old 486 motherboard. I would have got 64kbytes of L2 cache which is
>plenty using 32k*8 sram and a smae size TAG ram.
>
>I looked into the 486 motherboard manual to find which chip was the TAG
>ram and downloaded the datasheet for it. It turns out that this chip
>doesn't have the /HIT and /CLR pins that I expected. It looks just like a
>normal SRAM!

Correct. The usual PC chipsets have the comparator integrated in the
chipset, so the tag ram is just a normal SRAM, although it needs to be a few
ns faster than the normal RAMs.

(The PC chipsets had part of the TAG RAM integrated, so the external 32k*8
RAM was not the complete tag, but more a "tag expansion ram").

>So where do I get a cache TAG ram from, I hear it is difficult getting
>them for the PAK (I read this while searching group archives).

Not from any PC board I know.

You need two IDT7174 or equivalent (I think SGS made them, too - MK7174 or
something like that, www.st.com).

>I'm guessing the /HIT function is just comparing the TAG rams data with
>the address the CPU is putting onto the bus. If it really is that simple
>I could put it into a GAL I suppose. I also imagine that this was all
>handled in the 486 chipset.

Probably - although it might be a bit big using GALs. I would recommend some
bigger CPLDs, like ispLSI 2032 or 2064 from Lattice.

>I also imagine CLR is to flush the tag ram completly, is that correct?

Yes. You would have to emulate that somehow.

On some PC mainboards, flushing the cache was done by software in the BIOS
before enabling the cache. However, on a ST, you have to invalidate the
cache after every DMA access (since you can't snoop the bus for the new
data), so you will need some mechanism which really clears the valid bits
for the whole cache in one single step.

Performance wise, it would be easier to add Alternate RAM and let the CPU access that with the full 16MHz (or even overclocked 36MHz - I did this once with a modified MagnumST RAM board - the machine was faster than a PAK-3 with a 36MHz 68030 plus cache, which had no alternate RAM. It is amazing what a 68HC000-16 will do without getting a bit warm!).

cu
Michael

6191. Re: TAG cache RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-23 10:58:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3badce58ba020@madasafish.com>
Source record: 4944

Hi Michael!

>You need two IDT7174 or equivalent (I think SGS made them, too - MK7174 or
>something like that, www.st.com).

Yep, those are the ones that the Mach16 uses. I did actually want larger
ones (32k*8). I remeber looking for those years ago but found little.
Even an email to IDT said they never heard of them!

>>I'm guessing the /HIT function is just comparing the TAG rams data with
>>the address the CPU is putting onto the bus. If it really is that simple
>>I could put it into a GAL I suppose. I also imagine that this was all
>>handled in the 486 chipset.
>
>Probably - although it might be a bit big using GALs. I would recommend some
>bigger CPLDs, like ispLSI 2032 or 2064 from Lattice.

Yeah, nice things they are but I can't afford the costs for thw whole
setup. I imagine you could do it in one GAL OK. 8 address in from TAG
RAM, 8 upper address from CPU, do and AND on all of them and get a
resultant /HIT I think. Even a 16v8 would do that, just.

>>I also imagine CLR is to flush the tag ram completly, is that correct?
>
>Yes. You would have to emulate that somehow.

Problem is you have to clear all the TAG SRAM. The only eas way I see is
turning it off and on again. Unreliable and probably waste quite a bit of
time. Otherwise you'd have to go through every location clearing.

>Performance wise, it would be easier to add Alternate RAM and let the CPU
>access that with the full 16MHz (or even overclocked 36MHz - I did this once
>with a modified MagnumST RAM board - the machine was faster than a PAK-3
>with a 36MHz 68030 plus cache, which had no alternate RAM. It is amazing
>what a 68HC000-16 will do without getting a bit warm!).

Serious? Hopefully I have a 68HC000 16Mhz being shipped over from
America, I heard these were made from Silicon to do 33Mhz no problems but
they were marked up as 16Mhz for some silly reason. Anyway, with me
getting into GALs maybe I could do a simple RAM controller in one.

I have to make a PLCC to DIP converter for my CPU to fit in the STFM so I
will leave a header with address, data and some control and clock signals
for whatever I need.
I believe the Mach16 works with waitstates to the ST board which should be
a bit more reliable and faster than switching the clock over.
--

Lyndon Amsdon

6192. Re: Mega STe 1.44 GAL chip

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-23 14:21:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bae00de12d6850@madasafish.com>
Source record: 4947

Hi Mike!

>Is the GAL fit in a socket so I can take it out and in again ? Will check.
>BTW I've searched in my old files and only found projects for 1.44
>modification in ST computers, nothing about the MegaSTE, I think the GAL
>listings should be available around, I remember years ago I also tryed to
>find those things and found help on the net, while it was very hard to find a
>GAL programmer in my zone.

I can't find the GAL expressions. If anyone wants a GAL programmed for
their Atari projects then email me, I just got my GAL programmer.
--
Lyndon Amsdon

6193. Re: Mega STe 1.44 GAL chip

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-23 16:46:40 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <29932_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4945

In uno strano messaggio del 22 Sep 01 northstar2010@yahoo.no (2:333/608.1)
scrisse al povero Mike De.Petris:
n> You would need a GAL programmer. I don't know if it's possible to
n> extract the data from such a chip just using the computer itself, but I
n> wanted to ask you to be able to start somewhere.
n> There's information about this in the German "Chips'n chips" HYP file,
n> but my German isn't that good -especially not technical German.
n> If you're willing to help me out I can ask futher in the Atari
n> newsgroups for what's needed.

I will help you if I can.

n> I don't think GAL programmers are that hard to come by. As far as I
n> know, they're sort of like EPROM programmers where you buy blank/empty
n> GAL chips, then program them with whatever code you want.
n> If you know someone who's into electronics, he/she might have such a
n> programmer which would mean that (if you're willing) I could send you
n> money to buy one of these empty GAL chips, then you could bring the
n> empty one, and the pre-programmed GAL chip from Atari to this person,
n> who would make a copy of it.

Is the GAL fit in a socket so I can take it out and in again ? Will check.
BTW I've searched in my old files and only found projects for 1.44
modification in ST computers, nothing about the MegaSTE, I think the GAL
listings should be available around, I remember years ago I also tryed to
find those things and found help on the net, while it was very hard to find a
GAL programmer in my zone.

Let's ask in comp.sys.atari.st.tech

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6194. Re: Mega ST2

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-23 16:57:46 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9ol4aa$13g$1@thorium.cix.co.uk>
Source record: 4946

In message <9ohbl3$9phq$1@news3.infoave.net>, dude@neverneverland.com said:

>I've acquired a Mega ST2. When I opened it up, it only has 2-TOS chips
>(1987). But there are six sockets. I pulled the two chips and installed a
>set of 6-Rainbow TOS chips. But the system will not boot.
>
>Now I know that there are 2 and 6 chip sets of TOS. But why are there six
>sockets on this motherboard ????

Did you also change over the solder bridges for the TOS? I did when I upgraded my ST from 2 to 6-chip TOS 1.04. I *think* They were marked A16 and A17,and had solder bridges for either 256K or 1M. After this conversion, some photos I took both before and after expanding memory from 1 to 2.5 MB show that mine were on 256K, which seems illogical. Presumably something similar applies to the Megas.

But according to an old /Atari ST User/ (which shows a completely different board to mine!) a small chip has to be removed from the board and replaced by a wire link. Unfortunately they don't tell you the name of this chip! A photo shows its location next to the large square chip to the right of the ROMs and just inside C52 (on an ST).

They also say that two resistors have to be changed over so that they bridge the first and second pads rather than the second and third. I *think* these may e 0 ohm reistors so a wire or solder bridge should do. They are at the very edge of the board next to the removed chip, marked 'W' something-or-other (one may be W6).

HTH

Regards, /Peter/

6195. Re: TAG cache RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-23 17:27:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bae26c66ed40@madasafish.com>
Source record: 4950

Hi Michael!

>>Yep, those are the ones that the Mach16 uses. I did actually want larger
>>ones (32k*8). I remeber looking for those years ago but found little.
>>Even an email to IDT said they never heard of them!
>
>Why would you want larger *tag* RAMs? Two cascaded 7174 should provide ample
>cacheable area.

I thought if I use a 32k*8 tag I get 15 addresses for the lower 1-15
address and the upper 16-23 make the 8 I/O for comparing. It's all in one
chip so it'll keep things simpler. I could use those 7174 but they do
seem difficult to get, I'll have a harder look.

>A 74F688 would do the same and probably cost less. Nevertheless, you will
>need some GALs.

I've only just realised that part existed!

>>>with a modified MagnumST RAM board - the machine was faster than a PAK-3
>>>with a 36MHz 68030 plus cache, which had no alternate RAM. It is amazing
>>>what a 68HC000-16 will do without getting a bit warm!).
>>
>>Serious? Hopefully I have a 68HC000 16Mhz being shipped over from
>>America, I heard these were made from Silicon to do 33Mhz no problems but
>>they were marked up as 16Mhz for some silly reason. Anyway, with me
>>getting into GALs maybe I could do a simple RAM controller in one.
>
>No, not in one 16v8/20v8, even if you use external 74x157 as address
>multiplexers.

But the Magnum had to work for many different types of simms and it also
managed to fill lots of gaps in the memory map which must have taken up
quite a bit of space inside. When I said do it in one, I didn't mean in
one GAL. :) I'd be quite happy with 8MB extra FastRAM in my ST! If you
use something like a shift register then you can get taps off it for DRAM
timing or something like that.

>>I believe the Mach16 works with waitstates to the ST board which should be
>>a bit more reliable and faster than switching the clock over.
>
>It depends how you do the clock switching. The 36MHz 68000+RAM mod I
>mentioned used some logic (which filled an entire PALCE22V10) to switch
>between two asynchronous clocks (8 and 36 MHz) without generating glitches.
>That worked just fine. If you have synchronous clocks and do the switching
>right so not to produce glitches, that should be easier.

Yes, I guess so. I should be able to design a small circuit with GAL to switch from ascynchronous clocks, if my system is at 50Mhz, then 50Mhz is a bit too much for the CPU and 25 is not enough so I think async will have to be used. The reason why I mentioned doing waitstates is because IIRC CT2 revA switchs the CPU down to 25MHZ to access bus and revB uses waitstates. Quite a significant speed increase in board access was achieved with revB.
--
Lyndon Amsdon

6196. Re: PROM programming software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-23 18:19:50 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bae287a1c5120@madasafish.com>
Source record: 4751

Hi

That's great news! All I need now is one of those programmers....

>For the electronics hobbyists among you, the very useful German
>ATOS on-line magazine has just announced (in translation):
>
>
>Pinatubo 2.4: now Freeware
>by Thomas Kerkloh
>
>The Pinatubo version 2.4 has been published and is now Freeware.
>
>Michael Schwingen has released Pinatubo 2.4 - the driver and GEM
>interface for Eprom programmers - as Freeware. It supports
>Junior-Prommer, Easyprommer and the 'Vesuv' from Rossmï¿½ller.
>Pinatubo supports Megabit and 16-bit Eproms (with suitable
>adapter) as well as EEPROMs and 875x/895x Microcontrollers
>for all Prommers.
>
>Hardware requirements:
>ATARI ST/e/TT/Falcon or Mac with MagiCMac/McSTout, Eprommer (see
>above)
>
>Download: http://www.ccac.rwth-aachen.de/~michaels/
>
>***
>* Acknowledgement to ATOS on-line magazine *
>***
>
>
>

--
Lyndon Amsdon

6197. Re: Mega STe 1.44 GAL chip

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-23 18:22:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bae287a1c5121@madasafish.com>
Source record: 4752

Hi Hallvard!

>Then there's the fetching of the data from Mike's GAL chip. Would it be
>possible for him to use his MegaSTe, get the data from it, and finally
>saving it as a file which he could send to me, or would he have to
>physically have someone with a GAL programmer read the data from the
>actual chip?

Well, the Mega STE can't dump the GALs content to a file. It needs to be
put into a programmer to download the expressions. Problem is the GALs
may have been locked which means it's impossible to get the data off them.

>...or perhaps the data from this GAL is even to be found somewhere on
>the net, or someone reading this has already got the data I need?

I tried looking but found nothing.
--
Lyndon Amsdon

6198. Re: Mega ST2

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-23 18:27:36 UTC
From: vdjole@EUnet.yu
Message-ID: <9ol9il$9bp$2@news.eunet.yu>
Source record: 4761

On 22 Sep 2001 09:12:46 , "Lyndon Amsdon" wrote:
>Hi Cranky!
>
>>I've acquired a Mega ST2. When I opened it up, it only has 2-TOS chips
>>(1987). But there are six sockets. I pulled the two chips and installed a
>>set of 6-Rainbow TOS chips. But the system will not boot.

>OK, I don't own the Mega but I do own an STFM which also has 6 ROM
>sockets. Look around the board near to the ROMs and you should find some
>solder pads that have 256K and 1M next to them. Unsolder the 1M ones and
>place solder across the 256k ones. I have three of these on my STFM, I
>would imagine the same as the Mega ST.

It is slightly more complicated on a Mega:

- Output on pin 12 of U12 (74LS11) has to be disabled (a trace cut on the PCB);
- Jumper W2 has to be reconnected in position 1-2 instead of 2-3;
- Jumper W3 has to be reconnected in position 1-2 instead of 2-3;
- Jumper W4 has to be connected, but there is no obvious place for it.
A short piece of wire (about 20mm) has to be soldered. It should connect
input to pin 2 of U12 to what was output of pin 12 (i.e. to the trace
which was disconnected from pin 12 of U12).

All this takes care of proper decoding of "chip select" and "output enable"
of ROMs.

It is useful to find schematic of MegaST before actual hacking (it can be
found on the net). The above is quite clear from the schematics (in fact
it is noted in a table on the schematics).

Cu.

6199. Re: TAG cache RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-23 18:59:36 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9olbeobfr1@draco.stochastik.rwth-aachen.de>
Source record: 4948

In article <3badce58ba020@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>Hi Michael!
>
>>You need two IDT7174 or equivalent (I think SGS made them, too - MK7174 or
>>something like that, www.st.com).
>
>Yep, those are the ones that the Mach16 uses. I did actually want larger
>ones (32k*8). I remeber looking for those years ago but found little.
>Even an email to IDT said they never heard of them!

Why would you want larger *tag* RAMs? Two cascaded 7174 should provide ample
cacheable area.

>Yeah, nice things they are but I can't afford the costs for thw whole
>setup. I imagine you could do it in one GAL OK. 8 address in from TAG
>RAM, 8 upper address from CPU, do and AND on all of them and get a
>resultant /HIT I think. Even a 16v8 would do that, just.

A 74F688 would do the same and probably cost less. Nevertheless, you will
need some GALs.

>>with a modified MagnumST RAM board - the machine was faster than a PAK-3
>>with a 36MHz 68030 plus cache, which had no alternate RAM. It is amazing
>>what a 68HC000-16 will do without getting a bit warm!).
>
>Serious? Hopefully I have a 68HC000 16Mhz being shipped over from
>America, I heard these were made from Silicon to do 33Mhz no problems but
>they were marked up as 16Mhz for some silly reason. Anyway, with me
>getting into GALs maybe I could do a simple RAM controller in one.

No, not in one 16v8/20v8, even if you use external 74x157 as address
multiplexers.

The MagnumST used a MACH210, and that had not much space left in it. An
ispLSI 1016 or 2032 might do, otherwise, you will need a lot of 16v8/20v8
and loose many pins due to needed interconnects.

>I believe the Mach16 works with waitstates to the ST board which should be
>a bit more reliable and faster than switching the clock over.

It depends how you do the clock switching. The 36MHz 68000+RAM mod I
mentioned used some logic (which filled an entire PALCE22V10) to switch
between two asynchronous clocks (8 and 36 MHz) without generating glitches.
That worked just fine. If you have synchronous clocks and do the switching
right so not to produce glitches, that should be easier.

cu
Michael

6200. PROM programming software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-23 20:21:16 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9olg7s$61e$1@thorium.cix.co.uk>
Source record: 4949

For the electronics hobbyists among you, the very useful German ATOS on-line magazine has just announced (in translation):

Pinatubo 2.4: now Freeware
by Thomas Kerkloh

The Pinatubo version 2.4 has been published and is now Freeware.

Michael Schwingen has released Pinatubo 2.4 - the driver and GEM interface for Eprom programmers - as Freeware. It supports Junior-Prommer, Easyprommer and the 'Vesuv' from Rossm�ller. Pinatubo supports Megabit and 16-bit Eproms (with suitable adapter) as well as EEPROMs and 875x/895x Microcontrollers for all Prommers.

Hardware requirements:
ATARI ST/e/TT/Falcon or Mac with MagiCMac/McSTout, Eprommer (see above)

Download: http://www.ccac.rwth-aachen.de/~michaels/

****
* Acknowledgement to ATOS on-line magazine *
****

6201. Re: Having some Mega ST4 Frustrations

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 04:38:04 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BAEB857.EB77B228@home.com>
Source record: 4753

Hi everyone who replied,

The machine is now working again. I had checked for bad solder joints, odd power supply voltages, and even loose chips. All are good things to have on the checklist. After dissassembling and re-assembling the computer again it now works fine. I even kept int running for a couple days straight and its still good. Makes me think of an intermittent loose connection which is something I'd normall find. I still think of it as a semi-mystery.

James Alexander wrote:

> I'm having a tough day. For past few days I've been fixing a Mega ST4
> with tweety board sound upgrade, Tos 1.4, and an ICD link host adaptor.
> This afternoon I finally got it all together on my desk and it started
> crapping out on me. It displayed the following symptoms at random:
>
> -would freeze with 2 to 18 bombs on the screen
> -would reset at ramdome points during boot up process
> -would not start when powered up and screen remained blank
> -would crash at random lengths of time after it starts up with 2 to 18
> bombs and some random horizontal lines on the screen
>
> What been so frustrating is I've not been able to isolate the problem.
> No loose cables, IC's or discrete components. tried with and without
> the host adaptor and hard drives. even tried replacing cables with no
> change in the outcome.

6202. Re: Mega ST2

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 07:27:48 UTC
From: Cranky <dude@neverneverland.com>
Message-ID: <9omn9k$5e2u$1@news3.infoave.net>
Source record: 4754

Thanks for the info. But this board doesn't have the solder pads marked....

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3bac48d4287ef0@madasafish.com...
> Hi Cranky!
>
> >I've acquired a Mega ST2. When I opened it up, it only has 2-TOS chips
> >(1987). But there are six sockets. I pulled the two chips and installed a
> >set of 6-Rainbow TOS chips. But the system will not boot.
> >
> >Now I know that there are 2 and 6 chip sets of TOS. But why are there six
> >sockets on this motherboard ????
>
> OK, I don't own the Mega but I do own an STFM which also has 6 ROM
> sockets. Look around the board near to the ROMs and you should find some
> solder pads that have 256K and 1M next to them. Unsolder the 1M ones and
> place solder across the 256k ones. I have three of these on my STFM, I
> would imagine the same as the Mega ST.
>
> That should make it work!
> --
> Lyndon Amsdon

6203. Mega ST2 Reboots

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 07:30:37 UTC
From: Cranky <dude@neverneverland.com>
Message-ID: <9omnet$5k69$1@news3.infoave.net>
Source record: 4755

The Mega ST2 that I just acquired starts to reboot after a minute or two. I've made sure that all of the chips are seated.

Could this be due to a flaky power supply ??? If not, does anyone have any ideas.

6204. Re: Falcon boot problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 11:17:10 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3baf15c8@dnews.tpgi.com.au>
Source record: 4757

Hi Derryck, try and get a new fdd, teac make one that can be easily modified for a Falcon (ds0 etc), and take a copy of ahdi 6.6 for good measure. In case the boot sys file is gone. How long does the system take to get to its low res desktop? If it is taking a minute or two then it it won't be even attempting to boot off the hard drive.

Mark

Derryck Croker <derryck@NOSPAMcix.co.uk> wrote in message news:1001060298-305884AEicMi@08002go.com...
> Hi all,
>
> I've been asked to attend to a Falcon which boots straight to a lo-res
> desktop, ignoring the internal IDE. The owner reports a "Data in drive A may
> be faulty" message when she tries to run anything from the floppy.
>
> I'm betting that (after a visual check of the data cabling etc) it'll be a
> faulty floppy drive, but if anyone has any other ideas?
>
> The ultimate aim is to rescue data from the IDE, which seems healthy enough
> in itself, making the right spinning up noises and such.
>
> Any thoughts? I'm on my way Saturday AM...
>
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@qmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

6205. Re: PROM programming software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 11:44:40 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <29972_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4756

In uno strano messaggio del 23 Sep 01 bindon@madasafish.com (2:333/608.1)
scrisse al povero All :
>> Michael Schwingen has released Pinatubo 2.4 - the driver and GEM
>> interface for Eprom programmers - as Freeware. It supports
>> Junior-Prommer, Easyprommer and the 'Vesuv' from Rossm�ller.
>> Pinatubo supports Megabit and 16-bit Eproms (with suitable
>> adapter) as well as EEPROMs and 875x/895x Microcontrollers
>> for all Prommers.
>>
>> Hardware requirements:
>> ATARI ST/e/TT/Falcon or Mac with MagiCMac/McSTout, Eprommer (see
>> above)

But what is McSTout ? A Nubus or PCI card with ST ports ?

And where can I find the programmer ? Are them free projects or can you buy them anyware ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

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COBOL - Completely Obsolete Business Oriented Language

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Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6206. Re: TAG cache RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 14:33:00 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ong6s$r78$1@draco.stochastik.rwth-aachen.de>
Source record: 4758

In article <3bae26c66ed40@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>I thought if I use a 32k*8 tag I get 15 addresses for the lower 1-15
>address and the upper 16-23 make the 8 I/O for comparing. It's all in one
>chip so it'll keep things simpler. I could use those 7174 but they do
>seem difficult to get, I'll have a harder look.

I guess anything larger will be even more difficult to get, so see what you
can get. At least the 7174 were quite common some time ago.

>>No, not in one 16v8/20v8, even if you use external 74x157 as address
>>multiplexers.
>
>But the Magnum had to work for many different types of simms and it also
>managed to fill lots of gaps in the memory map which must have taken up
>quite a bit of space inside. When I said do it in one, I didn't mean in
>*one* GAL. :) I'd be quite happy with 8MB extra FastRAM in my ST! If you
>use something like a shift register then you can get taps off it for DRAM
>timing or something like that.

The Magnum only supported one memory bank, and it has to cope with only 3
different memory sizes. Filling the memory holes is just one product term
which gets a bit more complicated, but not much - after all, it was only 1
hole IIRC.

Getting the DRAM state machine and refresh logic (even with cas-before-ras
refresh) working is a bit too much to fit into a single GAL.

cu
Michael

6207. Re: PROM programming software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 14:48:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3baf513e875ac0@madasafish.com>
Source record: 4762

Hi Michael!

>In article <3bae287a1c5120@madasafish.com> you write:
>>
>>That's great news! All I need now is one of those programmers....
>
>I can send you the scanned article (some megs - 200dpi b/w scans, ~10
>pages).
>
>However, since the hardware was only ever sold/published in germany, both
>the software and the article are in german.

So what exactly is in this article? I thought the Junior Prommer was sold
as a commercial product and only your software to drive it went freeware.

Is this article the schematics then?
--
Lyndon Amsdon

6208. Re: Mega ST2 Reboots

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 15:09:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3baf513e875ac3@madasafish.com>
Source record: 4763

Hi Cranky!

>The Mega ST2 that I just acquired starts to reboot after a minute or two.
>I've made sure that all of the chips are seated.
>
>Could this be due to a flaky power supply ??? If not, does anyone have any
>ideas.

Well, does sound like a PSU problem. But then again, it could be a piece
of wire or something kicking around in it. There are a number of things
that cause syptoms like this. Do check PSU 5v though.
--
Lyndon Amsdon

6209. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 15:11:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3baf513e875ac4@madasafish.com>
Source record: 4764

Hi Hallvard!

>There were also some other interesting texts about the Mega STe I would
>like to find out more about, but like you my German isn't good enough to
>understand it (especially hard as there are several technical terms I
>never learnt in my German classes).

I have similar problem but I actually find the technical stuff easier to
read! Maybe it's just because I can pick out the numbers, I don't know.
--
Lyndon Amsdon

6210. Re: 1.44MB disk drive circuit/GAL chips

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 15:14:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3baf513e875ac5@madasafish.com>
Source record: 4765

Hi Hallvard!

>I've been told that such a circuit could easily be made by using a GAL
>chip with the software inside and just a 16MHz oscillator.

Didn't Michael Schwingen talka bout this only a few weeks back? I wasn't able to read news at that time but did find a couple of posts and it looked like he designed it. IIRC it did need an external TTL as well.
--
Lyndon Amsdon

6211. Re: TAG cache RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 15:58:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3baf58a4e3f170@madasafish.com>
Source record: 4766

Hi Michael!

>>I thought if I use a 32k*8 tag I get 15 addresses for the lower 1-15
>>address and the upper 16-23 make the 8 I/O for comparing. It's all in one
>>chip so it'll keep things simpler. I could use those 7174 but they do
>>seem difficult to get, I'll have a harder look.
>
>I guess anything larger will be even more difficult to get, so see what you
>can get. At least the 7174 were quite common some time ago.

I found out that there is the IDT7174, IDT71B74,L7C174 and MK48H74 which
were pin compatible but still they're difficult to get.

>The Magnum only supported one memory bank, and it has to cope with only 3
>different memory sizes. Filling the memory holes is just one product term
>which gets a bit more complicated, but not much - after all, it was only 1
>hole IIRC.
>
>Getting the DRAM state machine and refresh logic (even with cas-before-ras
>refresh) working is a bit too much to fit into a single GAL.

Yes I know but after you said that using FastRAM is actually faster then I
may reconsidder and try my hand at a DRAM controller. I've been looking
at some design sheets for controllers on the 68030 and Z80.

I'm not really sure what to do TBH! Cache seems easier but then having
more memory would be nice. DRAM is rather fussy though but the TAG ram is
difficult to get.

--
Lyndon Amsdon

6212. Re: AB040 problems with TK 5.xx

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 16:01:22 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0109240801.4aa88018@posting.google.com>
Source record: 4760

Hi Johan,
I would be interested in using the bus error handling routine myself.
Might give me the urge to work on the 060 again. Haven't read from
Petr in sometime, he was suppose to compile an 040/060 friendly TOS to
burn into ROM.

Is there a control panel (prg/acc) loaded on the problem machine?
Usually if the AB gets to the desktop, there is an acc problem, video
configuration problem, NVDI configuration file problem or desktop.inf
file problem.
Usually booting with the shift key or control key (forget which
one)depressed during the second boot will allow one to get to the
desktop.

Mike

rand@cd.chalmers.se (Johan Klockars) wrote in message
news:<9nkkae$s8m$1@nyheter.chalmers.se>...
> In article <Ktxj7.633$Dv6.67987@nnrp5-w.sbc.net>,
> Rodolphe Pineau <roro@rti-zone.org> wrote:
> >Hi, sory to bother you with my ab040 problems...

> Well, no one here is likely to know the first thing about that debug flag
> and the bus error handling routine, since those things where added by
> myself and Sven Karlsson for the AB040 version of the AB040 Toolkit.
> Most people have not even seen the sources.
>
> >It works with the 4.09 toolkit and the original AB040 drivers.
> >Any more idea ?
>
> I'll build a debug version myself (to make sure that functionality is
> 100% operational) and send it over.
>
> The bus error handling routine, when properly activated and set up,
> should make it impossible to get bombs. Instead, you should get
> a message telling you where things went wrong.

6213. MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 16:33:58 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <29975_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4759

I've found a chapter in the chip'n'chips hypertext about the MegaSTE hostadapter that seem to explain how to modify it to use two SCSI hard disks. The problem is that I can't perfectly understand the german text, but the only modification should be:

Es m�ssen dazu lediglich zwei Dr�hte verlegt und ein 1 KOhm Widerstand verl�tet werden!
Der eine Draht f�hrt vom Chip U4 Pin 12 zu Chip U8 Pin 1, der andere Draht f�hrt von Chip U8 Pin 2 zu Pin 44 des SCSI Kabels der zweiten (also neuen) Festplatte.

Can anybody translate ? The rest of the text seem to explain how to set dip switches and to manage with scsi parity or such, but check if you have the original text, or I will post it complete... by email ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

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AMIGA - A Merely Insignificant Game Addiction

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Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6214. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 21:47:31 UTC
From: sidcelery@cix.co.uk
Message-ID: <9oo9leena2@thorium.cix.co.uk>
Source record: 4767

On 24 Sep 01 16:33:58, Mike De.Petris wrote:
> I've found a chapter in the chip'n'chips hypertext about the
> MegaSTE hostadapter that seem to explain how to modify it to use
> two SCSI hard disks. The problem is that I can't perfectly
> understand the german text, but the only modification should be:
>
> Es m�ssen dazu lediglich zwei Dr�hte verlegt und ein 1 KOhm Wider-
> stand verl�tet werden!
> Der eine Draht f�hrt vom Chip U4 Pin 12 zu Chip U8 Pin 1, der
> andere Draht f�hrt von Chip U8 Pin 2 zu Pin 44 des SCSI Kabels der
> zweiten (also neuen) Festplatte.
>
> Can anybody translate ? The rest of the text seem to explain how to
> set dip switches and to manage with scsi parity or such, but check
> if you have the original text, or I will post it complete... by email?

```
I know this text. Here's the full translation:

From: Frank_Szymanski@do2.maus.ruhr.de (Frank Szymanski)
Subject: 2nd Harddisc in MSTE and Stacy

---------------------------------cut here----------------------------
```

Modifying of the Atari hostadaptors in the MegaSTE and the STACY
(Copyright 01-05-1995 Michael Ruge - 65428 R�sselsheim)
(Translation 07-10-1995 Frank Szymanski - 45889 Gelsenkirchen)

```
The hostadaptor in the MegaSTE and STACY is only able to use one hard
disk with unit number SCSI 0 without parity. With this little
modification the host adaptor (fully Atari-compatible) is able to
address two hard disks (compatible to the Megafile 44 host adaptor,
which means that you can use the regular hard disk driver!).

* All you have to do is to add two wires and a 1 KOhm resistor!
* The one wire goes from chip U4 pin 12 to chip U8 pin 1, the other
* from chip U8 pin 2 to pin 44 of the second (the new one!) hard disk
* SCSI cable.

Both hard disks are connected to the same SCSI cable (therefore you
have to squeeze a second 50 pin liner onto it) and the second hard
disk has to be jumpered onto SCSI ID 0 (yes, you are right: both hard
disks have ID 0!).

Cut the SCSI-cable between the first and the second hard disc, only
and exclusively at pin 44 (directly behind the 50 pin wide socket of
the first hard disc is recommended). Now the second wire from chip U8
pin 2 has to be soldered at this vein (to the vein which goes to hard
```

disk no. 2)!

After you have done this, solder the 1 kiloohm resistor from pin 1 of the resistor array RP3 (pin 1 is the one which points to the inscription REV. 2 or REV. 3) to pin 2 of chip U8.

Now you need a Y-cable for the hard disks voltage and to put the computer into operation with the two hard disks. If necessary you must reconfigure your hard disk driver so it can find the new hard disk on system-bootup (Please refer to the driver's documentation).

Beware: The host adaptor has only been built for short SCSI cables! The cable should never (!!!) be any longer than 20 centimetres/7.8 Inch. For larger cable lengths there is another termination used than the host adaptor has (impossible to change!).

On the other hand you only need short cable lengths in the MegaSTE and the STACY (particularly in the STACY there is only room for one hard disk when you also want to use the disk drive) and even when you use a caddy 20 centimetres/7.8 Inch are more than enough!

Furthermore NONE of the hard disks is allowed to be terminated, so FUNDAMENTALLY remove the ending terminators otherwise the drivers on the host adaptor were overloaded and may disappear in a cloud of smoke (no joke!).

Finally: The device addresses:

dip 1 dip 2 dip 3 --------- dip-switches on the host adaptor

on on on only ACSI-unit 0 (Atari default)

off on on ACSI-unit 0 for the old hard disk
ACSI-unit 1 for the new hard disk

off off on ACSI-unit 1 for the old hard disk
ACSI-unit 2 for the new hard disk

off on off ACSI-unit 2 for the old hard disk
ACSI-unit 3 for the new hard disk

off off off ACSI-unit 3 for the old hard disk
ACSI-unit 4 for the new hard disk

LIABILITY

I, Michael Ruge, (me, Frank Szymanski, too) cannot accept liability for direct or indirect damage in financial, material or any other way which are caused by the use of these instructions.

These instructions were produced and tested with the highest care.

I cannot estimate how this list, instructions or modifying of your computer corresponds to your abilities. The person who carries out the above-mentioned modifications always bears responsibility. In case of

doubt let a friend or even your computer dealer do the modifications.
I cannot take responsibility for irregular done works (e.g. computer
is out of order) because I cannot verify if your abilities corresponds
to the demands to do the modifications in a correct way.

This is especially true when you work with voltage or currents
Electrotechnical laymen have to

STAY AWAY

from voltages higher than direct voltage 120 volts or alternating
voltage 50 volts (in Germany!). In other County's/Country's take a
look at the law of order for electrical units and regulations.

Electrotechnical laymen are all persons, who did not get equivalent
instructions or who do not have an electrotechnical education.

Hint: these instructions can be found seperately under `MEGAE_HA.TOS`
on bulletin board systems (german version only).

----------------------cut there-------------------------

Tschuess Frank

rgds
H

6215. Re: PROM programming software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 23:20:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9oof3b$h0e$1@thorium.cix.co.uk>
Source record: 4768

In message <29972_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it said:

>But what is McSTout ? A Nubus or PCI card with ST ports ?

I believe it's a bit of software to output from s Mac. This bit
applies to Macs with MagiCMac only.

>And where can I find the programmer ? Are them free projects or can you buy
>them anyware ?

I have seen some for sale in Germany - perhaps some of our German
colleagues can help. They weren't exactly cheap IIRC :-(

6216. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-24 23:20:11 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9oof3b$h0f$1@thorium.cix.co.uk>
Source record: 4769

In message <29975_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it said:

>I've found a chapter in the chip'n'chips hypertext about the MegaSTE
>hostadapter that seem to explain how to modify it to use two SCSI hard disks.
>The problem is that I can't perfectly understand the german text, but the
>only modification should be:
>
> Es m�ssen dazu lediglich zwei Dr�hte verlegt und ein 1 KOhm Wider-
> stand verl�tet werden!
> Der eine Draht f�hrt vom Chip U4 Pin 12 zu Chip U8 Pin 1, der andere
> Draht f�hrt von Chip U8 Pin 2 zu Pin 44 des SCSI Kabels der zweiten
> (also neuen) Festplatte.
>
>Can anybody translate ?

The latest Chip & Chips Rel X has an english version too:

Modifying of the Atari hostadaptors in the MegaSTE and the STACY
(Copyright 01-05-1995 Michael Ruge - 65428 R�sselsheim)

(Translation 07-10-1995 Frank Szymanski - 45889 Gelsenkirchen)

The hostadaptor in the MegaSTE and STACY is only able to use one
harddisc with unit number SCSI 0 without parity. With this little
modification the hostadaptor (fully Atari-compatible) is able to
adress two harddiscs (compatible to the Megafile 44 hostadaptor,
which means that you can use the regular harddiscdriver!).

All you have to do is to add two wires and a 1 KOhm resistor!
The one wire goes from chip U4 pin 12 to chip U8 pin 1, the other
from chip U8 pin 2 to pin 44 of the seconds (the new one!) harddisc
SCSI cable.

Both harddiscs are connected to the same SCSI cable (therefore you
have to squeeze a second 50 pin liner onto it) and the second hard-
disc has to be jumpered onto SCSI ID 0 (yes, you are right: both
harddiscs have ID 0!).
Cut the SCSI-cable between the first and the second harddisc, only
and exclusive at pin 44 (directly behind the 50 pin wide socket of
the first harddisc is recommended). Now the second wire from chip U8
pin 2 has to be soldered at this vein (to the vein which goes to
harddisc no. 2)! After you have done this, solder the 1 kiloohm
resistor from pin 1 of the resistorarray RP3 (pin 1 is the one which
points to the inscription REV. 2 or REV. 3) to pin 2 of chip U8.

Now you need a Y-cable for the harddiscs voltage and to put the computer into operation with the two harddiscs. If necessary you must reconfigure your harddiscdriver so it can find the new harddisc on system-bootup (Please refer to the drivers documentation).

Beware: The hostadaptor has only been built for short SCSI cables! The cable should never (!!!) be any longer than 20 centimetres/7.8 Inch. For larger cablelengths there is another termination used than the hostadaptor has impossible to change!). On the other hand you only need short cablelengths in the MegaSTE and the STACY (particularly in the STACY there is only room for one harddisc when you also want to use the discdrive) and even when you use a caddy 20 centimetres/7.8 Inch are more than enough!
Furtheron NONE of the harddiscs is allowed to be terminated, so FUNDAMENTALLY remove the ending terminators otherwise the drivers on the hostadaptor were overloaded and may disappear in a cloud of smoke (no joke!).

HTH!

Regards, /Peter/

6217. Re: 1.44MB disk drive circuit/GAL chips

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-25 00:24:40 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9oois8igs1@thorium.cix.co.uk>
Source record: 4770

In message <1f09dfu.1ghhq9wjw2brwN%northstar2010@yahoo######.no>,
northstar2010@yahoo######.no said:

>I've taken another look at the German text about using a HD disk drive
>in a Mega STe as well as trying to compare that information with the
>computer itself.
>If I'm not completely mistaken, the text says that if IC "UA2" (right in
>front of the power supply) is marked: C301901-001
>it has to be replaced with a chip marked: C301901-002
>
>I've checked my computer, and the first one (C301901-001) is what I
>have, in a socket.
>
>Furthermore there's some talk about checking if there's a connection
>between pin 32 of the 68000 processor (U7) and pin 19 of the mentioned
>PAL chip (UA2), and something about pin 10 of a cache chip at U8?
>I'm a little confused at this point.
>Can someone who knows German and perhaps even has a Mega STe tell me
>more about this? I'm enclosing the text from "Chips'n chips X" here:
>

Hi Hallvard!

-------------------- start ----------------------------

Despite HD drive and floppy controller the computer doesn't work?

There is a total of 3 board layouts for the MegaSTE, and not all
of them are HD-floppy-capable as supplied!

Here an extract from the "Installation of the HD Floppy Upgrade
Kit" from ATARI:

EXTRACT start:
With a MEGA STE one still has to check whether a connection is
present from U7 (68000 CPU) pin 32 to UA02 (PAL20L8) pin 19. If
not, please solder a short wire to the underside of the board.
In addition, IC UA02 has to have the marking C301901-002 printed
on it. If you have built in an IC with the marking C301901-001,
it has to be changed.
EXTRACT end

Notes by the author:
Those who are too lazy to remove the PCB can also fit a wire
bridge from in 19 UA02 to pin 10 U8 (Cache Ram). This has
exactly the same result, but has the advantage that the PCB
does not have to be removed. But it is imperative that the PAL

chip must be replaced if a C301901-001 PAL component is present!

It does not matter whether the computer has the DMA chip in a
40 pin DIL version or in a 44 pin PLCC-4 version, the measures
described above have to be paid attention to!
The Pal belongs/ed to the items included in the original HD
floppy upgrade kit (including TOS 2.06, AJAX chip and EPSON
SMD340 floppy drive).

If the 1.44MB floppy does not format reliably, it could be due to
the computer's power supply unit. The part number must end in
-002. If yours is a -001 PSU, the central PCB screw has to be
removed. In addition the pillar into which the screw fitted has
to be insulated from the PCB. All this sounds a bit peculiar, but
it is really the case. During this you can also take the
opportunity to check whether the "correct" opto-coupler SHARP
PC111 is in place. If it is a CNY17, you may find that the screen
flickers a little.

To use 2 floppy drives on the internal connector is quite simple.
Simply connect the drive with a new IDC socket pressed onto the
floppy cable and jumper correctly(!) to Driveselect B (setting)
or alter the Driveselect jumpers.
If a PC floppy cable is used that has 4 leads turned through
180 degrees, then both floppy drives have to be jumpered to
Driveselect 1 (i.e. B), as long as the drives will play ball.
If this gives rise to problems, the cable has to be modified by
fitting a new unrotated socket!

If the blitter has to be removed for any reason (only if the
Blitter (U205) is socketed in any case) the solder holes of
resistors R224 and R225 have to be bridged with wire links or
0 Ohm resistors.

As regards memory, a MegaSTE can be expanded up to 4 Megabytes
without major modifications. More memory than that is only
available via FRAK and the PAK3 accelerator card, or the new
MagnumSTE card for all MegaSTE computers available from the start
of October 1997.

-------------------- end ----------------------------

HTH!

Courtesy DDP Translations

6218. Some songs running at warp speed

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-25 04:08:53 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <f34922edfd668e596a6e7fd3f5d54505.25349@mygate.mailgate.org>
Source record: 4771

Hey gang

When I load certain songs in Notator [maybe two different songs] and enter The Event Editor on certain tracks while the sequencer is playing, the speed of the song doubles. No visual changes take effect in the tempo, i.e. if the song is 100BPM it still will be 100BPM but playing probably at twice the speed. Maybe faster.

I then exit The Event Editor but the song continues at this warp speed but if I pull down any menu even without selecting anything, as long as the menu is open in the event editor or not, the song goes back to it's normal speed. Of course I cannot do anything till I close the menu so the problem is not solved. Nothing I do will remedy the situation until I quit and relaunch the application [Notator].

I have seen this problem happened over the years on some of my songs and noticed at one point that is seems to be probably related to a particular track that I would enter into that would trigger the problem but I have not recently double checked to make sure of this. This only happens on few songs not all of them.

My guess is probably that this track/song is now corrupted for whatever reason. But maybe somoeone else's guess or expertise might find the solution to this problem.

Thanks guys
Dave H.

--
Posted from spider-th083.proxy.aol.com [152.163.213.83]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6219. Horizontal white lines on screen

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-25 04:11:44 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <3d590fbd1b6b1952e16695ae299e029b.25349@mygate.mailgate.org>
Source record: 4772

I decided to make this one a new thread since this is problem number two.

I just recently finished building my studio and I am now back up and running Notator with the Atari Mega STe. FINALLY! Praise The Lord!

My Atari Mega STe has been sitting up for years unused and now that I have everything in place, I am once again reminded by my Atari of these problems that were never resolved

Every now and then my screen will appear with horizontal white lines from top to bottom. But to give a graphic description, think of opening up a blinds halfway and looking outside. This is how these white lines appear horizontally from top to bottom and all the graphics/text, whether it be in Notator or on the desktop is distorted. After a reboot the problem sometimes goes away but other times it seems to clear up on its own.

I have reformatted my had drive in the past to try an fix this problem and it went away for a while. I have changed the SCSI cable for my internal hard drive and it seems to remedy the problem but maybe not, since it came back. I have checked all my cables, connected, reconnected but with no solution. I might go out and get a new SCSI cable as a final resolution since the other two were older ones.

The only other thing I can think of is something wrong in the vertical circuits but I could be wrong. I am only guessing based on the way a TV Circuit works.

Thanks
Dave H.

--
Posted from spider-th083.proxy.aol.com [152.163.213.83]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6220. Re: Horizontal white lines on screen

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-25 04:15:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb006d01034300@madasafish.com>
Source record: 4775

Hi David!

>Every now and then my screen will appear with horizontal white lines from top
>to bottom. But to give a graphic description, think of opening up a blinds
>halfway and looking outside. This is how these white lines appear horizontally
>from top to bottom and all the graphics/text, whether it be in Notator or on
>the desktop is distorted. After a reboot the problem sometimes goes away but
>other times it seems to clear up on its own.

Reseat all the chips inside, especially the simms. You could check the
PSU is putting out a good 5v (little ripple).
--
Lyndon Amsdon

6221. Buggy Glue chip?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-25 04:15:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb004e08df470@madasafish.com>
Source record: 4791

Hi

I've just written a simple basic file in Metacomco Basic to write to or read from $E00000 (TOS 1.6-2.06) using the Bload/Bsave with &HE00000. I run it on the STE which has 2.06 and it seems to dump a rom image to the hard disk and an upload gives a bus error as expected.

If I run the same program on my STFM I manage to take read at the E00000 range and also write there with no bus errors or side effects. Surely a bus error should be occuring as this STFM only has TOS 1.02! Sounds like it is generating DTACK when it shouldn't be. The Glue is CO25915-38A.

I'm just wondering if I should generate my own DTACK or not when I install ROMs at E00000, two DTACKs being generated is asking for trouble, right?

Cheers.
--
Lyndon Amsdon

6222. Re: Falcon boot problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-25 12:16:16 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001489932-120112AEicMi@08002go.com>
Source record: 4778

From: "Mark Bedingfield" <atari@tpg.com.au>
Date: Mon, 24 Sep 2001 21:17:10 +1000

>Hi Derryck, try and get a new fdd, teac make one that can be easily modified
>for a Falcon (ds0 etc), and take a copy of ahdi 6.6 for good measure. In

Turned out that the (original) Conner IDE drive had gone for a Burton!

Replaced the disk, she's now a happy bunny ;-)

Cheers.
--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6223. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-25 12:45:08 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <29998_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4773

In uno strano messaggio del 24 Sep 01 northstar2010@yahoo######.no
(2:333/608.1) scrisse al povero All :
n> Found it! I actually found an English text about it somewhere in that
n> HYP file ("Chips'n chips -version X -final release"). Here it goes:

Thanks to all that answered, where can I find that useful english
chip'n'chips ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
PCMCIA - People Can't Memorize Computer Industry Acronyms

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6224. Re: AB040 problems with TK 5.xx

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-25 17:59:02 UTC
From: Rodolphe Pineau <roro@rti-zone.org>
Message-ID: <20010925.105901.1504569917.361@rti-zone.org>
Source record: 4774

In article <fc53daf3.0109240801.4aa88018@posting.google.com>, "rustynutt"
<rustynutt@hotmail.com> wrote:
<....cut....>
> Is there a control panel (prg/acc) loaded on the problem machine?
> Usually if the AB gets to the desktop, there is an acc problem, video
> configuration problem, NVDI configuration file problem or desktop.inf
> file problem.
> Usually booting with the shift key or control key (forget which
> one)depressed during the second boot will allow one to get to the
> desktop.
>
> Mike
>

I tried with nothing except the toolkit in the autofolder and no acc or
autostart prg and it still crash.
But thanks anyway.
Regards, Rodolphe
--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

6225. Re: Mega ST2 Reboots

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-25 18:58:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001615848.71904.1@eurus.uk.clara.net>
Source record: 4792

Hi Cranky

> The Mega ST2 that I just acquired starts to reboot after a minute or two.
> I've made sure that all of the chips are seated.

Are we talking bare machine just sitting at the desktop or are there some
app's and acc's running.

> Could this be due to a flaky power supply ??? If not, does anyone have any
> ideas.

Are there any visible symptoms like picture deteriation.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6226. Re: Horizontal white lines on screen

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-25 19:16:05 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001615860.71914.1@eurus.uk.clara.net>
Source record: 4793

Hi Dave

> My Atari Mega STe has been sitting up for years unused and now that I have
> everything in place, I am once again reminded by my Atari of these
problems
> that were never resolved

> Every now and then my screen will appear with horizontal white lines from
top
> to bottom. But to give a graphic description, think of opening up a blinds
> halfway and looking outside. This is how these white lines appear
horizontally
> from top to bottom and all the graphics/text, whether it be in Notator or
on
> the desktop is distorted. After a reboot the problem sometimes goes away
but
> other times it seems to clear up on its own.

Is there a chance that you could test it with a different TV/monitor. Are
these lines thick or thin.
Are there any other problems such as spotty pictures.
Does the machine actually crash or is it useable through the haze?.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6227. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-26 00:45:14 UTC
From: sidcelery@cix.co.uk
Message-ID: <9or8eo$37s$1@thorium.cix.co.uk>
Source record: 4776

On 25 Sep 2001 12:03:35 , Hallvard Tangeraas wrote:
> Out of curiousity... why would anyone install a second harddisk
> inside the Mega STe? Is there any room for an additional drive at
> all?
I don't think it's about installing another internal drive. It's
taking advantage of the existing host adaptor to have two SCSI devices
attached without having to go via the ACSI port, with the attendant
additional costs.

> And with the cable-length limitations it won't be possible to
> connect an external SCSI device either I guess which means that you
> have to use a SCSI host-adapter...

Cable-length is a consideration, but it's easy enough to have a short
cable if the HD bay is kept slightly open and a device is rested on
top of the machine.

> On the subject of external SCSI host adapters: if I connect an
> external harddisk (or CD-ROM drive) to the Mega STe using an ICD
> Link II, should that device be terminated or not? The text about
> the Mega STe host-adapter modifications says explicitly that it
> should NOT be terminated, but how does this affect external devices
> connected through an SCSI host adapter connected to the ACSI port?

Connecting through a _different_ host adaptor is a seperate issue. I
think you'd terminate it in the usual way.

rgds
H
(Away for a week in the eastern Med - if there's a hijacking, be
thinking of me! <gulp>)

6228. Re: Horizontal white lines on screen

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-26 00:46:53 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <cgu1rtca1uuhllgh4pa277lgfnmbho0p3d@4ax.com>
Source record: 4777

On Tue, 25 Sep 2001 04:11:44 +0000 (UTC), "David Hogan"
<daja300@aol.com> wrote:

>I decided to make this one a new thread since this is problem number two.
>
>I just recently finished building my studio and I am now back up and running
>Notator with the Atari Mega STe. FINALLY! Praise The Lord!
>
>My Atari Mega STe has been sitting up for years unused and now that I have
>everything in place, I am once again reminded by my Atari of these problems
>that were never resolved
>
>Every now and then my screen will appear with horizontal white lines from top
>to bottom. But to give a graphic description, think of opening up a blinds
>halfway and looking outside. This is how these white lines appear horizontally
>from top to bottom and all the graphics/text, whether it be in Notator or on
>the desktop is distorted. After a reboot the problem sometimes goes away but
>other times it seems to clear up on its own.
>
>I have reformatted my had drive in the past to try an fix this problem and it
>went away for a while. I have changed the SCSI cable for my internal hard drive
>and it seems to remedy the problem but maybe not, since it came back. I have
>checked all my cables, connected, reconnected but with no solution. I might go
>out and get a new SCSI cable as a final resolution since the other two were
>older ones.
>
>The only other thing I can think of is something wrong in the vertical circuits
>but I could be wrong. I am only guessing based on the way a TV Circuit works.
>
>Thanks
>Dave H.

Lines on the screen can be caused by memory problems.

The ST uses the top of memory to store the screen data before it is
shifted to the video output, thus anything causing problems with that
region of RAM can cause visible artifacts on the screen.

There are two possible causes I would check out-

The first is loose or oxidized connections where the socketed IC chips
contact their sockets. This was the scourge of STs with internal
keyboards, as the flexing of the motherboard caused by pounding on the
keyboard would eventually cause the chips to creep up out of their
sockets.

If your MegaSTe has been unused for several years, there may also be a problem of oxidation between the chip legs and the socket contacts. The heat generated by a computer in normal usage will help keep moisture from causing this kind of oxidation, but one which has been stored may have problems.

In any case, the fix is the same. Open up the system and gently, but firmly press all the socketed chips back down into their sockets. You should hear a "crunch" sound as the chips re-seat.

It can also be good to slightly pry the chips up a tiny bit before pressing them down, to "wipe" the corrosion more effectively. Be careful if you try this, just a slight movement is all you need.

The other cause of video problems like this can be bad RAM. If the bad area is only at the top of memory, it's possible for applications (which run in the lower regions of memory) to run properly while still seeing the effects of bad RAM on the screen.

It would be a good idea to run a memory test program overnight to see if any errors show up.

Also, removing the memory SIMMs and replacing them might help, as the contacts on the SIMMs can oxidize just like the normal ICs can.

You can use a pencil eraser to lightly buff the contacts on the SIMMs before re-inserting them to help remove any oxidation. (A white "ink eraser" is good to use, but if you don't have one use a regular "pink" pencil eraser). Be sure to wipe off any residue with a paper towel before putting the SIMMs back in the system.

BobR

6229. Re: PROM programming software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-26 17:06:53 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ot1vd$6dv$1@draco.stochastik.rwth-aachen.de>
Source record: 4779

In article <3baf513e875ac0@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>So what exactly is in this article? I thought the Junior Prommer was sold
>as a commercial product and only your software to drive it went freeware.

it was an article in the germen ST-Computer magazine, and was then sold as
kit and completely assembled.

cu
Michael

6230. Re: PROM programming software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-26 17:07:40 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ot20s$6ei$1@draco.stochastik.rwth-aachen.de>
Source record: 4780

In article <29972_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
Mike De.Petris <mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it> wrote:
>
>But what is McSTout ? A Nubus or PCI card with ST ports ?

Either Nubus or PDS slot - I am not sure. IIRC, it was made by Harun
Scheutzow.

cu
Michael

6231. Re: Horizontal white lines on screen

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-26 17:28:01 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <63d916079554b35ddef9fef5bb5ba2de.25349@mygate.mailgate.org>
Source record: 4781

Bob that is some pretty good detailed info. I saved it for later.
I did at one point push the ICs down as recommended from someone
on another list but I will be saving this page in case the problem
reappears.

Also thanks Lyndon. You guys are on the same wave legnth.

Dave H.

--
Posted from spider-wi043.proxy.aol.com [205.188.197.38]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6232. looking for working STE or STF 4 meg machine

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-26 19:08:11 UTC
From: trancewidth@yahoo.com
Message-ID: <c193d46c.0109261108.2bdc4167@posting.google.com>
Source record: 4782

hi:
i am looking for a good working condition Atari STE or STF 4 meg
machine, or possibly a mega 4ST. if you have a working one for sale,
please email me, i am in the tampa florida area.

already have mouse, monitor, etc....just need a good working computer!

bobby d

6233. Re: Having some Mega ST4 Frustrations

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-27 05:34:25 UTC
From: Cranky <dude@neverneverland.com>
Message-ID: <9oudp1$15ui$1@news3.infoave.net>
Source record: 4783

My Mega ST2 reboots after a few minutes. I think it's the power supply. But there are two Power connectors on the motherboard.

Does it matter which one the power supply is plugged into ???

"James Alexander" <james-m-alexander@home.com> wrote in message news:3BAEB857.EB77B228@home.com...
> Hi everyone who replied,
>
> The machine is now working again. I had checked for bad solder joints, odd
> power supply voltages, and even loose chips. All are good things to have
> on the checklist. After dissassembling and re-assembling the computer again
> it now works fine. I even kept int running for a couple days straight and
> its still good. Makes me think of an intermittent loose connection which
> is something I'd normall find. I still think of it as a semi-mystery.
>
> James Alexander wrote:
>
> > I'm having a tough day. For past few days I've been fixing a Mega ST4
> > with tweety board sound upgrade, Tos 1.4, and an ICD link host adaptor.
> > This afternoon I finally got it all together on my desk and it started
> > crapping out on me. It displayed the following symptoms at random:
> >
> > -would freeze with 2 to 18 bombs on the screen
> > -would reset at ramdome points during boot up process
> > -would not start when powered up and screen remained blank
> > -would crash at random lengths of time after it starts up with 2 to 18
> > bombs and some random horizontal lines on the screen
> >
> > What been so frustrating is I've not been able to isolate the problem.
> > No loose cables, IC's or discrete components. tried with and without
> > the host adaptor and hard drives. even tried replacing cables with no
> > change in the outcome.
>

6234. Re: looking for working STE or STF 4 meg machine

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-27 05:36:19 UTC
From: Cranky <dude@neverneverland.com>
Message-ID: <9oudsj$h72$1@news3.infoave.net>
Source record: 4784

I have two 1040STf's both with 4 meg. One has Rainbow TOS 1.4. Not sure of
the other one at this time. What are you offering.

ggorman@crankys.com

"bobby d" <trancewidth@yahoo.com> wrote in message
news:c193d46c.0109261108.2bdc4167@posting.google.com...
> hi:
> i am looking for a good working condition Atari STE or STF 4 meg
> machine, or possibly a mega 4ST. if you have a working one for sale,
> please email me, i am in the tampa florida area.
>
> already have mouse, monitor, etc....just need a good working computer!
>
> bobby d

6235. Power Supply

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-27 05:45:00 UTC
From: Cranky <dude@neverneverland.com>
Message-ID: <9ouecssut1@news3.infoave.net>
Source record: 4785

Can I use a power supply from a 1040 STf to test out a Mega ST2 ???

6236. Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-27 06:15:41 UTC
From: Cranky <dude@neverneverland.com>
Message-ID: <9oug6d$15l2$1@news3.infoave.net>
Source record: 4786

I've finally figure out what cases my Mega ST2 to reboot. But, not why. Maybe someone can shed some light on this for me.

----------> If I unplug the internal floppy drive, the ST does not reboot.

----------> As soon as I plug it back it, the ST starts rebooting over and over again.

I replaced the DD drive with an HD floppy. The ST knows that it's there. But still reboots. This I believe tells me that it's not the floppy drive.

Oh yea, I also used different desktop disks and also a blank disk. And I still get reboots.

6237. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-27 09:28:30 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001583616-349952AEicMi@08002go.com>
Source record: 4787

Hi Hallvard,

>On the subject of external SCSI host adapters: if I connect an external
>harddisk (or CD-ROM drive) to the Mega STe using an ICD Link II, should
>that device be terminated or not? The text about the Mega STe
>host-adapter modifications says explicitly that it should NOT be
>terminated, but how does this affect external devices connected through
>an SCSI host adapter connected to the ACSI port?

The ACSI port is totally separate from the internal adaptor, so you must
terminate drives connected to that in the normal fashion.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6238. Re: looking for working STE or STF 4 meg machine

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-27 12:57:41 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <cnFs7.708$YP.21886@news.cpqcorp.net>
Source record: 4788

But where are you lurking......

"bobby d" <trancewidth@yahoo.com> wrote in message
news:c193d46c.0109261108.2bdc4167@posting.google.com...
> hi:
> i am looking for a good working condition Atari STE or STF 4 meg
> machine, or possibly a mega 4ST. if you have a working one for sale,
> please email me, i am in the tampa florida area.
>
> already have mouse, monitor, etc....just need a good working computer!
>
> bobby d

6239. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-27 16:44:47 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ovl1v$t8g$1@draco.stochastik.rwth-aachen.de>
Source record: 4789

In article <9oug6d$15l2$1@news3.infoave.net>,
Cranky <dude@neverneverland.com> wrote:
>I've finally figure out what cases my Mega ST2 to reboot. But, not why.
>Maybe someone can shed some light on this for me.
>
>------------> If I unplug the internal floppy drive, the ST does not reboot.
>
>------------> As soon as I plug it back it, the ST starts rebooting over and
>over again.

Check your power supply - this is the normal behaviour if the electrolytic
caps dry out: the supply is enough for the ST alone, but once the disk motor
is turned on, the voltags sags below the trip point of the voltage
supervisor chip, which generates a reset.

cu
Michael

6240. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-27 17:10:58 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.33.0109271308350.15684-100000@moose.erie.net>
Source record: 4790

Actually it's a common problem on the ST's. It's the power
supply. The output voltage drops due to the power demnad from the floppy
drive causing the re-boot. Cold solder joints on the power supply board
were a common cause although failure of other P.S. components could give
the same results.

On Thu, 27 Sep 2001, Hallvard Tangeraas wrote:

> Cranky <dude@neverneverland.com> wrote:
>
> > I've finally figure out what cases my Mega ST2 to reboot. But, not why.
> > Maybe someone can shed some light on this for me.
> >
> > ------------> If I unplug the internal floppy drive, the ST does not reboot.
> >
> > ------------> As soon as I plug it back it, the ST starts rebooting over and
> > over again.
>
> This sounds a bit strange to say the least.
> Has it started doing this lately? Have you used the same disk drive all
> the time, or is this a new one?
>
> I once had a problem of my STe suddenly rebooting and couldn't figure
> out why until I found out that there was a bad connection somwehere (the
> power supply I think).
> I went over every joint there with my soldering iron and the problem
> went away. Maybe it's something like that with you as well.
>
> Perhaps the disk drive doesn't have anything to do with the problem but
> just puts some extra weight ona solder joint which has a bad connection.
> .... or I may be completely wrong and the disk drive may be the cause of
> the problem.
>
>
> Hallvard (remove ________ from address when replying via email!)
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>
>

6241. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-27 21:59:43 UTC
From: ebaiz@skyenet.net
Message-ID: <jjNs7.619$h63.85505@newsfeed.slurp.net>
Source record: 4794

On 27 Sep 2001 00:15:22 , Hallvard Tangeraas wrote:
>I've been looking for a second hand SCSI CD-ROM drive for use with my
>Atari STe and one person has replied saying he has a Plextor PX-20TSi
>for sale. I've found some information about it here:
>
> http://www.plextor.be/english/products/20ts.html
>
>But I don't know enough about the technicalities to determine if it'll
>work with an SCSI host adaptor on an STe.
>Will this drive work with an ICD Link II, or do I need a Link '97?
>
>By the way, how much is such a drive considered to be worth? The seller
>told me to make an offer, but I have no idea.

I have a Link II in my STe setup. I use Extendos Gold and it runs a Panasonic 24x CD drive just fine. Is the Plextor a CD-RW drive? If not, then I think it would work just fine. Extendos works with some Plextor CD_RW drives, but not have not been tested on all of them. Plextor drives are very good. This taken from people whom I have talked to that own them. I would offer somewhere between $50-$75 for a regular Plextor CD drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6242. Re: Buggy Glue chip?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-27 22:52:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb3ada0278d71@madasafish.com>
Source record: 4704

Hi,

>>I've just written a simple basic file in Metacomco Basic to write to or
>>read from $E00000 (TOS 1.6-2.06) using the Bload/Bsave with &HE00000. I
>>run it on the STE which has 2.06 and it seems to dump a rom image to the
>>hard disk and an upload gives a bus error as expected.
>
>Are you sure you are really accessing the ROM?
>If the target of the BSAVE is floppy disk or an ACSI device, the ROM will
>not be accessed at all: the DMA chip can only access RAM locations.
>The operation will not fail, but you will not get what you expected.

Well, I looked into the file that I dumped and it had lots of characters
and parts I recognise, eg BAD ROM, CRC etc etc.

>>If I run the same program on my STFM I manage to take read at the E00000
>>range and also write there with no bus errors or side effects. Surely a
>>bus error should be occuring as this STFM only has TOS 1.02! Sounds like
>>it is generating DTACK when it shouldn't be. The Glue is CO25915-38A.
>
>Better check with peek/poke commands.

Will do.

This is for a battery backed SRAM in the area of $E00000 for TOS updates.
I noticed that even with the SRAM _not_ in place, I can "upload" to E00000
and download an exact copy of it from $E00000. Obviously it isn't being
placed there and is being placed in the RAM, as you say, probably by DMA.
This means I have to do poke/peek and writing to files sequentially I
guess.

I'll have to check what a poke does, it seems strange that the STE could
read from the ROMs perfectly, maybe this is a difference between models?

That also explains the DTACK thingy.

Thanks Michael.
--
Lyndon Amsdon

6243. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 05:20:03 UTC
From: puffpuffin@aol.com
Message-ID: <20010928012003.16706.00002099@mb-cg.aol.com>
Source record: 4795

I have a Plextor 12Plex CD-ROM drive and it works fine (at least connected to my Falcon with ExtenDOS Gold). I only paid US$15 for mine from the computer recycling center in my area.

6244. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 08:11:59 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BB430CF.D87732B5@seimet.de>
Source record: 4796

"Edward S. Baiz Jr." wrote:

> own them. I would offer somewhere between $50-$75 for a regular Plextor
> CD drive.

A new Plextor PX40TSI is appr. $90, at least in Germany.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6245. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 08:13:42 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BB43136.71102EED@seimet.de>
Source record: 4797

Hallvard Tangeraas wrote:

> The one I'm (hopefully) getting is a 12-20 speed (whatever that means)
> so it's not absolutely current (but more than good enough for an STe
> which probably won't be able to fully utilize the speed anyway).

With an ST you will not be able to profit from more than 12x-16x speed,
indeed.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6246. Re: "Chips'n chips" (was Re: MegaSTE hostadapter)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 09:00:54 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb440f84fc3a0@madasafish.com>
Source record: 4709

Hi Hallvard!

>Got it!
>Looking through some old news messages I dug up the following location
>for the latest and final release of the German "chips'n chips", which is
>a .HYP (ST-guide hypertext file) explaining the hardware of all Atari ST
>computers, gives tips for improvement etc.
>
>ftp.cs.tu-berlin.de/pub/atari/incoming/cnc_fr.zip (6728556 Bytes)
>
>(again, I have no idea how this file can be used on a standard ST as the
>file is over 6 Megabytes compressed!).
>Perhaps it's only meant to be used for Atari ST emulators where memory
>is no problem on other platforms.

AFAIK it doesn't load it all into memory, only parts you're viewing.
--
Lyndon Amsdon

6247. Re: Buggy Glue chip?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 09:55:26 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9p1hee$b5e$1@draco.stochastik.rwth-aachen.de>
Source record: 4798

In article <3bb004e08df470@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>Hi
>
>I've just written a simple basic file in Metacomco Basic to write to or
>read from $E00000 (TOS 1.6-2.06) using the Bload/Bsave with &HE00000. I
>run it on the STE which has 2.06 and it seems to dump a rom image to the
>hard disk and an upload gives a bus error as expected.

Are you sure you are really accessing the ROM?

If the target of the BSAVE is floppy disk or an ACSI device, the ROM will
not be accessed at all: the DMA chip can only access RAM locations.
The operation will not fail, but you will not get what you expected.

>If I run the same program on my STFM I manage to take read at the E00000
>range and also write there with no bus errors or side effects. Surely a
>bus error should be occuring as this STFM only has TOS 1.02! Sounds like
>it is generating DTACK when it shouldn't be. The Glue is CO25915-38A.

Better check with peek/poke commands.

>I'm just wondering if I should generate my own DTACK or not when I install
>ROMs at E00000, two DTACKs being generated is asking for trouble, right?

DTACK is open collector, so generating DTACK is correct and does not hurt
even if someone else does the same for your memory area.

Just make sure not to generate a faster DTACK for someone else.

cu
Michael

6248. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 09:58:41 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9p1hkh$b9v$1@draco.stochastik.rwth-aachen.de>
Source record: 4799

In article <3BB430CF.D87732B5@seimet.de>,
Uwe Seimet <us__nospam__@seimet.de> wrote:
>
>A new Plextor PX40TSI is appr. $90, at least in Germany.

Yup. My used PXT-32 was about 60DM, which should be less than 30$ by now.
The 12 and 12/20 models should be cheaper.

All Plextor CD-ROMs are very nice parts. If you need to be able to read
CD-RW disks, you need to get a 12/20 or faster - otherwise, the 12 should be
enough for normal use.

Even the slower drives work fine for all normal applications, and are more
quiet.

cu
Michael

6249. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 15:21:26 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BB49576.4F293138@seimet.de>
Source record: 4800

Michael Schwingen wrote:

> Even the slower drives work fine for all normal applications, and are more
> quiet.

Even the faster models are acceptable with respect to noise I think.
Plextor drives are quite expensive but they are worth the money.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6250. Re: the TV connector

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 16:39:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb4adaca498a1@madasafish.com>
Source record: 4711

Hi Hallvard!

>I've been wanting to try out some demos on my STe and Mega STe, but it's
>been a while since I've connected the STe to a TV set, and I'm a little
>confused.
>
>Does the TV connector provide an RF-out signal, whereas I need to tune
>into the correct channel with my TV, using the antenna plug, or is this
>a plain composite video output where I should use my SCART connector?
>
>So far I've only tried the RF option, connecting it to the antenna input
>of my TV, but no go...
>But it would be nice to know if I need to go out and buy a SCART cable
>or just continue searching for the right channel.

Well, from the modulator (phone/RCA style conenctor) it is just RF, just
plug directly into your TV and tune in. It's near the bottom of the TVs
tuning range. If you go through a VCR first you may have problems as it
may be on the same frequency as your ST. You can usually find a smaller
adjuster on the back of VCRs, or easier, plug in straight to the TV.
--
Lyndon Amsdon

6251. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 17:03:56 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb4adaca498a3@madasafish.com>
Source record: 4712

Hi Hallvard!

>Just found something interesting in my software archive!!!
>Have a look at the two following files I've just uploaded:
>
>http://home.c2i.net/w-392864/atari/DIY_UHR.ZIP
>http://home.c2i.net/w-392864/atari/ECHTUHR.ZIP
>
>It describes how to make a real-time battery-backed clock using a GAL
>chip and some other components. One of them is simpler to make than the
>other. I have no idea how they work, but they seem to roughly resemble
>my already installed "Mega clock" which I bought assembled from an Atari
>dealer years ago.
>
>The "Areal 3.7" file describing how to use a Dallas clock module is
>probably OK, but I'm a little concerned about not being able to change
>the clock battery as it's inside the module.
>The above seems like more permanent solutions.

I just got them but they look quite complicated for what should be quite easy hack. I only looked for a couple of seconds but it looks like you need to patch TOS to look for the time at a certain address. My Forget-me-Clock uses a Dallas DS1215 which uses an _external_ battery (cell actually) and a small crystal (proabably 32.xxKHz).

This does require a program in auto folder and is also placed in cartridge port but I see no reason why you could modify the program to "look" somewhere else for it. I'll have to see how it works, I imagine it uses the ROM signal(s) as it has no address decoder onboard. Did you want one that didn't require auto folder progs?

TBH, I'd really like a rugby time module but they seem very expensive yet the clock versions are only about ï¿½20. I know Conrad had/does have one but I couldn't find it on their site. There is a special CPX that reads the time by a spare serial port.
--
Lyndon Amsdon

6252. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 17:54:30 UTC
From: Cranky <dude@neverneverland.com>
Message-ID: <9p2dgl$4fmq$1@news3.infoave.net>
Source record: 4701

I just acquired it. The floppy drive is the one that came with it. I've also tried replacing it with a drive out of an STf. And it still reboots.

I'll take a peek at the solder. But playing with the wires while the Mega is on and the drive removed does nothing. I would think that a bad connection would show up this way.

"Hallvard Tangeraas" <northstar2010@________yahoo.no> wrote in message news:1f0eb3d.5y99mq1of1fa8N%northstar2010@________yahoo.no...
> Cranky <dude@neverneverland.com> wrote:
>
> > I've finally figure out what cases my Mega ST2 to reboot. But, not why.
> > Maybe someone can shed some light on this for me.
> >
> > ------------> If I unplug the internal floppy drive, the ST does not reboot.
> >
> > ------------> As soon as I plug it back it, the ST starts rebooting over and
> > over again.
>
> This sounds a bit strange to say the least.
> Has it started doing this lately? Have you used the same disk drive all
> the time, or is this a new one?
>
> I once had a problem of my STe suddenly rebooting and couldn't figure
> out why until I found out that there was a bad connection somwehere (the
> power supply I think).
> I went over every joint there with my soldering iron and the problem
> went away. Maybe it's something like that with you as well.
>
> Perhaps the disk drive doesn't have anything to do with the problem but
> just puts some extra weight ona solder joint which has a bad connection.
> .... or I may be completely wrong and the disk drive may be the cause of
> the problem.
>
>
> Hallvard (remove ________ from address when replying via email!)
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

6253. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 20:42:02 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9p2naq$g98$1@thorium.cix.co.uk>
Source record: 4702

In message <29998_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it said:

> n> Found it! I actually found an English text about it somewhere in that
> n> HYP file ("Chips'n chips -version X -final release"). Here it goes:
>
>Thanks to all that answered, where can I find that useful english
>chip'n'chips ?

Most of Chips'n Chips is in German, but there are some English bits
in it. The author is
michaelruge@aol.com
and his web page is
http://members.aol.com/michaelruge/

HTH!

Regards, /Peter/

6254. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-28 21:22:28 UTC
From: ebaiz@skyenet.net
Message-ID: <oS5t7.1885$CD3.171681@newsfeed.slurp.net>
Source record: 4703

On 28 Sep 2001 04:21:01 , Hallvard Tangeraas wrote:
>Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
>
>> Plextor
>> drives are very good. This taken from people whom I have talked to that
>> own them. I would offer somewhere between $50-$75 for a regular Plextor
>> CD drive.
>
>That much??? Phew!!!
>I hope the guy who's selling it isn't expecting that high a price.
>Perhaps you're quoting new prices of current drives?
>The one I'm (hopefully) getting is a 12-20 speed (whatever that means)
>so it's not absolutely current (but more than good enough for an STe
>which probably won't be able to fully utilize the speed anyway).

$50 is not too much. I guess that is because I paid over $200 for each
of my CD drives...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6255. Re: Buggy Glue chip?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-29 01:02:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb51dc811d9e50@madasafish.com>
Source record: 4707

Hi (now replying to my own post)

>>Are you sure you are really accessing the ROM?
>>If the target of the BSAVE is floppy disk or an ACSI device, the ROM will
>>not be accessed at all: the DMA chip can only access RAM locations.
>>The operation will not fail, but you will not get what you expected.
>
>Well, I looked into the file that I dumped and it had lots of characters
>and parts I recognise, eg BAD ROM, CRC etc etc.

I'm quite sure the STE was able to read the ROM with a BSAVE.

>>Better check with peek/poke commands.
>
>Will do.

OK, done. If I peek/poke to $E00000 without my GAL generating DTACK then
I get bus error, with the GAL enabled I get no errors. With my SRAM in
place I can also put data there, do a reset and the contents are still
there. If anyone knows how to read/write files byte by byte please
contact me!

>I'll have to check what a poke does, it seems strange that the STE could
>read from the ROMs perfectly, maybe this is a difference between models?
>
>That also explains the DTACK thingy.

--
Lyndon Amsdon

6256. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-29 01:13:26 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.33.0109282112560.22063-100000@moose.erie.net>
Source record: 4705

It's not a bad connection, it's the power supply itself.

On Fri, 28 Sep 2001, Cranky wrote:

> I just acquired it. The floppy drive is the one that came with it. I've also
> tried replacing it with a drive out of an STf. And it still reboots.
>
> I'll take a peek at the solder. But playing with the wires while the Mega is
> on and the drive removed does nothing. I would think that a bad connection
> would show up this way.
>
>
> "Hallvard Tangeraas" <northstar2010@________yahoo.no> wrote in message
> news:1f0eb3d.5y99mq1of1fa8N%northstar2010@________yahoo.no...
> > Cranky <dude@neverneverland.com> wrote:
> >
> > > I've finally figure out what cases my Mega ST2 to reboot. But, not why.
> > > Maybe someone can shed some light on this for me.
> > >
> > > ------------> If I unplug the internal floppy drive, the ST does not
> reboot.
> > >
> > > ------------> As soon as I plug it back it, the ST starts rebooting over
> and
> > > over again.
> >
> > This sounds a bit strange to say the least.
> > Has it started doing this lately? Have you used the same disk drive all
> > the time, or is this a new one?
> >
> > I once had a problem of my STe suddenly rebooting and couldn't figure
> > out why until I found out that there was a bad connection somwehere (the
> > power supply I think).
> > I went over every joint there with my soldering iron and the problem
> > went away. Maybe it's something like that with you as well.
> >
> > Perhaps the disk drive doesn't have anything to do with the problem but
> > just puts some extra weight ona solder joint which has a bad connection.
> > .... or I may be completely wrong and the disk drive may be the cause of
> > the problem.
> >
> >
> > Hallvard (remove ________ from address when replying via email!)
> > --
> > Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>

> > Atari Launchpad : <http://launchpad.atari.org>
> > Notator/Creator SL : <http://www.notator.org>
>
>
>

6257. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-29 21:08:48 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <30212_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4706

In uno strano messaggio del 28 Sep 01 xlator@cix.compulink.co.uk
(2:333/608.1) scrisse al povero All :
x> *Most* of Chips'n Chips is in German, but there are some English bits
x> in it. The author is
x> michaelruge@aol.com
x> and his web page is
x> http://members.aol.com/michaelruge/

Already tryed, unfortunately the folder is empty 8^(

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Ti sento, bellissima statua sommersa.... mi ami o nooooo ?

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6258. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-30 07:58:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200109300858.a22653@wun.maus.de>
Source record: 4717

Hallo Hallvard!

HT>I'll see if I can find that old posting somewhere, where a URL
HT>directly to the file was mentioned in case others are interested.

from the news message, dated may 5th, 2001:

archive: CNC_FR.ZIP (6728556 Bytes)
location: ftp://ftp.cs.tu-berlin.de/pub/atari/incoming/cnc_fr.zip

with best regards
Ekkehard

6259. Re: Buggy Glue chip?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-30 08:15:37 UTC
From: Branko badrljica <brankob@avtomatika.com>
Message-ID: <9p5kfp$505$1@ally.taide.net>
Source record: 4708

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3bb51dc811d9e50@madasafish.com...
> Hi (now replying to my own post)
>
> >>Are you sure you are really accessing the ROM?
> >>If the target of the BSAVE is floppy disk or an ACSI device, the ROM
will
> >>not be accessed at all: the DMA chip can only access RAM locations.
> >>The operation will not fail, but you will not get what you expected.
> >
> >Well, I looked into the file that I dumped and it had lots of characters
> >and parts I recognise, eg BAD ROM, CRC etc etc.
>
> I'm quite sure the STE was able to read the ROM with a BSAVE.

Maybe newer TOSes use Blitter for block copying when available ?
I don't remember all the details about blitter, but I think one could simply
copy block from source to dest. without any logic operations on the data...
Bliter behaves externally almost exactly like another 68000, so in principle
it should be able to do any type of mem. access 68000 can do....
You should check this also on some MEGA ST that has blitter...

Just a thought...

Regards,

Branko

6260. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-30 15:09:43 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BB735B7.B34FCBF4@seimet.de>
Source record: 4710

Hallvard Tangeraas wrote:

> By the way, what makes Plextor drives more better than other brands?
> Are the technical specs superior? Are they built better so they last
> longer? More robust? yes to all of the above?
> I've heard lots of people say good things about Plextor, but never why.

They are known to be able to read audio data very precisely. Compared
with the cheap (ATAPI) drives by LITEON, for example, the mechanics are
definitely better.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6261. Re: the TV connector

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-30 17:10:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb760a6d87530@madasafish.com>
Source record: 4723

Hi David!

>UK model ST's usually output on CH36 which is right in the middle of the
>range.

Oh, all I know is that it apears on the tuning scale about a quarter of
the way from the left hand side. Near Channel 5 if you live in the UK.

--
Lyndon Amsdon

6262. Re: Buggy Glue chip?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-30 20:15:47 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9p7uhj$t2f$1@draco.stochastik.rwth-aachen.de>
Source record: 4713

In article <9p5kfp$505$1@ally.taide.net>,
Branko badrljica <brankob@avtomatika.com> wrote:
>>
>> I'm quite sure the STE was able to read the ROM with a BSAVE.

Only if some driver used double-buffering.

>Maybe newer TOSes use Blitter for block copying when available ?

TOS: no. Maybe disk drivers (I remember AHDI doing something in that
direction on falcon).

>I don't remember all the details about blitter, but I think one could simply
>copy block from source to dest. without any logic operations on the data...
>Bliter behaves externally almost exactly like another 68000, so in principle
>it should be able to do any type of mem. access 68000 can do....

Correct - the blitter can access everything the 68000 can, which means it
can blit to/from alternate RAM, which the shifter can not access.

cu
Michael

6263. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-30 20:17:38 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9p7ul2$t5t$1@draco.stochastik.rwth-aachen.de>
Source record: 4714

In article <1f0iq2o.1fbaltix0wj60N%northstar2010@________yahoo.no>,
Hallvard Tangeraas <northstar2010@________yahoo.no> wrote:
>yet.
>By the way, what makes Plextor drives more better than other brands?
>Are the technical specs superior? Are they built better so they last
>longer? More robust? yes to all of the above?

They are not the most silent drives - however, the firmware is quite good:
they offer jitter-free audio extraction at quite high speeds (my PXT32 will
do 12-20* with audio), and they are one of the few drives that do error
correction when digitally extracting audio data.

cu
Michael

6264. Re: the TV connector

Newsgroup: comp.sys.atari.st.tech
Date: 2001-09-30 20:21:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1001957686.3853.11@eos.uk.clara.net>
Source record: 4722

Hi Hallvard

> I've been wanting to try out some demos on my STe and Mega STe, but it's
> been a while since I've connected the STe to a TV set, and I'm a little
> confused.
>
> Does the TV connector provide an RF-out signal, whereas I need to tune
> into the correct channel with my TV, using the antenna plug, or is this
> a plain composite video output where I should use my SCART connector?

It is an RF out yes, but its subject to the standards of the country it was intened to me sold in, so British ST's have a UHF output, whereas the one's for the US markets had VHF. Where was you machine destined for?.

> So far I've only tried the RF option, connecting it to the antenna input
> of my TV, but no go...

> But it would be nice to know if I need to go out and buy a SCART cable
> or just continue searching for the right channel.

A Scart would be the best option anyway, at least you'd have stereo sound.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6265. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 01:53:10 UTC
From: puffpuffin@aol.com
Message-ID: <20010930215310.15604.00003322@mb-mv.aol.com>
Source record: 4715

Ah, so that's probably why my Plextor 12x drive doesn't skip when playing music thru CD-Reader on my Falcon. I tried a 12x and 32x Toshiba, but both drives kept skipping when playing CDs thru CD-Reader.

>>By the way, what makes Plextor drives more better than other brands?
>>Are the technical specs superior? Are they built better so they last
>>longer? More robust? yes to all of the above?
>
>They are not the most silent drives - however, the firmware is quite good:
>they offer jitter-free audio extraction at quite high speeds (my PXT32 will
>do 12-20* with audio), and they are one of the few drives that do error
>correction when digitally extracting audio data.
>
>cu
>Michael

6266. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 04:15:55 UTC
From: Cranky <dude@neverneverland.com>
Message-ID: <9p8qls$a3m5$1@news3.infoave.net>
Source record: 4716

Do you know if a power supply from a 1040 STf will work in the Mega ST series ???

"Sage" <sagedm@erie.net> wrote in message news:Pine.BSI.4.33.0109282112560.22063-100000@moose.erie.net...
>
> It's not a bad connection, it's the power supply itself.
>
> On Fri, 28 Sep 2001, Cranky wrote:
>
> > I just acquired it. The floppy drive is the one that came with it. I've also
> > tried replacing it with a drive out of an STf. And it still reboots.
> >
> > I'll take a peek at the solder. But playing with the wires while the Mega is
> > on and the drive removed does nothing. I would think that a bad connection
> > would show up this way.
> >
> >
> > "Hallvard Tangeraas" <northstar2010@________yahoo.no> wrote in message
> > news:1f0eb3d.5y99mq1of1fa8N%northstar2010@________yahoo.no...
> > > Cranky <dude@neverneverland.com> wrote:
> > >
> > > > I've finally figure out what cases my Mega ST2 to reboot. But, not why.
> > > > Maybe someone can shed some light on this for me.
> > > >
> > > > ------------> If I unplug the internal floppy drive, the ST does not
> > reboot.
> > > >
> > > > ------------> As soon as I plug it back it, the ST starts rebooting over
> > and
> > > > over again.
> > >
> > > This sounds a bit strange to say the least.
> > > Has it started doing this lately? Have you used the same disk drive all
> > > the time, or is this a new one?
> > >
> > > I once had a problem of my STe suddenly rebooting and couldn't figure
> > > out why until I found out that there was a bad connection somwehere

(the
> > > power supply I think).
> > > I went over every joint there with my soldering iron and the problem
> > > went away. Maybe it's something like that with you as well.
> > >
> > > Perhaps the disk drive doesn't have anything to do with the problem
but
> > > just puts some extra weight ona solder joint which has a bad
connection.
> > > .... or I may be completely wrong and the disk drive may be the cause
of
> > > the problem.
> > >
> > >
> > > Hallvard (remove ________ from address when replying via email!)
> > > --
> > > Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> > > Atari Launchpad : <http://launchpad.atari.org>
> > > Notator/Creator SL : <http://www.notator.org>
> >
> >
> >
>

6267. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 10:22:14 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001931398-158097AEicMi@08002go.com>
Source record: 4718

From: northstar2010@_____yahoo.no (Hallvard Tangeraas)
Date: Sun, 30 Sep 2001 17:24:16 GMT

>The "Areal 3.7" file describing how to use a Dallas clock module is
>probably OK, but I'm a little concerned about not being able to change
>the clock battery as it's inside the module.

I don't think you have to worry. The battery would last for ages.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6268. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 10:24:58 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1001931402-158614AEicMi@08002go.com>
Source record: 4719

From: northstar2010@_____yahoo.no (Hallvard Tangeraas)
Date: Mon, 01 Oct 2001 06:18:40 GMT

>Something timeless (no pun intended) would be ideal.

I'm surprised that no-one's come up with a Y2K-friendly time setting program
for those Forget-me-Clocks BTW.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6269. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 12:27:37 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3bb86084@dnews.tpgi.com.au>
Source record: 4720

The STf's power supply is smaller, and probably won't fit.It is relatively easy to repair the PSU tho. Firstly clean up all the joints on the PCB with some fresh solder.

Mark

Cranky <dude@neverneverland.com> wrote in message
news:9p8qls$a3m5$1@news3.infoave.net...
> Do you know if a power supply from a 1040 STf will work in the Mega ST
> series ???
>
>
> "Sage" <sagedm@erie.net> wrote in message
> news:Pine.BSI.4.33.0109282112560.22063-100000@moose.erie.net...
> >
> > It's not a bad connection, it's the power supply itself.
> >
> > On Fri, 28 Sep 2001, Cranky wrote:
> >
> > > I just acquired it. The floppy drive is the one that came with it.
I've
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> > > tried replacing it with a drive out of an STf. And it still reboots.
> > >
> > > I'll take a peek at the solder. But playing with the wires while the
> Mega is
> > > on and the drive removed does nothing. I would think that a bad
> connection
> > > would show up this way.
> > >
> > >
> > > "Hallvard Tangeraas" <northstar2010@________yahoo.no> wrote in message
> > > news:1f0eb3d.5y99mq1of1fa8N%northstar2010@________yahoo.no...
> > > > Cranky <dude@neverneverland.com> wrote:
> > > >
> > > > > I've finally figure out what cases my Mega ST2 to reboot. But, not
> why.
> > > > > Maybe someone can shed some light on this for me.
> > > > >
> > > > > ------------> If I unplug the internal floppy drive, the ST does
not
> > > reboot.
> > > > >
> > > > > ------------> As soon as I plug it back it, the ST starts
rebooting

> over
> > > and
> > > > > over again.
> > > >
> > > > This sounds a bit strange to say the least.
> > > > Has it started doing this lately? Have you used the same disk drive
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> > > >
> > > > I once had a problem of my STe suddenly rebooting and couldn't
figure
> > > > out why until I found out that there was a bad connection somwehere
> (the
> > > > power supply I think).
> > > > I went over every joint there with my soldering iron and the problem
> > > > went away. Maybe it's something like that with you as well.
> > > >
> > > > Perhaps the disk drive doesn't have anything to do with the problem
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> > > > just puts some extra weight ona solder joint which has a bad
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> > > > .... or I may be completely wrong and the disk drive may be the
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> > > > the problem.
> > > >
> > > >
> > > > Hallvard (remove ________ from address when replying via email!)
> > > > --
> > > > Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> > > > Atari Launchpad : <http://launchpad.atari.org>
> > > > Notator/Creator SL : <http://www.notator.org>
> > >
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>
>

6270. Re: the TV connector

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 12:47:48 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <ZBZt7.848$YP.23367@news.cpqcorp.net>
Source record: 4721

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3bb4adaca498a1@madasafish.com...
> Hi Hallvard!
>
> >I've been wanting to try out some demos on my STe and Mega STe, but it's
> >been a while since I've connected the STe to a TV set, and I'm a little
> >confused.
> >
> >Does the TV connector provide an RF-out signal, whereas I need to tune
> >into the correct channel with my TV, using the antenna plug, or is this
> >a plain composite video output where I should use my SCART connector?
> >
> >So far I've only tried the RF option, connecting it to the antenna input
> >of my TV, but no go...
> >But it would be nice to know if I need to go out and buy a SCART cable
> >or just continue searching for the right channel.
>
> Well, from the modulator (phone/RCA style conenctor) it is just RF, just
> plug directly into your TV and tune in. It's near the bottom of the TVs
> tuning range. If you go through a VCR first you may have problems as it
> may be on the same frequency as your ST. You can usually find a smaller
> adjuster on the back of VCRs, or easier, plug in straight to the TV.

UK model ST's usually output on CH36 which is right in the middle of the
range.

> --
> Lyndon Amsdon

6271. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 18:36:50 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002045677.31819.1@hebe.uk.clara.net>
Source record: 4726

Yo!, Dezza

> >The "Areal 3.7" file describing how to use a Dallas clock module is
> >probably OK, but I'm a little concerned about not being able to change
> >the clock battery as it's inside the module.
>
> I don't think you have to worry. The battery would last for ages.

10 years is the normal life for that device.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6272. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 18:36:50 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002220870.52281.1@eos.uk.clara.net>
Source record: 4747

Yo!, Dezza

> >The "Areal 3.7" file describing how to use a Dallas clock module is
> >probably OK, but I'm a little concerned about not being able to change
> >the clock battery as it's inside the module.
>
> I don't think you have to worry. The battery would last for ages.

10 years is the normal life for that device.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6273. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 18:38:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002045680.31819.2@hebe.uk.clara.net>
Source record: 4727

Hi Cranky

"Cranky" <dude@neverneverland.com> wrote in message
news:9p8qls$a3m5$1@news3.infoave.net...
> Do you know if a power supply from a 1040 STf will work in the Mega ST
> series ???

You should try and transfer the donor PSU to the frame of the Mega ST PSU
and graft on the fan.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6274. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 18:38:01 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002220873.52281.2@eos.uk.clara.net>
Source record: 4748

Hi Cranky

"Cranky" <dude@neverneverland.com> wrote in message
news:9p8qls$a3m5$1@news3.infoave.net...
> Do you know if a power supply from a 1040 STf will work in the Mega ST
> series ???

You should try and transfer the donor PSU to the frame of the Mega ST PSU
and graft on the fan.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6275. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 18:39:00 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002045682.31819.3@hebe.uk.clara.net>
Source record: 4725

Hi Mark

"Mark Bedingfield" <atari@tpg.com.au> wrote in message
news:3bb86084@dnews.tpgi.com.au...
> The STf's power supply is smaller, and probably won't fit.It is relatively
> easy to repair the PSU tho. Firstly clean up all the joints on the PCB
with
> some fresh solder.

The footprint of all Atari PSU's is the same.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6276. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 18:39:00 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002220876.52281.3@eos.uk.clara.net>
Source record: 4749

Hi Mark

"Mark Bedingfield" <atari@tpg.com.au> wrote in message
news:3bb86084@dnews.tpgi.com.au...
> The STf's power supply is smaller, and probably won't fit.It is relatively
> easy to repair the PSU tho. Firstly clean up all the joints on the PCB
with
> some fresh solder.

The footprint of all Atari PSU's is the same.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6277. Re: Atari scan-codes in PC keyb adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 20:41:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb8d4ec102263@madasafish.com>
Source record: 4554

Hi Laurent!

>Hi all,
>
>Does anyone know what are Atari scan-codes returned by PC keyboard
>adapter to Atari for the extend key Left Win, Right Win and
>Application ?

I don't think they are transmitted as a "special" code, I think they're
mapped to operate as other keys. So if you pushed the Windows key it
could do Help or Undo. This is programmed into the Atari-PC
microcontroller.
--
Lyndon Amsdon

6278. Re: the TV connector

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 20:41:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb8d560dc470@madasafish.com>
Source record: 4744

Hi Steve!

>Hi David
>
>> Note that not all SCART sockets are equal.
>
>So much for standards!!. :-)

Has anyone heard of some manufactuers connecting one of those special
data communication pins to 12v and other manufacteurs connecting it to
ground? Thats not good when you connect them together :)
--
Lyndon Amsdon

6279. Re: Atari TT problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-01 20:41:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb8d560dc471@madasafish.com>
Source record: 4745

Hi Peter!

>I have a problem with my TT I wonder if anyone can help with. Well,
>the box has several problems, it's a real pain, and I'm regretting
>buying it now.
>
>Sometimes when I hook it up to the power and turn it on, the power
>light comes on, the drives light up, but the monitor stays in stand-by
>mode.
>
>I thought it was lose chips, so I pressed every single chip down
>(removed the PSU to get under there too) but it still did not work. It
>only works when I slammed the case down on the surface. So, what's
>wrong with it? I'm starting to think it looks like a PSU problem. This
>keeps recurring.

TBH there's so many things it could be. It could be the PSU but if it
works for a long time when it's actually working then it's more unlikey.
Have you reseated the RAM? Have you tried pressing reset a few times?

I once bought an ST as it didn't work. It turned out that there was a
old staple underneath the motherboard shorting it out. I woud check over
the machine.

>History: This is an American TT I had imported to the UK. It should
>not be a problem, as the TT will work on either power supplies, but I
>wonder if it is ...

I believe it should not be a concern as it's auto switching IIRC.
--
Lyndon Amsdon

6280. Re: the TV connector

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-02 09:43:58 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <B%fu7.908$YP.23941@news.cpqcorp.net>
Source record: 4724

> I'm a little confused again....
> You said the signal was RF, but I've been under the impression that
> SCART handles video and audio signals. Please elaborate.
>

It can be confusing as there are a rang of ST Models with different
capabilities.

The STFM (ST with Floppy and Modulator) or STE (ST ENhanced) both have
internal RF modulators. They have an RF Out that comes via a small "Phono"
connector on the back.

These models can also provide Composite Video from the large 13-way DIN
connector
on the back of the machine. On machines without a modulator this signal is
missing from this connector.

All machines provide RGB via this 13-way connector. If you are going to use
the machine much and
your TV can cope this is definitley the prefered method of connection. If
not then use the composite if available.
Only use the RF as a last resort as the resulting display is disticntly
"Marginal"

Note that not all SCART sockets are equal . Some TVs (I think early
Trinitrons were an example) do not have RGB in on
their SCARTS. And TVs with multiple SCARTS may only have RGB on some and not
all.

Hope this clears things up.

Dave.
>
> Hallvard >>>remove ______ from address when replying via email<<<
> --
> Hyperlink Launchpad: <http://www.crosswinds.net/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

6281. Re: the TV connector

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-02 19:25:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002131196.35221.2@hebe.uk.clara.net>
Source record: 4731

Hi Hallvard

> > > Does the TV connector provide an RF-out signal, whereas I need to tune
> > > into the correct channel with my TV, using the antenna plug, or is
this
> > > a plain composite video output where I should use my SCART connector?
> >
> > It is an RF out yes, but its subject to the standards of the country it
was
> > intened to me sold in, so British ST's have a UHF output, whereas the
one's
> > for the US markets had VHF. Where was you machine destined for?.
>
> The machine is a Swedish/Norwegian one so I should have no problem to
> match the correct frequencies. A UK machine wouldn't have any problems
> either, except for the sound (PAL-B as opposed to PAL-G).

The chroma encoding system is determined by the PAL standard, not the sound
system. Sound will be either AM or 5.5Mhz/6mhz FM

> > > But it would be nice to know if I need to go out and buy a SCART cable
> > > or just continue searching for the right channel.
> >
> > A Scart would be the best option anyway, at least you'd have stereo
sound.
>
> I'm a little confused again....

The RF out i'm refering to is a phono socket aka RCA plug, the other video
interface is a 13 pin plug, this is video/chroma.sound out

> You said the signal was RF, but I've been under the impression that
> SCART handles video and audio signals. Please elaborate.

Scart is RGB or video/chroma and would connect to a lead plugged into the 13
pin socket.
Your STE should posses a 13 pin monitor socket for baseband signals and a
concentric plug for RF signals. This plug is physically attached to a unit
the size of a match box that's termed a modulator.

6282. Re: the TV connector

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-02 19:26:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002131199.35221.3@hebe.uk.clara.net>
Source record: 4732

Hi David

> Note that not all SCART sockets are equal.

So much for standards!!. :-)

> Some TVs (I think early Trinitrons were an example) do not have RGB in on
> their SCARTS. And TVs with multiple SCARTS may only have RGB on some and
not
> all.
>
> Hope this clears things up.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6283. Change of email address

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-03 11:38:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1002106720-888668AEicMi@cwcom.net>
Source record: 4728

Important!

My email address is now:

derryck @ cix . co . uk

(Remove the spaces to generate a valid address).

Apologies for the bandwidth, but I know that some people have problems with
their email ATM and may not see the emails I've sent (hello Dennis!).

Please don't use any other addresses that you might have for me.

Cheers
--
Regards,

Derryck Croker

6284. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-03 12:23:45 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <9pf00h$1qn$1@news.panix.com>
Source record: 4729

Hallvard Tangeraas <northstar2010@_____yahoo.no> writes:

: It describes how to make a real-time battery-backed clock using a GAL
: chip and some other components. One of them is simpler to make than the
: other. I have no idea how they work, but they seem to roughly resemble
: my already installed "Mega clock" which I bought assembled from an Atari
: dealer years ago.

: The "Areal 3.7" file describing how to use a Dallas clock module is
: probably OK, but I'm a little concerned about not being able to change
: the clock battery as it's inside the module.
: The above seems like more permanent solutions.

Some unsupportable comments. Areal37 searches for the clock module. In six-chip TOS, you can have six or seven clocks.

As far as I know, it would also find a Dallas clock chip at the cartridge port. I believe that is mentioned in the documentation. Eventually, I will find out if it can set a Zubair clock. It should, since it too uses the Dallas time socket.

If someone has a cartridge clock, will they please try it with areal37 and report?

The stated ten year life is shelf-life, before the battery is turned on, when the clock socket is first set. Beyond that, the battery charges from the power rail, discharges when not plugged in and turned on, and will wear out eventually, but if used often, it will be a long time before it is noticed.

It will work fine when turned on, but start to run slow when turned off.

Then, you replace the socket. This is no worse than the Falcon, where one replaces NVRAM to replace the clock battery.

I am quite pleased by the results of a DS1216 chip under a STe 32-pin TOS 2.06 chip and areal37.

Jim
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6285. Atari TT problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-03 17:19:49 UTC
From: peter.goffee@ntlworld.com
Message-ID: <3bbb47f4.17922124@news.ntlworld.com>
Source record: 4730

Hi all!

I have a problem with my TT I wonder if anyone can help with. Well, the box has several problems, it's a real pain, and I'm regretting buying it now.

Sometimes when I hook it up to the power and turn it on, the power light comes on, the drives light up, but the monitor stays in stand-by mode.

I thought it was lose chips, so I pressed every single chip down (removed the PSU to get under there too) but it still did not work. It only works when I slammed the case down on the surface. So, what's wrong with it? I'm starting to think it looks like a PSU problem. This keeps recurring.

History: This is an American TT I had imported to the UK. It should not be a problem, as the TT will work on either power supplies, but I wonder if it is ...

Please help!

Pete.

6286. Re: "Chips'n chips" (was Re: MegaSTE hostadapter)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-03 19:32:31 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bbb7508391e560@pandora.be>
Source record: 4734

on Wed 03-10-2001 20:51 Mike De.Petris wrote:

>In uno strano messaggio del 28 Sep 01 bindon@madasafish.com (2:333/608.1)
>scrisse al povero All :
> >> ftp.cs.tu-berlin.de/pub/atari/incoming/cnc_fr.zip (6728556 Bytes)
>
>Uff, anonymous login refused (incorrect password) other sources or correct
>username/password ?

No problem what so ever with aftp. Username: ftp
Password: a valid e-mail address

Anyway you can find this file on the Belgian ftp-server too.

ftp://chapelie.rma.ac.be/atari/docs/hypertext/chips_fr.zip

HTH,
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6287. Re: "Chips'n chips" (was Re: MegaSTE hostadapter)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-03 20:51:02 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <30468_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4733

In uno strano messaggio del 28 Sep 01 bindon@madasafish.com (2:333/608.1)
scrisse al povero All :
>> ftp.cs.tu-berlin.de/pub/atari/incoming/cnc_fr.zip (6728556 Bytes)

Uff, anonymous login refused (incorrect password) other sources or correct
username/password ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
Y el sol brilla brilla brilla...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6288. PC mouse > ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-03 22:36:08 UTC
From: "Vladan L." <vla_dan_l@yahoo.com>
Message-ID: <ej4nrtgg60uma1otav79s29frqgcb1974n@4ax.com>
Source record: 4738

Hi, First time I write to this NGs.

I gues this was asked too many times already, but here it is...

How to attach PC mouse to an STE.

I've even found an old 3-button mouse with a large serial connector to it, and ST software supposed to do the thing, but...

I plug the mouse into MODEM port, *.prg runs from a aUTO folder and....

Left and right buttons do work, but it won't follow the moves. Ocasionally a pointer will slide down and to the left, out of the screen. Reminded me of a bad cable thing, but ohm meter showed cable is o.K.

I don't have original ATARI mouse at all, but have the working body of something called "Beatle mouse" (only cable and the jack are missing). It has 8 pin connector inside, as oposed to original 9. If someone could give me a hint where to look for a pinout scheme of this mouse, that could be the easiest way.

Thank you.

Vladan L.

www.mp3.com/lesly2
www.mp3.com/lesly
www.mp3.com/shook

Now then...

6289. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-03 23:13:23 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9pg62j$p13$1@thorium.cix.co.uk>
Source record: 4735

In message <1f0h9p1.156awen9new1sN%northstar2010@________yahoo.no>,
northstar2010@________yahoo.no said:

>No sign of Chips-X there (or anything really -just a folder with some
>pictures).

Well that file itself gives for 'Autor'

Michael Ruge, der Autor

via eMail unter:
michaelruge@aol.com

http://members.aol.com/michaelruge/

Post-Adresse:
Michael Ruge
Konrad-Adenauer-Ring 14
65428 R�sselsheim-K�nigst�dten
Telefon +49-6142-33429
Germany

>One thing I do remember however was that the HYP file is huge! Several
>Mbytes in size, so how it can be used on a standard ST is beyond me.
>Luckily I have MagiCMac on an Apple Mac, so it's not a problem for me.

It's 6.7 MB or so, but Idon't think that it's all loaded into
memory at once. At least Alt-Ctrl-Esc shows only 64,256 bytes for
ST-GUIDE with 9,446,424 bytes for SCREENMGER when HCP.HYP is loaded,
which changes to 154,276 and 9,355,692 respectively with
Chips 'n Chips X loaded. And if I park my drive with the title
page open, for instance, and then leaf through the file with the
arrows, after about the third page the drive starts up again with
a corresponding delay before that page is loaded. I think that is
fairly conclusive that only small paerts of a HYP are in memory at
any one time!

Regards, /Peter/

6290. Re: MegaSTE hostadapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-03 23:13:23 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9pg62j$p14$1@thorium.cix.co.uk>
Source record: 4736

In message <30212_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>,
mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it said:

>In uno strano messaggio del 28 Sep 01 xlator@cix.compulink.co.uk
>(2:333/608.1) scrisse al povero All :
> x> *Most* of Chips'n Chips is in German, but there are some English bits
> x> in it. The author is
> x> michaelruge@aol.com
> x> and his web page is
> x> http://members.aol.com/michaelruge/
>
>Already tryed, unfortunately the folder is empty 8^(

Hi Mike!

Did you try to contact him at the quoted email address? I pasted
the above in from the HYP.

Regards, /Peter/

6291. Re: the TV connector

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-03 23:13:23 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9pg62j$p15$1@thorium.cix.co.uk>
Source record: 4737

In message <1f0k6q9.1wk02ajlsjr9iN%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no said:

>I've been wanting to try out some demos on my STe and Mega STe, but it's
>been a while since I've connected the STe to a TV set, and I'm a little
>confused.
>
>Does the TV connector provide an RF-out signal, whereas I need to tune
>into the correct channel with my TV, using the antenna plug, or is this
>a plain composite video output where I should use my SCART connector?
>
>So far I've only tried the RF option, connecting it to the antenna input
>of my TV, but no go...

The RF output is on the phono socket and in the UK is set for UHF
channel 36 or thereabouts. Probably different on machines made for
other countries - the US ones probably have VHF out as UHF was not
widely used there when the Atari appeared, IIRC. You ought to be able
to plug it into your aerial (antenna) socket with a suitable cable and
tune it in.

>But it would be nice to know if I need to go out and buy a SCART cable
>or just continue searching for the right channel.

You will get *much* better results with a SCART lead connected
direct from the 13-pin DIN to an RGB monitor, or even a TV set, as
this handles the raw RGB signals without having to modulate them
bandwidth-limited onto a carrier, which not only loses quite a bit
of definition but also shows nasty cross-colour and other patterning
with fine image detail. It also gives stereo sound. Note that the
SCART handles baseband video and audio, not RF - that's why it's
sharper and clearer!

Regards, /Peter/

6292. Re: Atari TT problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-04 11:06:07 UTC
From: Oracle <thisinsntreal@no.its.not>
Message-ID: <zoXu7.120575$bY5.597598@news-server.bigpond.net.au>
Source record: 4739

if its working when its nocked hard, its most definatly cracked
soldering/dry joints

or maybe a chip socket isn't making good contact

--
Regards

"Peter Goffee" <peter.goffee@ntlworld.com> wrote in message
news:3bbb47f4.17922124@news.ntlworld.com...
> Hi all!
>
> I have a problem with my TT I wonder if anyone can help with. Well,
> the box has several problems, it's a real pain, and I'm regretting
> buying it now.
>
> Sometimes when I hook it up to the power and turn it on, the power
> light comes on, the drives light up, but the monitor stays in stand-by
> mode.
>
> I thought it was lose chips, so I pressed every single chip down
> (removed the PSU to get under there too) but it still did not work. It
> only works when I slammed the case down on the surface. So, what's
> wrong with it? I'm starting to think it looks like a PSU problem. This
> keeps recurring.
>
> History: This is an American TT I had imported to the UK. It should
> not be a problem, as the TT will work on either power supplies, but I
> wonder if it is ...
>
> Please help!
>
> Pete.
>
>

6293. Re: PC mouse > ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-04 11:07:34 UTC
From: Oracle <thisinsntreal@no.its.not>
Message-ID: <WpXu7.120580$bY5.597621@news-server.bigpond.net.au>
Source record: 4740

have you a pc to test the mouse on?

possibly the mouse is faulty, its very possible

--
Regards

"Vladan L." <vla_dan_l@yahoo.com> wrote in message
news:ej4nrtgg60uma1otav79s29frqgcb1974n@4ax.com...
> Hi, First time I write to this NGs.
>
> I gues this was asked too many times already, but here it is...
>
> How to attach PC mouse to an STE.
>
> I've even found an old 3-button mouse with a large serial connector to
> it, and ST software supposed to do the thing, but...
>
> I plug the mouse into MODEM port, *.prg runs from a aUTO folder
> and....
>
> Left and right buttons do work, but it won't follow the moves.
> Ocasionally a pointer will slide down and to the left, out of the
> screen. Reminded me of a bad cable thing, but ohm meter showed cable
> is o.K.
>
> I don't have original ATARI mouse at all, but have the working body of
> something called "Beatle mouse" (only cable and the jack are missing).
> It has 8 pin connector inside, as oposed to original 9. If someone
> could give me a hint where to look for a pinout scheme of this mouse,
> that could be the easiest way.
>
> Thank you.
>
> Vladan L.
>
> www.mp3.com/lesly2
> www.mp3.com/lesly
> www.mp3.com/shook
>
> Now then...

6294. Re: PC mouse > ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-04 11:49:27 UTC
From: "Vladan L." <vla_dan_l@yahoo.com>
Message-ID: <tliortkf14j0snf6rkq5e4laet0dmtpgbu@4ax.com>
Source record: 4741

On Thu, 04 Oct 2001 11:07:34 GMT, "Oracle ï¿½"
<thisinsntreal@no.its.not> wrote:

>have you a pc to test the mouse on?
>possibly the mouse is faulty, its very possible

It's likelly, unfortuneatelly. When I plug it into printer port (the
only one with apropriate connector), and install drivers, nothing
happens. It says no hardware found or something similar.

I hoped to atach this cable and jack to another, working, serial mouse
(instead of it's 9 pin), but connector inside don't match. ????

Vladan L.

www.mp3.com/lesly2
www.mp3.com/lesly
www.mp3.com/shook

Now then...

6295. Re: PC mouse > ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-04 13:09:10 UTC
From: Oracle &#65533; <thisinsntreal@no.its.not>
Message-ID: <WbZu7.121117$bY5.599851@news-server.bigpond.net.au>
Source record: 4742

```
a serial mouse must be plugged into a serial port and mustn't be plugged
into a printer port. any cheap Microsoft mouse or 2 button mouse with a 9
pin plug can be used on the Atari, you just need a 9 to 25 pin adaptor,
which are very cheap. its no big deal.

--
Regards

-------------------------------------
```

"Vladan L." <vla_dan_l@yahoo.com> wrote in message
news:tliortkf14j0snf6rkq5e4laet0dmtpgbu@4ax.com...
> On Thu, 04 Oct 2001 11:07:34 GMT, "Oracle &#65533;"
> <thisinsntreal@no.its.not> wrote:
>
> >have you a pc to test the mouse on?
> >possibly the mouse is faulty, its very possible
>
> It's likelly, unfortuneatelly. When I plug it into printer port (the
> only one with apropriate connector), and install drivers, nothing
> happens. It says no hardware found or something similar.
>
> I hoped to atach this cable and jack to another, working, serial mouse
> (instead of it's 9 pin), but connector inside don't match. ????
>
> Vladan L.
>
> www.mp3.com/lesly2
> www.mp3.com/lesly
> www.mp3.com/shook
>
> Now then...

6296. Re: PC mouse > ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-04 15:14:38 UTC
From: "Vladan L." <vla_dan_l@yahoo.com>
Message-ID: <ktuortcj8orkph8ujniq2gmhl3dg9tt2gs@4ax.com>
Source record: 4743

On Thu, 04 Oct 2001 13:09:10 GMT, "Oracle ï¿½"
<thisinsntreal@no.its.not> wrote:

>you just need a 9 to 25 pin adaptor, which are very cheap. its no big deal.

O.K. Thank you. I'm already in a search for one (it's not so simple
task, at least here where I'm, as one could think).

Vladan L.

www.mp3.com/lesly2
www.mp3.com/lesly
www.mp3.com/shook

Now then...

6297. Re: "Chips'n chips"

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-04 17:38:53 UTC
From: "Martin \"Nightowl\" Byttebier" <tos4ever@pandora.be>
Message-ID: <3bbcac0e19ac051@pandora.be>
Source record: 4746

on Wed 03-10-2001 23:50 Hallvard Tangeraas wrote:

>Martin "Nightowl" Byttebier <tos4ever@pandora.be> wrote:
>
>
>> Anyway you can find this file on the Belgian ftp-server too.
>>
>> ftp://chapelie.rma.ac.be/atari/docs/hypertext/chips_fr.zip
> ^^
>A French version?
>

No German version. FR=final release.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@pandora.be*********
** ICQ 37138054 **
But He uses a freeMiNT powered Hades 060 now
UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

6298. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-04 20:30:42 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9pigti$9hp$1@draco.stochastik.rwth-aachen.de>
Source record: 4750

In article <9p8qls$a3m5$1@news3.infoave.net>,
Cranky <dude@neverneverland.com> wrote:
>Do you know if a power supply from a 1040 STf will work in the Mega ST
>series ???

IIRC, the connector is right, but is has a bit less power - so it might work
if the MST is not stuffed to the brim with expansion cards, internal
harddisk etc..

You will have to modify the mounting (or use the metal bracket from the MST
power supply).

cu
Michael

6299. Atari scan-codes in PC keyb adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-04 21:13:57 UTC
From: Laurent Favard <laurent.favard@libertysurf.fr>
Message-ID: <9pijgp$17u9$1@news5.isdnet.net>
Source record: 4551

Hi all,

Does anyone know what are Atari scan-codes returned by PC keyboard
adapter to Atari for the extend key Left Win, Right Win and
Application ?

Thank in advance
Laurent

--
Designed .^. Linux système libre
for /v\
Linux // \\
/( )\
X---X Tux.

6300. Re: "Chips'n chips" (was Re: MegaSTE hostadapter)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-05 08:51:38 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <30545_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4552

In uno strano messaggio del 03 Oct 01 tos4ever@pandora.be (2:333/608.1)
scrisse al povero All :
t> No problem what so ever with aftp. Username: ftp
t> Password: a valid e-mail address

Still does not work, maybe can't access from my ip ?

t> Anyway you can find this file on the Belgian ftp-server too.
t> ftp://chapelie.rma.ac.be/atari/docs/hypertext/chips_fr.zip

FOUND thank you this worked!

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
OS/2 - Obsolete Soon, Too.

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6301. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-05 22:52:57 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9pldk9$n41$1@dos.canit.se>
Source record: 4553

Hallvard Tangeraas <northstar2010@_____yahoo.no> skrev:

: Just found something interesting in my software archive!!!
: Have a look at the two following files I've just uploaded:

: http://home.c2i.net/w-392864/atari/DIY_UHR.ZIP
: http://home.c2i.net/w-392864/atari/ECHTUHR.ZIP

: It describes how to make a real-time battery-backed clock using a GAL
: chip and some other components. One of them is simpler to make than the
: other. I have no idea how they work, but they seem to roughly resemble
: my already installed "Mega clock" which I bought assembled from an Atari
: dealer years ago.

All right, but how many of us have the capacity to burn GALs?

: The "Areal 3.7" file describing how to use a Dallas clock module is
: probably OK, but I'm a little concerned about not being able to change
: the clock battery as it's inside the module.
: The above seems like more permanent solutions.

Usually it is possible to change the battery in those integrated modules.
You'll just have to be careful, using a file (? Du vet nog vad jag menar,
Hallvard =) to remove some pieces of the casing.

On a related topic, I've found a lot of Motorola 68 series support chips,
such as 6821s, 6818s and 6868s. Some of these are supposedly clock
modules. Wouldn't it be possible to interface one of these to the ST's
68000 architecture and a battery?

--
/Iggy, the irregular regular

6302. Megafile problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-06 11:14:14 UTC
From: J&B <j_b@pandora.be>
Message-ID: <aIBv7.88334$6x5.19654986@afrodite.telenet-ops.be>
Source record: 4555

Hi,

My Megafile 30 is not responding anymore and I suspenct the cable to be broken. Does someone has the wire diagram for this cable so I make a new one and test it again?
The problem is: when I start the system, without the megafile connected but with a diskette inserted I get the GIU. When I start it with the Megafile connected, I get the same GIU. I can not see the hard drives I once partitionned and formatted. I used this system some years ago for the last time and It was working perfectly. Now I donnot remember anymore how this TOS worked.
Could someone give me a hint please?

Thanks a lot,

Jake

6303. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-06 17:03:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b97ac7aac6d80@madasafish.com>
Source record: 4556

Hi Jim!

>If someone has a cartridge clock, will they please try it with areal37 and
>report?

Yes, I'll try with the Forget-me-Clock which I have. I'll report back
soon.

--
Lyndon Amsdon

6304. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-06 23:08:50 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <9po2u2$4pm$2@news.panix.com>
Source record: 4557

Lyndon Amsdon <bindon@madasafish.com> writes:

: Hi Hallvard!

: >Just found something interesting in my software archive!!!
: >Have a look at the two following files I've just uploaded:
: >
: >http://home.c2i.net/w-392864/atari/DIY_UHR.ZIP
: >http://home.c2i.net/w-392864/atari/ECHTUHR.ZIP
: >

: >The "Areal 3.7" file describing how to use a Dallas clock module is
: >probably OK, but I'm a little concerned about not being able to change
: >the clock battery as it's inside the module.
: >The above seems like more permanent solutions.

: I just got them but they look quite complicated for what should be quite
: easy hack. I only looked for a couple of seconds but it looks like you
: need to patch TOS to look for the time at a certain address. My
: Forget-me-Clock uses a Dallas DS1215 which uses an _external_ battery
: (cell actually) and a small crystal (proabably 32.xxKHz).

Try running the program! Try reading the documentation! Areal37 will look
for clocks whereever they may be, and no patching of TOS is required. In
programming terms, one sends a test string found in the Dallas data sheets
to a possible address, which for Atari is the low address in each 6, 4 or
two ROM chip sets, and the cartridge address, and see what answers as a
clock. Not hard, to a programmer.

: TBH, I'd really like a rugby time module but they seem very expensive yet
: the clock versions are only about £20. I know Conrad had/does have one
: but I couldn't find it on their site. There is a special CPX that reads
: the time by a spare serial port.
: --
: Lyndon Amsdon

If one is in radio range of Germany, Conrad's products are just wonderful.

I am not, at the frequencies involved.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6305. Help! What is this GLUE chip about?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-06 23:12:39 UTC
From: Varley <varleys@sympatico.ca>
Message-ID: <_8Mv7.51$bV.53993@news20.bellglobal.com>
Source record: 4558

I have a dead ST. Tracing the address/data lines lead me to a chip labled
GLUE on the schematic. GLUE? What's that?
Thaks for any info.
Bill

6306. Re: Mega ST2 Reboots I know what...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-06 23:57:07 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3bbf9962@dnews.tpgi.com.au>
Source record: 4559

Sorry getting confused with Megafile. Altho from memory the Mega's PSU has a higher output.

Mark

Steve Sweet <stevesweet@freeuk.com> wrote in message news:1002045682.31819.3@hebe.uk.clara.net...
> Hi Mark
>
> "Mark Bedingfield" <atari@tpg.com.au> wrote in message
> news:3bb86084@dnews.tpgi.com.au...
> > The STf's power supply is smaller, and probably won't fit.It is relatively
> > easy to repair the PSU tho. Firstly clean up all the joints on the PCB
> with
> > some fresh solder.
>
> The footprint of all Atari PSU's is the same.
> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>

6307. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-07 11:19:56 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bc03cc215ad554@madasafish.com>
Source record: 4560

Hi Jim!

>Lyndon Amsdon <bindon@madasafish.com> writes:
>
>: Hi Hallvard!
>
>: >Just found something interesting in my software archive!!!
>: >Have a look at the two following files I've just uploaded:
>: >
>: >http://home.c2i.net/w-392864/atari/DIY_UHR.ZIP
>: >http://home.c2i.net/w-392864/atari/ECHTUHR.ZIP
>: >
>
>
>: >The "Areal 3.7" file describing how to use a Dallas clock module is
>: >probably OK, but I'm a little concerned about not being able to change
>: >the clock battery as it's inside the module.
>: >The above seems like more permanent solutions.
>
>: I just got them but they look quite complicated for what should be quite
>: easy hack. I only looked for a couple of seconds but it looks like you
>: need to patch TOS to look for the time at a certain address. My
>: Forget-me-Clock uses a Dallas DS1215 which uses an _external_ battery
>: (cell actually) and a small crystal (proabably 32.xxKHz).
>
>Try running the program! Try reading the documentation! Areal37 will look
>for clocks whereever they may be, and no patching of TOS is required. In
>programming terms, one sends a test string found in the Dallas data sheets
>to a possible address, which for Atari is the low address in each 6, 4 or
>two ROM chip sets, and the cartridge address, and see what answers as a
>clock. Not hard, to a programmer.

Well, the Forget-me-clock should work with Areal37 then but at the moment
my ST's are in repair/upgrade stage. I will try it on the STE though
it'll take some time as the cartridge port is internal inside the Tower.
The ones mentioned by Hallvard maps the RTC to $FFFC20 which is where the
RTC is placed inside the Mega ST. If you're running TOS >1.02 then it
should pick it up without software, as I believe the Mega works like this,
or I should hope so!!!

I can't read German but there is something in one of the archives above
that suggest patching of TOS is required. There is a folder called
"TOSPatch". I would go for the DIY_UHR as this doesn't seem to require
modification to TOS or programs run in the auto folder. If the RTC is
mapped to the low address of the ROM doesn't the ROM contents and RTC

contents conflict?
--
Lyndon Amsdon

6308. Re: Help! What is this GLUE chip about?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-07 11:28:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bc03cc215ad555@madasafish.com>
Source record: 4561

Hi Varley!

>I have a dead ST.

What happens when it is turned on, does the power LED come on, does floppy LED come on? What appears on the screen?

>Tracing the address/data lines lead me to a chip labled
>GLUE on the schematic. GLUE? What's that?
>Thaks for any info.

OK the GLUE is used as an address decoder and anything else that needed to be put in there. It works together with the Shifter and MMU to put out the screen data, it infact makes your hsync/vsync for the monitor.

It also divides the 16MHz signal down to get other frequencies, eg 2MHz for the YM (Yamaha soun chip), 500KHz for the two ACIAs (UARTS for Midi/Keyboard) etc.

The CPU (68000) actually generates the address which is put onto the bus. It flows into the GLUE which will look at the address and decide which device is being accessed. It'll also generate the DTACK when a device is being accessed that isn't Motorola specific, eg YM. It'll also generate a BERR if there is nothing at that address space.

--
Lyndon Amsdon

6309. Re: Help! What is this GLUE chip about?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-07 16:47:41 UTC
From: Varley <varleys@sympatico.ca>
Message-ID: <vG%v7.4634$dO3.155717@news20.bellglobal.com>
Source record: 4562

>
>Varley :I have a dead ST.
>
Lyndon: > What happens when it is turned on, does the power LED come on,
does floppy LED come on? What appears on the screen?
>
It's a stone! The power is OK, I checked it with a meter- in circuit, the
power LED is on.. The floppy does not spin and the monitor remains black.

Brief history...
Before the 1040STfm died completely it started to mess up my ICD attached
Syquest EZ135 disks. Totally corrupted them. At first I thought it was the
ICD. I don't think that now.
Thanks for the info Lyndon.

Bill

6310. ZIP drive - The Link - HDDRiver problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-07 18:47:56 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9pq85q$uo2$1@newsreaderm1.core.theplanet.net>
Source record: 4564

Hello

I've been using my IOMEGA 100mb SCSI ZIP drive with my Mega STE with no problems. I have the ICD Link 2.

However recently things have been acting spookily!

When ever I write to a hard disk partition I get the message - "Daten auf Diskette in Laufwerk E: eventuell defekt" (i've got German TOS!) this translates to " data on diskette in drive E: possibly defectively ".

I've tried reformatting the ZIP disk but no matter how I partition the drive I get the same error (using HDDriver 8.03). I've done a sector test using HDDriver and it find no errors. I've formatted other ZIP disks and the same thing happens.

I assumed it must be my ZIP drive that was faulty but when I connected it to my PC it worked fine.

Any help appreciated.

Phil Graham

ICQ 12766915

6311. Re: ZIP drive - The Link - HDDRiver problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-07 22:19:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1002570667.58674.5@hebe.uk.clara.net>
Source record: 4568

Hi Phil

> I've been using my IOMEGA 100mb SCSI ZIP drive with my Mega STE with no
> problems. I have the ICD Link 2.
>
> However recently things have been acting spookily!
>
> When ever I write to a hard disk partition I get the message - "Daten auf
> Diskette in Laufwerk E: eventuell defekt" (i've got German TOS!) this
> translates to " data on diskette in drive E: possibly defectively ".
>
> I've tried reformatting the ZIP disk but no matter how I partition the
> drive I get the same error (using HDDriver 8.03). I've done a sector test
> using HDDriver and it find no errors. I've formatted other ZIP disks and
> the same thing happens.
>
> I assumed it must be my ZIP drive that was faulty but when I connected it
> to my PC it worked fine.

Try a different SCSI cable?, has termination been switched off by accident?.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6312. Re: Help! What is this GLUE chip about?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-08 02:36:30 UTC
From: Branko badrljica <brankob@avtomatika.com>
Message-ID: <9pq3jgefp1@ally.taide.net>
Source record: 4563

You have multimeter, but do not sound as someone who has a scope...

Can you check potential of the pin 17 (HALT) and pin 18 (RESET) on the CPU?
Reset should be low for about half a second after powerup and then go high.
HALT should behave similarly as RESET, but if something goes wrong (like
during RAM test) CPU "halts", that means HALT goes low and stays there,
while CPU is, well HALT-ed ;O)

Other possibilities might be dead DMA channel chip, oxidation on sockets
(reseat all chips) etc...

Regards,

Branko

"Varley" <varleys@sympatico.ca> wrote in message
news:vG%v7.4634$dO3.155717@news20.bellglobal.com...
> >
> >Varley :I have a dead ST.
> >
> Lyndon: > What happens when it is turned on, does the power LED come on,
> does floppy LED come on? What appears on the screen?
> >
> It's a stone! The power is OK, I checked it with a meter- in circuit, the
> power LED is on.. The floppy does not spin and the monitor remains black.
>
> Brief history...
> Before the 1040STfm died completely it started to mess up my ICD attached
> Syquest EZ135 disks. Totally corrupted them. At first I thought it was the
> ICD. I don't think that now.
> Thanks for the info Lyndon.
>
> Bill
>
>

6313. I'm baaaaack!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-08 15:52:43 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <fZjw7.109$TF.12859500@news.incc.net>
Source record: 4565

Just when you thought Jared and all his crazy ranting about bringing Atari back were over...

All I'll say is this:

I contacted Infogrames and I await their reply.

Jared

6314. Re: Help! What is this GLUE chip about?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-08 16:05:14 UTC
From: Varley <varleys@sympatico.ca>
Message-ID: <g4kw7.12983$xy1.765673@news20.bellglobal.com>
Source record: 4566

I did all the basic stuff when I first started to work on it.... reseated all socketed chips, disconnected everything not needed to boot etc. Still no change. I used the scope on the RESET and HALT lines. They behave as you've suggested though I'll recheck the HALT line and see if it goes low after about 10 seconds. There could be something wrong with the memory I suppose. Eight years ago I installed 4Meg. The CAS and RAS lines appear to be active. I appreciate the help!
Bill

"Branko badrljica" <brankob@avtomatika.com> wrote in message news:9pq3jgefp1@ally.taide.net...
>
> Can you check potential of the pin 17 (HALT) and pin 18 (RESET) on the CPU?
>
> Other possibilities might be dead DMA channel chip, oxidation on sockets
> (reseat all chips) etc...

6315. Re: Help! What is this GLUE chip about?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-09 01:59:28 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9ptlm0$n08$4@dos.canit.se>
Source record: 4569

Varley <varleys@sympatico.ca> skrev:
: I have a dead ST. Tracing the address/data lines lead me to a chip labled
: GLUE on the schematic. GLUE? What's that?

I learned that today. =)
Glue logic is the complementary lpogic inside a computer which connects
any major parts (CPU, buses, memories, I/O) together. In other words,
address decoders, refresh circuits, buffers, and so on.

--
/Iggy, the irregular regular

6316. Re: Help! What is this GLUE chip about?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-09 02:00:40 UTC
From: Branko badrljica <brankob@avtomatika.com>
Message-ID: <9pslsairu1@ally.taide.net>
Source record: 4567

"Varley" <varleys@sympatico.ca> wrote in message
news:g4kw7.12983$xy1.765673@news20.bellglobal.com...
> I did all the basic stuff when I first started to work on it.... reseated
> all socketed chips, disconnected everything not needed to boot etc. Still
no
> change. I used the scope on the RESET and HALT lines. They behave as
you've
> suggested though I'll recheck the HALT line and see if it goes low after
> about 10 seconds. There could be something wrong with the memory I
suppose.
> Eight years ago I installed 4Meg. The CAS and RAS lines appear to be
active.
> I appreciate the help!

> Bill

You say you have 4 Mb, which means two banks. Are all RAS and CAS signals active ? If so, that means that TOS thinks there is nothing wrong with RAM, which is not neccesarily true. If you have a scope, check all the controll signals on DRAM with it. Theoretically, you would need digital scope for it, but shorted address lines shows nicely on analog one as horizontal lines at cca. 2.5V. When two adresses are shorted, and they pull to the oposite directions, resultant voltage will be stuck somewhere in the middle in the "gray zone".

Otherwise, try exchanging DMA chip just to see if during your play with Link poor DMA had bit the bullet. BTW- you don't have Link inside while troubleshoting, do you ?

Regards,

Branko

>
>
>
> "Branko badrljica" <brankob@avtomatika.com> wrote in message
> news:9pq3jgefp1@ally.taide.net...
> >
> > Can you check potential of the pin 17 (HALT) and pin 18 (RESET) on the
> CPU?
> >
> > Other possibilities might be dead DMA channel chip, oxidation on sockets
> > (reseat all chips) etc...
>
>

>

6317. Re: ZIP drive - The Link - HDDRiver problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-09 13:34:26 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BC2FCE2.4666466@seimet.de>
Source record: 4570

Grazey wrote:

> I've been using my IOMEGA 100mb SCSI ZIP drive with my Mega STE with no
> problems. I have the ICD Link 2.
>
> However recently things have been acting spookily!

This looks like a termination or cable problem. As you said that it
worked fine until recently, something must have changed that in your
hardware setup.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6318. Re: Noisy MegaSTe fan!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-09 20:23:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9pvmba$8hk$1@thorium.cix.co.uk>
Source record: 4571

In message <1f0yy5m.1o27pv51th18gN%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no said:

>I'm sure I'm not the only one getting tired of the rather noisy cooling
>fan in the Mega STe. The previous owner removed the "cooling fins" (the
>horizontal plastic in the case which has thin slits opening to let the
>air out, so now there's a big opening where nothing blocks the fan at
>all. But it's still unacceptable.
>
>I believe it's because the fan runs at full speed all the time. I could
>install a "noise killer" circuit as I've done with my Mac (a small
>circuit board I've made with a temperature sensor controlling the speed
>of the fan -if the machine gets hotter it speeds up the fan etc.), but
>there was something about this in the "chips'n chips" HYP file.
>Unfortunately my German isn't good enough to fully understand it.
>-Has anyone here followed the instructions there and can tell me what
>exactly is done to bring down the noise level?

I haven't done it, but Michael Ruge's contribution on this theme
in Chips 'n Chips 500 and X translates roughly as follows:

~~~~~~
There is a heap of complaints about the loudness of the fans of
the ATARI hard disk as well as the computers (MegaST, MegaSTE,
TT030 and Falcon030).

Those who want it simple (and can live with it :-)), break the
RED lead of the supply to the fan and insert a 33 to 47 Ohm
resistor; a 47 Ohm pot or trimmer will also work. Those who
want to be certain can take a somewhat better way and solder in
a voltage regulator of the type 7808 (fixed voltage regulator
for 8 volt); if necessary the type 78L08 version will do, as
the fan in any case does not draw the 100 mA that the regulator
manages.
In addition, to reduce the flow resistance of the airstream, it
is recommended to remove the plastic strips covering the fan
housing with a sharp craft knife (Careful: Danger of slippage!)

Warning: Before opening the housing remove ALL cables, including
the mains cable that goes to the power socket!

Don't forget to insulate the soldered joins:

Resistor: A bit of heatshrink or normal sleeving

Regulator: A bit of heatshrink sleeving or insulation tape
~~~~~~

Fan control: The best solution is to use double-sided tape to
(SEE BELOW) attach it to the PSU housing (MegaSTE/TT030/Megafile
44) or use a short screw to fix it to a mounting
hole of the fan (M3 or self-tapping screw); only
possible for hard drives SH205, Megafile 20, 30
and 60. With MegaST and the SH204 the wire
(providing power) has to be lengthened so that the
fan control board can be mounted safely. With a
Falcon 030 the PCB can be positioned freely.

Connections for voltage controllers of type 78L08 and 7808

```
-------
| | <- This is where the type (7808) and
| | the manufacturer's name is found
-------
| | |
| | |
| | |
* * *
| | |
Input ----------| | |------ Output
Red lead coming | Red lead going to fan
from the PSU |
|
|
Ground ------------| Connect this pin to the black lead
```

* Note: The Fan control is not otherwise referrred to in the later
C'nC versions, but the early 180 followed the above with:

Or if you are really chosy and want to have things really easy
can build in a fan controller. With the fan controller supplied
by ELV you can set both the highest and lowest rotational
speed. However this fan controller is only available as a kit,
so you need to be able to use a soldering iron to build this
circuit!

Complete Silent-PC kit
Order number 10757 DM 16.95 plus post and packing (at the time!)

ELV GmbH
Orders:
Telephone 0491/600888 (+49 and drop leading 0 from abroad)
Fax 0491/7016
Modem 0491/7091
26787 Leer

(Translator's note: This may no longer be available, which is
perhaps why it's been omitted in later versions of C'nC. But it
should not be too hard to devise a suitable circuit, using a pot
to vary the base voltage of a regulator whose output goes to the
fan. A thermostatic control would be even better!)

~~~~~~

HTH!

Regards, /Peter/
~~~~~~

6319. Re: Atari scan-codes in PC keyb adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-09 22:03:28 UTC
From: mb@gem.win.co.nz
Message-ID: <GKyL9s.Dy@gem.win.co.nz>
Source record: 4572

Laurent Favard (Linux) (laurent.favard@libertysurf.fr) wrote:
: Hi all,

: Does anyone know what are Atari scan-codes returned by PC keyboard
: adapter to Atari for the extend key Left Win, Right Win and
: Application ?

On my qwertyx adapter it is user-configurable (in fact every key can be
remapped). I don't know what other systems use.

--
--
Mario Becroft <mb@gem.win.co.nz>
http://gem.win.co.nz/mb/

6320. Re: ZIP drive - The Link - HDDRiver problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-10 17:13:15 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9q1vo8dme1@newsreaderm1.core.theplanet.net>
Source record: 4573

"Uwe Seimet" wrote
> Grazey wrote:

> This looks like a termination or cable problem. As you said that it
> worked fine until recently, something must have changed that in your
> hardware setup.
http://www.seimet.de

Yes, there's been a rather major change in my hardware setup. I recently acquired a 2mb Mega STe, that's when the problems started to occur. I've just set up my old 1040 STFM and the ZIP drive reads/writes fine.

I remember once reading that some STe's had bugged DMA chips, could this be the problem with my Mega STe ?

Regards ,
Phil

6321. Re: Noisy MegaSTe fan!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-10 20:41:14 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <vfc9stok6iamhar4t3u6k3q9i7k6g1k700@4ax.com>
Source record: 4574

On Wed, 10 Oct 2001 08:14:44 GMT, northstar2010@_____yahoo.no
(Hallvard Tangeraas) wrote:

>
>On the other hand I can make the temperature-controlled fan circuit
>available if anyone's interested. The article is as mentioned in
>Swedish, but the schematic should be understandable for anyone.
>
>
>Hallvard (remove _____ if replying via email)

Do you have the circuit available as a JPG or GIF file?

It sounds like something that would be VERY useful in a lot of
applications..!

BobR

6322. Re: ZIP drive - The Link - HDDRiver problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-11 06:31:22 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BC53CBA.8F0FE7EF@seimet.de>
Source record: 4575

Grazey wrote:

> Yes, there's been a rather major change in my hardware setup. I recently
> acquired a 2mb Mega STe, that's when the problems started to occur. I've
> just set up my old 1040 STFM and the ZIP drive reads/writes fine.

Hmm. In your first posting you said there were *no* problems with your
Mega STE:

> I've been using my IOMEGA 100mb SCSI ZIP drive with my Mega STE with no
> problems. I have the ICD Link 2.
>
> However recently things have been acting spookily!

So it was not recently that something went wrong but the Mega STE has
never worked at all?
>
> I remember once reading that some STe's had bugged DMA chips, could this
> be the problem with my Mega STe ?

No, because this problem was only relevant for some 1040STE, but not for
the Mega STE.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6323. Re: Noisy MegaSTe fan!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-11 22:01:39 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <f95cstobojbmtuaf71qe0obrbk3efljcjf@4ax.com>
Source record: 4576

Excellent..! All the files came through great- the photos and
drawings are very good..!

Thanks very much- I'm sure this will be very helpful for a LOT of
things!

BobR

On Thu, 11 Oct 2001 03:49:35 GMT, northstar2010@_____yahoo.no
(Hallvard Tangeraas) wrote:

>Bob Retelle <bobr1@provide.net> wrote:
>
>> Do you have the circuit available as a JPG or GIF file?
>
>Ok, the file is ready now. I've cut out the schematics and other
>pictures from the scanned pages of that Swedish magazine and written a
>small text file in order to explain it briefly in English:
>
> http://home.c2i.net/w-392864/atari/temp_fan.zip
>
>
>Hallvard

6324. Re: ZIP drive - The Link - HDDRiver problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-12 17:33:36 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9q79on$98b$1@newsreaderm1.core.theplanet.net>
Source record: 4577

"Uwe Seimet"

> So it was not recently that something went wrong but the Mega STE has
> never worked at all?

It did work on my Mega STe only a few weeks ago. I think you may be correct in that it's a cabling fault. My ZIP drive fell off my desk at about the same time, I think a couple of wires going from my Joystick port to the back of the ZIP drive may have been broken.

Does anyone have the wiring diagram from the joystick port to the back of a SCSI ZIP drive (I've lost the original documentation).

Cheers

Grazey

6325. Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-14 17:04:07 UTC
From: vdjole@EUnet.yu
Message-ID: <9qcgi6jsq1@news.eunet.yu>
Source record: 4579

Hi all;

In case anyone likes to scavenge for Atari-compatible parts in heaps of discarded electronic equipment, I have noticed that old Digital's terminal servers DECServer 200/MC contain 10MHz MC68000s in 64-pin dual-in-line package, nicely socketed for convenient extraction...
May be conveient for someone toying with ideas of upgrade hacking.

Cu.

6326. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-15 20:45:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bcbe48632fb20@madasafish.com>
Source record: 4586

Hi Djordje!

>In case anyone likes to scavenge for Atari-compatible parts in heaps of
>discarded electronic equipment, I have noticed that old Digital's
>terminal servers DECServer 200/MC contain 10MHz MC68000s in 64-pin
>dual-in-line package, nicely socketed for convenient extraction...
>May be conveient for someone toying with ideas of upgrade hacking.

I just got a 68HC000P16 shipped in from America and it is also in DIP, I was expecting PLCC so that's even better as I would of otherwise made an adaptor. Just placed a socket in so far, not checked it.

--
Lyndon Amsdon

6327. Re: Noisy MegaSTe fan!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-16 05:32:25 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <654ca65cf1f0713a3bc27cd0f213ab6f.25349@mygate.mailgate.org>
Source record: 4578

Hallvard is this temp fan schem for the Mega4 Ste or does it matter? And can it work on a Megafile 20/30?

And is this Hallvard the owner of Notator.org? Don't sound like it but just checking.

Dave H.

--
Posted from spider-tr014.proxy.aol.com [152.163.201.179]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6328. Re: Noisy MegaSTe fan!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-16 22:10:28 UTC
From: vdjole@EUnet.yu
Message-ID: <9qib8g$1bc$1@news.eunet.yu>
Source record: 4580

Various ideas were mentioned here on the subject of reducing or removing
fan noise.

But, are you sure that all this is good to do?

* I am inclined to think that the grille over the fan would in fact
muffle the noise somewhat, not increase it, so removing the grille
may have the effect opposite to one desired.

* AFAIK (at least some of) the fans have a miniature blob of electronics
inside, to control the brushless DC motor in the core. I am not sure
that this electronics would like very much to be supplied a reduced voltage.

* If the thermostatic control circuit turns the fan on/off intermittently
this may, respecting Murphy's law, result in fluctuating temperature
in the computer box. This is in fact a closed-loop-control situation
and I suspect that a mistuned loop may even, if one is unlucky, result
in larger temperature swings than in the "uncontrolled" variant.
Btw. temperature cycling increases fatigue risks in chips and
solder joints.

* The fan uses 12V DC. This creates a (small) load on the power supply
but this load may be neseccary for the power supply to operate properly
(especially if one tries it out of the computer). I think that I have
read somewhere (Chips'n'Tips maybe?) a warning against this situation,
and that a resistor should be substituted if the fan is removed or
switched off.

>I just tried this, but the fan is still very noisy!
>It seems like the fan itself is of a rather bad quality so it might need
>changing

This seems to be the best starting point! Cooling fans DO become
noisy after a while on a quite regular basis, and need replacement.
They are, in fact, expendables. They also need an occasional cleaning
because the accumulated dust may cause imbalance which causes additional
noise.

Oiling the shaft of a noisy fan with light silicone oil may reduce
noise for a while, but this should be considered a temporary measure.

Small cooling fans tend to come in two form factors, say "thick" and "thin",
e.g. the fan fitting for a MegaST come in about 10mm and 20mm thickness.
I would suggest using the thicker fan because the distance between shaft
bearings is wider, and the loads caused on the bearings by residual dynamic
mass imbalances are smaller. I have used twice on my MegaST the "thin"
cooling fans and their life was not very long before they became noisy.

Then I found a "thick" fan and it lasts here for a long time now.

Regards;

6329. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-16 23:49:22 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCCC74F.8784860C@home.com>
Source record: 4581

yes thats a good idea. Old macintoshes that arent working or repairable
may yield a few usable parts too. I've even found some electronics shops
where I live that have processors up to the 68030, and plenty of 6502
compatible stuff that could easiliy be atapted to 8bits as well.

Djordje Vukovic wrote:

> Hi all;
>
> In case anyone likes to scavenge for Atari-compatible parts in heaps of
> discarded electronic equipment, I have noticed that old Digital's
> terminal servers DECServer 200/MC contain 10MHz MC68000s in 64-pin
> dual-in-line package, nicely socketed for convenient extraction...
> May be conveient for someone toying with ideas of upgrade hacking.
>
> Cu.

6330. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-17 13:16:46 UTC
From: Oracle &#65533; <thisinsntreal@no.its.not>
Message-ID: <2xfz7.176788$bY5.828503@news-server.bigpond.net.au>
Source record: 4582

I don't know if the ones I found were the same, but I got 3 for $5, and they had 10Mhz 68000's in them, but they had gold pins and had a ceramic case with a gold square in the centre. I toyed around with these and plugged straight into my st and into a friends Amiga 500. worked perfectly, these machines were also a great source of 12V fans for my pc.

--
Regards

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9qcgi6jsq1@news.eunet.yu...
> Hi all;
>
> In case anyone likes to scavenge for Atari-compatible parts in heaps of
> discarded electronic equipment, I have noticed that old Digital's
> terminal servers DECServer 200/MC contain 10MHz MC68000s in 64-pin
> dual-in-line package, nicely socketed for convenient extraction...
> May be conveient for someone toying with ideas of upgrade hacking.
>
> Cu.
>

6331. Re: Noisy MegaSTe fan!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-17 14:55:38 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003329294-728840AEicMi@ntlworld.com>
Source record: 4583

From: vdjole@EUnet.yu (Djordje Vukovic)

>* AFAIK (at least some of) the fans have a miniature blob of electronics
> inside, to control the brushless DC motor in the core. I am not sure
> that this electronics would like very much to be supplied a reduced
>voltage.

The electronics serve to switch the field polarity of the coils, so that they are constantly being repelled from the surrounding circular magnet. The magnet has N-S-N-S poles, and a Hall effect sensor detects the change of magnetic field and thus allows the coil switching to be correctly timed. The coils are fixed, so the magnet and thus the fan blades are forced to rotate.

As you say, the fan won't appreciate too little a voltage, it will simply stall or just not start. I'd favour pulsing it on and off, varying the on/off ratio to vary the speed, or a 47R or so resistor in series with it. Too small a pulse or too high a resistor and it won't start.

Spending a bit of money on a good quality fan will help, a proper ball-bearing one will surely bring its own rewards :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6332. Re: HD disk drives (jumpers)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-18 07:34:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bce86aa75d960@madasafish.com>
Source record: 4593

Hi Derryck!

>Hi Hallvard,
>
>>The problem of course if finding one with jumpers to select between
>>drive 0 and 1.
>
>Isn't it possible to put a twist in the cable such that the drive 0 and 1
>select lines are crossed over? I think you can also buy cables with such a
>twist.

Yes or you can just switch 10 and 12 over on the board by scratching the
trace.
--
Lyndon Amsdon

6333. Re: HD disk drives (jumpers)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-18 13:36:26 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1003422388-588423AEicMi@ntlworld.com>
Source record: 4584

Hi Hallvard,

>The problem of course if finding one with jumpers to select between
>drive 0 and 1.

Isn't it possible to put a twist in the cable such that the drive 0 and 1
select lines are crossed over? I think you can also buy cables with such a
twist.

--

____ ____ ____
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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@qmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6334. Ide cable for Falcon030 ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-18 17:01:47 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3bcf0c12$0$19376$e4fe514c@newszilla.xs4all.nl>
Source record: 4585

Hi,

I am looking for an IDE cable in my Falcon030.
On 1 side it has to be 2.5" ide and and then 2x 3.5" ide connectors. I have seen such a cable in the past, but I can't buy them anymore. Can somebody help me, I have a Falcon030 in desktop case now and with such a cable I can connect the IDE cdrom player and Harddisk I have overhere....

TXG

6335. Re: HD disk drives (jumpers)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-18 21:24:13 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <5scust4mi7i1jh2jjbo8k7rmsd1tvi7uta@4ax.com>
Source record: 4587

On Wed, 17 Oct 2001 18:56:37 GMT, northstar2010@_____yahoo.no
(Hallvard Tangeraas) wrote:

>I need to get hold of a new disk drive for use with my STe, for both HD
>and DD modes, following my own instructions on this subject which I did
>a few years back.
>
>The problem of course if finding one with jumpers to select between
>drive 0 and 1.
>As far as I remember PC drives have this set to "master" (or "1") while
>Ataris need it set to "slave" or "0". Very few drives nowadays have
>jumpers, but when I was fiddling around with this stuff I remember that
>although drives didn't have jumpers, most of them had small 0 Ohm SMD
>"resistors" soldered on the circuit board, which could be re-soldered to
>another position.
>My question is if this is common on ALL 3.5" disk drives?
>
>I'm asking because I can't very well ask the dealer to open up the drive
>to expose the circuit board before purchasing.
>The particular drive I'm possibly buying is a Sony MPF-920-E/131. Anyone
>know anything about this one, or 3.5" disk drives in general?
>
>
>Hallvard

Actually, "Master" and "Slave" are terms which only apply to IDE hard
drives, not floppy drives.

The settings on a floppy are Device 0 or Device 1.

(No big deal, but you'll only confuse any tech people at a store if
you ask them how to set a floppy drive to "Slave".)

Unfortunately, as you say, ALL 3.5" floppy drives available today come
pre-set to Device 1.

Also, as you've noted, most drives no longer have any convenient way
to change the Device setting because no one ever used it anyway, so
manufacturers simply stopped spending the money on jumpers, headers
and circuit board real estate to support the easy changing of Device
numbers.

The ONLY sure way to know ahead of actually purchasing a drive
(assuming you don't find a store that will let you rip one open),
would be to obtain the data sheet for the drive from the manufacturer.

I haven't looked specifically for floppy drive data sheets, but most hard drive manufacturers have this information easily available on their web sites. It comes in very handy for the occasional obscure brand or model whose jumpers are hidden or not marked. If you're lucky, similar info may be available for floppy drives.

Failing that-

You've no doubt seen the floppy drive cable on an IBM compatible system with the "twist" cut out section of cable.

The "twist" allows BOTH drives to be physically set to Device 1. The "twisted" section reverses the drive select lines so one drive responds as Device 0, even though its jumpers are set for Device 1.

As a "last resort", "bottom of the barrel", "necessity is the mother of invention" solution, you COULD rewire the Atari drive cable to simulate this "twist" and allow a standard Device 1 3.5" drive to respond as Device 0.

Then ANY available 3.5" drive would work without modification.

You'd need a diagram of the IBM floppy cable to study- once you see how the reversing of the signals is done it's easier to understand.

There's also a very SLIM possibility that you might be able to obtain a floppy drive cable which was originally used to connect QIC-80 style tape drives which had the normal floppy drive female connectors, but which also had a male connector on it to allow the tape drive to be inserted into the cable. This could serve as an "adapter" which would eliminate the need to do ANY rewiring of the Atari cable.

The cable from the Atari would plug into the male tape drive connector and the new floppy drive would plug into the "A" drive connector. The floppy drive cable already has the "twist" needed, and you should be up and running.

The problem would be locating a dinosaur cable.

BobR

6336. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-18 23:10:57 UTC
From: vdjole@EUnet.yu
Message-ID: <9qnnhv$6er$2@news.eunet.yu>
Source record: 4588

On 17 Oct 2001 13:16:46 , "Oracle &#65533;" wrote:
>> terminal servers DECServer 200/MC contain 10MHz MC68000s in 64-pin
>> dual-in-line package, nicely socketed for convenient extraction...
>I don't know if the ones I found were the same, but I got 3 for $5, and they
>had 10Mhz 68000's in them, but they had gold pins and had a ceramic case
>with a gold square in the centre.

Yes, there were reasons why electronic equipment was so expensive before,
sheer mechanical quality was superior to most of today's stuff. Some time
ago I opened an old Tektronix workstation- NS32032 (or something like that)
CPU- but the electronics was inside a thick metal shield, and all boards
were mounted on some sort of hinges so that they could be opened like
a book, and there were other nice tricks which I do not completely
recall now. The mechanical beauty of that design was very impressive.

By the way, at work we still use some of those terminal servers. They
have been running for about 10 years now day and night (they do not even
have a power switch), and in all that time only one of them malfunctioned.

Cu.

6337. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-19 00:42:10 UTC
From: James Alexander <james-m-alexander@home.com>
Message-ID: <3BCF76F3.5691A751@home.com>
Source record: 4589

I've had similar experiences with gear thats 15 to 20 years old, I recently salvaged an old sanyo pc, which in its time was a bog standard 286 machine, but the case for it was much more durable than anything I've seen in the 1990's and until I dissassembled it, it was still in operable condition. Actually it'll end up as a case for a host adapter and hard disks for one of my ST's. Same with those older ceramic ic's with gold plated pins, I hardly ever see anything like this recently, and when I do its tes expensive.

Djordje Vukovic wrote:

> Yes, there were reasons why electronic equipment was so expensive before,
> sheer mechanical quality was superior to most of today's stuff. Some time
> ago I opened an old Tektronix workstation- NS32032 (or something like that)
> CPU- but the electronics was inside a thick metal shield, and all boards
> were mounted on some sort of hinges so that they could be opened like
> a book, and there were other nice tricks which I do not completely
> recall now. The mechanical beauty of that design was very impressive.
>
> By the way, at work we still use some of those terminal servers. They
> have been running for about 10 years now day and night (they do not even
> have a power switch), and in all that time only one of them malfunctioned.
>
> Cu.

6338. Re: Ide cable for Falcon030 ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-19 02:41:57 UTC
From: rsmac@t-online.de
Message-ID: <1f1icg8.1hu0m6i1pv26wwN%rsmac@t-online.de>
Source record: 4590

TXG <txg@the-underground.myweb.nl> wrote:

> I am looking for an IDE cable in my Falcon030.

http://www.wizztronics.com:

Now you can add a low cost 3.5" IDE drive to your Falcon with a easy to
install Adapter.

Why settle for a stock 2.5" 80MB drive when you can add an economical
3.5" drive for a fraction of the cost.

This adapter will allow the use of up to two IDE Hard Drives in your
Atari Falcon Computer. You have the choice of One 2.5" and One 3.5" or
TWOï¿½ 3.5 " drives.

--

---
* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

6339. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-19 18:55:34 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9qpsv6$h56$3@dos.canit.se>
Source record: 4592

Djordje Vukovic <vdjole@eunet.yu> skrev:

: In case anyone likes to scavenge for Atari-compatible parts in heaps of
: discarded electronic equipment, I have noticed that old Digital's
: terminal servers DECServer 200/MC contain 10MHz MC68000s in 64-pin
: dual-in-line package, nicely socketed for convenient extraction...
: May be conveient for someone toying with ideas of upgrade hacking.

I've recycled a whole lot of 10MHz DIP 68000s from an aluminium can
recycling machine made by the Finnish company TOMRA. Older models seem to
be 68008 or 6800 based, though. =)
OTOH, it's still quite possible to buy new 68000s in electronics shops.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

6340. Re: Ide cable for Falcon030 ...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-19 19:03:46 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9qptei$h56$4@dos.canit.se>
Source record: 4591

TXG <txg@the-underground.myweb.nl> skrev:

: I am looking for an IDE cable in my Falcon030.
: On 1 side it has to be 2.5" ide and and then 2x 3.5" ide connectors. I have
: seen such a cable in the past, but I can't buy them anymore. Can somebody
: help me, I have a Falcon030 in desktop case now and with such a cable I can
: connect the IDE cdrom player and Harddisk I have overhere....

Amiga dealers (You seem to be in .nl, and I think Computercity is still in
business there) will usually be able to supply you with one.

--
/Iggy, the irregular regular

6341. Re: Do-It-Yourself (DIY) realtime clock

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-20 11:50:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da2864f892@madasafish.com>
Source record: 4600

Hi Hallvard!

>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> TBH, I'd really like a rugby time module but they seem very expensive yet
>> the clock versions are only about ï¿½20. I know Conrad had/does have one
>> but I couldn't find it on their site. There is a special CPX that reads
>> the time by a spare serial port.
>
>Have you checked out this site for a readily available solution for what
>you're mentioning here?
>
>http://www.wrsonline.de/dcf77.html

Thanks, I never realised they did those. I'll ask about the price and
availability as it's not mentioned.
--
Lyndon Amsdon

6342. Re: HD disk drives (jumpers)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-20 14:17:10 UTC
From: ebaiz@skyenet.net
Message-ID: <GHfA7.92$cQ1.90644@newsfeed.slurp.net>
Source record: 4594

On 17 Oct 2001 18:56:37 , Hallvard Tangeraas wrote:
>I need to get hold of a new disk drive for use with my STe, for both HD
>and DD modes, following my own instructions on this subject which I did
>a few years back.
>
>The problem of course if finding one with jumpers to select between
>drive 0 and 1.
>As far as I remember PC drives have this set to "master" (or "1") while
>Ataris need it set to "slave" or "0". Very few drives nowadays have
>jumpers, but when I was fiddling around with this stuff I remember that
>although drives didn't have jumpers, most of them had small 0 Ohm SMD
>"resistors" soldered on the circuit board, which could be re-soldered to
>another position.
>My question is if this is common on ALL 3.5" disk drives?
>
>I'm asking because I can't very well ask the dealer to open up the drive
>to expose the circuit board before purchasing.
>The particular drive I'm possibly buying is a Sony MPF-920-E/131. Anyone
>know anything about this one, or 3.5" disk drives in general?

I bought a Toshiba 3.5" PC drive for a friend's ST. I adjusted the
jumpers and now it works perfectly. Of course it will only support 720k
or less disks. I do not see a problem with the Sony after the jumpers
are set correctly.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6343. Re: HD disk drives (jumpers)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-20 22:24:26 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ncu3tt4d6rcro0v3lefirqhmf7fjbrrodg@4ax.com>
Source record: 4595

On Fri, 19 Oct 2001 04:06:48 GMT, northstar2010@_____yahoo.no
(Hallvard Tangeraas) wrote:

>Bob Retelle <bobr1@provide.net> wrote:
>

>
>> The "twist" allows BOTH drives to be physically set to Device 1. The
>> "twisted" section reverses the drive select lines so one drive
>> responds as Device 0, even though its jumpers are set for Device 1.
>
>Aha!
>According to Derryck's posting in this same thread it's a matter of
>exchanging the two drive select pins -correct?
>From a pinout diagram
>(http://support.euro.dell.com/docs/storage/52964/notes.htm) of a
>standard PC type 3.5" disk drive, pin 10 is for drive select 0 and pin
>12 is for drive select 1.
>It's just a matter of exchanging the wires that go to pins 10 and 12
>then?
>
>I'd prefer being able to work on the drive itself, but if there's no
>other way I guess this is the solution.
>
>
>Hallvard

Yes- exactly..!

The "twisted" section of cable on a PC floppy drive cable is actually
6 wires wide- I'm not sure exactly why they reverse that many wires,
but as you said, for the Atari it may just be a matter of reversing 10
and 12.

The reason IBM did this with the jumpers and twisted cables was that
back when they first introduced the IBM Personal Computer, most
systems were sold with only one floppy drive (and no hard drive)
because they were so expensive.

Then when people discovered they couldn't do much with a single floppy
system, they would have the second floppy drive added. As long as it
was done by an "official" IBM tech person, there was no problem.

But when people started buying the floppy drives by themselves and
trying to install them, the drives wouldn't work.

Rather than trying to explain to thousands of irate computer owners how to change jumpers on their new floppy drives, IBM came up with a way to allow ALL drives to be set the same, so no one ever had to change the Device select jumpers.

Because the normal situation was someone trying to add a "B" drive, they started shipping ALL floppy drives with the jumper set to "Device_1" , and developed the twisted cable that allowed the drives to also respond as Device_0 in the original installations.

Since the twisted cable became standard, the jumpers on the drives themselves were superfluous and as you've seen, have finally been removed from most designs available today.

In answer to your question about internal solder pad jumpers, there's no real way to tell if they're present or not without the data sheet (or taking the drive apart).

I don't know just how common they are, or indeed if there are drives that don't have any provision for changing the Device number at all.

I guess you could try opening the drive you finally end up getting, and keep the "cable twist" idea as a backup.

BobR

6344. I have the beginning!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-21 16:04:31 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <_kCA7.56$cC5.4383859@news.incc.net>
Source record: 4596

The IBM publicly-available POP designs and Bill of Materials for the latest version.

For this stage, I need someone (or a couple people) who are familiar with PCB layout/design.

For the next stage, I need someone (or a couple people) familiar with programming MiNT, FreeMiNT, SpareMiNT, etc.

And, does anyone know if/where a generic Atari ST emulator is in the PowerPC sector? Source code is a necessity and a person (or persons) who can code. The original programmer would be best.

"All it takes is just a few people to start agreeing..."

Jared

6345. Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-22 17:38:18 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <oPYA7.65$VY5.5627990@news.incc.net>
Source record: 4597

With today's SMD resistors and capacitors and other miniaturized components, having an actual ST 1040ST in vastly less space should be entirely possible. Couple this "mini ST" into the gut of a Neotari computer and... hmm.

Jared

6346. Re: need some Atari ST's - and, a floppy drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-22 18:55:29 UTC
From: yf110@vtn1.victoria.tc.ca
Message-ID: <3bd45d91@news.victoria.tc.ca>
Source record: 4598
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Joseph Zorzin (redoak@forestmeister.com) wrote:
: My ancient 1040ST is failing. I'd like to have a few more for

: By the way, the problem I'm having with my system is that often
: the built in floppy doesn't work. I think it will fail soon. Are
: they replaceable? Does anyone have a drive they can sell me that
: will work?

Did you check the rubber belt that connects the motor spindle to the
diskette spindle. Replacing that might solve your problems. I think
it's the weak link in many drives. Everything else lasts for many years,
but the rubber belts stretch or loose their rubberyness in a much shorter
time.

--
Want to access the command line of your CGI account? Need to debug your
installed CGI scripts? Transfer and edit files right from your browser?

What you need is "ispy.cgi" - visit http://nisoftware.com/ispy.cgi

6347. Re: Extending the cartridge-port

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-23 02:11:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bddfe2c794dd0@madasafish.com>
Source record: 4613

Hi Hallvard!

>> OK, the cartrdige port on the Ataris doesn't like being extended. I
>> recommend using buffers to clean up the signal and lessen the chances of
>> ruining the computer. The cartridge ports data and address bus connects
>> _direct_ to the CPU, not a good idea really. If you use some 244s (4
>> should do it) and buffer the data and address it should work a lot more
>> stable. I would use something like HCT or F type TTLs.
>
>The problem is that although your solution sounds good I'm not that much
>into the theoretical side of electronics that I know exactly how to put
>this into practical use.

Sure no problems.

>Do you have (or know of) circuit diagrams which would help me work this
>out?

Google groups isn't updated quickly enough but I there was a post by
Robert Schaffner on this "Extending the cartridge port" topic saying
something about ST Computer cartridge port buffer.

>And would such a buffer eliminate my problems of extending the cartridge
>port?

Yes, I see no reaosn why it wouldn't. If you're stuck I should be able to
draw something up. Should be quite simple.
--
Lyndon Amsdon

6348. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-23 09:42:45 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0110230142.a9692fe@posting.google.com>
Source record: 4599

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:<oPYA7.65$VY5.5627990@news.incc.net>...
> With today's SMD resistors and capacitors and other miniaturized components,
> having an actual ST 1040ST in vastly less space should be entirely possible.
> Couple this "mini ST" into the gut of a Neotari computer and... hmm.

Yeah, it is. One could stick all the Shifter, MMU and GLUE into a
CPLD (Xilinx Coolrunner for portable version? :)) and it would be
small. You could also use another chip to emulate all the other I/O
chips. I think the YM would have to be a real chip for sounds but the
rest is pretty simple stuff.

It's a nice idea but CPLD development kits don't come cheap, you'd
also need an original CPU as well. In an STFM the DRAM bank muse take
up near to quarter of the board area and this can be achieved in one
small chip these days.

6349. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-23 17:49:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdf295c42f303@madasafish.com>
Source record: 4616

Hi Bart!

>I'm about to pick up an antique Atari 1040.
>I don't know anything about these systems.
>Main question: can it read floppies created on a PC (i.e. can I download
>software via my PC and transfer them on floppy for the ST)?

Sure, just use double density disk, not high density as PC's use these
days. You may get some you can format with your ST. To format you can
use the ST or use the PC (I assume Windows) and select 720K to format.
--
Lyndon Amsdon

6350. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-23 20:45:01 UTC
From: Pera Putnik <surface@ptt.yu>
Message-ID: <9r4klr$racad$1@ID-89932.news.dfncis.de>
Source record: 4601

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0110230142.a9692fe@posting.google.com...
> "Jared Falvo" <luposian@azob.quik.com> wrote in message
news:<oPYA7.65$VY5.5627990@news.incc.net>...
> > With today's SMD resistors and capacitors and other miniaturized
components,
> > having an actual ST 1040ST in vastly less space should be entirely
possible.
> > Couple this "mini ST" into the gut of a Neotari computer and... hmm.
>
> Yeah, it is. One could stick all the Shifter, MMU and GLUE into a
> CPLD (Xilinx Coolrunner for portable version? :)) and it would be
> small. You could also use another chip to emulate all the other I/O
> chips. I think the YM would have to be a real chip for sounds but the
> rest is pretty simple stuff.
>
> It's a nice idea but CPLD development kits don't come cheap, you'd
> also need an original CPU as well. In an STFM the DRAM bank muse take
> up near to quarter of the board area and this can be achieved in one
> small chip these days.

It's a nice idea....... uh. And it will remain on it. Only idea, what
nobody will ever build.

Btw. I have in my ST 4 MB RAM. I get it by breaking one 8MB SIMM module in
2 part and soldering about 10 wires for replace cutted lines. It is really
small. Other half is used too in other Atari.

PP

6351. Re: Extending the cartridge-port

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-23 22:28:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdf295c42f304@madasafish.com>
Source record: 4617

Hi Hallvard,

The cartridge port is based on 2mm pitch, you won't be able to find
conenctors or edge cards easy. I made an adaptor to normal pitch with a
custom PCB.
--
Lyndon Amsdon

6352. Re: I have the beginning!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-23 22:37:29 UTC
From: mdoering@mucl.de
Message-ID: <3bd5f0eb.1039574@news.cis.dfn.de>
Source record: 4602

On Sun, 21 Oct 2001 09:04:31 -0700, "Flowers 'n' Fliers"
<jaju@azob.quik.com> wrote:

>The IBM publicly-available POP designs and Bill of Materials for the latest
>version.
>
>For this stage, I need someone (or a couple people) who are familiar with
>PCB layout/design.
>
>For the next stage, I need someone (or a couple people) familiar with
>programming MiNT, FreeMiNT, SpareMiNT, etc.
>
>And, does anyone know if/where a generic Atari ST emulator is in the PowerPC
>sector? Source code is a necessity and a person (or persons) who can code.
>The original programmer would be best.
>
>"All it takes is just a few people to start agreeing..."

here I am. I did not read the initial post. But if you want to bake a
new Atari, have a look at EmuTOS. This may be a basic OS for you:

http://emutos.sourceforge.net

--
Martin

6353. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-24 02:00:30 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <IfpB7.88$_G6.8397943@news.incc.net>
Source record: 4603

What is a CPLD?

Jared

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0110230142.a9692fe@posting.google.com...
> "Jared Falvo" <luposian@azob.quik.com> wrote in message
news:<oPYA7.65$VY5.5627990@news.incc.net>...
> > With today's SMD resistors and capacitors and other miniaturized
components,
> > having an actual ST 1040ST in vastly less space should be entirely
possible.
> > Couple this "mini ST" into the gut of a Neotari computer and... hmm.
>
> Yeah, it is. One could stick all the Shifter, MMU and GLUE into a
> CPLD (Xilinx Coolrunner for portable version? :)) and it would be
> small. You could also use another chip to emulate all the other I/O
> chips. I think the YM would have to be a real chip for sounds but the
> rest is pretty simple stuff.
>
> It's a nice idea but CPLD development kits don't come cheap, you'd
> also need an original CPU as well. In an STFM the DRAM bank muse take
> up near to quarter of the board area and this can be achieved in one
> small chip these days.

6354. Anyone ported (or wants to port) FreeMiNT to PowerPC yet?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-24 03:32:08 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <CBqB7.94$wL6.8688788@news.incc.net>
Source record: 4604

There is a key to the door...

Jared

6355. ANNOUNCE: Cleveland Free-Net Atari SIG archive

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-25 15:59:30 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-128123.08593025102001@corp-radius.supernews.com>
Source record: 4605
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari-jaguar,alt.atari-jaguar.discussion,alt.games.lynx

I am proud to announce the launch of the Official Cleveland Free-Net Atari SIG Archive.

http://www.atariarchives.org/cfn/

The Cleveland Free-Net, a free dialup and telnet BBS offered through Case Western Reserve University, was home to an active group of Atari users. The Atari SIG (special interest group) had information about every Atari platform, including 8-bit computers, 16/32-bit computers, Jaguar, Lynx, and Portfolio. The Cleveland Free-Net was shut down on September 30, 1999, but before it was, a complete backup of the Atari SIG was made.

Working with the folks who ran the forum, we have endeavored to preserve both the feel of the SIG and the information it contained. This is an amazing resource that exceeds 200 megabytes of data - much of which isn't available elsewhere.

"The Atari SIGOps hoped to preserve this extensive information resource we had built over the years. We approached www.atariarchives.org and Kevin Savetz with the idea of a permanent web archive of our SIG, and we couldn't be happier with the result." --Michael Current, mcurrent@carleton.edu, former 8-bit Atari SIGOp, Cleveland Free-Net Atari SIG.

Among the highlights:

A Time Capsule of Atari news items from 1986 - 1999
http://www.atariarchives.org/cfn/12/03/

Atari 8-Bit Technical Reference Manual and upgrade guides
http://www.atariarchives.org/cfn/12/02/

664 ST-related newsletters, including Z*NET and ST Report
http://www.atariarchives.org/cfn/06/08/

A complete archive of Z*Magazine
http://www.atariarchives.org/cfn/12/05/02/

Reviews of 79 Lynx games
http://www.atariarchives.org/cfn/08/07/
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

6356. Re: Extending the cartridge-port

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-26 00:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f011248a0@madasafish.com>
Source record: 4607

Hi Hallvard!

>I'm now wondering if the problem could be due to bad contact somewhere
>in the connection, or if it might lie with using the cable itself.
>Can an extension cable such as this pose a problem? Make the signal
>weaker, pick up noise from the outside-world etc?

OK, the cartrdige port on the Ataris doesn't like being extended. I
recommend using buffers to clean up the signal and lessen the chances of
ruining the computer. The cartridge ports data and address bus connects
direct to the CPU, not a good idea really. If you use some 244s (4
should do it) and buffer the data and address it should work a lot more
stable. I would use something like HCT or F type TTLs.
--
Lyndon Amsdon

6357. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-26 00:00:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdf0a02332311@madasafish.com>
Source record: 4606

Hi,

>What is a CPLD?

Complex Programmable Logic Device. Just like a GAL but adds a few more
functions and they can be very big with lots of I/Os on it. Nice, Lattice
and Xilinx are the biggies in the business AFAIK.
--
Lyndon Amsdon

6358. Re: Extending the cartridge-port

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-26 15:48:35 UTC
From: rsmac@t-online.de
Message-ID: <1f1wa4l.3ozm8m1d10rbsN%rsmac@t-online.de>
Source record: 4608

Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:

> Anything I can do to reduce any problems I might get? Ferrite core?
> Shielding?

cï¿½t Romport Buffer & Expander

383. Eberhard Issendorf: (cp)
Her mit den kleinen Platinchen!
Expander fï¿½r den ROM-Port des Atari ST
Projekt, Atari ROM-Port-Expander
c't 5/88, Seite 142

http://www.heise.de/ct/inhverz/search.shtml?T=Atari&thresh=1&hs=381

All in german language..
You canï¿½t download an article online.

Best way is to use an expander device (buffer) for the rom port.
Use that a long time here with my ST and an bus cable lengh of 2 meters.
No problems anytime.

Regards, Robert

--

_____
* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

6359. Help! WTB Link 97.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 03:57:03 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0110262047430.12218-100000@shell.pacifier.com>
Source record: 4609
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can someone E-Mail me the info to buy Link 97s? I'd like to buy directly
from the Maker, I think in Germany.

==Thanx==
===Ben===

Atari 8 Bit, ST and Jaguar Hardware/Accessories, Software/Games & References/
Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6360. Re: Extending the cartridge-port

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 06:14:31 UTC
From: rsmac@t-online.de
Message-ID: <1f1xekh.jxi5qj121eezqN%rsmac@t-online.de>
Source record: 4610

Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:

> Do you have this particular issue of C't?

Sorry, no. Itï¿½s too old. I doasnï¿½t save old magazines.

> If you do, would you mind scanning it and making it available for me
> (and others who are interested)?

> I already have a cartridge expander (C-Lab Combiner), but the ROM port
> buffer sounds useful.

Yes. The buffer allowed long rom port wires. I use that in my fist st
tower modification. They als have an expansion board called "expander"

That brings two rom ports selected by software. I use the expander card
so that on port was internal, the second external. Internal port was
lond time used by an eprom bank full with atari tools.

External port was used for midi romport network and some other

Nice handling.
Internal/External ports was switched by an simple GFA-Basic one liner.

I try to find somthing..
But it is german in all!

Watch Email.

Regards, Robert

--

_____
* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

6361. Re: Help! WTB Link 97.

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 06:47:35 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BDA5887.40BC28B1@seimet.de>
Source record: 4611
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Bravo Sierra Computers schrieb:

> Can someone E-Mail me the info to buy Link 97s? I'd like to buy directly
> from the Maker, I think in Germany.

Try this URL: http://www.wbsystemtechnik.de/atari/

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6362. newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 11:52:33 UTC
From: Bart Symons <bart.symons@skynet.be>
Message-ID: <3bda9f4a$0$36469$ba620e4c@news.skynet.be>
Source record: 4612

I'm about to pick up an antique Atari 1040.
I don't know anything about these systems.
Main question: can it read floppies created on a PC (i.e. can I download
software via my PC and transfer them on floppy for the ST)?

6363. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 15:28:33 UTC
From: Bart Symons <bart.symons@skynet.be>
Message-ID: <3bdad1eb$0$36476$ba620e4c@news.skynet.be>
Source record: 4614

Hallvard Tangeraas wrote:

> Bart Symons <bart.symons@skynet.be> wrote:
>
>> I'm about to pick up an antique Atari 1040.
>> I don't know anything about these systems.
>> Main question: can it read floppies created on a PC (i.e. can I download
>> software via my PC and transfer them on floppy for the ST)?
>
> Yes, if you keep a few things in mind.
> There's more about this in the Atari ST Quick FAQ, but I don't have the
> URL with me right now (do a websearch and I'm sure you'll find it).
>
> I've also explained how to transfer files from a PC/Mac to an Atari ST
> using floppy disks in my Notator FAQ (see my signature for the URL)
>
>
> Hallvard

Thanks. I'll have a look.

6364. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 16:07:29 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <YZAC7.5129$GA.538973@news2-win.server.ntlworld.com>
Source record: 4615

Hello.

"Bart Symons" <bart.symons@skynet.be> wrote in message
news:3bda9f4a$0$36469$ba620e4c@news.skynet.be...
> I'm about to pick up an antique Atari 1040.

All together...THE ATARI IS NOT AN ANTIQUE !!!!!

Barrie at Keychange.

6365. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 18:35:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004293861.67357.1@hebe.uk.clara.net>
Source record: 4632

Hi Bart

> I'm about to pick up an antique Atari 1040.

Less of the 'Antique' boy!!. 8-)

> I don't know anything about these systems.

You'l feel at home here!. }8-)

> Main question: can it read floppies created on a PC (i.e. can I download
> software via my PC and transfer them on floppy for the ST)?

Some people have problems reading disk from either platform on its opposite number, try formatting a disk on each machine, create and save a small text file on each disk on its host and swap disks to check readability. I personally can swap disk's formatted and written by either system.

I strongly recommend as a security measure against virus's that you throw the PC under the wheels of a large truck after transferring your files.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6366. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 18:37:16 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004293864.67357.2@hebe.uk.clara.net>
Source record: 4634

Yo!.

> "Bart Symons" <bart.symons@skynet.be> wrote in message
> news:3bda9f4a$0$36469$ba620e4c@news.skynet.be...
> > I'm about to pick up an antique Atari 1040.
>
> All together...THE ATARI IS NOT AN ANTIQUE !!!!!

He's got some bloody nerve, its the users that are the antiques.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6367. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 18:40:25 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004293868.67357.3@hebe.uk.clara.net>
Source record: 4633

Hi Bart

> > I'm about to pick up an antique Atari 1040.
> > I don't know anything about these systems.
> > Main question: can it read floppies created on a PC (i.e. can I download
> > software via my PC and transfer them on floppy for the ST)?
>
> Yes you can!
>
> My pc doesn't always want to read discs formatted on my Atari, but if I
> format them on my PC both machines have no trouble.
> You just have to MS-DOS format them to 720K (DD), not 1.44MB (you might
> have to put some tape over the little hole to do this on HD disks).

If he's relying on this data he doesn't want to take stupid risks like this.
--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6368. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 18:46:38 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3BDB1C76.D47DE87F@ev1.net>
Source record: 4618

```
Barrie at Keychange wrote:
>
> Hello.
>
> "Bart Symons" <bart.symons@skynet.be> wrote in message
> news:3bda9f4a$0$36469$ba620e4c@news.skynet.be...
> > I'm about to pick up an antique Atari 1040.
>
> All together...THE ATARI IS NOT AN ANTIQUE !!!!!
>
At least he did *not* say a "junk Atari 1040 ST"...the
word "antique" lends an aire of distinction... I *love*
the ST!!! Back when the ST was the hacker's machine of
choice, there used to be a lot of binaries and sources
posted to Usenet for it... I am sure that this stuff is
archived somewhere on the 'net...

--
+-----------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-----------------------------------------------------------+
```

6369. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 21:37:35 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9rf9evgjb1@thorium.cix.co.uk>
Source record: 4619

In message <3bdf295c42f303@madasafish.com>, bindon@madasafish.com said:

>>Bart Symons <bart.symons@skynet.be> wrote:
>>
>>I'm about to pick up an antique Atari 1040.
>>I don't know anything about these systems.
>>Main question: can it read floppies created on a PC (i.e. can I download
>>software via my PC and transfer them on floppy for the ST)?
>
>Sure, just use double density disk, not high density as PC's use these
>days. You may get some you can format with your ST. To format you can
>use the ST or use the PC (I assume Windows) and select 720K to format.

Lyndon, I agree BUT weren't some of the early 1040s supplied with
single-sided DD drives? I know that STFMs were...

So Symon, if your machine should happen to be an early one with a
single-sided drive (360KB), then this won't read PC disks unless
they have been formatted as single-sided - I am not sure whether
modern PCs can still do that. With these older machines (with TOS
operating systems before 1.04) Atari-formatted disks are not
readable on a PC, but it's OK the other way round. You can also
get Atatri PD programs to write a PC-type root sector to an
Atari-formatted floppy, though I am not sure if this works if your
drive happens to be single sided. At worst, you can put most PC DD
drives in it if you can get them - but they must be able to be
switched to ID 0 rather than the normal PC 1; older drives had
jumpers for that, more recent ones don't but sometimes have a
solder bridge to allow change of ID.

Regards, /Peter/

6370. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-27 22:10:15 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9rfbc7$m82$3@dos.canit.se>
Source record: 4620

Hallvard Tangeraas <northstar2010@_____yahoo.no> skrev:
: As mentioned in the thread "Extending the cartridge-port". Robert
: Schaffner replies to my question that there's a nice article which will
: probably solve my problems in German electronics magazine "C't" (5/88).

I believe that C't sells a CD with all their old issues in electronic
format if you're willing to spend some deutschmarks.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

6371. Mega STe Hard DIsk Controller Repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 04:46:07 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.33.0110280040570.12749-100000@moose.erie.net>
Source record: 4621
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a Mega STe internal host adapter (Atari) that is
non-functional. Can anyone tell me the common failures of this board or
suggest a diagnosis procedure. The most obvious symptom is that the hard
drive does not spin up and is not recognized when connected to this card.
I have a second card and the hard drive works fine when connected to it.

6372. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 05:39:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200110280739.a52171@b.maus.de>
Source record: 4625

Hello,

I have found a archive which based on the article:

```
--------------------------------cut--------------------------------
Kleine Chips - groï¿½e Wirkung
SMD-Puffer fï¿½r den ST-ROM-Port
Eberhard Meyer
Projekt, Atari
c't 9/87, S. 50
--------------------------------cut--------------------------------
```

http://home.ewr-online.de/~ gstoll/bin/romprtp2.zip

Gerhard

6373. Re: Mega STe Hard DIsk Controller Repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 06:38:25 UTC
From: rsmac@t-online.de
Message-ID: <1f1z7oq.ztuxog5gyuisN%rsmac@t-online.de>
Source record: 4622
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sage <sagedm@erie.net> wrote:

> I have a Mega STe internal host adapter (Atari) that is
> non-functional. Can anyone tell me the common failures of this board or
> suggest a diagnosis procedure. The most obvious symptom is that the hard
> drive does not spin up and is not recognized when connected to this card.
> I have a second card and the hard drive works fine when connected to it.

Hard drive should be swiched (jumper) to SCSI ID0
Also PARITY must be switched of and most of that adaptors doasnï¿½t like
an terminated SCSI bus.

-> DOITST

Regards, Robert

--

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6374. Re: ZIP drive - The Link - HDDRiver pro

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 06:54:46 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3bdbabb6$0$13421@news.zetnet.co.uk>
Source record: 4623

Hi Grazey!

As Steve Sweet suggested it could be a termination issue. The switch for termination at the back on my Zip is quite loose, and it could easily have slipped into termination off. That's what I'd check first.

>It did work on my Mega STe only a few weeks ago. I think you may be
>correct in that it's a cabling fault. My ZIP drive fell off my desk at
>about the same time, I think a couple of wires going from my Joystick port
>to the back of the ZIP drive may have been broken.

>Does anyone have the wiring diagram from the joystick port to the back of
>a SCSI ZIP drive (I've lost the original documentation).

I don't have the diagram but I could send you my cable as it is surplus to requirements, because I have another device in the chain. The cable is only necessary on STs with ACSI ports (I don't think SCSI Falcons have this problem) and the Zip is the one device on the chain.

Send me your address and I'll pop it into the post! :)

Cheers!

James


```
-------------------------------------------------------
| | .____.
|James Haslam Email: jfhaslam@zetnet.co.uk| // //|
| | || || |
|IRC & ICQ Nick: JazHaz ICQ UIN: 37135025 | || ||/ \_
+-------------------------------------------------+ _/|| ||\_ /|
|Atari Pages: http://jfhaslam.atari.org | |_/ |_| \_|/
|Homepages: http://www.users.zetnet.co.uk/jfhaslam |
+-------------------------------------------------+ Atari Falcon
|List owner of the Cheshunt Computer Club mailing list|
-------------------------------------------------------
```

6375. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 08:32:26 UTC
From: Bart Symons <bart.symons@skynet.be>
Message-ID: <3bdbb3d1$0$36464$ba620e4c@news.skynet.be>
Source record: 4624

Bart Symons wrote:

> I'm about to pick up an antique Atari 1040.
> I don't know anything about these systems.
> Main question: can it read floppies created on a PC (i.e. can I download
> software via my PC and transfer them on floppy for the ST)?

Many thanks to all of you. I'll give it a try.

6376. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 09:48:14 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9rgk8utuk1@draco.stochastik.rwth-aachen.de>
Source record: 4626

In article <1f1yvli.1cdneyg8c15gN%northstar2010@_____yahoo.no>,
Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:
>
>As for the article in issue 5/88 I'm still interested if someone has the
>magazine and could scan it. It makes it a lot easier than having to

I should have it (at my parent's home in the cellar), since I built that
buffer PCB some years ago. Should still be somewhere around here ...

I can look up the article next time I get there.

cu
Michael

6377. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 09:57:30 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9rgkqa$u2d$1@draco.stochastik.rwth-aachen.de>
Source record: 4627

In article <200110280739.a52171@b.maus.de>,
Gerhard Stoll <Gerhard_Stoll@b.maus.de> wrote:
>Hello,
>
>I have found a archive which based on the article:
>
>-------------------------------cut-------------------------------
>Kleine Chips - gro&#65533;e Wirkung
>SMD-Puffer f&#65533;r den ST-ROM-Port
>Eberhard Meyer
>Projekt, Atari
>c't 9/87, S. 50
>-------------------------------cut-------------------------------
>
>http://home.ewr-online.de/~ gstoll/bin/romprtp2.zip

Okay, that is the right one (the one with the SMD ICs is from the c't
article, the unbuffered adapter PCBs are extras by Michael Kugelmann - these
should not be used for direct connection to the computers ROM port).

The schematic is missing, but that should not be a big problem.

I am not sure if Heise still has PCBs, but with todays prototype PCB
production services (doublesided 160mm*100mm for 100DM), the PCB should not
cost that much provided you make a batch of as many as fit on 160*100.

cu
Michael

6378. Re: Mega STe Hard DIsk Controller Repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 12:58:44 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.33.0110280755420.12749-100000@moose.erie.net>
Source record: 4628
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

SCSI ID and parity are correct since the hard disk works fine with
the second card that I have. The hard drive is the original Seagate
ST157N which came in the computer.

On Sun, 28 Oct 2001, Robert Schaffner wrote:

> Sage <sagedm@erie.net> wrote:
>
> > I have a Mega STe internal host adapter (Atari) that is
> > non-functional. Can anyone tell me the common failures of this board or
> > suggest a diagnosis procedure. The most obvious symptom is that the hard
> > drive does not spin up and is not recognized when connected to this card.
> > I have a second card and the hard drive works fine when connected to it.
>
> Hard drive should be swiched (jumper) to SCSI ID0
> Also PARITY must be switched of and most of that adaptors doasn´t like
> an terminated SCSI bus.
>
> -> DOITST
>
> Regards, Robert
>
> --
>
> _____________________________________
> * Atari und Macintosh HTML Hardware FAQs *
> http://www.doitarchive.de/
>

6379. Re: Mega STe Hard DIsk Controller Repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 13:29:27 UTC
From: rsmac@t-online.de
Message-ID: <1f1zs31.1232plfgmck2eN%rsmac@t-online.de>
Source record: 4629
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sage <sagedm@erie.net> wrote:

> SCSI ID and parity are correct since the hard disk works fine with
> the second card that I have. The hard drive is the original Seagate
> ST157N which came in the computer.

No more ideas about. Looks like the controller doasnï¿½t work.
Regards, Robert

--

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* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

6380. Cubase >> Roland sysex question

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 15:14:47 UTC
From: Matthew and Caroline Simpson-Morgan <mcsm@webone.com.au>
Message-ID: <3BDC20E7.39B61338@webone.com.au>
Source record: 4630

Hi,

if anybody is familiar with Atari Cubase and using the Midi Mixer - I have a problem that has me fairly stumped: I want to create an object on the Midi Mixer to use as a 4-position slider (0-3 in value), which will set up the output of individual parts in a sound patch (dry, reverb, chorus, direct).

The thing is, to set up the sysex string requires a checksum for use with my Roland U20 synth. What do you use as a checksum for a sysex VARIEABLE value (ie xx)? If I leave the checksum out, nothing happens on the synth... if I put one in, the synth always says "checksum error!" (and I don't know what checksum to use anyway, since the variable value will make the sysex total change from settting to setting).

I'd appreciate some help if anyone can.

Thanks, Matthew.

6381. Cubase >> Roland sysex question

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 15:15:30 UTC
From: Matthew and Caroline Simpson-Morgan <mellotronic@hotmail.com.au>
Message-ID: <3BDC2112.4FCD2200@hotmail.com.au>
Source record: 4631

Hi,

if anybody is familiar with Atari Cubase and using the Midi Mixer - I have a problem that has me fairly stumped: I want to create an object on the Midi Mixer to use as a 4-position slider (0-3 in value), which will set up the output of individual parts in a sound patch (dry, reverb, chorus, direct).

The thing is, to set up the sysex string requires a checksum for use with my Roland U20 synth. What do you use as a checksum for a sysex VARIEABLE value (ie xx)? If I leave the checksum out, nothing happens on the synth... if I put one in, the synth always says "checksum error!" (and I don't know what checksum to use anyway, since the variable value will make the sysex total change from settting to setting).

I'd appreciate some help if anyone can.

Thanks, Matthew.

6382. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 20:05:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdc56fa184691@madasafish.com>
Source record: 4635

Hi Steve!

>> "Bart Symons" <bart.symons@skynet.be> wrote in message
>> news:3bda9f4a$0$36469$ba620e4c@news.skynet.be...
>> > I'm about to pick up an antique Atari 1040.
>>
>> All together...THE ATARI IS NOT AN ANTIQUE !!!!!
>
>He's got some bloody nerve, its the users that are the antiques.

Speak for yourself Steve :)
--
Lyndon Amsdon

6383. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-28 21:33:54 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bdd60aebca11@madasafish.com>
Source record: 4637

Hi Hallvard!

>There are also a few other interesting projects in old issues of "C't";
>a 16MHz accelerator for one. This could be of interest if it works with
>an STe.

I'd like this also. I know of diagrams (have about 5 different 16MHz switchers) but all vary someway in how they switch the signal or by which CPU signals. I even have one that uses LS parts and I'd be worrying about propogation delays unless they have been taken care of. I trust the C't articles and I'm very opened minded when designing stuff so I always look at other peoples ways of doing things. The C't archive seems uncomplete especially on the hardware stuff.
--
Lyndon Amsdon

6384. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-29 06:41:52 UTC
From: rsmac@t-online.de
Message-ID: <1f2131o.ebmuse1lhir20N%rsmac@t-online.de>
Source record: 4636

Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:

> Are there two different cartridge-port buffer projects?

It is one and the same project. Later release contain an update of text
and layout. (Contain part list you missed on first release also) :)

Both doing exactly the same.

Rgs, Robert

--

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* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

6385. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-29 12:27:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200110291427.a52267@b.maus.de>
Source record: 4639

RS>> Are there two different cartridge-port buffer projects?
RS>
RS>It is one and the same project.

There are two pojects:

--------------------------------cut--------------------------------
Her mit den kleinen Platinchen!
Expander fi¿½r den ROM-Port des Atari ST
Eberhard Issendorf
Projekt, Atari ROM-Port-Expander
c't 5/88, S. 142 (cp)

Kleine Chips - groi¿½e Wirkung
SMD-Puffer fi¿½r den ST-ROM-Port
Eberhard Meyer
Projekt, Atari
c't 9/87, S. 50
--------------------------------cut--------------------------------

The project in 9/87 is to buffer the signal from the ROM-port. So you can put a cable between the ST and the ROM-module. (romprtp2.zip)

With the projekt 5/88 you can connect two ROM-module the port. You can choice between the moudle with a pice of software or a button.

Gerhard

6386. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-29 12:54:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200110291454.a52269@b.maus.de>
Source record: 4638

HT>http://home.c2i.net/w-392864/atari/romprt87.zip (the 5/87 article,
HT>taken from Gerhard Stoll's website as referred to above)

The article is form 9/87.

Gerhard

6387. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-29 13:13:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200110291513.a52270@b.maus.de>
Source record: 4640

HT>As for the article in issue 5/88 I'm still interested if someone has
HT>the magazine

I have all issue since 11/87 and the extra issue c't-special 3 form 1988.

HT>could scan it

I have no scanner.

Gerhard

6388. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-29 16:48:44 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9rk19c$r3v$1@draco.stochastik.rwth-aachen.de>
Source record: 4641

In article <1f207z9.4dwrv1yhapfkN%northstar2010@_____yahoo.no>,
Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:
>
>I'm a little confused (in addition to the language barrier as it's all
>in German which I'm not very good at).
>
>Are there two different cartridge-port buffer projects?
>One from isssue 5/87, and another one from 5/88, or are they indeed the
>same article?

Hm - not sure.

Now that you mention it: I seem to remember that the original c't article
used some different ICs than Michael Kugelmanns version - I remember
74HC541 or something similar.

However, Michael Kugelmann's design should be functionally identical and
have the same pinout on the 2.54mm connector.

>A question relating to my original problem: with one (or both?) of the
>above circuits, will this solve any possible problems I would have by
>extending the cartridge-port connectors of the C-Lab "Combiner" (3x
>dongle expansion switcher device) and the possible (minor) extensions of
>the cartridge port inside the rack enclosure from the STe main board as
>well, as I've drawn an illustration of here?:

Not sure. Some cartridge port accessories are a bit critical regarding
timing, so cascading multiple devices is always an experiment.

cu
Michael

6389. Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-29 17:26:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004428132-128770AEicMi@ntlworld.com>
Source record: 4644

Hi all,

Seems that (at long last) ntl: (UK cable company) are to bring broadband cable modem internet access to my area :-)

Now, what will I need to connect my CT2'd Falcon to this service? Ideally I'd like to use MagiC and IConnect, but at a pinch STinG could be pressed into use. Magxnet and/or the added driver capability of MagiC 6.20 sound likely candidates. I really don't want to use MiNT.

Are there any "gotchyas" involved, such as incompatibility problems?

Cheers

--


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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6390. Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-29 21:32:42 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <DUjD7.312$KK2.18717722@news.incc.net>
Source record: 4642

Unless...

We regain the Atari brandname. Otherwise, we'd just be porting Atari apps to run under a different processor/OS platform. That doesn't make them Atari apps any more. It makes them X-app running on X-hardware. It's no different than porting any game from the arcade to the Playstation, or WordPerfect from DOS to the Atair ST. The reason those apps were considered Atari ST applications was because they were *unique* to the Atari ST! And, if they weren't, they were usually only ported to or from the Amiga platform.

If the effort to "revive Atari" is to have ANY hope, we must go to the source (Infogrames) and reaquire (by license) the Atari name with reference to a computer/hardware division.

However, we must be resolved to do this. We must see that anything less is utterly a waste of time and pointless. Emulation, for the sake of enjoying the "old ways" just one more time is simply a time-wasting "nostalgia trip". If we are so desirous to get back to the days of Atari's golden age, we must realize that it involves the NAME! An Atari computer is NOT an Atari computer unless it is called an *Atari* computer. And, none of the clones, regardless of their ability to run Atari ST/TT/Falcon030 applications are Atari computers.

And, worst of all, they will all die, if they haven't already.

We are in the last days of "Atari". The fumes the die-hards have been running on are evaporating into nothingness rapidly. Eventually, there will be nothing left and no one to care. And Atari, as a namesake, memory, and gaming pioneer... will be lost forever...

Say what you will, but you must answer me this. WHY do you use an Atari computer and the software that you run on it? Is it the applications? Is it the brandname? Is it the uniqueness of the hardware? Or is it just fond memories that keep you going?

If owning and using an Atari ST computer (or clone) is so important, then why isn't reviving the company that started it? It's not about the people who worked at Atari... they KILLED it, remember? It's not about the designers who made the cases (though I am still very partial to the 1040ST design myself), they've moved on. It's not about the features or limitations of the system. It's about the NAME! The company! The meaning!

An Atari computer isn't an Atari computer unless it's *called* an ATARI computer!

If you say that the name isn't important to you, then why do you use an Atari computer? If you say it's not the applications you care about, then why do you use an Atari computer? If you say it's not the nostalgic memories of having a computer that was ahead of the rest in it's day, then why do you use an Atari computer?

Nostalgia is a VERY poor sustitute for REALITY! Can you honestly say that, if "Atari" were to make a comeback, and started manufacturing computers, PDA's, laptops, and more again... that you wouldn't be thrilled?

If not, then you DO NOT know what it is to be an Atarian. Brand loyalty is an issue of pride and trust. Sure, that trust has been marred by the people who owned it before and the name "Atari" is merely being leeched for some game titles by Infogrames. "Atari" hardly means anything but "dead, ancient game company", these days, but when it was first created, it meant "Success!" (I believe that's the correct translation, if memory serves me right).

We can't bring back the past, but we can enjoy the present. I would love to go back to the days when The CareBear demos and STOS and Brattacas and Barbarian and BloodMoney and Shadow of The Beast and Xenon and 1st Word and DBMaster One and NeoChrome and all those other games and programs were around. If I had my druthers, I'd turn back time, stick myself right in the crux of the 1040ST years (there were at least three or four, weren't there?) and put it on an endless loop! I have NEVER been that happy. I've come close, but just when I think I can regain that same state of bliss, it vanishes. Why? Because BeOS is dead. Because Macs are too expensive...

Because nothing, but NOTHING... is the same as owning an Atari 1040ST back in 1986, right after my graduation at Pasadena High School. Do you even realize how excited I was when I saw the first 520ST ad in a magazine? Do you know what my reaction was when I saw my first 1040ST ad?

I remember it like it was yesterday... I owned an Apple IIc at the time.

The instant I was finished drooling over the ad and the features the 1040ST was boasting, I said one thing to myself...

"I'm getting it."

And as soon as I graduationed, I sold my Apple IIc and had my mother drive me to ComSoft in the Sun Valley, CA (I forget exactly where it was, but it wasn't too far from where my friend , James, lived at the time), and I bought one.

[Anyone remember "Logical Choice for Computing" in California?]

And if any one of you have even the tiniest HINT of a cranial concept of these same emotions, you'd realize that the name 'Atari" means almost more than the things they created. Shoot, they even made/sold CALCULATORS, for crying out loud! And, you know what? I'da bought one. I was so proud of my FAVORITE company. I wanted to work for them! I looked forward to going to the computer store to see what new software was released. I bought Joust and Star Raiders as soon as they were released. The list goes on and on...

I also went to every Atari Faire in Glendale, Ca. From the first to the last.

But those days are gone. The games were all so deeply copy-protected and tightly wired in Assembly Language, there's little to no hope of ever getting them ported to new hardware, with or without the Atari name. Psygnosis is dead (or at least I haven't heard anything about them from within Sony in recent years). Those games are dead. STOS is the same way.

The only thing we could do is find the programmers to port any and all possible ST applications to the new hardware. I believe, beyond a shadow of a doubt, that if Atari started making computers again... computers that had an OS that was simple and fun to use, but more powerful than TOS/GEM was, ha d some really nice hardware under the hood, and boasted of "Power Without the Price" again... we'd see the "old ones" coming out of the woodwork. And, I tell you this... I'd buy one in a heartbeat... even if it *wasn't* "leading edge".

Why?

Because it would be... an Atari!

Jared

6391. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 00:21:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da2e8f02c1@madasafish.com>
Source record: 4666

Hi Michael!

>In article <9rrkut$1l5$1@bcarh8ab.ca.nortel.com>,
>Gerry O'Rourke <pls@no.spam> wrote:
>>I put a whole 8 MB SIMM under the STFM PSU, so far I'm addressing 4 MB, but
>>all the wires are there for 8MB, I just have to decode it properly.
>
>You can't. The MMU can only address 4MB.

True but create more *banks* and it may be possible. ST uses 2 16 bit
banks, if you stick an extra 2 in, you get 8MB total. Shifter/DMA don't
get the memory but still good.
--
Lyndon Amsdon

6392. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 01:21:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bddf27a307b70@madasafish.com>
Source record: 4656

Hi Hallvard!

>I know this isn't a complete project as it misses the circuit diagram
>and GAL program (although there are some BASIC listings there), but at
>least it'll give some idea of it being worthwhile digging up the
>complete article or not.
>You'll find it here:
>
>http://home.c2i.net/w-392864/atari/ct_144.zip

Sounds interestting, looks like it gives propogation to the 8MHz for some
reason. I can't read German though so.....
Seems like a lot of stuff just for HD hack but if it adjusts the seek rate
I suppose it's OK. Actually, does this one adjust seek rate? Didn't look
like it did.
--
Lyndon Amsdon

6393. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 01:21:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bddf29435953@madasafish.com>
Source record: 4659

Hi Hallvard!

>I'm talking about ready-to-use ones as well.
>What about the one from TUS or "hard & Soft (if they still exist)?

Photos show just an oscillator which I guess is 16MHz and one chip. This chip could be anything, can't see. AFAIK seek rate alteration is only needed to boot from a high density disk, am I correct? I know seek rate should be changed when on the desktop using DD and HD disks but most of the time it doesn't seem to matter, just makes more noise IIRC.
--
Lyndon Amsdon

6394. Re: Cart-port connector specifications

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 01:21:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bddf29435954@madasafish.com>
Source record: 4660

Hi Hallvard!

>I would like to get the exact specifications of the Atari cartridge port
>connector.
>First of all the spacing between the pins which go into the circuit
>board, secondly who produced this connector as I can't find it in any
>electronic components catalogue.
>
>Third I would like to know what kind of plug/socket is compatible with
>the pin-spacing of this connector as I'm planning to extend the existing
>cartridge connector.

2mm pitch, ie 2mm spacing between each conenctor. The sockets I don't know were to get. I just unsoldered one of a dead ST. The edge connectors to go into them are just done on PCB CAD software. I copied the spacing between pads and stuff from my Forget-Me-Clock and transfered it onto Scooter PCB software. Then cut to shape and round it off slighty to get rid of sharp corners. Pinout is available in back of ST manual which. No maker is provided anywhere on my cartridge port socket.

Hope that helps.
--
Lyndon Amsdon

6395. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 05:45:59 UTC
From: rsmac@t-online.de
Message-ID: <1f22uwu.5ehrv7d21jliN%rsmac@t-online.de>
Source record: 4643

Gerhard Stoll <Gerhard_Stoll@b.maus.de> wrote:

> RS>> Are there two different cartridge-port buffer projects?
> RS>
> RS>It is one and the same project.
>
> There are two pojects:

All in all it is one project. Buffer and Expander.
Anyway the buffer can be used stand alone.

Regards, Robert

--

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* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

6396. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 10:18:51 UTC
From: Tim Anderson <tanderson@nothere.freeserve.co.uk>
Message-ID: <9rluuv$m7i$1@news5.svr.pol.co.uk>
Source record: 4645

<snip>
> Are there any "gotchyas" involved, such as incompatibility problems?
<snip>

Have you got a network card? You will need it!

Tim

6397. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 11:05:15 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9rm1hb$a30$1@draco.stochastik.rwth-aachen.de>
Source record: 4646

In article <1004428132-128770AEicMi@ntlworld.com>,
Derryck Croker <derryck@NOSPAMcix.co.uk> wrote:
>
>Now, what will I need to connect my CT2'd Falcon to this service? Ideally I'd
>like to use MagiC and IConnect, but at a pinch STinG could be pressed into

The cable modems I know are either USB or ethernet. A serial port is much
too slow.

cu
Michael

6398. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 11:16:07 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <ZZvD7.1110$RL6.15563@news.cpqcorp.net>
Source record: 4647

Derek,

In order to make sensible use of the service you need an Ethernet card, as the so called "Cable Modem" is not really modem at all. What you get is a RJ45 UTP connection, which you normally connect to your system via special "cross over" UTP cable.
I am not sure what the options are for Ethernet in the Falcon, as I don't think the cartridge port adaptors I have info on will work on such a beast. If you don't wish to, or can't fit such a beast then you may have to use something like SMOOTHWALL from www.smoothwall.co.uk. You will also I am sorry to say also need an Intel beast to run it on, but as it is based on a very cut down LINUX kernal it will run on a fairly minimal box. TR Computers http://www.trcomputers.com/ often have these in the bargains section for minimal amounts...

Dave Wade

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message news:1004428132-128770AEicMi@ntlworld.com...
> Hi all,
>
> Seems that (at long last) ntl: (UK cable company) are to bring broadband cable
> modem internet access to my area :-)
>
> Now, what will I need to connect my CT2'd Falcon to this service? Ideally I'd
> like to use MagiC and IConnect, but at a pinch STinG could be pressed into
> use. Magxnet and/or the added driver capability of MagiC 6.20 sound likely
> candidates. I really don't want to use MiNT.
>
> Are there any "gotchyas" involved, such as incompatibility problems?
>
> Cheers
>
>
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> --
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> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net

> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

6399. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 16:05:52 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004462128-770430AEicMi@ntlworld.com>
Source record: 4650

From: "Tim Anderson" <tanderson@nothere.freeserve.co.uk>

>> Are there any "gotchyas" involved, such as incompatibility problems?
>Have you got a network card? You will need it!

AKA an Ethernet adaptor? No, but I am aware that I need one. Trouble is, there
don't seem to be any around...

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6400. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 16:13:40 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004462132-771308AEicMi@ntlworld.com>
Source record: 4649

From: "David Wade" <dave.wade@compaq.no.spam.please.com>
Date: Tue, 30 Oct 2001 11:16:07 -0000

>something like SMOOTHWALL from www.smoothwall.co.uk. You will also I am
>sorry to say also need an Intel beast to run it on, but as it is based on a
>very cut down LINUX kernal it will run on a fairly minimal box. TR Computers

I think I might need this approach anyway, because ntl use DHCP which I
believe isn't compatible with any of the Atari drivers (?)

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6401. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 17:09:29 UTC
From: rsmac@t-online.de
Message-ID: <1f23pvy.15o3600t1ca84N%rsmac@t-online.de>
Source record: 4648

Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:

> Expander as in getting an additional cartridge "through" port, or as a
> totally separate new port?

One port is as defaul allays on.
You -can- declare this port as "through" port.

This port is allways the default port after boot up.

The second port is avaiable by an button on expander board or with an
GFA-Basic on liner. If you switch to the second port the default port
goes off. (Do not do this while a rom card is on access) :)

> How would this work with my current setup which is as follows at the
> cartridge port:
>
> Atari ST -> Combiner -> Log-3 -> Unitor 2

Yes, i think so.

> Combiner: adds 3 extra cartridge sockets and one "through" socket for
> use with more than one dongle-based program. Switchable via SoftLink or
> manually with a switch on the unit.

Yes, but only one port is activ. I think that is the "through" port.
Any other port must be switched on or off by the user?
(I knew that part, but i doasnï¿½t have one) :)

Regards, Robert

By the way: You can get my ready to use buffer/expander chain, i never
use it longer..

--

---

* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

6402. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 20:49:38 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479195.51381.10@hebe.uk.clara.net>
Source record: 4653

Hi again Jared

> If the effort to "revive Atari" is to have ANY hope, we must go to the
> source (Infogrames) and reaquire (by license) the Atari name with
reference
> to a computer/hardware division.

The last time the nurse let you out of her sight you had a master plan to
acheive this, and were going to pop back here with the results, so since
youve attempted it, not that long ago, what was the answer.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6403. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 20:51:28 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004479198.51381.11@hebe.uk.clara.net>
Source record: 4652

Hi there "SkovTron 4000"

> >> You just have to MS-DOS format them to 720K (DD), not 1.44MB (you might
> >> have to put some tape over the little hole to do this on HD disks).
> >
> > If he's relying on this data he doesn't want to take stupid risks like
> > this. --

> Possibly not. but have you tried getting hold of DD disks lately?

I saw a few thousand on the shelf in PC world today, besides that still
doenst make your suggestion safe or reliable.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6404. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 21:59:35 UTC
From: ebaiz@skyenet.net
Message-ID: <bpFD7.621$kW3.137139@newsfeed.slurp.net>
Source record: 4651

On 29 Oct 2001 17:26:48 , Derryck Croker wrote:
>Hi all,
>
>Seems that (at long last) ntl: (UK cable company) are to bring broadband cable
>modem internet access to my area :-)
>
>Now, what will I need to connect my CT2'd Falcon to this service? Ideally I'd
>like to use MagiC and IConnect, but at a pinch STinG could be pressed into
>use. Magxnet and/or the added driver capability of MagiC 6.20 sound likely
>candidates. I really don't want to use MiNT.

Hello,

There is someone who is using a cable modem with his Falcon. I know he
is using Sting to do it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6405. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-30 22:44:55 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9rnah7$o91$1@snipp.uninett.no>
Source record: 4654

Derryck Croker <derryck@nospamcix.co.uk> wrote:

> I think I might need this approach anyway, because ntl use DHCP which I
> believe isn't compatible with any of the Atari drivers (?)

There is a DHCP-client for MiNT-Net, but I don't know how well it works.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6406. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-31 06:07:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200110310707.a24765@wun.maus.de>
Source record: 4657

Hi David!

W>I am not sure what the options are for Ethernet in the Falcon, as I
W>don't think the cartridge port adaptors I have info on will work on
W>such a beast.

The cartridge port adaptor from Elmar Hilgart definitely _does_ work on a
falcon, even on my CT2A machine.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

6407. Re: Any attempt at an Atari Revival is IMPOSSIBLE!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-31 07:13:01 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <yuND7.363$kz3.21830744@news.incc.net>
Source record: 4655

I wrote (snail-mail, mind you) to Hasbro, with my "ad recording", and they never replied. No one else showed interest. What was I supposed to do? So I gave up.

Blame the Tandy 1000HX and it's simple, double-sided motherboard and cool/unique looking case for bringing me back. It's amazing what old, ancient stuff from the 80's can do to a guy in 2001.

Jared

Steve Sweet wrote in message <1004479195.51381.10@hebe.uk.clara.net>...
>Hi again Jared
>The last time the nurse let you out of her sight you had a master plan to
>acheive this, and were going to pop back here with the results, so since
>youve attempted it, not that long ago, what was the answer.

6408. Re: newbie: PC floppies on an ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-10-31 19:33:46 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <9rpjmq$24v$1@news.panix.com>
Source record: 4658

Steve Sweet <stevesweet@freeuk.com> writes:

: Hi there "SkovTron 4000"

: > >> You just have to MS-DOS format them to 720K (DD), not 1.44MB (you might
: > >> have to put some tape over the little hole to do this on HD disks).
: > >
: > > If he's relying on this data he doesn't want to take stupid risks like
: > > this. --

Ok, it is a stupid risk, but I have been doing that, and the reverse,
since 1985, and have lost absolutely no data that way. I have worn out
disks, and found the reason why they failed, but drilled holes, or tape
over those drilled holes, as needed, made no expletive difference.

--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6409. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-01 10:54:10 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1004687568-126417AEicMi@ntlworld.com>
Source record: 4673

From: Ekkehard_Flessa@WUN.maus.de (Ekkehard Flessa)
Date: Wed, 31 Oct 2001 07:07:00 +0100

>The cartridge port adaptor from Elmar Hilgart definitely _does_ work on a
>falcon, even on my CT2A machine.

Yes indeed, but they haven't been available for some time now!

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6410. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-01 14:08:37 UTC
From: pls@no.spam
Message-ID: <9rrkut$1l5$1@bcarh8ab.ca.nortel.com>
Source record: 4661

In article <9r4klr$racad$1@ID-89932.news.dfncis.de>, "Pera Putnik" <surface@ptt.yu> wrote:

> Btw. I have in my ST 4 MB RAM. I get it by breaking one 8MB SIMM module in
>2 part and soldering about 10 wires for replace cutted lines. It is really
>small. Other half is used too in other Atari.
>

Why did you do this?

I put a whole 8 MB SIMM under the STFM PSU, so far I'm addressing 4 MB, but
all the wires are there for 8MB, I just have to decode it properly.

The SIMM is in a socket, whhich is wired to the pins of the old DRAM chips.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

6411. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-01 15:33:49 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9rrq0t$ms7$1@draco.stochastik.rwth-aachen.de>
Source record: 4662

In article <9rrkut$1l5$1@bcarh8ab.ca.nortel.com>,
Gerry O'Rourke <pls@no.spam> wrote:
>I put a whole 8 MB SIMM under the STFM PSU, so far I'm addressing 4 MB, but
>all the wires are there for 8MB, I just have to decode it properly.

You can't. The MMU can only address 4MB.

cu
Michael

6412. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-01 17:46:07 UTC
From: rsmac@t-online.de
Message-ID: <1f26lf6.3lxmagukqz6dN%rsmac@t-online.de>
Source record: 4664

Ekkehard Flessa <Ekkehard_Flessa@WUN.maus.de> wrote:

> The cartridge port adaptor from Elmar Hilgart definitely _does_ work on a
> falcon, even on my CT2A machine.

Same as here as Ekkehard says. Any day in perfect conditions..
(CAB download through DSL -> 35 k/sec)
(Maximum of the rom port used over STinG 1.26)

MiNT drivers made a better performance. Also CAB wastes a lot of time.

Regards, Robert
--

_____
* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

6413. Re: US/UK TOS 2.05 / 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-01 17:49:26 UTC
From: Nicholas Harlow <nick.harlow@cableinet.co.uk>
Message-ID: <GWfE7.17277$4x3.1614505@news1.cableinet.net>
Source record: 4663

Try Best Electronics or even 16/32 Systems

websites are http://www.best-electronics-ca.com/ for Best
and 16/32's webshop http://catalog.zen.co.uk/actinic/1632Systems/

Good Luck

"Grazey" <grazey@tphf.karoo.co.uk> wrote in message
news:9n0mvvalg1@newsreaderg1.core.theplanet.net...
> I recently acquired a 4mb Mega STE off E-Bay. However the machine has a
> German TOS. Does anybody have a spare English or US TOS 2.06 or 2.05 ?
>
> Or is there anywhere such a TOS may be bought ?
>
> Cheers
>
> Grazey
>
> --
> PHF Assembly Coders http://phf.atari.org
> `ICQ 12766915
>
>
>
>

6414. Re: Plextor CD-ROM on an STe?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-01 17:59:18 UTC
From: Nicholas Harlow <nick.harlow@cableinet.co.uk>
Message-ID: <W3gE7.17324$4x3.1620745@news1.cableinet.net>
Source record: 4665

Hmm I have a Plextor 12/4/32 on my falcon and thanx to Doctor Uwe of HD Driver and Roger of Anodyne it runs beautifully.....

Nick
16/32 Systems

"PuffPuffin" <puffpuffin@aol.com> wrote in message news:20010930215310.15604.00003322@mb-mv.aol.com...
> Ah, so that's probably why my Plextor 12x drive doesn't skip when playing music
> thru CD-Reader on my Falcon. I tried a 12x and 32x Toshiba, but both drives
> kept skipping when playing CDs thru CD-Reader.
>
> >>By the way, what makes Plextor drives more better than other brands?
> >>Are the technical specs superior? Are they built better so they last
> >>longer? More robust? yes to all of the above?
> >
> >They are not the most silent drives - however, the firmware is quite good:
> >they offer jitter-free audio extraction at quite high speeds (my PXT32 will
> >do 12-20* with audio), and they are one of the few drives that do error
> >correction when digitally extracting audio data.
> >
> >cu
> >Michael
>
>

6415. 1987 ATARI 1040 ST - 2001 PC. HELP ME PLEASE!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-01 23:16:36 UTC
From: HAAL <.@forzamagicaroma.com>
Message-ID: <oJkE7.4171$zl4.124854@news2.tin.it>
Source record: 4667

(Excuse for my bad English: I am italian)
Anyone can help me?
Many years ago I used an Atari 1040 ST to play music. My favourite program was C-Lab Notator.
I don't like to use Cubase or any other programs.
How can I use now on a PC that wounderful program?
How can I reproduce my old arrangements maked with C-Lab Notator?
In few words, it's possible to reproduce that arrangements on my PC? Did you know if there is a C-Lab Notator version for PC?
Thanks.

Haal

6416. Re: 1987 ATARI 1040 ST - 2001 PC. HELP ME PLEASE!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-01 23:58:16 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <0qlE7.46221$GA.6910271@news2-win.server.ntlworld.com>
Source record: 4668

Hello.

"HAAL" <.@forzamagicaroma.com> wrote in message
news:oJkE7.4171$zl4.124854@news2.tin.it...
> How can I use now on a PC that wounderful program?
> How can I reproduce my old arrangements maked with C-Lab Notator?

Stop faffin' about, just buy another Atari.

Barrie at Keychange.

www.keychange.co.uk

6417. Re: US/UK TOS 2.05 / 2.06

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-02 00:00:45 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <1qlE7.46222$GA.6910105@news2-win.server.ntlworld.com>
Source record: 4669

> "Grazey" <grazey@tphf.karoo.co.uk> wrote in message
> news:9n0mvvalg1@newsreaderg1.core.theplanet.net...
> > Does anybody have a spare English or US TOS 2.06 or 2.05 ?
> >
> > Or is there anywhere such a TOS may be bought ?

Keychange Music.

www.keychange.co.uk

6418. TOS upgrade on an 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-02 00:16:15 UTC
From: The Ox That Rocks <fedder@hotmail.com>
Message-ID: <3be1e59f$0$257$edfadb0f@dspool01.news.tele.dk>
Source record: 4670
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

The TOS in the STE is hosted on two 28 pin PROMs. I have the newest v2.06
TOS on two 32 pin EPROMS which fits straight into the TOS sockets.
But it does not work. The Operating System does not boot up, but bombs
repeatedly one second into the process.
What am I missing here?

Also, can I use a 1.4 MB diskdrive straight away or do I need the Atari AJAX
chip with 16MHz clock upgrade?

I once had the program XOR (Caged Artist), presumably in a cracked version
1.53. Do anybody in this NG have this program?

Any help would be appreciated.
--
Adios
Peter Feddersen

6419. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-02 05:28:20 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <h8qE7.424$uq4.24966185@news.incc.net>
Source record: 4671

Yup... crappy design flaws right from the start. The 68000 was capable of addressing a full 16Mb! That's the Tramiel Atari for ya. Didn't matter much back then... 1Mb was considered a ton of space! Now, if Atari had actually watched the advancements in technology trends that were going on around them and not just content to live in their own little bubble, I think we might have had an Atari that made computers that might very well be up to the 68060 today, if not the PowerPC processor of one kind or another.

It's amazing just how many companies have bitten the dust based on stupid, STUPID management errors. *sigh*

Jared

>You can't. The MMU can only address 4MB.

6420. Re: TOS upgrade on an 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-02 08:23:48 UTC
From: The Ox That Rocks <fedder@hotmail.com>
Message-ID: <3be25813$0$227$edfadb0f@dspool01.news.tele.dk>
Source record: 4672
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Hallvard

Thx for your answers! I will try to look up info about this Jumper configuration right away!
Is it possible to purchase the HD/DD switcher circuit anywhere?

About X-OR: You are right in that Tim Conrady has done great work in converting various musicprogrammes into freeware. However all freeware "Caged Artist - Bob Melvin" synth editors are "Standalone" editors. The beauty of X-OR is that it can handle your complete synthsetup in much the same way as Sounddiver, which you search after yourself. You can even, fairly easy, create profiles for newer synths or midi gadgets that you may have. I have used it myself.
Of course you shouldent condone the use of cracked software - but you, of all, know how it is. It is very difficult, if not impossible, to get the official software. The original developers are long gone or have completely declined to support thir old platform. This makes it very hard to obtain and get support regarding official software. The platform is more or less given up by the foundres who participated in making it the foremost music platform.
I have been searching for Sounddiver for about 2 years before I gave up.

If we are honest, how many in this NG have not heard the name of "Mike Hunter" distributed with "Another nice HOA crack" before?

Sincerely
Peter Feddersen

6421. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-02 13:49:26 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ru896$b5u$1@draco.stochastik.rwth-aachen.de>
Source record: 4674

In article <3b7da2e8f02c1@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>>You can't. The MMU can only address 4MB.
>
>True but create more *banks* and it may be possible. ST uses 2 16 bit
>banks, if you stick an extra 2 in, you get 8MB total. Shifter/DMA don't
>get the memory but still good.

How do you want to "create more banks" if you can't address them?

You could add your own memory controller (like the MagnumST does), but it
won't be ST memory then, and doing so is a completely different thing than
just "adding some memory chips".

cu
Michael

6422. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-02 14:10:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be29b7e623f82@madasafish.com>
Source record: 4675

Hi Michael!

>In article <3b7da2e8f02c1@madasafish.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>>You can't. The MMU can only address 4MB.
>>
>>True but create more *banks* and it may be possible. ST uses 2 16 bit
>>banks, if you stick an extra 2 in, you get 8MB total. Shifter/DMA don't
>>get the memory but still good.
>
>How do you want to "create more banks" if you can't address them?

Disable the CAS from old RAM and put onto new simm when it is accesing 4-
8MB range. Obviously you have to watch out for Shifter/DMA. I will be
tsting to see if it's possible to fall the MMU/Glue that you are accessing
0-4MB space when 4-8MB space. Possibly generating a DTACK for that space
(soon to be tried) or even generating your own A23-22 for the Glue from
what the CPUs address is. As the ST does RAS refreshing then all
abnks are refreshed together. Purely theorectical I know, but....

--
Lyndon Amsdon

6423. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-02 14:30:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be2a1242c3a20@madasafish.com>
Source record: 4688

Hi Hallvard!

>I just got the article from Dennis Vermeire!
>He's got some C't CD-ROMs, and apparently all the Atari articles are
>there (unlike what eMadia's website showed).
>I can upload the article if there is any interest. There were a few
>images along with it, but for some reason they were *really* small.

Cool :)

>Getting back the HD-switcher circuit: you're right Lyndon, it doesn't do
>step-rate changing unfortunately. The GAL only handles the frequency
>changing (16MHz and 8MHz) which can just as well be done without
>programming one of those as we've seen in many other circuits so far.
>So the search continues...

Yeah, seems like waste of a good GAL :) I think it supports 4 drives
(somehow) but who needs that many these days. 2 is enough.
--
Lyndon Amsdon

6424. Re: SCSI 68pins

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-02 14:30:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be29feaae30b0@madasafish.com>
Source record: 4677

Hi Pï¿½l!

>Is it possible to connect a SCSI 68 pins (wide?) hard disk to an Atari host
>adapter? The disk is a Quantum Viking Atlas II.

Yes, you can buy adaptors. Make sure it isn't differential. You won't be
taking adavantage of the fast speed the Quantum can offer (as it's wide)
but it's fast enough for an Atari :)
--
Lyndon Amsdon

6425. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-02 15:52:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3a78269e4c1ff3@madasafish.com>
Source record: 4693

Hi Hallvard!

>2 drives?
>One is more than enough for me, but for someone without a harddisk I
>guess 2 would be nice.
>Four drives is something I just don't understand why anyone should need.
>Probably causes more confusion than convenience (now, in which drive did
>I put that disk?).

Yeah, sure, 4 is over the top. I used to like my STE with internal floppy
and an external one for games. Monkey Island (wicked game) came on 4
disks so it helped.
--
Lyndon Amsdon

6426. SCSI 68pins

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-02 18:28:02 UTC
From: P&#65533;l Monstad <pmonstad@pm-data.no>
Message-ID: <SABE7.1426$Sa4.255569@news01.chello.no>
Source record: 4676

Is it possible to connect a SCSI 68 pins (wide?) hard disk to an Atari host
adapter? The disk is a Quantum Viking Atlas II.
--
PM data
Bakkevn 16a
5542 Karmsund
Tlf: 52 85 39 79 - fax: 52 85 36 76
http://www.pm-data.no

6427. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 00:05:58 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9rvcd6$rh2$2@dos.canit.se>
Source record: 4678

Derryck Croker <derryck@nospamcix.co.uk> skrev:
: From: Ekkehard_Flessa@WUN.maus.de (Ekkehard Flessa)
: Date: Wed, 31 Oct 2001 07:07:00 +0100

:>The cartridge port adaptor from Elmar Hilgart definitely _does_ work on a
:>falcon, even on my CT2A machine.

: Yes indeed, but they haven't been available for some time now!

According to Hilgart's pages, there are still ROM port adaptors left, just
no parallel to ethernet adaptors to connect them to.

BTW, I've found an ESCOM parallel port ethernet adaptor in a shop. Does
anyone know whether that might work with the ROM port adaptor?

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

6428. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 00:08:02 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9rvch2$rh2$3@dos.canit.se>
Source record: 4679

Jared Falvo <luposian@azob.quik.com> skrev:
: Yup... crappy design flaws right from the start. The 68000 was capable of
: addressing a full 16Mb! That's the Tramiel Atari for ya. Didn't matter
: much back then... 1Mb was considered a ton of space! Now, if Atari had
: actually watched the advancements in technology trends that were going on
: around them and not just content to live in their own little bubble, I think
: we might have had an Atari that made computers that might very well be up to
: the 68060 today, if not the PowerPC processor of one kind or another.

While I agree that it's a bit of a silly limitation, wasn't the remaining
12 MB saved for expanions, ROMs and such things?
68000 Amigas are limited to 8 MB, the rest being put away as configuration
space for add-ons.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

6429. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 04:54:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200111030554.a24897@wun.maus.de>
Source record: 4685

Hallo Derryck!

DC>Yes indeed, but they haven't been available for some time now!

Well, the actual ROM-port-to-parallel-adaptors _are_ still available, but not
the parallel-to-ethernet ones that are needed to complete the link...

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6430. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 05:07:43 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <9rvudh$25k6$1@news.comnet.co.nz>
Source record: 4680

"Iggy Drougge" <optimus@canit.se> ...
> While I agree that it's a bit of a silly limitation, wasn't the
remaining
> 12 MB saved for expanions, ROMs and such things?
> 68000 Amigas are limited to 8 MB, the rest being put away as
> configuration space for add-ons.

(Not being a hardware person, I hope this reply [mostly from what I
can recall being in one of the Compendiums appendices] is of some use)

Did RAM exist in sizes larger than 4MB when the ST was designed? (ie
assuming that the "talk to RAM" hardware was made aware of RAM above
4M, could one plug in larger capacity RAM chips into a 1985 ST?)

(I don't have my Compendium handy, so cannot give the actual values,
but I seem to recall that the "ram type" in a bank was given a two bit
value (range 00-11 ie 0-3), with up to two banks of ram.

The documented values allowed for up to four different values:
128k bank (ie 16x64kbit) allowing either 128k or 256kbytes
512k bank (ie 16x256kbit) allowing either 512k or 1Mbytes
2048k bank (ie 16x1024kbit) allowing either 2M or 4Mbytes
although not documented, this could in theory have been extrapolated
into
8192k bank (ie 16x4096kbit) allowing either 8M or 16Mbytes

In original STs (pre 1990 STE, ie ST/STM/STF/STFM,/Mega), the top 384k
was allocated to hardware (128k cartrige port, 192k TOS ROMs, a 32k
"hole", then 32k hardware)

From the STE/TT/MSTE onwards, TOS dropped to address 14M, so RAM was
limited to 0-14M address space [as opposed to a theoretical 15 5/8ths
MB on earlier machines], TOS was allocated 1 MB from 14-15M, then a
640k "hole", and then the cartridge, another "hole", and then the
hardware to complete the 0-16M address map.

(For machines with 32 bit addressing, Fast RAM follows this at address
16 M up to address 4064M, VME from 4064-4080M, then a mirror of 0-16
appears at 4080-4096M)

I think the MSTE gobbled a bit of ram space below the ROMs for its VME
port

--

Download the latest DLL manager for the Atari ST. Visit my web page at
http://www.atari.net.nz/gem and download the Toolbox today!

--

Quote for the month

"I've never been more insulted since the day I died"
(Grandpa Munster, "The Munsters", 1965)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

6431. Re: Cable modems and the Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 06:47:06 UTC
From: rsmac@t-online.de
Message-ID: <1f2acpt.mlydoftuosnyN%rsmac@t-online.de>
Source record: 4681

Iggy Drougge <optimus@canit.se> wrote:

> BTW, I've found an ESCOM parallel port ethernet adaptor in a shop. Does
> anyone know whether that might work with the ROM port adaptor?

If your adapter use an Realtek RTL 8012 Chip, you have a chance to get
it work. Ask elmar.

Regards, Robert

--

_____
* Atari und Macintosh HTML Hardware FAQs *
http://www.doitarchive.de/

6432. Transferring files from TT to Win 2K

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 13:34:08 UTC
From: Mark Nias <markn@SPAMMENOTmr2.net>
Message-ID: <49s7ut825attdgc979aiggd1qgb9k0rf0d@4ax.com>
Source record: 4682

hi all..

i have my old TT system here and i'd like to transfer the files from
the 500mb SCSI disk to my windows 2000 system...

what is the most efficient way of doing this?

mark

6433. Re: STe acceleration/memory upgrades (above 4MB)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 14:53:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be3fb9a192132@madasafish.com>
Source record: 4696

Hi Hallvard!

>What are the various options when it comes to accelerating an STe and
>expanding memory above 4 MBytes?
>Pre-assembled or DIY projects from circuit diagrams etc.

Hmm, Magnum which is nice upgrade, not sure if the STE version is still
around. At the moment there are no DIY memory hacks or none I've heard of.

For speed you could stick an Adspeed or something like that instead of the
CPU or crank up the bus speed a little. DIY hacks are simple 16MHz
speeders which aren't that good (with cache=good!). If you speed up bus
there will be problems with video syncs which have to be changed,
especially if you use the standard Atari monitors as they're fixed
frequency. I did get my STFM bus up to 16MHz, Shifter at 64MHz which made
machine 2 times faster. I have to spend more time on it though.
--
Lyndon Amsdon

6434. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 16:23:31 UTC
From: Flowers 'n' Fliers <jaju@azob.quik.com>
Message-ID: <AQUE7.465$Ol5.28404874@news.incc.net>
Source record: 4683

The 1040ST cartridge port was only capable of accessing 128K of ROM space, if I recall correctly. There were no other expansions other than peripherals like the printer port, MIDI ports, joystick, video out, and such. How or why memory addressing beyond 4Mb would be used for those, not sure.

They crippled the 1040ST and it's kin for years, all because of what? Spending a few dollars more for the *RIGHT* MMU? I tend to think full memory expansion never really entered the picture, in the Tramiel's mind. I think the old Bill Gates saying of "640K is all anyone will ever need" (or was it someone else?) kinda morphed into "4Mb is all anyone will *ever* need".

I think futuristic thinking (i.e. thinking ahead) was something the Trams were just too stupid to do or do correctly. Outside pressure was the only thing that made them budge, and when they did budge, it was in such tiny increments and in the wrong directions, people just got fed up and left.

If I'da been at Atari's helm... ah, if only.

Jared

"Iggy Drougge" <optimus@canit.se> wrote in message
news:9rvch2$rh2$3@dos.canit.se...
> Jared Falvo <luposian@azob.quik.com> skrev:
> : Yup... crappy design flaws right from the start. The 68000 was capable
of
> : addressing a full 16Mb! That's the Tramiel Atari for ya. Didn't matter
> : much back then... 1Mb was considered a ton of space! Now, if Atari had
> : actually watched the advancements in technology trends that were going
on
> : around them and not just content to live in their own little bubble, I
think
> : we might have had an Atari that made computers that might very well be
up to
> : the 68060 today, if not the PowerPC processor of one kind or another.
>
> While I agree that it's a bit of a silly limitation, wasn't the remaining
> 12 MB saved for expanions, ROMs and such things?
> 68000 Amigas are limited to 8 MB, the rest being put away as configuration
> space for add-ons.
>
> --
> "Les ?tats-Unis sont le seul pays ? ?tre pass? de la barbarie ? la
> d?cadence sans conna?tre la civilisation."

> Albert Einstein

6435. Re: Transferring files from TT to Win 2K

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 18:16:50 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BE43492.F746B896@seimet.de>
Source record: 4684

Mark Nias schrieb:

> i have my old TT system here and i'd like to transfer the files from
> the 500mb SCSI disk to my windows 2000 system...
>
> what is the most efficient way of doing this?

The most efficient way is transfering data using a drive or cartridge
that is both TOS and DOS/Windows compatible, so that both the TT and the
PC can directly read/write to it.
Note, however, that you need commercial software (HDDRIVER) to create
and use such a drive or cartridge.
A less efficient way (slow) is using a serial connection.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6436. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 18:39:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be55c92cf72c0@madasafish.com>
Source record: 4505
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Hallvard!

>I have several circuits I want to finalize by drawing the actual
>circuit-board layouts, but don't have any proper software for this.
>What I have are either demos, shareware which is crippled (i.e. no save)
>but long since abandoned by the programmer or free stuff that doesn't
>really do the job or work properly.
>
>I'm hoping for something free, or at least cheap. Is anything like this
>available?
>
>A program which could be used to draw schematics would also be nice, but
>the most important thing is to be able to draw circuit boards.

I bought Scooter which is nice. I bought it from Peter West IIRC which
can converted to English with a nice fat English manual. It runs on any
Atari and clone and cost me around ï¿½50 or 150DEM. It is also available in
its native language, German. A demo can be got from chapelie AFAIK. It
works very nicely, I sometimes use it in black and white or 4 colours as I
can squeeze a higher resolution out of the Falcon this way. It also works
OK under multitasking.
--
Lyndon Amsdon

6437. Re: Cart-port connector specifications

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 18:46:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be55c92cf72c1@madasafish.com>
Source record: 4506

Hi Hallvard!

>Having opened up my "Combiner" cartridge-port expander I can see that
>the pin spacing is apparently not standard (as far as I know).
>The spacing between each pin in the "row" direction (i.e. 20 pins along
>each other) is around 2mm (isn't 2.54mm the standard? I seem to read
>this everywhere for connectors, which seems about right here as it's a
>little more than 2mm).

Correct, standard was imperial, 0.1 inch and thats the metric value.

>But between the two rows the spacing is larger. I measure roughly 4.5mm.
>So unless there's a connector which fits both ways I'll probably have to
>settle with two 20-pin connectors with 2.54mm spacing.

If you use 2.54mm spacing sockets you'll end up shorting out the edge
connector and the fit will be very loose. The 4.5mm I guess is measured
on the socket. This is standard to all sockets as the sockets are
designed for PCB thickness which is about 1.6mm IIRC.

>Are these connectors really un-standardized?
>Were they custom-ordered by Atari?

Don't know, sorry.

>What puzzles me is that there have been several DIY projects involving
>the cartridge connector, so they must be (have been?) available as
>stand-alone components as opposed to having to unsolder them from dodgy
>STs. If someone could just tell me which company made them it would make
>it a whole lot easier tracking them down.

I honestly don't think they are made anymore. AMP sell _lots_ of
connectors but I've never seen a 2mm pitch one. Anyone else? I'm trying
to remember where I saw a text talking about it, perhaps it was included
on a hack on Vezzs site, possibly the one about the cartridge port.
--
Lyndon Amsdon

6438. Re: Transferring files from TT to Win 2K

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 20:14:51 UTC
From: Mark Nias <markn@SPAMMENOTmr2.net>
Message-ID: <v9j8ut86cu4q00gbebtcha4ov0rbd8po8u@4ax.com>
Source record: 4686

cheers... i'll have a scout around for a zip or something...

mark

On Sat, 03 Nov 2001 19:16:50 +0100, Uwe Seimet
<us__nospam__@seimet.de> wrote:

>Mark Nias schrieb:
>
>> i have my old TT system here and i'd like to transfer the files from
>> the 500mb SCSI disk to my windows 2000 system...
>>
>> what is the most efficient way of doing this?
>
>The most efficient way is transfering data using a drive or cartridge
>that is both TOS and DOS/Windows compatible, so that both the TT and the
>PC can directly read/write to it.
>Note, however, that you need commercial software (HDDRIVER) to create
>and use such a drive or cartridge.
>A less efficient way (slow) is using a serial connection.

6439. Re: TOS upgrade on an 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 20:22:58 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1004882959.89893.1@hebe.uk.clara.net>
Source record: 4689
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Peter

> The TOS in the STE is hosted on two 28 pin PROMs. I have the newest v2.06
> TOS on two 32 pin EPROMS which fits straight into the TOS sockets.
> But it does not work. The Operating System does not boot up, but bombs
> repeatedly one second into the process.
> What am I missing here?

There are some wire links that need transposing, they are near the chips,
did you do that?.

> > Also, can I use a 1.4 MB diskdrive straight away or do I need the Atari
AJAX
> chip with 16MHz clock upgrade?

Its not that simple, you also need some logic to switch clock rates and step
rates.

> I once had the program XOR (Caged Artist), presumably in a cracked version
> 1.53. Do anybody in this NG have this program?

Cracking isn't treated very lightly in here.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6440. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-03 22:46:00 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9s1s38$i81$1@dos.canit.se>
Source record: 4687

G Swaine <g.swaine@the.gluepot.com> skrev:

: Did RAM exist in sizes larger than 4MB when the ST was designed? (ie
: assuming that the "talk to RAM" hardware was made aware of RAM above
: 4M, could one plug in larger capacity RAM chips into a 1985 ST?)

Of course it did, but that's not even interesting. The 68000 was after all
designed with a 16 MB address space back in 1979, fiv or six years before
the first Atari.
As for individual chips, they were far smaller than 4 MB, but that doesn't
really matter, either. There are expansion boards for such things.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

6441. Data Manager Pro

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-04 14:54:31 UTC
From: Paul <paul-manton@lineone.net>
Message-ID: <9s3kp1mps1@uranium.btinternet.com>
Source record: 4690

I have Timeworks Data manager professional, but trying to re-install it I find that my disk one and the two back-ups I had are all duff, could anyone out there up-load me a copy?

6442. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-04 15:15:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be55c92cf72c3@madasafish.com>
Source record: 4507
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Marc-Antï¿½n!

>> Unfortunately there is nothing on the Atari that will convert a
>> schematic to a layout
>And what about CircuIT and RouteIT?
>AFAIR you can draw schematics and let them automatically convert to a
>layout.
>It were under the distribution of Maxon, I think.

Hmm, never heard of that one, but I know that Maxon made a lot of Atari
hardware stuff so it's comes to no surprise :)
--
Lyndon Amsdon

6443. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-04 15:23:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be55c92cf72c5@madasafish.com>
Source record: 4508
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Hallvard!

>I looked up CADsoft on the web and did indeed find out that they had a
>program called Eagle, but (not unexpected) only for PCs.
>I then mailed them asking about the Atari ST version -if it's freeware,
>abandonware, shareware, commercial or whatever as their website said
>nothing about it.
>The reply I got was that there never was an Atari ST version (!!?!?!).

Eagle is a PC program, and IIRC R.Czuba uses it for the CT60 design.
--
Lyndon Amsdon

6444. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-04 19:03:35 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9s43e7$g63$1@draco.stochastik.rwth-aachen.de>
Source record: 4691

In article <3be29b7e623f82@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Disable the CAS from old RAM and put onto new simm when it is accesing 4-
>8MB range. Obviously you have to watch out for Shifter/DMA. I will be

That won't work - the MMU does not generate RAS/CAS when addressing memory
above 4MB, otherwise, expansion cards like the MagnumST could not work.

Actually, such an approach has been done: Martin Wevelsiep built such an
extension, which gave up to 15.5MB full-DMA-capable ST-RAM. However, it
required cutting quite some lines on the ST PCB, and the expansion card
itself had more than 10 GALs on it.

>tsting to see if it's possible to fall the MMU/Glue that you are accessing
>0-4MB space when 4-8MB space. Possibly generating a DTACK for that space
>(soon to be tried) or even generating your own A23-22 for the Glue from
>what the CPUs address is. As the ST does RAS refreshing then all
>abnks are refreshed together. Purely theorectical I know, but....

If you generate your own DTACK, you are outside the area that the MMU
handles: in that case, you have to build your own memory controller, and you
end up with alternate RAM, quite like the MagnumST.

cu
Michael

6445. Re: Anyone got "C't" 5/88?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-04 19:30:36 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9s450sgcm1@draco.stochastik.rwth-aachen.de>
Source record: 4692

In article <1f2b0xi.155uuh6488hxsN%northstar2010@_____yahoo.no>,
Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:
>
>Getting back the HD-switcher circuit: you're right Lyndon, it doesn't do
>step-rate changing unfortunately. The GAL only handles the frequency
>changing (16MHz and 8MHz) which can just as well be done without
>programming one of those as we've seen in many other circuits so far.

If you have some days time, I can package up my solution (which does
auto-steprate) and upload it.

cu
Michael

6446. Re: TOS upgrade on an 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-05 02:50:57 UTC
From: Mod
Message-ID: <1004928699.30155.1@hebe.uk.clara.net>
Source record: 4694
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

How Much 1p ?

Does it run IE 6 ?

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
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* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

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Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1004882959.89893.1@hebe.uk.clara.net...
> Hi Peter
>
> > The TOS in the STE is hosted on two 28 pin PROMs. I have the newest
v2.06
> > TOS on two 32 pin EPROMS which fits straight into the TOS sockets.
> > But it does not work. The Operating System does not boot up, but bombs
> > repeatedly one second into the process.
> > What am I missing here?
>
> There are some wire links that need transposing, they are near the chips,
> did you do that?.
>
> > > Also, can I use a 1.4 MB diskdrive straight away or do I need the
Atari
> AJAX
> > chip with 16MHz clock upgrade?
>
> Its not that simple, you also need some logic to switch clock rates and
step
> rates.
>
> > I once had the program XOR (Caged Artist), presumably in a cracked
version
> > 1.53. Do anybody in this NG have this program?
>
>
> Cracking isn't treated very lightly in here.
>
>
> --
>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
>
>
>

6447. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-05 10:57:44 UTC
From: pls@no.spam
Message-ID: <9s5r8n$n3c$1@bcarh8ab.ca.nortel.com>
Source record: 4695

In article <9s43e7$g63$1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:
>In article <3be29b7e623f82@madasafish.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>Disable the CAS from old RAM and put onto new simm when it is accesing 4-
>>8MB range. Obviously you have to watch out for Shifter/DMA. I will be

I used an 8 Mb PC SIMM, with 4 CAS lines, which had resistors between some of
these lines. I removed the resistors to get 4 seperate CAS lines.
>
>That won't work - the MMU does not generate RAS/CAS when addressing memory
>above 4MB, otherwise, expansion cards like the MagnumST could not work.

The existing refresh circuitry works fine, it completly refreshes the whole
memory, even the "uper" 4 Mb that is not being used.
>
>Actually, such an approach has been done: Martin Wevelsiep built such an
>extension, which gave up to 15.5MB full-DMA-capable ST-RAM. However, it
>required cutting quite some lines on the ST PCB, and the expansion card
>itself had more than 10 GALs on it.

It's been a while (3 years) since I last looked at this, but I did not cut
very many PCB tracks.

So far, I have one small GAL which decodes the "upper" 4 Mb of the 8 Mb Simm &
generates new CAS signals. It's sort of working, but I need to correct some
timing issues. The memory is addressed, you do not get bus errors, but there
are conflicts with the Shifter.

>
>>tsting to see if it's possible to fall the MMU/Glue that you are accessing
>>0-4MB space when 4-8MB space. Possibly generating a DTACK for that space
>>(soon to be tried) or even generating your own A23-22 for the Glue from
>>what the CPUs address is. As the ST does RAS refreshing then all
>>abnks are refreshed together. Purely theorectical I know, but....
>
>If you generate your own DTACK, you are outside the area that the MMU
>handles: in that case, you have to build your own memory controller, and you
>end up with alternate RAM, quite like the MagnumST.

DTACK is generated by the GLUE, but this new memory is definitely ALT RAM, as
the Shifter cannot access it.
>
>cu
>Michael

If I can get round to finishing it properly, I think it would allow 12 Mb in an STFM, assuming you have already got 4 Mb; or else 8 Mb if you just put in a single Simm & disable all of the old memory.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

6448. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-05 20:34:56 UTC
From: Olivier VANONI <ovanoni@icor.fr>
Message-ID: <WS3.3af69f52.b8b816c2.ovanoni@icor.fr>
Source record: 4697
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello.
I use Platon for about 6 years. It can help you drawing PBC up to
6 layers, has a good library of chips (54xx series) and export
the schemes to industrial file format. You can of course print to
a standard printer. I forget some other things.
I bought it from APAK in Paris. I don't know if it is still
available. This soft runs only in ST monochrome high resolution.
Don't hesitate to mail me if you have some other questions.

Regards.

Dans le message <1f2edjw.gsr0ayyovxc0N%northstar2010@_____yahoo.no>
Hallvard Tangeraas a ï¿½crit:
>I have several circuits I want to finalize by drawing the actual
>circuit-board layouts, but don't have any proper software for this.
>What I have are either demos, shareware which is crippled (i.e. no save)
>but long since abandoned by the programmer or free stuff that doesn't
>really do the job or work properly.

>I'm hoping for something free, or at least cheap. Is anything like this
>available?

>A program which could be used to draw schematics would also be nice, but
>the most important thing is to be able to draw circuit boards.

>Hallvard
>--
>Atari Launchpad : <http://launchpad.atari.org>
>Notator/Creator SL : <http://www.notator.org>

--

--

Olivier VANONI
Mailto:ovanoni@PASDEPUB.icor.fr

Magic Hades 6.10 - Jinnee - WS 3.30c
Le tout Compatible ATARI

Visitez mon pays :
http://www.ville-saint-jean-de-maurienne.fr

6449. Re: Identification of faulty blitter series

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-05 23:01:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bb653201268002@madasafish.com>
Source record: 4527

Hi Djordje,

>It has been mentioned several times here that some MegaSTs had a
>piggyback board on top of the CPU in order to mend a fault which
>appeared in a batch of blitter chips. Is it possible to identify
>such faulty blitters by part number or name without actual testing?
>The purpose of the question is to be able, when possible, to remove
>the piggyback board (and reconnect traces on the motherboard) from
>a machine in which the blitter has been changed.

Chips and Chips has information on how to do the modification
(including a flip flop) but doesn't tell you which chip to do the
modification on. I thought it was all external blitters weren't that
stable but perhaps this is wrong?
--
Lyndon Amsdon

6450. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-06 00:21:21 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9s7ae1eul1@thorium.cix.co.uk>
Source record: 4698
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <1f2edjw.gsr0ayyovxc0N%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no said:

>I have several circuits I want to finalize by drawing the actual
>circuit-board layouts, but don't have any proper software for this.
>What I have are either demos, shareware which is crippled (i.e. no save)
>but long since abandoned by the programmer or free stuff that doesn't
>really do the job or work properly.
>
>I'm hoping for something free, or at least cheap. Is anything like this
>available?

Hi Hallvard!

After complaining about Ben's 'commercials' I am a little loath to
post this :-)

Not free, but Scooter-PCB that I distributed in the English
version would do that very well. Price was £55, but I have no more
copies or manuals left. Try the author to see if he has any left
in German (or English). Email him on:
hkahlert@hk-datentechnik.de

>A program which could be used to draw schematics would also be nice

That Scooter won't do. But there are several German PD programs
that will, such as E-plan, Schaltplan and Transistor. Can't recall
if they have drivers for anything but pin printers, though. In
fact, I think you have to make a hard-copy off the screen for some
(Atari's only works for 9-pin printers, but Imagecopy is OK).

Unfortunately there is nothing on the Atari that will convert a
schematic to a layout - for that you need (rather expensive) PC
programs :-(

Regards, /Peter/

6451. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-06 11:53:24 UTC
From: J�r�me Ginestet <jerome.ginestet@freesbee.fr>
Message-ID: <3be7cd77$0$15106$626a54ce@news.free.fr>
Source record: 4699
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Olivier VANONI <ovanoni@icor.fr> a �crit dans le message :
WS3.3af69f52.b8b816c2.ovanoni@icor.fr...
> Hello.
> I use Platon for about 6 years. It can help you drawing PBC up to
> 6 layers, has a good library of chips (54xx series) and export
> the schemes to industrial file format. You can of course print to
> a standard printer. I forget some other things.
> I bought it from APAK in Paris. I don't know if it is still
> available. This soft runs only in ST monochrome high resolution.

```
The version I own runs fine in 800x600 16 colors.

--

Jerome
```

6452. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-06 14:47:40 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3BE7F80C.A191920E@ndh.net>
Source record: 4700
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Peter,

> Unfortunately there is nothing on the Atari that will convert a
> schematic to a layout
And what about CircuIT and RouteIT?
AFAIR you can draw schematics and let them automatically convert to a
layout.
It were under the distribution of Maxon, I think.

Ciao

Marc-Antï¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

6453. Re: Cart-port connector specifications

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-06 14:55:43 UTC
From: pls@no.spam
Message-ID: <9s8tinkee1@bcarh8ab.ca.nortel.com>
Source record: 4501

In article <1f2e1vx.1wbrhixv12inuN%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no (Hallvard Tangeraas) wrote:

>What puzzles me is that there have been several DIY projects involving
>the cartridge connector, so they must be (have been?) available as
>stand-alone components as opposed to having to unsolder them from dodgy
>STs. If someone could just tell me which company made them it would make
>it a whole lot easier tracking them down.
>

Are they Foxconn, like most of the other connectors in the ST.

I think they might be custom, as 1.27mm or 2.54mm seems to be the usual types
available. They don't seem to be available on their web pages.

These connectors are known as "cardedge" types, they must have been available,
but popbably as special orders.

Would it be possible to modify an 1mm spaced AGP socket (use every second
pin), or a SCSI connector (2.03 mm centres). Or perhaps one of the Pentium
slot sockets.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

6454. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-06 14:56:44 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1005056972-885791AEicMi@ntlworld.com>
Source record: 4502

Hi Peter,

>After complaining about Ben's 'commercials' I am a little loath to
>post this :-)

Post away with a clear conscience, you aren't advertising anything! :-)
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6455. Re: Cart-port connector specifications

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-06 16:11:18 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <N1UF7.2295$y02.7965@nntpserver.swip.net>
Source record: 4503

Hi,

> Would it be possible to modify an 1mm spaced AGP socket (use every second
> pin), or a SCSI connector (2.03 mm centres). Or perhaps one of the Pentium
> slot sockets.

No, but an ISA socket should work fine.

/Peter

6456. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-06 16:56:33 UTC
From: J�r�me Ginestet <jerome.ginestet@freesbee.fr>
Message-ID: <3be81483$0$32059$626a54ce@news.free.fr>
Source record: 4504
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hallvard Tangeraas <northstar2010@_____yahoo.no> a �crit dans le message :
1f2gjtv.56figda2n302N%northstar2010@_____yahoo.no...
> J�r�me Ginestet <jerome.ginestet@freesbee.fr> wrote:
>
> Someone mentioned a program called "Eagle" -anyone heard about it?
> Apparently by a company called CADsoft.
>
> I looked up CADsoft on the web and did indeed find out that they had a
> program called Eagle, but (not unexpected) only for PCs.
> I then mailed them asking about the Atari ST version -if it's freeware,
> abandonware, shareware, commercial or whatever as their website said
> nothing about it.
> The reply I got was that there never was an Atari ST version (!!?!?!).

```
I think it is true. I've never heard of one.

--
```

J�r�me

6457. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-06 22:46:26 UTC
From: Marc-Antón Kehr <m.kehr@ndh.net>
Message-ID: <3BE86842.C5ABD5C5@ndh.net>
Source record: 4509
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Hallvard,

> Wow! That's impressive, and of course very practical.
Yes, and although the program is old, it runs very well under GEM.

> ...and only available in German?
Yes, I think so.

> How much do these packages cost?
Doni¿½t know if you can buy a new one, I had bought a second hand version
at Peter Denk Fachmarkt

http://www.atari-fachmarkt.de/

perhaps he can help you to get one.
I paid about 80 DM for it.

Ciao

Marc-Anti¿½n

--
****
Business: http://www.st-katharina.purespace.de
Photography: http://www.ndh.net/home/kehr
Home of MiCo: http://mico-mint.atari.org
****

6458. Re: Cart-port connector specifications

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-06 23:11:18 UTC
From: cstanley@zetnet.co.uk
Message-ID: <3be86e16$0$29038@news.zetnet.co.uk>
Source record: 4510

My reply below.

On 5 Nov 2001 19:45:07 G, Hallvard Tangeraas wrote:
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> >I would like to get the exact specifications of the Atari cartridge port
>> >connector.
>
>> 2mm pitch, ie 2mm spacing between each conenctor. The sockets I don't
>> know were to get. I just unsoldered one of a dead ST. The edge
>> connectors to go into them are just done on PCB CAD software.
>
>Having opened up my "Combiner" cartridge-port expander I can see that
>the pin spacing is apparently not standard (as far as I know).
>The spacing between each pin in the "row" direction (i.e. 20 pins along
>each other) is around 2mm (isn't 2.54mm the standard? I seem to read
>this everywhere for connectors, which seems about right here as it's a
>little more than 2mm).
>But between the two rows the spacing is larger. I measure roughly 4.5mm.
>So unless there's a connector which fits both ways I'll probably have to
>settle with two 20-pin connectors with 2.54mm spacing.
>
>Are these connectors really un-standardized?
>Were they custom-ordered by Atari?
>
>What puzzles me is that there have been several DIY projects involving
>the cartridge connector, so they must be (have been?) available as
>stand-alone components as opposed to having to unsolder them from dodgy
>STs. If someone could just tell me which company made them it would make
>it a whole lot easier tracking them down.

I am ignorant of the bove matter, but I foun the following, which I trust
is helpful.

From "The Atari A-Z" by Mark S Baines (1995, revised later):

CARTRIDGE A cased circuitboard with 128K of Read-Only Memory
plugging into the cartridge port of the ST-Falcon range enabling
instant program access and using no main memory except for the
program's data. Some cartridges do not contain program ROMs but are
just interfaces for other devices, such as scanners or contain audio
digitizers and samples. Others are used as a security dongle
especially in the MIDI music world and battery-backed clock cards
are popular. A computer diagnostic cartridge is available for
techicians wishing to analyse hardware problems in the computer.

Apart from Computer Concept's BackPack and FaST BASIC cartridges, the port never caught on for programs due to the small memory size available and the extra cost. A port device can be installed on the Desktop as drive c: (lower case 'c') and treated as a normal drive except that it cannot be written to. The port is a 40-pin 2 mm spaced doubled-sided PCB edge connector. There is provision for two 64K EPROMs in the address space $00FA0000 to $00FBFFFF. The port supplies power at +5V at pins one and two (at around 300 mA) and there are sixteen data lines, fifteeen address lines, two ROM select lines and upper and lower data strobe lines. There is no read/write line so that no attempt can be made to write to the port. A bus error results if one is made. (The port can be written to in a limited way by having a program map data onto the address lines.) All lines are not buffered which can result in expensive damage to the computer if a current is placed on the wrong lines. Some ST cartridges will not work on the TT or Falcon for varioous reasons. Some use bits 24-31 of address resgisters for internal information for the application. As the TT's MC68030 uses 32-bit addressing this causes a crash. Another reason has to do with timings. Some cartridges fail because the ROMs and other components have access times that are not fast enough for the 32 MHz 58030. Others fail beacause they caoount on the timing of byte wide reads to the cartiridge port to be that of an 8 MHz 6800.

Charles.

6459. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-07 14:18:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005158831.29805.6@demeter.clara.net>
Source record: 4517
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Hallvard Tangeraas

> I have several circuits I want to finalize by drawing the actual
> circuit-board layouts, but don't have any proper software for this.
> What I have are either demos, shareware which is crippled (i.e. no save)
> but long since abandoned by the programmer or free stuff that doesn't
> really do the job or work properly.
>
> I'm hoping for something free, or at least cheap. Is anything like this
> available?
>
> A program which could be used to draw schematics would also be nice, but
> the most important thing is to be able to draw circuit boards.

Here's a clip from the Readme of an APP called CLA, I have no idea as to its current evolution but suggest this may be all you need anyway if used in conjunction with Scooter as mentioned by Peter West.

---------- Clip Start ----------

CLA v3
========

This is the sixth beta release of the CLA3 electronic CAD system,
and the first general release. This release is just the schematic
and simulation sections (as far as I've got).

Anyone who has seen CLAv2 may be a little shocked by v3, as it is a
total re-write from scratch. Some features of v2 haven't made it into
v3, but the editor is a vast improvement over v2 (well, it should be,
I've spent a year or so on it). The simulator lacks some of the v2
features (interactive mode is the big one), but tries to make up for it
by being easier to use, and providing larger stimulus (the window now
scrolls).

If you've not seen v2 (and I hope everyone forgets about v1), you
should be in for a treat - CLAv3 aims to be a 'real' EDA system,
so it provides hierarchical designs, libraries, multiple windows, GDOS
printing, simulation, auto-routing, and lot's more, all wrapped up in
a DULIB GEM interface (windowed dialogs, AES4.1 support, colour icons,
etc).

---------- Clip end ----------

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6460. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-07 14:33:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005158834.29805.7@demeter.clara.net>
Source record: 4518

Hi Derryck

"Derryck Croker" <derryck@NOSPAMcix.co.uk> wrote in message
news:1005056972-885791AEicMi@ntlworld.com...
> Hi Peter,
>
> >After complaining about Ben's 'commercials' I am a little loath to
> >post this :-)
>
> Post away with a clear conscience, you aren't advertising anything! :-)

I agree, there's no harm in direct help like this and I encourage it, its
multi page spam I disagree with.

A past flame war in here has resulted in more discrete, albeit public, but
targeted solicited replies which I have no objection to at all, in fact I
would encourage this "Stealth-reply" technique.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6461. Re: STe acceleration/memory upgrades (above 4MB)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-07 14:38:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005158837.29805.8@demeter.clara.net>
Source record: 4516

Hi Hallvard Tangeraas

> What are the various options when it comes to accelerating an STe and
> expanding memory above 4 MBytes?
> Pre-assembled or DIY projects from circuit diagrams etc.

The PAK and FRAK projects were available is DIY kits, along with the PCB's and neccessary GAL's. try a search for MWcomputer.de. This would give you a 40Mhz 030, an optional FPU @40Mhz and a potential 128Meg of TT RAM.

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

Ooh!, what a coincidence, but I bought mine ready built when I was much better off. 8-)

--

Steve. S.

6462. Re: STe acceleration/memory upgrades (above 4MB)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-07 17:04:44 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9sbpjckth1@draco.stochastik.rwth-aachen.de>
Source record: 4511

In article <1f2dycp.g2hoh1i0bsqoN%northstar2010@______yahoo.no>,
Hallvard Tangeraas <northstar2010@______yahoo.no> wrote:
>What are the various options when it comes to accelerating an STe and
>expanding memory above 4 MBytes?

Which one - 1040STE or MegaSTE?

For a MegaSTE: MagnumST for more RAM.

For both machines, the only CPU upgrade I know is a PAK-3, possibly with the
additional Fast-RAM card. However, getting them to work in a STE requires a
PLCC->DIL adapter for the CPU socket, and the whole tower of PCBs yields a
quite delicate construction.

cu
Michael

6463. Re: Cart-port connector specifications

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-07 17:15:39 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9sbq7rlgq1@draco.stochastik.rwth-aachen.de>
Source record: 4512

In article <N1UF7.2295$y02.7965@nntpserver.swip.net>,
Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:

>No, but an ISA socket should work fine.

ISA is 2.54mm spacing, not 2mm.

cu
Michael

6464. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-07 17:34:04 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9sbrac$lv0$1@draco.stochastik.rwth-aachen.de>
Source record: 4513
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1f2gypr.1oeotapc853kaN%northstar2010@_____yahoo.no>,
Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:
>> AFAIR you can draw schematics and let them automatically convert to a
>> layout.
>
>Wow! That's impressive, and of course very practical.

Not really.

In that price range, you are better off not using the auto-router. Even in the 10k+ price range, I have yet to see an auto-router that really gets in the vicinity of a manual layout.

cu
Michael

6465. Re: STe acceleration/memory upgrades (above 4MB)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-07 17:39:17 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <NIeG7.3235$Ix6.429563@news6-win.server.ntlworld.com>
Source record: 4514

Hello.

"> Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:
> >What are the various options when it comes to accelerating an STe and
> >expanding memory above 4 MBytes?

Are you still wanting to run Notator on the machine or is this a general
enquiry?

Barrie at Keychange.

www.keychange.co.uk

6466. Re: Cart-port connector specifications

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-07 17:58:48 UTC
From: pls@no.spam
Message-ID: <9sbsm2$h5h$1@bcarh8ab.ca.nortel.com>
Source record: 4515

In article <1f2h0hi.ik2gap1kniqf4N%northstar2010@_____yahoo.no>,
northstar2010@_____yahoo.no (Hallvard Tangeraas) wrote:

deleted*

>Could it be this one?
>
> http://www.foxconn.com/products/product.asp?Prefix=EQ
>

No, that seems to be an ISA connector, but as some other poster has already
said, the ISA connector might work.

I think the difference is quite significant, 2.54 mm vs 2 mm (approx).

I'll have a look at some various connectors & see if there are any suitable.
Unfortunately, I have no Atari ROM port products, so I can only compare the
cartridge port on the ST to the connector.

It's no big deal to get custom connectors made up, especially if you are are
ordering thousands. The problems begin when the production runs are finished &
the product (ST in this case) is no longer produced, it becomes almost
impossible to get the parts after a while. I doubt FoxConn would be interested
in making them again.

I am sure there was some inventory left over after Atari ceased ST production,
but was it sold on, or was it junked - who knows?

In the past, ST users have manufactured their own hard to find connectors (the
ASCI port one) by cutting up RS232 25 pin connectors & bending the metal into
shape/filing away the unwanted material.

The 19 way ASCI connector is actually available, as is the floppy disk &
monitor socket from Maplin, in the UK. I do not think they have the cartridge
port though.

I think there is a good possibility the SCSI DB50 connector (female version)
can be modified. It looks about the right pin spacing,being 0.85" (2.1 mm).

It would need to be cut lengthways, then filed down until the spacing between
the upper & lower parts is approx the thickness of a piece of circuit board
material (is that 1.6 mm or 1.2 mm, I know SIMMS are thinner than normal).

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

6467. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-08 00:40:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be9c65e2be625@madasafish.com>
Source record: 4524
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Gerry!

>** Stuff deleted about CLA **
>
>CLA is really a logic simulator, a good one, as I used the beta years ago to
>design an ST CPU speed switcher. I think it's unsupported now, as the
>programmer went on to bigger & better things.
>
>AFAIR, it did not have any layout facilities, it did not have the full range
>of electronic symbols, so it's not great for drawing schematics either.
>
>Still, it is a great package, very useful if you want to model simple logic
>circuits & see the effect of changing the inputs.

I wanted one of these and actually found this software, it was from the
guy who wrote XaAES before Henk took the project over. I tried it on my
Falcon but all the icons were messed up and colours were wrong. Perhaps I
should try it my the STE. Hmm, it sure looked promising for me. I know
it ain't going to be able to kill some of the logic simulators on the PC
but for simple stuff it'll be nice. IIRC it had source code available for
Lattice C but I doubt I could do anything useful too it.
--
Lyndon Amsdon

6468. 68HC000 problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-08 01:26:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3be9d14e31db90@madasafish.com>
Source record: 4528

Hi

I recently bought a 68HC000 for my STFM. I plugged it in and everything is OK. The problem is it seems extremly picky on the clock signal. If I take pin 15 (clock) out of it's socket and take a wire straight to an 8Mhz point on the board the machine doesn't boot. The only way I got it to boot was placing a small (22pf) capacitor from it to ground.

I then built myself a nice clock switcher that switches when both 16 and 8 MHz go high to stop spikes. I tested it on an old STFM with its orignal Toshiba NMOS chip which is rated for 8Mhz. It ran great, managed to run Gembench and it was still working an hour later after looping through a game demo. So I went to put it on my other STFM with the HC CPU and it won't work. I've tried to fiddle with capacitors in various places but no go. Any one have any ideas, perhaps I should be trying comp.m68k?

I thought the HC would be lenient on the clock switching as I've heard it is made in static design or something like that where it can be ran at 0MHz. The STFM with HC does have F rated bus drivers but I don't see why that would cause the problems.
--
Lyndon Amsdon

6469. Re: STe acceleration/memory upgrades (above 4MB)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-08 02:51:16 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9scrv4$h40$3@dos.canit.se>
Source record: 4519

Steve Sweet <stevesweet@freeuk.com> skrev:
: Hi Hallvard Tangeraas

:> What are the various options when it comes to accelerating an STe and
:> expanding memory above 4 MBytes?
:> Pre-assembled or DIY projects from circuit diagrams etc.

: The PAK and FRAK projects were available is DIY kits, along with the PCB's
: and neccessary GAL's. try a search for MWcomputer.de. This would give you a
: 40Mhz 030, an optional FPU @40Mhz and a potential 128Meg of TT RAM.

You'd do better having a look at http://www.wrsonline.de/pak3.html

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

6470. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-08 13:43:00 UTC
From: pls@no.spam
Message-ID: <9se228$5gp$1@bcarh8ab.ca.nortel.com>
Source record: 4520
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1005158831.29805.6@demeter.clara.net>, "Steve Sweet" <stevesweet@freeuk.com> wrote:

>Here's a clip from the Readme of an APP called CLA, I have no idea as to its
>current evolution but suggest this may be all you need anyway if used in
>conjunction with Scooter as mentioned by Peter West.
>

** Stuff deleted about CLA **

CLA is really a logic simulator, a good one, as I used the beta years ago to design an ST CPU speed switcher. I think it's unsupported now, as the programmer went on to bigger & better things.

AFAIR, it did not have any layout facilities, it did not have the full range of electronic symbols, so it's not great for drawing schematics either.

Still, it is a great package, very useful if you want to model simple logic circuits & see the effect of changing the inputs.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

6471. Re: Cart-port connector specifications

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-08 16:47:45 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <QHyG7.1410$RL6.38063@news.cpqcorp.net>
Source record: 4521

I think he meant PCI which is I think 2mm. From searching the web it appears that at some point in time there was a push
to switch from 2.54 mm (i.e. 0.1 inch) to 2mm, but that it was failed. There are a number of places where 2mm connectors
are mentionsed, but as has been stated before, these no longer seem to be available.

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in message news:9sbq7rlgq1@draco.stochastik.rwth-aachen.de...
> In article <N1UF7.2295$y02.7965@nntpserver.swip.net>,
> Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:
>
> >No, but an ISA socket should work fine.
>
> ISA is 2.54mm spacing, not 2mm.
>
> cu
> Michael

6472. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-08 19:21:51 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005330183.32550.1@hebe.uk.clara.net>
Source record: 4525
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Gerry

"Gerry O'Rourke" <pls@no.spam> wrote in message
news:9se228$5gp$1@bcarh8ab.ca.nortel.com...
> In article <1005158831.29805.6@demeter.clara.net>, "Steve Sweet"
<stevesweet@freeuk.com> wrote:
>
> >Here's a clip from the Readme of an APP called CLA, I have no idea as to
its
> >current evolution but suggest this may be all you need anyway if used in
> >conjunction with Scooter as mentioned by Peter West.
> >
>
> ** Stuff deleted about CLA **
>
> CLA is really a logic simulator, a good one, as I used the beta years ago
to
> design an ST CPU speed switcher. I think it's unsupported now, as the
> programmer went on to bigger & better things.
>
> AFAIR, it did not have any layout facilities, it did not have the full
range
> of electronic symbols, so it's not great for drawing schematics either.
>
> Still, it is a great package, very useful if you want to model simple
logic
> circuits & see the effect of changing the inputs.

OK dude, it was a very old version I had and the readme did talk of
progress, I was wondering if any current version that existed might have
done what Hallvard required.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6473. Re: 68HC000 problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-09 02:54:54 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3beb24a089bcc3@madasafish.com>
Source record: 4533

Hi Jared,

>Isn't the 68HC000 a microcontroller, rather than a CPU? Why would you use
>it on an ST (to replace/augment the stock CPU) when it may be less
>capable/powerful than the stock 8MHz 68000? However, if you're trying to
>create that "Mini ST" based on it, so that several of the ST's functions are
>onboard the one chip (serial, clock, memory, etc.)... THAT would be a cool
>move... provided that TOS, MiNT, or MagiC, etc. would accept it.

No, it's a normal 68000 but based on CMOS technology (as oppsoed to NMOS)
and is also less hungry on power.
--
Lyndon Amsdon

6474. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-09 08:45:34 UTC
From: vdjole@EUnet.yu
Message-ID: <9sg53cmib1@news.eunet.yu>
Source record: 4522

On 6 Nov 2001 20:14:14 G, Hallvard Tangeraas wrote:
>> AFAIR you can draw schematics and let them automatically convert to a
>> layout.
>
>Wow! That's impressive, and of course very practical.

If you ever lay your hands on any such software (on any computer platform),
don't be surprised at the stupidity it will show in autorouting some
quite simple layouts. In my opinion, the designer is the best router.

6475. Re: Has anyone ever made a "mini ST"?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-09 08:45:38 UTC
From: vdjole@EUnet.yu
Message-ID: <9sg53fmib2@news.eunet.yu>
Source record: 4523

On 5 Nov 2001 10:57:44 G, Gerry O'Rourke wrote:

>I used an 8 Mb PC SIMM, with 4 CAS lines, which had resistors between some of
>these lines. I removed the resistors to get 4 seperate CAS lines.
>...
>The existing refresh circuitry works fine, it completly refreshes the whole
>memory, even the "uper" 4 Mb that is not being used.
>...
>DTACK is generated by the GLUE, but this new memory is definitely ALT RAM, as
>the Shifter cannot access it.
>...
>If I can get round to finishing it properly, I think it would allow 12 Mb in
>an STFM, assuming you have already got 4 Mb; or else 8 Mb if you just put in a
>single Simm & disable all of the old memory.
>...
>So far, I have one small GAL which decodes the "upper" 4 Mb of the 8 Mb Simm &
>generates new CAS signals. It's sort of working, but I need to correct some
>timing issues. The memory is addressed, you do not get bus errors, but there
>are conflicts with the Shifter.

This seems very similar to the concept which I contemplated recently- even
made some schematics which I didn't test in practice :) i.e. decode the
upper three address bits in order to redirect CAS lines to additional banks
(RAS lines being common to all).

My idea was that, since the shifter AFAIK must access RAM at a fixed 500ns
pace, a 2MHz signal, synchronized (but slightly delayed) to system clock,
could be used to decide whether the Shifter or the CPU (or DMA) has the
right to access the memory. Briefly: if the circuit finds that AS is
asserted on the beginning of a 250ns half-cycle then access to the alt-RAM
would be granted, and it would last for 250ns. The second 250ns half-cycle
would be given to Shifter in all cases, and access to alt-RAM would be
disabled (delayed until the next 250ns half-cycle). It seemed to me that
about 10-11 TTL chips would be needed for a 4MB ST-RAM + 10MB Alt-RAM
configuration. How about this?

cu

6476. Re: ST(E) to TV via SCART

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-10 00:03:50 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bec6222d93a73@madasafish.com>
Source record: 4539

Hi David,

>Both my TV's implement RGB (well acording to the hand book) on the SCART
>ports I am using.
>In fact I momentarialy see a good picture as I power up so something is
>setting the scarts to
>composite mode. Is there a line on the scard to switch between composite and
>RGB?.

Yes, there are a few "control" lines carried on the SCART connector, best
to look for the pinouts. Unfortnatly the standard has been confused on
the control lines and some are used for wrong purpose, some are conencted
to 12v and some to ground. I'd look for these pins and look in your
adaptor cable and cut the wires going to them. For example, one control
line switchs from TV to AV/SCART mode.
--
Lyndon Amsdon

6477. 68HC000 problem sorted

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-10 00:20:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bec64a8f8c040@madasafish.com>
Source record: 4541

Hi

Just to say the problem with my HC chip seems to be sorted (thanks Djordje). I tried capacitence across the clk line but it didn't seem to stable. I then tried buffering it with HC TTL but still not improvement. I then tried a resistor in series with the clock line as used on the DRAM control signals as suggested and it worked great, even my clock switcher! Don't know why it needs it, soemthing to do with impedance?

Damn thing runs too cool, I wanted lots of fans :)
--
Lyndon Amsdon

6478. Identification of faulty blitter series

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-10 12:45:26 UTC
From: vdjole@EUnet.yu
Message-ID: <9sj7h5$1c3$3@news.eunet.yu>
Source record: 4526

Hi;

It has been mentioned several times here that some MegaSTs had a piggyback board on top of the CPU in order to mend a fault which appeared in a batch of blitter chips. Is it possible to identify such faulty blitters by part number or name without actual testing? The purpose of the question is to be able, when possible, to remove the piggyback board (and reconnect traces on the motherboard) from a machine in which the blitter has been changed.

Thanx;

6479. Re: Circuit-design software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-10 22:45:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9skalmrgb1@thorium.cix.co.uk>
Source record: 4529

In message <9sg53cmib1@news.eunet.yu>, vdjole@EUnet.yu said:

>On 6 Nov 2001 20:14:14 G, Hallvard Tangeraas wrote:
>>> AFAIR you can draw schematics and let them automatically convert to a
>>> layout.
>>
>>Wow! That's impressive, and of course very practical.
>
>If you ever lay your hands on any such software (on any computer platform),
>don't be surprised at the stupidity it will show in autorouting some
>quite simple layouts. In my opinion, the designer is the best router.

Yes, I agree completely. With Scooter-PCB you can let it
autoroute some or all of the connections from a net list
that you can put together fairly easily from a circuit diagram,
though it is laborious for large PCBs - you have to number each
pin or connection of each component and then write a series of
logic equations for each connection. In general autorouting tends to
use far more vias than a competent designer would do.

BTW - I originally posted my reply in comp.sys.atari.st but somehow
the whole thread seems to have been copied to comp.sys.atari.st.tech
and the same goes for a number of other threads in these topics.
Is this deliberate or is something cross-posting the messages?

Regards, /Peter/

6480. Please help: Attaching a HDD to a 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-11 18:04:23 UTC
From: Krunch <keithgoldsmith@rcn.com>
Message-ID: <9smeen$og0$1@bob.news.rcn.net>
Source record: 4530

I recently acquired an Atari Megafile 30 HDD. When I attach it to my 1040ST (which has two FDDs) via the 19-pin cable, the ST does not recognize the FDDs or the HDD on boot up. Do I need a special boot disk and/or software to configure the ST to have HDD capability? Where can I find information about this, as my manuals are vague and confusing, inferring that the ST should automatically see the HDD.

I appreciate any assistance.

KEITH

6481. Cubase on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-11 19:11:45 UTC
From: bakedbean <bakedbean@blueyonder.co.uk>
Message-ID: <R3AH7.27911$mh1.3432902@news1.cableinet.net>
Source record: 4531

Howdy,

Does anyone out there know how to change MSB and LSB values on the sequencer
when hooked up with a MC303?

nik.

<<<message ends>>>

6482. Re: 68HC000 problems

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-11 21:22:30 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <TXBH7.635$Bo4.45692031@news.incc.net>
Source record: 4532

Isn't the 68HC000 a microcontroller, rather than a CPU? Why would you use it on an ST (to replace/augment the stock CPU) when it may be less capable/powerful than the stock 8MHz 68000? However, if you're trying to create that "Mini ST" based on it, so that several of the ST's functions are onboard the one chip (serial, clock, memory, etc.)... THAT would be a cool move... provided that TOS, MiNT, or MagiC, etc. would accept it.

Jared

Lyndon Amsdon wrote in message <3be9d14e31db90@madasafish.com>...
>Hi
>
>I recently bought a 68HC000 for my STFM. I plugged it in and everything
>is OK. The problem is it seems extremly picky on the clock signal. If I
>take pin 15 (clock) out of it's socket and take a wire straight to an 8Mhz
>point on the board the machine doesn't boot. The only way I got it to
>boot was placing a small (22pf) capacitor from it to ground.
>
>I then built myself a nice clock switcher that switches when both 16 and 8
>MHz go high to stop spikes. I tested it on an old STFM with its orignal
>Toshiba NMOS chip which is rated for 8Mhz. It ran great, managed to run
>Gembench and it was still working an hour later after looping through a
>game demo. So I went to put it on my other STFM with the HC CPU and it
>won't work. I've tried to fiddle with capacitors in various places but no
>go. Any one have any ideas, perhaps I should be trying comp.m68k?
>
>I thought the HC would be lenient on the clock switching as I've heard it
>is made in static design or something like that where it can be ran at
>0MHz. The STFM with HC does have F rated bus drivers but I don't see why
>that would cause the problems.
>--
>Lyndon Amsdon

6483. Re: circuit board layout

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-11 22:44:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3beef30c3b1541@madasafish.com>
Source record: 4455

Hi

> Can anyone here create a circuit board layout for the ethernet card
>adaptor that Thomas Redelberger has on his site?
>
>http://home.arcor.de/thomas.redelberger/prj/atari/ethernea/index.htm
>
>I'd like to have a some produced using this site.. www.pcbexpress.com so it
>would have to be in the format they require.

You must inform him so he can place the image in the archive. I will but
please tell me how you want it laid out. What sort of connectors do you
want on the board for the ACSI for example? What power conenctor do you
want, as you need 5v IIRC and it some cases 12v.

>e-mail me at webmaster@atari-users.net if you are interested.

No.
--
Lyndon Amsdon

6484. Re: Disk-drive track indicator

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-11 22:45:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3beef30c3b1542@madasafish.com>
Source record: 4456

Hi Hallvard,

>Does anyone have a circuit for displaying what the disk drive is doing
>(i.e. a track indicator)?
>
>I've got a file describing such a circuit, but it doesn't do it very
>well. No complete PCB or schematic.
>Searching the web there seems to be another one floating around called
>"track indicator II". I found it here:
>
> http://www.cix.co.uk/~stclub/sh_ware/in.htm#IN.150:
>
>But unfortunately it can't be downloaded from that site (no wonder,
>since they sell PD disks, and I only found a listing of disk contents).
>I did recognize the other files though as I have them, so I should think
>this file is to be found freely somewhere.
>Anyone got it, or even better -has anyone here built such a circuit
>which works properly?

I got one from http://www.programmersheaven.com (link on my website). If
you scroll down to 'other platforms' and then click ST hardware there is a
nice list of hacks.
--
Lyndon Amsdon

6485. Re: Memory Upgrade for 1040 STFM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-11 22:49:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3beef30c3b1543@madasafish.com>
Source record: 4457

Hi Axel,

>> No STFMS had simm sockets. All had space on the board for a maximum
>> of 1MB on the board. However the system will work with 4MB if you
>> attach it, be either a card like the Marpet Xtra which lets yiou use
>> simms (30pin) or by soldering a simm in. There is also Alt RAM
>> available with a Magnum card, this RAM is purely for programs, not
>> shared with the video so it is faster.
>
>What in you opinion is the best route and do you have a link for purchase/hack. Thanks

Well, depends if you're good at electronics or not. If you do solder a
simm it is just a case of wiring up some 30 wires. I looked at
atari.nvg.org (I think thats right) and took the Stacy RAM hack and
modified it for an STFM. There are other places this is described. Both
give the same performance. If you don't like soldering then take the
Marpet or Magnum. If you choose Marpet you're limited to 4MB but Magnum
can do something like 8MB plus what you have. Not sure if Magnum is still
produced.

--
Lyndon Amsdon

6486. ATARI IS BACK!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-11 23:06:22 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <ctDH7.639$lt4.45995061@news.incc.net>
Source record: 4534

Go to: http://www.atari.com

And Splashdown looks AWESOME!!!

Jared

6487. Re: Please help: Attaching a HDD to a 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-12 09:13:07 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <zoMH7.1469$RL6.47804@news.cpqcorp.net>
Source record: 4535

"Krunch" <keithgoldsmith@rcn.com> wrote in message
news:9smeen$og0$1@bob.news.rcn.net...
> I recently acquired an Atari Megafile 30 HDD. When I attach it to my
1040ST
> (which has two FDDs) via the 19-pin cable, the ST does not recognize the
> FDDs or the HDD on boot up. Do I need a special boot disk and/or software
> to configure the ST to have HDD capability?

All hard drives require some kind of driver. Normally this is loaded on the
hard disk,
and gets loaded when the system boots. I seem to recall that you need to
power up
the hard drive first, and wait for it to spin up before you switch on the
ST.

There should also be a utilities disk to allow the drive to be low-level
formatted,
partitioned, and high level formatted.
For a Megafile 30 I would have expected some version of AHDI.
You can download AHDI from http://www.umich.edu/~archive/atari/Diskutils/

when you say it does not recognize the FDDs or HDDs what do you mean?
Does the system hang?
Do you get a blank desktop, or one with missing items?
A desktop with icons for several drives which produce errors when you try
and open them?

If you are just missing ICONS have you tried Options -> Install Devices.

> Where can I find information
> about this, as my manuals are vague and confusing, inferring that the ST
> should automatically see the HDD.
>

I would assume that there was some kind of manual with the megafile.
There is a little information at
http://www.atari.org/hosted/quickfaq/stfaq_3.htm#2

> I appreciate any assistance.

Thats o.k. However I expect that the Megafile has a duff drive in it.
If so I don't think there is any thing you can do, as I think the
megafiles had a ASCI->MFM interface, and an MFM drive.
I think it would be difficult (and possibly expensive) to obtain
a replacment MFM drive and because there is no SCSI in the
drive you can't upgrade to a SCSI drive.

>
> KEITH
>
>
Dave.

6488. ST(E) to TV via SCART

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-12 13:13:38 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <8WPH7.1477$RL6.47811@news.cpqcorp.net>
Source record: 4536

Folks,

I have an ATARI to SCART lead which works fine on my Phillips CM8833 monitor. However when I use it with any of my TVs which have SCART I only seem to get a very dark monochrome picture. I assume this is because somthing from the ATARI is fooling the TV's into thinking thye SCART is sending composite.... Any one any ideas...

Dave.

6489. Re: ST(E) to TV via SCART

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-12 15:54:27 UTC
From: rsmac@t-online.de
Message-ID: <1f2rp2w.17l5dva1565fkoN%rsmac@t-online.de>
Source record: 4537

David Wade <dave.wade@compaq.no.spam.please.com> wrote:

> I have an ATARI to SCART lead which works fine on my Phillips CM8833
> monitor. However when I use it with any of my TVs which have SCART I only
> seem to get a very dark monochrome picture. I assume this is because
> somthing from the ATARI is fooling the TV's into thinking thye SCART is
> sending composite.... Any one any ideas...

Computer Displays mostly use R, G, B - Signals. (Also H- and V-Sync)
TVs most use Composite Video only.
(RGB and Sync-Signals all in one Signal)

Result is what you have seen on TV.

Try to connect your Atari via Composit Video to TV.
(Watch NTSC / PAL mode)

Regards, Robert
--
-= Home of DOIT-Archive =-

_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

6490. Re: ST(E) to TV via SCART

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-12 17:22:57 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <VzTH7.1483$RL6.48187@news.cpqcorp.net>
Source record: 4538

"Robert Schaffner" <rsmac@t-online.de> wrote in message
news:1f2rp2w.17l5dva1565fkoN%rsmac@t-online.de...
> David Wade <dave.wade@compaq.no.spam.please.com> wrote:
>
> > I have an ATARI to SCART lead which works fine on my Phillips CM8833
> > monitor. However when I use it with any of my TVs which have SCART I
only
> > seem to get a very dark monochrome picture. I assume this is because
> > somthing from the ATARI is fooling the TV's into thinking thye SCART is
> > sending composite.... Any one any ideas...
>
> Computer Displays mostly use R, G, B - Signals. (Also H- and V-Sync)
> TVs most use Composite Video only.
> (RGB and Sync-Signals all in one Signal)
>
> Result is what you have seen on TV.
>

Both my TV's implement RGB (well acording to the hand book) on the SCART
ports I am using.
In fact I momentarialy see a good picture as I power up so something is
setting the scarts to
composite mode. Is there a line on the scard to switch between composite and
RGB?.

> Try to connect your Atari via Composit Video to TV.
> (Watch NTSC / PAL mode)

I can do that but COMPOSITE yeilds a really grotty picture. Its o.k. (just)
for games...

>
> Regards, Robert
> --
> -= Home of DOIT-Archive =-
> ____
> Atari und Macintosh Hardware FAQs
> http://www.doitarchive.de

6491. More Hard-Drive jumpers!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-12 21:04:07 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9spdmbtmb1@newsreaderm1.core.theplanet.net>
Source record: 4540

Hi

I've recently acquired a Seagate ST32155N hard-drive (specs below) to replace the old 40mb Seagate running inside my 4mb Mega STE.

http://www.seagate.com/support/disc/specs/scsi/st32155n.html

I've disabled parity using pin 4, but HDDriver still doesn't recognise the drive.
Pins 1 & 2 deal with "Termination Power-source" do I need to set these jumpers for the drive to be recognised ? Or am I doing something else wrong ?

Regards

Phil Graham

6492. Re: ST(E) to TV via SCART

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-12 22:37:59 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9spj07dpv1@thorium.cix.co.uk>
Source record: 4542

In message <8WPH7.1477$RL6.47811@news.cpqcorp.net>, dave.wade@compaq.no.spam.please.com said:

> I have an ATARI to SCART lead which works fine on my Phillips CM8833
>monitor. However when I use it with any of my TVs which have SCART I only
>seem to get a very dark monochrome picture. I assume this is because
>somthing from the ATARI is fooling the TV's into thinking thye SCART is
>sending composite.... Any one any ideas...

Does your TV have switching for the AV input for different types
of signal? My Sony toggles between composite, S-VHS and RGB using
a single button on my remote. It may also be the auto AV-switching
signal, which on the Atari is +12V on pin 8 or the SCART; try
disfonnecting that lead.

Regards, /Peter/

6493. Memory Upgrade for 1040 STFM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-13 00:11:54 UTC
From: Axel <Meister@nospam.sprint.ca>
Message-ID: <3BF0654A.59C00FAA@nospam.sprint.ca>
Source record: 4543

Just a question, do any of the 1040STFM models use SIMMs, or is it just limited to STEs. If the STFMs are split between individual chip RAM and SIMMs, is there a way, by serial number, floppy bezel, whatever, to check without having to go through the trouble opening it up and rip off the metal shield?

Thanks.

6494. Re: More Hard-Drive jumpers!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-13 00:22:55 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005674846.26413.3@demeter.clara.net>
Source record: 4547

Hi Grazey

| I've recently acquired a Seagate ST32155N hard-drive (specs below) to
| replace the old 40mb Seagate running inside my 4mb Mega STE.
|
| http://www.seagate.com/support/disc/specs/scsi/st32155n.html
|
| I've disabled parity using pin 4, but HDDriver still doesn't recognise the
| drive.
| Pins 1 & 2 deal with "Termination Power-source" do I need to set these
| jumpers for the drive to be recognised ? Or am I doing something else
| wrong ?

I use a pair of 4.5 gig Seagate's with my Atari MegaSTE, I have parity set to off, terminator set to off, and trmpwr source to onboard on each device. . You didn't mention what you're using for a SCSI interface, if you're using the link it will need trmpwr from an external source. Terminate only the end of the chain.

--

Steve. S.

6495. Re: ST(E) to TV via SCART

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-13 00:29:14 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005674850.26413.4@demeter.clara.net>
Source record: 4548

Hi David

| > > I have an ATARI to SCART lead which works fine on my Phillips CM8833
| > > monitor. However when I use it with any of my TVs which have SCART I
| only
| > > seem to get a very dark monochrome picture. I assume this is because
| > > somthing from the ATARI is fooling the TV's into thinking thye SCART
is
| > > sending composite.... Any one any ideas...
| >
| > Computer Displays mostly use R, G, B - Signals. (Also H- and V-Sync)
| > TVs most use Composite Video only.
| > (RGB and Sync-Signals all in one Signal)
| >
| > Result is what you have seen on TV.
| >
|
| Both my TV's implement RGB (well acording to the hand book) on the SCART
| ports I am using.
| In fact I momentarialy see a good picture as I power up so something is
| setting the scarts to
| composite mode. Is there a line on the scard to switch between composite
and
| RGB?.

Pin 8 on the scart is the external switching input for composite mode, check
if the Atari is connected to this pin.
I made a lead once that used the +12v out from the Atari monitor din to
force monitor mode on the TV, its possible this lead is the same. Some other
'standards' use another pin (fast hblank) as i recall which will asert RGB
mode once pin 8 is also asserted.

--

Steve. S.

6496. Re: ST(E) to TV via SCART

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-13 07:52:03 UTC
From: David Wade <dave.wade@compaq.no.spam.please.com>
Message-ID: <li4I7.1497$RL6.48501@news.cpqcorp.net>
Source record: 4544

<xlator@cix.compulink.co.uk> wrote in message
news:9spj07dpv1@thorium.cix.co.uk...
> In message <8WPH7.1477$RL6.47811@news.cpqcorp.net>,
dave.wade@compaq.no.spam.please.com said:
>
> > I have an ATARI to SCART lead which works fine on my Phillips CM8833
> >monitor. However when I use it with any of my TVs which have SCART I only
> >seem to get a very dark monochrome picture. I assume this is because
> >somthing from the ATARI is fooling the TV's into thinking thye SCART is
> >sending composite.... Any one any ideas...
>
> Does your TV have switching for the AV input for different types
> of signal? My Sony toggles between composite, S-VHS and RGB using
> a single button on my remote.

It does not apear to do this. There are two scarts and a composite input.
One scart
supports RGB & Composite, One Composite only. All I can do is toggle between
inputs.

>It may also be the auto AV-switching
> signal, which on the Atari is +12V on pin 8 or the SCART; try
> disfonnecting that lead.
>
This sounds more likley. Will check it out..

> Regards, /Peter/
>

Thanks guys. Will let you know how I get on..

Dave

6497. Re: Memory Upgrade for 1040 STFM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-13 12:47:07 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0111130447.4197ba4b@posting.google.com>
Source record: 4545

Axel <Meister@nospam.sprint.ca> wrote in message
news:<3BF0654A.59C00FAA@nospam.sprint.ca>...
> Just a question, do any of the 1040STFM models use SIMMs, or is it just
> limited to STEs. If the STFMs are split between individual chip RAM
> and SIMMs, is there a way, by serial number, floppy bezel, whatever, to
> check without having to go through the trouble opening it up and rip off
> the metal shield?

No STFMS had simm sockets. All had space on the board for a maximum
of 1MB on the board. However the system will work with 4MB if you
attach it, be either a card like the Marpet Xtra which lets yiou use
simms (30pin) or by soldering a simm in. There is also Alt RAM
available with a Magnum card, this RAM is purely for programs, not
shared with the video so it is faster.

6498. Re: Identification of faulty blitter series

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-13 16:55:31 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9srja3$l1j$1@draco.stochastik.rwth-aachen.de>
Source record: 4546

In article <3bb653201268002@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>(including a flip flop) but doesn't tell you which chip to do the
>modification on. I thought it was all external blitters weren't that
>stable but perhaps this is wrong?

It is, most blitter chips work fine without the extra patch circuit - IIRC,
only one (the first?) series by one manufacturer required it.

cu
Michael

6499. The final word from Infogrames...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-13 18:57:14 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <C%dI7.680$lJ5.50764869@news.incc.net>
Source record: 4549

Dear Jared,

Nancy Bushkin has referred your inquiry to me for response.

We thank you for your interest in Infogrames and in the Atari brand.
Unfortunately, at the present moment we are not considering proposals of the
nature you described in your email.

Please stay in touch.

Doreen Small
VP Legal & Business Affairs
Infogrames, Inc.

6500. Re: More Hard-Drive jumpers!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-13 20:51:02 UTC
From: Grazey <grazey@tphf.karoo.co.uk>
Message-ID: <9ss19stet1@newsreaderm1.core.theplanet.net>
Source record: 4550

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1005674846.26413.3@demeter.clara.net...
> I use a pair of 4.5 gig Seagate's with my Atari MegaSTE, I have parity
set
> to off, terminator set to off, and trmpwr source to onboard on each
device.
> . You didn't mention what you're using for a SCSI interface, if you're
using
> the link it will need trmpwr from an external source. Terminate only the
end
> of the chain.

I set trmpwr to source to onboard and it works fine, thanks!

Phil

6501. Re: Memory Upgrade for 1040 STFM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-14 01:36:19 UTC
From: sidcelery@cix.co.uk
Message-ID: <9sshqi$t3s$1@thorium.cix.co.uk>
Source record: 4452

On 12 Nov 2001 16:11:54, Axel wrote:
> Just a question, do any of the 1040STFM models use SIMMs, or is it
> just limited to STEs. If the STFMs are split between individual
> chip RAM and SIMMs, is there a way, by serial number, floppy bezel,
> whatever, to check without having to go through the trouble opening
> it up and rip off the metal shield?

An STFM would only ever have SIMMs if it already had a memory upgrade
which handled them. If it's still at 1Mb RAM, then the answer's
definitely that it won't have SIMMs.

rgds
H

6502. Re: Memory Upgrade for 1040 STFM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-14 02:29:18 UTC
From: Axel <Meister@nospam.sprint.ca>
Message-ID: <3BF1D6FE.AB0D7249@nospam.sprint.ca>
Source record: 4451

Lyndon Amsdon wrote:

> Axel <Meister@nospam.sprint.ca> wrote in message
news:<3BF0654A.59C00FAA@nospam.sprint.ca>...
> > Just a question, do any of the 1040STFM models use SIMMs, or is it just
> > limited to STEs. If the STFMs are split between individual chip RAM
> > and SIMMs, is there a way, by serial number, floppy bezel, whatever, to
> > check without having to go through the trouble opening it up and rip off
> > the metal shield?
>
> No STFMS had simm sockets. All had space on the board for a maximum
> of 1MB on the board. However the system will work with 4MB if you
> attach it, be either a card like the Marpet Xtra which lets yiou use
> simms (30pin) or by soldering a simm in. There is also Alt RAM
> available with a Magnum card, this RAM is purely for programs, not
> shared with the video so it is faster.

What in you opinion is the best route and do you have a link for purchase/hack. Thanks

6503. circuit board layout

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-14 03:42:04 UTC
From: "Webmaster@atari-users.net" <webmaster@atari-users.net>
Message-ID: <tv3q135k16r14c@corp.supernews.com>
Source record: 4453

Hello,

Can anyone here create a circuit board layout for the ethernet card
adaptor that Thomas Redelberger has on his site?

http://home.arcor.de/thomas.redelberger/prj/atari/ethernea/index.htm

I'd like to have a some produced using this site.. www.pcbexpress.com so it
would have to be in the format they require.

e-mail me at webmaster@atari-users.net if you are interested.

Thanks!
Rob
webmaster@atari-users.net
http://www.atari-users.net

6504. Re: Memory Upgrade for 1040 STFM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-14 09:44:11 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <L2rI7.1015$n55.106636@news11-gui.server.ntli.net>
Source record: 4454

Hello.
"Axel" <Meister@nospam.sprint.ca> wrote in message
news:3BF1D6FE.AB0D7249@nospam.sprint.ca...
>
>
> Lyndon Amsdon wrote:
>
> > Axel <Meister@nospam.sprint.ca> wrote in message
news:<3BF0654A.59C00FAA@nospam.sprint.ca>...
> What in you opinion is the best route and do you have a link for
purchase/hack. Thanks

Keychange Music have some Marpet Extrarams deluxe in stock, also several
Mega STs which can be uped to 4 meg with chips.....

01925 266120. www.keychange.co.uk

6505. Re: circuit board layout

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-14 18:29:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200111141929.a25428@wun.maus.de>
Source record: 4459

Hi Rob!

>Can anyone here create a circuit board layout for the ethernet card
>adaptor that Thomas Redelberger has on his site?

that's already been done. Check
http://www.asamnet.de/~hilgarte/acsi2ether.htm.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

6506. Re: BIONET

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-14 20:40:33 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <0hl5vtk5mk4badj9fov2141q8lrn35s7bm@4ax.com>
Source record: 4458

On 14 Nov 2001 15:52:15 GMT, A.Sommer@fh-mannheim.de (Andreas Sommer)
wrote:

>Hi!
>
>In article <3bf03f7d$0$188$e4fe514c@newszilla.xs4all.nl>, "TXG"
<txg@the-underground.myweb.nl> says:
>>
>>Hi,
>>
>>Could somebody send me the full installation software for BIONET, pc server
>>software and Atari software?
>>Or tell me where I can download it.
>>
>
>I make this thread a year ago and found nothing.....
>
>Die Teile suche ich auch schon lange wie ein Verrueckter - falls jemand fuendig wird bitte
auch an mich senden ;-)
>
>Gruesse
>Andreas
I have here a working set: DMA-Bionet boxes on TT's and a MS-DOS
server.
The software on the Atari is no problem for me to find
but those MS-DOS stuff: I only got it in working condition. No
knowledge about wat is needed for what and how. I only type the
letters 'boinet' after de DOS-box has booted....
Ronald
--
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

6507. Re: Memory Upgrade for 1040 STFM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-14 22:22:52 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1005854486.15051.9@hebe.uk.clara.net>
Source record: 4460

Hi Harry

| > Just a question, do any of the 1040STFM models use SIMMs, or is it
| > just limited to STEs. If the STFMs are split between individual
| > chip RAM and SIMMs, is there a way, by serial number, floppy bezel,
| > whatever, to check without having to go through the trouble opening
| > it up and rip off the metal shield?

| An STFM would only ever have SIMMs if it already had a memory upgrade
| which handled them. If it's still at 1Mb RAM, then the answer's
| definitely that it won't have SIMMs.

I've got one here that was "marpeted" just to go to 1Meg. SO that's that rule off the bog wall.

--

Steve. S.

6508. Re: Identification of faulty blitter se

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-16 01:37:04 UTC
From: vdjole@EUnet.yu
Message-ID: <9t1qjv$2mc$1@news.eunet.yu>
Source record: 4461

On 13 Nov 2001 16:55:31 , Michael Schwingen wrote:

>It is, most blitter chips work fine without the extra patch circuit - IIRC,
>only one (the first?) series by one manufacturer required it.

That is what I was hoping to find :) -at least the manufacturer.

Btw. in what manner does a "handicapped" blitter manifest itself? Is it
something obvious- like that it doesn't work at all or messes the display,
or is it something more subtle?

regards;

6509. Re: HD module online

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-16 03:24:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf59cbe318481@madasafish.com>
Source record: 4471

Hi Michael,

>I managed to get everything together, so the documentation for my HD module
>(which does auto-step even for 40-track mode, in case anyone still uses
>5.25" disks :-)) is available at
>
>http://www.ccac.rwth-aachen.de/~michaels/
>
>Since I were at it, I have also put the files for a 2.5MB->3MB GAL up there.

Cheers, it's appreciated. That 40 track mode might come in use as I've
been meaning to press my SX-64 into life for years. I'll take a peek...
--
Lyndon Amsdon

6510. Re: TT Upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-16 03:27:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf59cbe318482@madasafish.com>
Source record: 4472

Hi RobM,

>I don't recall any TT upgrades besides the Catteraman(sp?). Has anyone ever
>done a home brewed TT upgrade? I know of a few for the Falcon, 2 by Geir
>ï¿½yvind Vï¿½lidalo. One is a FPU speed upgrade and the other is a DSP speed
>upgrade.
>
>what about over clocking the 030?

I've never looked into TT as I don't own one. My vague memories tell me
the TT has the CPU either acting on waitstates or has the speed switched.
You could get the CPU to work at 64MHz, but I would guess you'd need a new
CPU. Anyone want t give me a TT?? :))
--
Lyndon Amsdon

6511. Re: TT Upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-16 04:23:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf59cbe318483@madasafish.com>
Source record: 4473

Hi Jo,

>RobM <rmahlert@charter.net> wrote:
>> I don't recall any TT upgrades besides the Catteraman(sp?). Has anyone ever
>> done a home brewed TT upgrade? I know of a few for the Falcon, 2 by Geir
>
>Yes, I've done one, but it will only work with a graphics-card installed.
>I simply replaced the oscillator with a 40MHz one, and made a 500KHz clock
>with the old 32MHz oscillator and a ripple-counter. I then fed the
>Rx/Tx-clocks on the ACIAs with this clock. Just like on a Falcon really.
>
>The problem with the TT is that - unlike the Falcon - it doesn't have a
>separate pixel-clock, so if you change the system-clock the graphics modes
>will be all messed up. This is why it only works with a graphics card.
>I guess it's possible to work around this, but I don't know how.

Exactly the same problem with the ST. But I'm working on this for the ST.
Djordje Vukovic gave me some schematics of some sync generators, this are
simply fed onto the old syncs when you set the ST to use external syncs.
If you revert to old syncs rates with faster pixel clock you end up with
picture with wrong aspect ratio, could be pretty horrible. If you use a
monitor that can accept faster syncs then you should be able to speed it
up without having to worry about new sync rates.

I don't know all the sync rates on the TT but on the ST they are 37500Hz
and 71.2 HZ for hi res. If you had ST at 48MHz then syncs would be
56250Hz and 106.8Hz. Nice, but the advantages of having a higher refresh
aren't that noticable. I would propose regenerating syncs to 40000Hz and
about 60Hz to get a 800*600 screen, the Atari monitors may be OK at these
rates. Not sure, could end up with a blown HOT or whatever blows when you
put wrong sync in. Some re-jigging of where TOS places it screen buffer
(would now be 60Kbytes) would be needed and setting up some enviroments so
programs know the correct screen rez. I'm not sure on that part.

A quick look at the TT registers shows that it can accept genlocking so I
see no reson why it isn't possible to do similar to a TT. Would sure be
fast. Is it possible to stick waitstates to RAM and ROM on TT like the
Falcon? When I speed my ST to 64MHz system bus I had to replace RAM and
ROM.
--
Lyndon Amsdon

6512. Re: circuit board layout

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-16 08:31:55 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9t2itr$4p8$6@dos.canit.se>
Source record: 4462

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> skrev:

:>Can anyone here create a circuit board layout for the ethernet card
:>adaptor that Thomas Redelberger has on his site?

: that's already been done. Check
: http://www.asamnet.de/~hilgarte/acsi2ether.htm.

That's just a picture of the PCB. Where's the layout?

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

6513. Re: circuit board layout

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-16 21:41:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200111162241.a25523@wun.maus.de>
Source record: 4463

Hallo Iggy!

ID>That's just a picture of the PCB. Where's the layout?

On Elmar's TT, I guess :-)

Well, he sells those PCBs, as he did with the ROM-Port adaptors.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6514. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-17 00:07:48 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf59cbe318484@madasafish.com>
Source record: 4474

Hi Hallvard,

>I've been looking a bit into the PAK68 accelerator which seems like a
>*huge* project, but as far as I can see it won't end up that expensive
>(if I haven't mis-read the parts list, only having seen a partial one or
>something) as long as a CPU chip can be found.
>I also just recently downloaded info on how to use a 16MHz 68000
>processor which seemed to be a very simple project to do.
>
>Anyone built any kind of accelerator which works properly, can be
>switched off (for software which can't handle the "non-standard" ST
>mode) and isn't too expensive?

For Motorla CPUs check out somehere like http://www.futurebots.com. I looked in this Amiga freeware accelerator called Lucas, should work with small fiddling to some address mapping in the GALs. I'm not interessted in starting a huge project like that though. This is a possibilty of modifying a commercial amiga accelerator, just seen one go on ebay for about 15 dollars that included 1MB of fast ram.
--
Lyndon Amsdon

6515. detecting floppy drive capability

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-17 12:29:16 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3BF6581C.1C80B16E@club-internet.fr>
Source record: 4464

Does anyone know how to detect, in software, whether the floppy drive is a 720k, 1440k or other? I know the _FDC cookie, but actually I want to know how to detect this without using any TOS services (or if you wish, how the TOS itself detects this.)

I understand this depends on the actual drive, not the controller. Is this right? Can the WD1772 drive a 1.44 MB floppy drive?

Laurent.

6516. Re: Identification of faulty blitter se

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-18 00:34:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf6f6f658b143@madasafish.com>
Source record: 4484

Hi Mark,

>Good I was going to ask this all important question, I have just finishing
>repairing a MegaSTE, replaced a stuffed blitter socket. I cannot get it to
>load Xcontrol at all, it just gives 2 bombs. I thort it could be the DMA
>chip but not sure. Of note tho I used a blitter from a defunct MegaST as I
>have misplaced the chip when I removed the old socket. However if I activate
>the blitter on the desktop no problem. The main symptoms I am getting is 2
>bombs loading general.cpx, random floppy cacking (I have replaced the WD
>ic, to no avail), and garbage on screen like a CT2 without NVDI if you've
>ever seen it. Not on the desktop tho all is well at that point. Also,
>changed ram and Roms, had to try something. Could it be the old blitter????

I takr it you've tried the PSU with a scope or something? Other than that
it could be anything. Problems like this can take ages to track.
Sometimes one of the most annoying things are when they almost work, if
they don't work at all chances are it's something not connected or broken.
Just like intermitent faults.
--
Lyndon Amsdon

6517. Re: circuit board layout

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-18 07:42:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200111180842.a25569@wun.maus.de>
Source record: 4475

Hallo Hallvard!

HT>According to the price-list/order page there's just about nothing for
HT>sale it seems....

Currently. The layout is finished, though. Drivers for STinG are available,
and AFAIK it's planned to start sales shortly. For the second edition with
the dedicated controller, Vassilis is busy writing the drivers.

HT>Besides, I like it when circuit layouts are available for free as
HT>well, so that those with some knowledge in electronics can build them
HT>while others can buy pre-assembled circuits.

Well, you may ask Elmar if he's willing to publish the layout :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6518. Re: circuit board layout

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-18 16:33:57 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tvfnjlh8h4ab63@corp.supernews.com>
Source record: 4465

Thanks,

I never saw that on his site.

But as someone as already stated.. the layout isn't on the site. Which is what Thomas requires in the GPL (?) .

It would be great to have another Ethernet adaptor out for the atari.

Rob

"Ekkehard Flessa" <Ekkehard_Flessa@WUN.maus.de> wrote in message news:200111141929.a25428@wun.maus.de...
> Hi Rob!
>
>
> >Can anyone here create a circuit board layout for the ethernet card
> >adaptor that Thomas Redelberger has on his site?
>
> that's already been done. Check
> http://www.asamnet.de/~hilgarte/acsi2ether.htm.
>
>
> mit freundlichem Gru aus Bubenreuth
>
> Ekkehard
>

6519. Re: circuit board layout

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-18 16:36:12 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tvfnns3sf4vo7f@corp.supernews.com>
Source record: 4466

Lyndon,

I have No clue what to use.. that's why I asked in the group is someone could handle it. But it seems someone has already done the work.. as posted in another message in the thread.

Rob
webmaster@atari-users.net

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:3beef30c3b1541@madasafish.com...
> Hi
>
>
> You must inform him so he can place the image in the archive. I will but
> please tell me how you want it laid out. What sort of connectors do you
> want on the board for the ACSI for example? What power conenctor do you
> want, as you need 5v IIRC and it some cases 12v.

> Lyndon Amsdon

6520. TT Upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-18 16:41:37 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <tvfo20p1cbmrc9@corp.supernews.com>
Source record: 4467

I don't recall any TT upgrades besides the Catteraman(sp?). Has anyone ever done a home brewed TT upgrade? I know of a few for the Falcon, 2 by Geir
yvind V lidalo. One is a FPU speed upgrade and the other is a DSP speed upgrade.

what about over clocking the 030?

Rob
webmaster@atari-users.net
http://www.atari-users.net

6521. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-18 17:50:37 UTC
From: Stef De Koninck <Stef.Deko@village.uunet.be>
Message-ID: <3bfaa850$0$7111$4d4efb8e@news.be.uu.net>
Source record: 4482

Yep,
that's right!
If you press any button after startup, the bootloading starts immediatly.
You probably don't even have to wait for the memory check to be finished.
Doei!

"Bluey" <troy.mcglynn@jcu.edu.au> schreef in bericht
news:3bfa5768$1@tvl-news.jcu.edu.au...
> with mine a ste i found that i have to push the enter after about 15 secs
to
> 'kick it in the guts'
> M. Scheltens <someone@someplace.nl> wrote in message
> news:PdsK7.58$Td6.845@castor.casema.net...
> > Hi group,
> >
> > I recently purchased an Atari Mega STE with the standard 48 MB harddrive
> > built in. Now when I start the Mega STE, the drive immediately spins up
to
> > normal speed, but after that, it takes one and a half minute before the
> > bootloading of the drive begins. I measured the startup time of an Apple
> Mac
> > SE/30 harddrive here too and that drive already boots after like 10
> seconds.
> > Could there be something wrong with either my harddrive or Mega STE or
is
> > this slow behaviour typical for this machine?
> >
> > TIA,
> > Martijn
> >
> >
>
>

6522. HD module online

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-18 21:17:05 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9t98gh$p93$1@draco.stochastik.rwth-aachen.de>
Source record: 4468

Hello,

I managed to get everything together, so the documentation for my HD module
(which does auto-step even for 40-track mode, in case anyone still uses
5.25" disks :-)) is available at

http://www.ccac.rwth-aachen.de/~michaels/

Since I were at it, I have also put the files for a 2.5MB->3MB GAL up there.

cu
Michael

6523. Re: TT Upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-18 22:35:14 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9t9d32$9b3$1@snipp.uninett.no>
Source record: 4469

RobM <rmahlert@charter.net> wrote:
> I don't recall any TT upgrades besides the Catteraman(sp?). Has anyone ever
> done a home brewed TT upgrade? I know of a few for the Falcon, 2 by Geir

Yes, I've done one, but it will only work with a graphics-card installed.
I simply replaced the oscillator with a 40MHz one, and made a 500KHz clock
with the old 32MHz oscillator and a ripple-counter. I then fed the
Rx/Tx-clocks on the ACIAs with this clock. Just like on a Falcon really.

The problem with the TT is that - unlike the Falcon - it doesn't have a
separate pixel-clock, so if you change the system-clock the graphics modes
will be all messed up. This is why it only works with a graphics card.
I guess it's possible to work around this, but I don't know how.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6524. Re: HD module online

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-18 23:38:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf84958681982@madasafish.com>
Source record: 4495

Hi Michael,

>In article <3bf59cbe318481@madasafish.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>Cheers, it's appreciated. That 40 track mode might come in use as I've
>>been meaning to press my SX-64 into life for years. I'll take a peek...
>
>That won't help then: you can only read 40-track (MFM) PC disks. The 1541
>uses GCR zone-bit recording.

Hmm, I've heard that if you have one of these 5 1/4 inch drives on PC you
can stick Commodore files onto it to read on real Commodores. Is it more
a software issue of writing in a non DOS style format on the floppy?
--
Lyndon Amsdon

6525. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-19 15:31:10 UTC
From: George Crissman <strads@tmisnet.com>
Message-ID: <9b9ivt04q47d4hjq1pbvhqcr9s9ig2uvcd@4ax.com>
Source record: 4470

You can purchase a brand new 68000 that runs at 16 MHz for US$7.52
(quantity: one) at http://www.digikey.com

George Crissman
strads@tmisnet.com

On Mon, 19 Nov 2001 09:31:37 GMT, northstar2010@_____yahoo.no
(Hallvard Tangeraas) wrote:

>Iggy Drougge <optimus@canit.se> wrote:
>
>> Djordje Vukovic <vdjole@eunet.yu> skrev:
>>
>> : In case anyone likes to scavenge for Atari-compatible parts in heaps of
>> : discarded electronic equipment, I have noticed that old Digital's
>> : terminal servers DECServer 200/MC contain 10MHz MC68000s in 64-pin
>> : dual-in-line package, nicely socketed for convenient extraction...
>> : May be conveient for someone toying with ideas of upgrade hacking.
>>
>> I've recycled a whole lot of 10MHz DIP 68000s from an aluminium can
>> recycling machine made by the Finnish company TOMRA.
>
>Actually Tomra is a Norwegian company!
>Totally off-topic and a bit slow response I know, but being from Norway
>myself I just have to mention this ;-)
>
>But getting a bit back to the subject again (despite a rather late
>followup from me)... considering that 680x0 processors can probably be
>found pretty easily (and for very little money!) by getting hold of old
>Macs (in these days of PowerPC based Macs), would it be a major project
>to adapt one of these (68030 or 68040 most likely) in an STe?
>
>I've been looking a bit into the PAK68 accelerator which seems like a
>*huge* project, but as far as I can see it won't end up that expensive
>(if I haven't mis-read the parts list, only having seen a partial one or
>something) as long as a CPU chip can be found.
>I also just recently downloaded info on how to use a 16MHz 68000
>processor which seemed to be a very simple project to do.
>
>Anyone built any kind of accelerator which works properly, can be
>switched off (for software which can't handle the "non-standard" ST
>mode) and isn't too expensive?
>
>
>Hallvard

6526. Re: Identification of faulty blitter se

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-19 23:24:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf98dbcb07291@madasafish.com>
Source record: 4315

Hi Mark,

>I wish it was just a duff connection. I have a few suspicions but the
>MegaSte seems to be the most convoluted Atari ever built. More Gals than a
>lesbian site;-). I had sort of thought it may be the floppy or related, you
>know the old crap in crap out adage. So I changed the floppy, cable and wd
>chip. No luck, but still leaning towards the DMA chip. Will try again
>tomorrow, work is quiet.

I bought an STFM recently and noticed something odd. Both the Shifter and
DMA were in a socket and they had a white dot painted on the tops.
Shifter is usually socketed though. I then had another STFM, this had
socketed WD floppy controller but had the shifter soldered in! I seem to
remember seeing a friends STE with socketed Yamaha chip. They all seem to
differ so much. Do you have an ASCI or SCSI adaptor to test your DMA
port. Have you checked the DS signals from the Yamaha?
--
Lyndon Amsdon

6527. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-19 23:40:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf98dbcb07292@madasafish.com>
Source record: 4316

Hi Djordje,

>>I also just recently downloaded info on how to use a 16MHz 68000
>>processor which seemed to be a very simple project to do.
>
>If it is a design without cache, which just switches the CPU clock
>to 16MHz whenever possible, then it is simple... and not very efficient.
>Overall speed increase is about 10-25% ... and there is a possibility
>that it would not work. Apparently it depends on the quality of the
>particular chip set in your computer. I have tried such an accelerator
>and, although it works, it is not reliable on my MegaST. On the other hand,
>L.Amsdon has made an almost identical thing which, on his ST, seems to work.
>from what I have gathered on the subject, it seems that you can expect
>problems if you happen to have RAM and/or ROM chips slower than 150ns (I have),
>or if you have 74LS373 and 74LS244 chips (I have them too) instead of 74HCT***
>or 74ALS*** or 74F*** or Motorola's 74LS***.

I've heard that switching those to faster ones is a good thing to do even
you don't want to go any faster. I'm almost finnsihed on my last 16MHz
design. Uses two 74**00 NANDs and 74**74, best to use F or HCT. Has a
special pin called Fast Pheriphial which is pulled low to signal a device
that can accept transfers at 16MHz. This could even come from a 13 input
NAND gate and then you have up to 13 devices that could be made to
communicate with CPU faster than the slow old bus. My first thoughts are
ROM, IDE, FPU and even some sort of graphics card. It could even be used
on cartridge port if the cartridge device can accept the speed.

>It is my opinion that it is a better aproach to overclock the complete
>ST computer to 10MHz (or 12MHz), which surely gives a speed increase of 25%
>(or 50% respectively) on everything, and is not so hard on chips, but with a
>drawback of requiring a multisync monitor (or a more complicated circuit).

Yes. I think the problem with it not working on my system was that my old
Microvitec can't stand the high refresh rate. It doesn't like 48MHz which
would be giving the monitor a refresh of 106.8Hz. At double the speed and
double the refesh I get two pictures side by side, sounds like it isn't
swithing over the relays for another sync band range or however these
things work. I'm not sure if the RAM would like the increase in speed.
From my observations the first thing to splutter at increased speed was my
256k*1 DRAMS rated for 125ns (IIRC). If I manage CPU at 16/32 and system
clock at 64MHz then I hope to get 2*1.3 or 2.6 speed increase. That's
excluding faster ROM access or those likes. Stick NVDI in and it should
be comfortable at most tasks.
--
Lyndon Amsdon

6528. Re: If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-19 23:42:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bf98dbcb07293@madasafish.com>
Source record: 4317

Hi Facundo,

>I got a dead Supra Drive 20mb hdd that I never could make work. But I
>got a doubt: When I connect it to the ACSI port of my 1040STfm, the
>floppy drive does not work.... anyone knows why?

OK, the hard disk port is controlled by the DMA chip so that transfers to
RAM don't have to bother the CPU so much. This is also used to
send/retrieve data from floppy drives. Sounds like your harddisk is
messing up the DMA chip and causing it not to be able to communicate with
floppy correctly. I'd unplug it straight away.
--
Lyndon Amsdon

6529. Re: circuit board layout

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 03:31:49 UTC
From: "[ProToS]" <"protos arcadia-crew com">
Message-ID: <3bf9ce9f$0$32592$626a54ce@news.free.fr>
Source record: 4476

web page
http://home.arcor.de/thomas.redelberger/prj/atari/ethernea/

http://home.arcor.de/thomas.redelberger/prj/atari/download/ethernea.lzh

""You should have the archive file ethernea.lzh consisting of the following files:

ethernea.txt User Manual for the whole package
ethernea.stx STiNG port (device) driver
circuit directory Contains hardware circuit schematics
src directory Contains port driver source code
copying.txt GNU general public license applicable to the whole package
readme.txt General information

Enjoy it!
Thomas Redelberger's""

6530. Re: TT Upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 07:43:03 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9td1i7$83r$1@snipp.uninett.no>
Source record: 4477

Lyndon Amsdon <bindon@madasafish.com> wrote:

> fast. Is it possible to stick waitstates to RAM and ROM on TT like the

I have no idea really... The RAM on my TT works fine at 40MHz, and IIRC
the RAM/ROM-chips itself should be fast enough to cope with 48MHz too
(which was the other oscillator I tried). Unfortunately something else
(don't know what, MMU perhaps) choked on the 48MHz clock, so I settled
with 40.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6531. Re: TT Upgrades

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 07:45:06 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <9td1m2$83r$2@snipp.uninett.no>
Source record: 4478

Lyndon Amsdon <bindon@madasafish.com> wrote:

> You could get the CPU to work at 64MHz, but I would guess you'd need a new
> CPU. Anyone want t give me a TT?? :))

There is very little point in doing this. The caches on the 030 are so
small anyway that the speed-increase would be insignificant. My
experiences with double-clocking the 030 in a Falcon are not good, there
is no perceived increase in speed.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6532. Re: Identification of faulty blitter se

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 10:31:55 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3bfa200f@dnews.tpgi.com.au>
Source record: 4479

Good I was going to ask this all important question, I have just finishing repairing a MegaSTE, replaced a stuffed blitter socket. I cannot get it to load Xcontrol at all, it just gives 2 bombs. I thort it could be the DMA chip but not sure. Of note tho I used a blitter from a defunct MegaST as I have misplaced the chip when I removed the old socket. However if I activate the blitter on the desktop no problem. The main symptoms I am getting is 2 bombs loading general.cpx, random floppy cacking (I have replaced the WD ic, to no avail), and garbage on screen like a CT2 without NVDI if you've ever seen it. Not on the desktop tho all is well at that point. Also, changed ram and Roms, had to try something. Could it be the old blitter????

I have 2 dead meagst's. If anyone needs the docs I will copy a cct diagram this weekend (hopefully), just e-mail me, it is only a 1 IC patch.

Thanks

Mark

Djordje Vukovic <vdjole@EUnet.yu> wrote in message
news:9t1qjv$2mc$1@news.eunet.yu...
> On 13 Nov 2001 16:55:31 , Michael Schwingen wrote:
>
> >It is, most blitter chips work fine without the extra patch circuit -
IIRC,
> >only one (the first?) series by one manufacturer required it.
>
> That is what I was hoping to find :) -at least the manufacturer.
>
> Btw. in what manner does a "handicapped" blitter manifest itself? Is it
> something obvious- like that it doesn't work at all or messes the display,
> or is it something more subtle?
>
> regards;

6533. Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 12:43:27 UTC
From: "M. Scheltens" <someone@someplace.nl>
Message-ID: <PdsK7.58$Td6.845@castor.casema.net>
Source record: 4480

Hi group,

I recently purchased an Atari Mega STE with the standard 48 MB harddrive built in. Now when I start the Mega STE, the drive immediately spins up to normal speed, but after that, it takes one and a half minute before the bootloading of the drive begins. I measured the startup time of an Apple Mac SE/30 harddrive here too and that drive already boots after like 10 seconds. Could there be something wrong with either my harddrive or Mega STE or is this slow behaviour typical for this machine?

TIA,
Martijn

6534. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 13:09:40 UTC
From: Bluey <troy.mcglynn@jcu.edu.au>
Message-ID: <3bfa5768$1@tvl-news.jcu.edu.au>
Source record: 4481

with mine a ste i found that i have to push the enter after about 15 secs to
'kick it in the guts'
M. Scheltens <someone@someplace.nl> wrote in message
news:PdsK7.58$Td6.845@castor.casema.net...
> Hi group,
>
> I recently purchased an Atari Mega STE with the standard 48 MB harddrive
> built in. Now when I start the Mega STE, the drive immediately spins up to
> normal speed, but after that, it takes one and a half minute before the
> bootloading of the drive begins. I measured the startup time of an Apple
Mac
> SE/30 harddrive here too and that drive already boots after like 10
seconds.
> Could there be something wrong with either my harddrive or Mega STE or is
> this slow behaviour typical for this machine?
>
> TIA,
> Martijn
>
>

6535. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 20:31:31 UTC
From: "M. Scheltens" <someone@someplace.nl>
Message-ID: <D4zK7.126$Td6.1534@castor.casema.net>
Source record: 4483

I just tried it and it works :-) Thanks for the explanation, guys. So it isn't a problem, but a feature instead. Can this feature be disabled somehow, because I don't see why anybody would want it?

Cheers,
Martijn

> Yep,
> that's right!
> If you press any button after startup, the bootloading starts immediatly.
> You probably don't even have to wait for the memory check to be finished.
> Doei!
>
> "Bluey" <troy.mcglynn@jcu.edu.au> schreef in bericht
> news:3bfa5768$1@tvl-news.jcu.edu.au...
> > with mine a ste i found that i have to push the enter after about 15 secs
> to
> > 'kick it in the guts'
> > M. Scheltens <someone@someplace.nl> wrote in message
> > news:PdsK7.58$Td6.845@castor.casema.net...
> > > Hi group,
> > >
> > > I recently purchased an Atari Mega STE with the standard 48 MB harddrive
> > > built in. Now when I start the Mega STE, the drive immediately spins up
> to
> > > normal speed, but after that, it takes one and a half minute before the
> > > bootloading of the drive begins. I measured the startup time of an Apple
> > Mac
> > > SE/30 harddrive here too and that drive already boots after like 10
> > seconds.
> > > Could there be something wrong with either my harddrive or Mega STE or
> is
> > > this slow behaviour typical for this machine?
> > >
> > > TIA,
> > > Martijn
> > >
> > >
> >
> >

>
>

6536. Re: If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 23:11:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfade9457c82@madasafish.com>
Source record: 4326

Hi Facundo,

>I did forgot to mention something. The floppy still doesn't work when
>the HDD is turned off. So, If I just plug the ACSI cable, the floppy
>doesnt work.

OK, first just unplug the cable in and check floppy. Then plug _just_ the
cable in, see what happens then. Now plug HDD in and turn on, what now?
--
Lyndon Amsdon

6537. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 23:13:40 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfade9457c83@madasafish.com>
Source record: 4327

Hi Hallvard,

>1) how much (approx) will such an accelerator cost to build? According
>to what I've read it might be hard to get the actual 68030 processor,
>but apart from that...

Rodolphe Czuba has some PGA 50MHz 68030 in stock IIRC. I was very
tempeted to get them as I thought it was cheap.

--
Lyndon Amsdon

6538. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 23:15:56 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfade9457c84@madasafish.com>
Source record: 4328

Hi Hallvard,

>What about the existing 13-pin DIN socket? Will I run into problems if I
>"extend" it (i.e. for a neater look at the rear panel of the rack I'd
>like to line up the connectors and group similar outputs together (i.e.
>VGA output, 13-pin DIN output and RF output), all on a PCB with wires
>connecting to the original places on the Atari PCB.
>Would this be a problem?
>We're only talking lengths of perhaps 10cm or less for each connector.

Screen the wires would give best results. I would say you may have a
problem doing this for the 13 pin socket as I can only find this socket in
PCB mouting format with small pins. It'll be more difficult to solder to
like that, you may want to mount it on a small board or something.
--
Lyndon Amsdon

6539. VME RAM for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 23:39:58 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3bfaccdd$1_3@news.landsraad.net>
Source record: 4485

Hi all,

This questions are for the hardware "gurus" among you. It seems that the Mega STE can use RAM beyond the 4 MB limit of the MMU if it is supplied in the VME address space. Then a VME memory card could add up to 4 MB more to the system. Of course, this RAM can't be accessed by the shifter and then could not been recognized as ST RAM. Now the questions:
1. If I use a VME RAM card, do I need any driver to make the system recognize the RAM as T RAM or it is done on the fly by TOS 2.06? I always wondered why the boot test refered to the system RAM as ST RAM, just if it were posible to find TT RAM in the system.
2. Do you know where can I obtain an VME RAM card suitable to work in the ATARI?. I have only seen full size cards in the net.

Regards

6540. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-20 23:56:37 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3bfad0c5$1_2@news.landsraad.net>
Source record: 4486

In article <D4zK7.126$Td6.1534@castor.casema.net>, "M. Scheltens"
<someone@someplace.nl> wrote:
> I just tried it and it works :-) Thanks for the explanation, guys. So it
> isn't a problem, but a feature instead. Can this feature be disabled
> somehow, because I don't see why anybody would want it?
>
> Cheers, Martijn
>

I think that it is not possible. The boot delay was thought to prevent the
machine to load TOS too early, before the hard disk was prepared to boot.
At least, I have always believed this to be the reason and remember
having found that written somewere. This was also present in TOS 2.05, in
which there was no memory test as I recall, at least not the Fuji logo
:-). With external hard disks and STFMs/Mega STs I had a lot of trouble
due to old devices with very slow booting.

Regards

6541. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 07:47:47 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFB5C23.D7CF7179@seimet.de>
Source record: 4487

"M. Scheltens" schrieb:

> I just tried it and it works :-) Thanks for the explanation, guys. So it
> isn't a problem, but a feature instead. Can this feature be disabled
> somehow, because I don't see why anybody would want it?

This feature is not really useful, indeed. It is basically meant to
ensure that the hard disk drive has spinned up to normal speed before
accessing it. A more intelligent solution would have been for TOS to
check the drive status and wait only as long as needed. Unfortunately
TOS is not this intelligent and requires the user to decide when the
drive is ready.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6542. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 07:49:46 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFB5C9A.9688E1E9@seimet.de>
Source record: 4488

Francisco L Fernandez schrieb:

> :-). With external hard disks and STFMs/Mega STs I had a lot of trouble
> due to old devices with very slow booting.

But even old devices do not take more than a minute to be ready. It
would not have been a technical problem for making TOS more intelligent
and having it check for the drive status. This way the user would not
have had to care about this issue.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6543. Re: HD module online

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 08:16:28 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9tfnssrsi1@draco.stochastik.rwth-aachen.de>
Source record: 4489

In article <3bf59cbe318481@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Cheers, it's appreciated. That 40 track mode might come in use as I've
>been meaning to press my SX-64 into life for years. I'll take a peek...

That won't help then: you can only read 40-track (MFM) PC disks. The 1541
uses GCR zone-bit recording.

cu
Michael

6544. Re: VME RAM for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 08:20:24 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9tfo48$s0q$1@draco.stochastik.rwth-aachen.de>
Source record: 4490

In article <3bfaccdd$1_3@news.landsraad.net>,
Francisco L Fernandez <fran@tkp390.flunet> wrote:

>1. If I use a VME RAM card, do I need any driver to make the system
>recognize the RAM as T RAM or it is done on the fly by TOS 2.06? I always

Yes. Basically, all the driver has to do is one call to Maddalt(), plus test
the memory if you want to.

>wondered why the boot test refered to the system RAM as ST RAM, just if it
>were posible to find TT RAM in the system.

It is the same code as in the TT, only it does not look for TT RAM in the
2.06 TOS.

cu
Michael

6545. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 10:34:03 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <HrLK7.1356$aW3.194832@news2-win.server.ntlworld.com>
Source record: 4491

Hello.

"Francisco L Fernandez" <fran@tkp390.flunet> wrote in message
news:3bfad0c5$1_2@news.landsraad.net...
> In article <D4zK7.126$Td6.1534@castor.casema.net>, "M. Scheltens"
> <someone@someplace.nl> wrote:
> > I just tried it and it works :-) Thanks for the explanation, guys. So it
> > isn't a problem, but a feature instead. Can this feature be disabled
> > somehow, because I don't see why anybody would want it?

Having used a Mega STE for several years I never found the boot delay to be
a problem, how much effort is needed to press the space bar to cancel the
TOS 2.06 memory test?

If you have TOS 2.05 swap it to TOS 2.06.

I seem to remember something about TOS 2.05 not showing the 8-16mhz switch
in the control panel.

The delay gives you the chance to select your boot partition.

I would replace the Seagate 157 drive with a quieter drive e.g. a Quantum
LPS or EPS, 500mb or so.

Best ST machine Atari produced, methinks. (in stock)

Barrie at Keychange. www.keychange.co.uk

6546. TT030 Schematics / ROM info

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 11:23:24 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0111210323.4a080d92@posting.google.com>
Source record: 4492

Hi,

Anyone ever scan in the Schematics for the TT030?? I know that the ST/STe/MegaST/MegaSTe schematics are all available but did anyone do the TT030 ones?

If not does anyone know what type of EEPROM's the TT takes for TOS?

When fitting EEPROM's in an STe you have to change some Jumpers depending on the type of EEPROM you are using. Does the TT have these jumpers? Where are they what are their number (i.e. U102, J12 etc.)

I was thinking I might be able to use 4x27M1001 (128k*8bit) EEPROMS that are in STe's?

Later

Alex
Thalion Webshrine
http://thalion.atari.org

6547. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 13:36:47 UTC
From: "M. Scheltens" <someone@someplace.nl>
Message-ID: <P5OK7.69$vr5.356@pollux.casema.net>
Source record: 4493

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3BFB5C23.D7CF7179@seimet.de...
> "M. Scheltens" schrieb:
>
> > I just tried it and it works :-) Thanks for the explanation, guys. So it
> > isn't a problem, but a feature instead. Can this feature be disabled
> > somehow, because I don't see why anybody would want it?
>
> This feature is not really useful, indeed. It is basically meant to
> ensure that the hard disk drive has spinned up to normal speed before
> accessing it. A more intelligent solution would have been for TOS to
> check the drive status and wait only as long as needed. Unfortunately
> TOS is not this intelligent and requires the user to decide when the
> drive is ready.

Ok, that explains it all. Thanks to all who responded. (Btw, I just opened
my Mega STE manual and the feature is nicely described in there...no
comment, please ;) Is there an alternative TOS version that doesn't have
this feature? Not that I can't live with my current TOS, but I'm just
investigating.

6548. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 13:36:48 UTC
From: "M. Scheltens" <someone@someplace.nl>
Message-ID: <Q5OK7.70$vr5.300@pollux.casema.net>
Source record: 4494

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:HrLK7.1356$aW3.194832@news2-win.server.ntlworld.com...

> If you have TOS 2.05 swap it to TOS 2.06.

What are the advantages of TOS 2.06 above TOS 2.05?

> I seem to remember something about TOS 2.05 not showing the 8-16mhz
switch
> in the control panel.

I'm running TOS 2.05 and I do have a CPU speed switch in my control panel.

> I would replace the Seagate 157 drive with a quieter drive e.g. a Quantum
> LPS or EPS, 500mb or so.

Yes, that's what I am planning to do, but as I've read from previous
postings, the spartanic SCSI interface in the Mega STE can be quite picky
when it comes to accepting drives. As I understand, I can use drives <1GB
and without a bus arbitrary system, without having to buy extra hardware for
the Mega STE...?

> Best ST machine Atari produced, methinks. (in stock)

Agreed :)

Cheers,
Martijn

6549. Re: If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 16:18:50 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfbf9f23bb41@madasafish.com>
Source record: 4335

Hi Facundo,

>> OK, first just unplug the cable in and check floppy. Then plug _just_
the >> cable in, see what happens then. Now plug HDD in and turn on, what
now?
>
>Exactly the same. The floppy does not work. If I unplug it, the floppy
>works... pretty weird isnt it?

Sounds like a broken DMA lead then if it doesn't even work with just the
lead plugged in!!
--
Lyndon Amsdon

6550. Re: Printer-buffer circuits uploaded!

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 16:21:14 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfbf9f23bb42@madasafish.com>
Source record: 4336

Hi Hallvard,

>For those interested in building a simple printer buffer (should resolve
>a few problems with HP Deskjet printers among other things) I've scanned
>two articles with DIY info from "ST applications" and uploaded to the
>following site where it will be available for a short period of time:
>
> http://home.c2i.net/st_hallvard/atari/printer_buffer.zip

Sorry, I thought these were going to be ones with small amount of memory.
Does anyone know where I can get schematics/plans for one??
Perhaps it should be something I should try, could get complex though. I
imagine it's just a case of intercepting the strobe and busy lines and
take the computers output into some large SRAM then send it back out.
--
Lyndon Amsdon

6551. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 16:23:30 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfbf9f23bb43@madasafish.com>
Source record: 4337

Hi Djordje,

>On 19 Nov 2001 23:40:20 , "Lyndon Amsdon" wrote:
>
>> This could even come from a 13 input NAND gate and then you have up to
>>13 devices
>
>I may be out of touch, but which chip contains a 13-input NAND gate?

74HC133, same chip as used in one version of an Atari IDE adaptor IIRC.
Probably quite useful in some circumstances (like mine).
--
Lyndon Amsdon

6552. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 16:28:48 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfbf9f23bb44@madasafish.com>
Source record: 4338

Hi Hallvard,

>> Screen the wires would give best results.
>
>For just the R/G/B wires with separate screening then?
>The other pins aren't that sensitive to outside "noise" and things like
>that, are they?

Yeah, RGB are most sensitive and I would screen the mono pin too. You may want to screen the syncs, it's done on monitors with BNC conenctors that are usually used on higher end monitors. You have a seperate BNC for RGB and two syncs. Use 50ohm coax to go from the modulator output to the back panal. I would make a little board with whatever is required. So you could have 13pin socket, 15 pin VGA style socket, SCART and a small switch to pull mono detect to ground.
--
Lyndon Amsdon

6553. Re: TT030 Schematics / ROM info

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 19:08:58 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006389109.15789.2@demeter.clara.net>
Source record: 4302

Hi Alexander

"Alexander Holland" <a1_nocrap_exh@hotmail.com> wrote in message
news:7f38b97b.0111210323.4a080d92@posting.google.com...
| Hi,
|
| Anyone ever scan in the Schematics for the TT030?? I know that the
| ST/STe/MegaST/MegaSTe schematics are all available but did anyone do
| the TT030 ones?
|
| If not does anyone know what type of EEPROM's the TT takes for TOS?
|
| When fitting EEPROM's in an STe you have to change some Jumpers
| depending on the type of EEPROM you are using. Does the TT have these
| jumpers? Where are they what are their number (i.e. U102, J12 etc.)

I dont thaink thats been done by anybody, TOS for TT's was only ever TOS
3.06 and no upgrades have ever been available.

| I was thinking I might be able to use 4x27M1001 (128k*8bit) EEPROMS
| that are in STe's?

TT TOS ROMS were faster than ST ROMS also.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6554. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-21 21:34:35 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006389115.15789.3@demeter.clara.net>
Source record: 4303

Hi Martijn

| I just tried it and it works :-) Thanks for the explanation, guys. So it
| isn't a problem, but a feature instead. Can this feature be disabled
| somehow, because I don't see why anybody would want it?

| > Yep,
| > that's right!
| > If you press any button after startup, the bootloading starts
immediatly.
| > You probably don't even have to wait for the memory check to be
finished.
| > Doei!

The boot delay /can/ be worked around. I wrote a program soon after getting my MegaSTE, that sits on the bootsector of a High Density floppy, permanently resident in the A drive, it sits and waits for 6 seconds before returning to the system having set the timer accordingly, giving an immediate hard disk boot. No fart arse risky re-booting like some utilities. There are also other alternatives available on the web, No-Roach is the official Atari effort.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6555. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 00:30:33 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <UHXK7.7025$AQ3.842034@news6-win.server.ntlworld.com>
Source record: 4304

"M. Scheltens" <someone@someplace.nl> wrote in message
news:Q5OK7.70$vr5.300@pollux.casema.net...
> "Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
> news:HrLK7.1356$aW3.194832@news2-win.server.ntlworld.com...
>
> > If you have TOS 2.05 swap it to TOS 2.06.
>
> What are the advantages of TOS 2.06 above TOS 2.05?
>
> > I seem to remember something about TOS 2.05 not showing the 8-16mhz
> switch
> > in the control panel.
>
> I'm running TOS 2.05 and I do have a CPU speed switch in my control panel.

If it works don't fix it.

> > I would replace the Seagate 157 drive with a quieter drive e.g. a
Quantum
> > LPS or EPS, 500mb or so.
>
> Yes, that's what I am planning to do, but as I've read from previous
> postings, the spartanic SCSI interface in the Mega STE can be quite picky
> when it comes to accepting drives. As I understand, I can use drives <1GB
> and without a bus arbitrary system, without having to buy extra hardware
for
> the Mega STE...?

I have supplied and used Quantum LPS and EPS drives up to 540mb with no

problems, also HP and Fujitsu.

It is best to test before you buy, always get the jumper details if
possible.
>
> > Best ST machine Atari produced, methinks. (in stock)

Barrie. www.keychange.co.uk

6556. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 00:37:36 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <uOXK7.7091$AQ3.845685@news6-win.server.ntlworld.com>
Source record: 4305

Hello.

"Hallvard Tangeraas" <northstar2010@_____yahoo.no> wrote in message
news:1f38hfk.1twf1od1dk8cfzN%northstar2010@_____yahoo.no...
>
> I don't know about the legalities of burning your own EPROMs if you
> don't already have that TOS version already, now that Atari is long gone
> and dealers selling old stocks of legal TOS chips are hard to come by,

As I have previously stated here I have genuine Atari TOS ROMS for sale.

I have most of the Atari parts and spares in stock.

Barrie at Keychange. www.keychange.co.uk

6557. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 00:52:13 UTC
From: vdjole@EUnet.yu
Message-ID: <9thi7oanv1@news.eunet.yu>
Source record: 4307

On 20 Nov 2001 20:31:31 , "M. Scheltens" wrote:
>I just tried it and it works :-) Thanks for the explanation, guys. So it
>isn't a problem, but a feature instead. Can this feature be disabled
>somehow, because I don't see why anybody would want it?

Well, it can be... sort of... there is a patch to be applied to TOS 2.06
image- if you can burn a new set of EPROMs afterwards... the patch
reduces or completely disables disk spin-up wait.

cu;

6558. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 00:52:17 UTC
From: vdjole@EUnet.yu
Message-ID: <9thi7uanv2@news.eunet.yu>
Source record: 4308

On 19 Nov 2001 09:31:37 , Hallvard Tangeraas wrote:
> considering that 680x0 processors can probably be
>found pretty easily (and for very little money!) by getting hold of old
>Macs (in these days of PowerPC based Macs), would it be a major project
>to adapt one of these (68030 or 68040 most likely) in an STe?

Possibly... but I suspect that a Mac with MagicMac would make a better
STe than a real STe :) ... can it be configured to boot straight
into Magic?

>I also just recently downloaded info on how to use a 16MHz 68000
>processor which seemed to be a very simple project to do.

If it is a design without cache, which just switches the CPU clock
to 16MHz whenever possible, then it is simple... and not very efficient.
Overall speed increase is about 10-25% ... and there is a possibility
that it would not work. Apparently it depends on the quality of the
particular chip set in your computer. I have tried such an accelerator
and, although it works, it is not reliable on my MegaST. On the other hand,
L.Amsdon has made an almost identical thing which, on his ST, seems to work.
from what I have gathered on the subject, it seems that you can expect
problems if you happen to have RAM and/or ROM chips slower than 150ns (I have),
or if you have 74LS373 and 74LS244 chips (I have them too) instead of 74HCT***
or 74ALS*** or 74F*** or Motorola's 74LS***.

It is my opinion that it is a better aproach to overclock the complete
ST computer to 10MHz (or 12MHz), which surely gives a speed increase of 25%
(or 50% respectively) on everything, and is not so hard on chips, but with a
drawback of requiring a multisync monitor (or a more complicated circuit).

cu;

6559. Fast ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 00:53:40 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfc3e8c2ed470@madasafish.com>
Source record: 4341

Hi

Just like to report I have a succesful 8/16Mhz hack that I have been discussing with Djordje recently over email. I uses the Shifters 16Mhz, so no external oscillator is needed. It uses two 74F00 NANDs and a 74HC74 flip flop. I only have HC, it should be better to use a slighty slower flip flop than an 'F' grade part. I will release the schematics for it and a small doc on my website, just seeing how many people are interessted. It also includes a FSPH pin, this is used to make the CPU go fast speed if a pheriphial can support it, ie, faster ROMs.

Speed increase is about 125%, but I'v just used the FSPH pin connected to my TOS ROM signal and got an extra helping of speed. I _haven't_ replaced my old TOS 1.04 ROMs, these are stock Atari parts. I have installed faster bus driver chips ('F' grade). This hack should work for people with the standard speed rated CPU as they are only at 16Mhz for a percentage of time. I have to note that this has been untested on a blitter equiped ST, this may cause problems with bus mastering according to Djordje. It would be nice if someone could test that.

Anyway, these are the results from GemBench, I ran them twice to make sure the machine was stable, seemed pretty OK to me. Graphics increase is good due to all the VDI routines being in the ROM!!

```
GEM Bench v4.03 ï¿½ Ofir Gal - 3 March 95
==========================================
ST TOS 1.04
AES v1.40
GEMDOS v0.21
MiNT not present
Blitter not present
NVDI not present
Video Mode: 640*400*2
FPU not present
Run and Malloc from STRAM
Ref: ST, No Blitter, ST High
Rev B
==========================================
GEM Dialog Box: 5.975 141%
VDI Text: 8.890 150%
VDI Text Effects: 15.205 154%
VDI Small Text: 6.680 149%
VDI Graphics: 15.695 165%
GEM Window: 2.635 148%
Integer Division: 9.355 192%
```

Float Math: 11.905 112%
RAM Access: 6.250 100%
ROM Access: 5.370 117%
Blitting: 6.520 179%
VDI Scroll: 8.115 162%
Justified Text: 8.965 153%
VDI Enquire: 2.175 122%
New Dialogs: 6.970 134%
==========
Graphics: 150%
CPU: 130%
Average: 145%

--
Lyndon Amsdon
Email: bindon@madasafish.com
ICQ: UIN-120425214 Nick-stimpy
Website: http://www.lyndonamsdon.co.uk

--
Lyndon Amsdon

6560. Re: TT030 Schematics / ROM info

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 01:38:01 UTC
From: Atari <atari@qnet.com>
Message-ID: <3BFC56F9.10C7D3F5@qnet.com>
Source record: 4306

Steve Sweet wrote:

> Hi Alexander
>
> "Alexander Holland" <a1_nocrap_exh@hotmail.com> wrote in message
> news:7f38b97b.0111210323.4a080d92@posting.google.com...
> | Hi,
> |
> | Anyone ever scan in the Schematics for the TT030?? I know that the
> | ST/STe/MegaST/MegaSTe schematics are all available but did anyone do
> | the TT030 ones?
> |
> | If not does anyone know what type of EEPROM's the TT takes for TOS?
> |
> | When fitting EEPROM's in an STe you have to change some Jumpers
> | depending on the type of EEPROM you are using. Does the TT have these
> | jumpers? Where are they what are their number (i.e. U102, J12 etc.)
>
> I dont thaink thats been done by anybody, TOS for TT's was only ever TOS
> 3.06 and no upgrades have ever been available.

3.06 was not the only TOS ever for the TT. There was also 3.05 that came on
a 4 chip set (28 & 32 pins)

Don

>
>
> Regards from STEve & his nice warm cosy PAK'd MegaSTE.
> * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6561. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 03:21:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfd37a46cb7b1@madasafish.com>
Source record: 4343

Hi Djordje,

>On 23 Nov 2001 21:38:34 , David Bolt wrote:
>
>>>I may be out of touch, but which chip contains a 13-input NAND gate?
>>
>>The 74HC133.
>
>Oh, that one! Strange, one of the chip catalogs that I have has
>*discontinued* stamped over data for this chip- and another catalogue
>doesn't list it at all. So I never bothered to look for this chip.
>So it is still around, in fact? It would be very handy sometimes.

Hmm, looking at Farnell they don't have in in HC or F but do have HCT, two manufactuers avaialbe to order and none have a "limited stock" mark. It's also available in LS. Rapid Electronics also has just the LS version and Maplin have stopped selling it. I'd better get a few before they stop making them!! I've never seen one on boards before.
--
Lyndon Amsdon

6562. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 07:41:03 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFCAC0F.3E29E7B0@seimet.de>
Source record: 4496

Barrie at Keychange schrieb:

> Having used a Mega STE for several years I never found the boot delay to be
> a problem, how much effort is needed to press the space bar to cancel the
> TOS 2.06 memory test?

What do we have computers for? They should think for us, be intelligent.
Being intelligent in this case means that the computers cares for the
drive to get ready, not the user. TOS is simply stupid in this respect.

> The delay gives you the chance to select your boot partition.

You would not need *this* delay for that. Even without a minimal delay
when waiting for the drive you would have more than enough time to
select the boot partition.

> I would replace the Seagate 157 drive with a quieter drive e.g. a Quantum
> LPS or EPS, 500mb or so.

Keep away from the EPS. They are really slow, even the slow ACSI/SCSI
bus of Atari computers transfers data faster than a Quantum EPS drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6563. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 07:42:09 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFCAC51.1B3A3433@seimet.de>
Source record: 4499

"M. Scheltens" schrieb:

> comment, please ;) Is there an alternative TOS version that doesn't have
> this feature? Not that I can't live with my current TOS, but I'm just
> investigating.

As far as I know there isn't.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6564. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 07:43:37 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFCACA9.AD42A8FB@seimet.de>
Source record: 4497

"M. Scheltens" schrieb:

> What are the advantages of TOS 2.06 above TOS 2.05?

There were not really many changes. Actually instead of using TOS 2.06
it will make more sense to run MiNT or MagiC. MagiC in particular if you
want to speed up your system in general.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6565. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 07:45:51 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFCAD2F.BD0D7E00@seimet.de>
Source record: 4498

Hallvard Tangeraas schrieb:

> I guess a person with the appropriate knowledge could patch the existing
> TOS and change this part of it, or add some new stuff to make it behave
> in a better way.

Sure, but given the fact that there are hardly any developers left and
even less know to handle ACSI/SCSI etc. I would not expect anything to
happen.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6566. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 07:48:41 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFCADD9.771010C1@seimet.de>
Source record: 4500

Djordje Vukovic schrieb:

> Well, it can be... sort of... there is a patch to be applied to TOS 2.06
> image- if you can burn a new set of EPROMs afterwards... the patch
> reduces or completely disables disk spin-up wait.

Just reducing or disabling this without actually waiting for the drive
to be ready is not really a good idea. You would have to burn a new set
of EPROMs when you want to change the drive, in particular if the new
drive takes longer to get ready than the old drive. Note that if TOS
accesses a drive too early booting will fail and a reset is required in
order to boot from the drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6567. Re: TT030 Schematics / ROM info

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 07:50:30 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFCAE46.AB8926E@seimet.de>
Source record: 4301

Atari schrieb:

> > I dont thaink thats been done by anybody, TOS for TT's was only ever TOS
> > 3.06 and no upgrades have ever been available.
>
> 3.06 was not the only TOS ever for the TT. There was also 3.05 that came on
> a 4 chip set (28 & 32 pins)

Don't forget TOS 3.01. I got my TT quite early and TOS 3.01 was running
on it. I later replaced it with 3.05 and then with 3.06.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6568. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 08:05:42 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <32738_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4319

In uno strano messaggio del 21 Nov 01 us__nospam__@seimet.de (2:333/608.1)
scrisse al povero All :
un> This feature is not really useful, indeed. It is basically meant to
un> ensure that the hard disk drive has spinned up to normal speed before
un> accessing it. A more intelligent solution would have been for TOS to
un> check the drive status and wait only as long as needed. Unfortunately
un> TOS is not this intelligent and requires the user to decide when the
un> drive is ready.

Do you really do not know there are floppy bootsectors you can install,
configured to check and wait for drive ready on any scsi address ? That's
whyI always keep one floppy in the drive, and damaged few of them during the
years, worked for a 520ST, MegaST, MegaSTE and TT030.

Some names: bootsie, waitini, HDwait, noroach, waitint....

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
PENTIUM - Produces Erroneous Numbers Thru Incorrect Understanding of
Mathematics

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6569. Re: Identification of faulty blitter se

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 10:06:31 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3bfcbcf4@dnews.tpgi.com.au>
Source record: 4309

I wish it was just a duff connection. I have a few suspicions but the MegaSte seems to be the most convoluted Atari ever built. More Gals than a lesbian site;-). I had sort of thought it may be the floppy or related, you know the old crap in crap out adage. So I changed the floppy, cable and wd chip. No luck, but still leaning towards the DMA chip. Will try again tomorrow, work is quiet.

Mark

Lyndon Amsdon <bindon@madasafish.com> wrote in message news:3bf6f6f658b143@madasafish.com...
> Hi Mark,
>
> >Good I was going to ask this all important question, I have just finishing
> >repairing a MegaSTE, replaced a stuffed blitter socket. I cannot get it to
> >load Xcontrol at all, it just gives 2 bombs. I thort it could be the DMA
> >chip but not sure. Of note tho I used a blitter from a defunct MegaST as I
> >have misplaced the chip when I removed the old socket. However if I activate
> >the blitter on the desktop no problem. The main symptoms I am getting is 2
> >bombs loading general.cpx, random floppy cacking (I have replaced the WD
> >ic, to no avail), and garbage on screen like a CT2 without NVDI if you've
> >ever seen it. Not on the desktop tho all is well at that point. Also,
> >changed ram and Roms, had to try something. Could it be the old blitter????
>
> I takr it you've tried the PSU with a scope or something? Other than that
> it could be anything. Problems like this can take ages to track.
> Sometimes one of the most annoying things are when they almost work, if
> they don't work at all chances are it's something not connected or broken.
> Just like intermitent faults.
> --
> Lyndon Amsdon

6570. If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 14:18:45 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0111220618.55b3d880@posting.google.com>
Source record: 4310

Hey!

I got a dead Supra Drive 20mb hdd that I never could make work. But I got a doubt: When I connect it to the ACSI port of my 1040STfm, the floppy drive does not work.... anyone knows why?

If I buy another hard drive.... perhaps the floppy will work? Perhaps it'll work if the HDD driver is installed? I know many people has the same problem with similar machines....

Facundo

6571. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 15:00:04 UTC
From: KapMaN <KapMaN@ic24.net>
Message-ID: <3bfd054223e8a1@ic24.net>
Source record: 4311

Hi Uwe,

on Thu 22-11-2001 08:43 (+0100) Uwe Seimet wrote:

>> What are the advantages of TOS 2.06 above TOS 2.05?
>
>There were not really many changes. Actually instead of using TOS 2.06
>it will make more sense to run MiNT or MagiC. MagiC in particular if you
>want to speed up your system in general.
>

Agreed, although maybe if _only_ being used for music (Notator) I think MiNT
or MagiC is not really applicable. He doesn't state this though..

--
Regards
KapMaN

comp.sys.atri.st
* Location: England(UK) ICQ :79233293 *

6572. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 15:54:56 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <3e9L7.2639$ww5.455779@news2-win.server.ntlworld.com>
Source record: 4312

Hello.

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3BFCAC0F.3E29E7B0@seimet.de...
> Barrie at Keychange schrieb:
>
> > Having used a Mega STE for several years I never found the boot delay to
be
> > a problem, how much effort is needed to press the space bar to cancel
the
> > TOS 2.06 memory test?
>
> What do we have computers for? They should think for us, be intelligent.
> Being intelligent in this case means that the computers cares for the
> drive to get ready, not the user. TOS is simply stupid in this respect.

But we are talking about the Atari.....It still does the job you want
it to.
>
> > The delay gives you the chance to select your boot partition.
>
> You would not need *this* delay for that. Even without a minimal delay
> when waiting for the drive you would have more than enough time to
> select the boot partition.

It does give you ' thinking time '.
>
> > I would replace the Seagate 157 drive with a quieter drive e.g. a
Quantum
> > LPS or EPS, 500mb or so.
>
> Keep away from the EPS. They are really slow, even the slow ACSI/SCSI
> bus of Atari computers transfers data faster than a Quantum EPS drive.

I can only speak as I find, both the LPS and EPS worked fine and that is
what matters most.

Most musicians will trade a little speed for a quiet drive, other users may
not.

I've used an EPS for the last few years, wouldn't trade it for anything.

But each to his own.

Barrie at Keychange www.keychange.co.uk

6573. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 18:32:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfd37a46cb7b3@madasafish.com>
Source record: 4344

Hi Hallvard,

>When making music I'd like to be able to concentrate on that and not be
>disturbed/annoyed by the harddisk, and I'm going to put great emphasis
>on this when designing the rack and placing the harddisk.
>A quiet drive to start with would be ideal, but I'll also be looking
>into solutions to further bring down the noise level. I'm open to
>suggestions!
>
>I'll be connecting it via a "Link 97" SCSI host-adapter, using HDdriver
>6.13, so I probably shouldn't have any problems with never drives, or so
>I've gathered from various postings here.

You could use a solid state drive, ie, one with battery backed RAM. These are coming down in price. I've seen ones for IDE a lot but I see no reason why you can not get them for SCSI. Just look into a large PC chainstore or website. DABs and Simply in the UK should have these kinda things. No noise at all. And because Ataris are so great, out apps will fit on them fine!! You'd have to look into it, but the IDE drives are very fast and comply to the IDE standards. I think they use same cards as camera flash cards, over on comp.sys.atari.st someone managed to connect a SCSI flash card reder to his Falcon and read and write fine
--
Lyndon Amsdon

6574. Re: HD module online

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 18:54:25 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9tjhl1$vq2$1@draco.stochastik.rwth-aachen.de>
Source record: 4313

In article <3bf84958681982@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Hmm, I've heard that if you have one of these 5 1/4 inch drives on PC you
>can stick Commodore files onto it to read on real Commodores. Is it more
>a software issue of writing in a non DOS style format on the floppy?

Only of the Commodore has a 1581 (?) Floppy - the one that can read/write
CPM disks, which are in FM/MFM format like PC disks.

A 1541 can only read/write GCR, and so you can't even read/write single
sectors on a PC/Atari/Milan/Hades in that format.

cu
Michael

6575. Re: TT030 Schematics / ROM info

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 18:56:59 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9tjhpr$vr0$1@draco.stochastik.rwth-aachen.de>
Source record: 4314

In article <7f38b97b.0111210323.4a080d92@posting.google.com>,
Alexander Holland <a1_nocrap_exh@hotmail.com> wrote:
>
>If not does anyone know what type of EEPROM's the TT takes for TOS?

27(C)010. 120ns should be fast enough, I am not sure if 150ns is OK.

>When fitting EEPROM's in an STe you have to change some Jumpers
>depending on the type of EEPROM you are using. Does the TT have these
>jumpers? Where are they what are their number (i.e. U102, J12 etc.)

Since the original TOS usually comes on EPROMs, you should not have to
change anything.

>I was thinking I might be able to use 4x27M1001 (128k*8bit) EEPROMS
>that are in STe's?

EEPROM? 27*1001 should be EPROM, not EEPROM. 27*1001 might work, there are
two pinout versions, depending on manufacturer - most will fit in a TT if
they are fast enough.

cu
Michael

6576. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 19:27:33 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9tjjj5$13n$1@draco.stochastik.rwth-aachen.de>
Source record: 4318

In article <9thi7uanv2@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>If it is a design without cache, which just switches the CPU clock
>to 16MHz whenever possible, then it is simple... and not very efficient.

Correct. Given all the hassle, I would not bother building such a circuit.

>It is my opinion that it is a better aproach to overclock the complete
>ST computer to 10MHz (or 12MHz), which surely gives a speed increase of 25%
>(or 50% respectively) on everything, and is not so hard on chips, but with a
>drawback of requiring a multisync monitor (or a more complicated circuit).

The best solution might ba a PAK3+FRAK combo. The second best is probably
something like this:

http://www.ccac.rwth-aachen.de/~michaels/images/MagnumST-36MHz.jpg

(picture with 28MHz oscillator, but it worked fine at 36MHz).

A 68000 with 36MHz, 0-waitstate DRAM easily beats a PAK-3 with a 36MHz
68030, so you need the fastram-card for the PAK-3 to get more speed than
this :-)

And no, I don't even have schematics for this hack anymore, and I don't know
where I put the CPLD equations.

cu
Michael

6577. Re: If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-22 21:51:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfd84a41f9f21@madasafish.com>
Source record: 4346

Hi Facundo,

>> Sounds like a broken DMA lead then if it doesn't even work with just
the >> lead plugged in!!
>
>So... what should I do??? Any help will be much appreciated!

A new lead, but these are diffuclt to get hold of. Anyone know where to
get the 19 pin d type leads?

--
Lyndon Amsdon

6578. Re: If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 03:05:26 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0111221905.7dca9cc3@posting.google.com>
Source record: 4320

I did forgot to mention something. The floppy still doesn't work when
the HDD is turned off. So, If I just plug the ACSI cable, the floppy
doesnt work.

Facundo

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3bf98dbcb07293@madasafish.com>...
> Hi Facundo,
>
> >I got a dead Supra Drive 20mb hdd that I never could make work. But I
> >got a doubt: When I connect it to the ACSI port of my 1040STfm, the
> >floppy drive does not work.... anyone knows why?
>
> OK, the hard disk port is controlled by the DMA chip so that transfers to
> RAM don't have to bother the CPU so much. This is also used to
> send/retrieve data from floppy drives. Sounds like your harddisk is
> messing up the DMA chip and causing it not to be able to communicate with
> floppy correctly. I'd unplug it straight away.

6579. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 07:27:27 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3BFDFA5F.B7E24D25@seimet.de>
Source record: 4321

"Mike De.Petris" schrieb:

> Do you really do not know there are floppy bootsectors you can install,
> configured to check and wait for drive ready on any scsi address ? That's
> whyI always keep one floppy in the drive, and damaged few of them during the
> years, worked for a 520ST, MegaST, MegaSTE and TT030.
>
> Some names: bootsie, waitini, HDwait, noroach, waitint....

I know them but a good operating system should not require these and
should not force me to have particular floppy disks in the drive when
booting.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6580. Re: TT030 Schematics / ROM info

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 14:25:40 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0111230625.50f811d6@posting.google.com>
Source record: 4322

> >If not does anyone know what type of EEPROM's the TT takes for TOS?
>
> 27(C)010. 120ns should be fast enough, I am not sure if 150ns is OK.

Understood.

> Since the original TOS usually comes on EPROMs, you should not have to
> change anything.

Cool 27(C)010 has the same settings as the cheaper more available 27C1001 :)

> EEPROM? 27*1001 should be EPROM, not EEPROM.

Yeah, too many E's, and it's not even saturday night ;)

> 27*1001 might work, there are two pinout versions, depending on manufacturer
> - most will fit in a TT if they are fast enough.

Cool, will take a look.

Alex

6581. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 14:52:23 UTC
From: Synthusiast <someone@overtherainbox.net>
Message-ID: <HotL7.76$Ug5.394@pollux.casema.net>
Source record: 4323

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3BFDFA5F.B7E24D25@seimet.de...
> "Mike De.Petris" schrieb:
>
> > Do you really do not know there are floppy bootsectors you can install,
> > configured to check and wait for drive ready on any scsi address ?
That's
> > whyI always keep one floppy in the drive, and damaged few of them during
the
> > years, worked for a 520ST, MegaST, MegaSTE and TT030.
> >
> > Some names: bootsie, waitini, HDwait, noroach, waitint....
>
> I know them but a good operating system should not require these and
> should not force me to have particular floppy disks in the drive when
> booting.
>

Ok, I've found noroach and bootsie, together with mouse25, to get rid of
another Atari 'bug', the original Atari mouse ;-)

I totally agree with Uwe on the harddisk boot issue. Being able to work
around the problem is a good thing, but it shouldn't be necessary to do that
in the first place. I find it rather strange that Atari didn't even improve
this harddisk boot code for the TT TOS as I understand from what Mike is
saying.

But I still like my Atari :-)

Cheers,
Martijn

6582. Looking for external SCSI host adapter for (Mega) ST(E)

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 14:52:24 UTC
From: Synthusiast <someone@overtherainbox.net>
Message-ID: <IotL7.77$Ug5.475@pollux.casema.net>
Source record: 4324

Hi group,

I'm looking for an external SCSI host adapter for my Atari Mega STE, to be able to make swift harddisk backups to my PC without too much troubles. I'd be interested in an adapter from for example ICD, like the Link, Link 2, Link 96 or Link 97. Adapters of other brands or DIY kits, working or not, wouldn't be a problem too.

Thanks,
Martijn

6583. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 15:44:36 UTC
From: pls@no.spam
Message-ID: <9tlqp1cci1@bcarh8ab.ca.nortel.com>
Source record: 4325

In article <1f3bona.1wj652r10dja2eN%northstar2010@___NO_SPAM___yahoo.no>,
northstar2010@___NO_SPAM___yahoo.no (Hallvard Tangeraas) wrote:

** stuff deleted **

>What about the existing 13-pin DIN socket? Will I run into problems if I
>"extend" it (i.e. for a neater look at the rear panel of the rack I'd
>like to line up the connectors and group similar outputs together (i.e.
>VGA output, 13-pin DIN output and RF output), all on a PCB with wires
>connecting to the original places on the Atari PCB.
>Would this be a problem?
>We're only talking lengths of perhaps 10cm or less for each connector.

I've done this very thing, never seen problems, used ribbon cable (the multi
coloured type). Took the socket off the ST board, fixed it to the tower case
panel.

Soldered the ribbon cable to pins on the 13 pin socket, the other end runs
into a small 14 way IDC connector. On the other side, a 14 way IDC socket is
connected via ribbon cable to the ST PCB.

I use a mono monitor.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

6584. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 19:28:13 UTC
From: vdjole@EUnet.yu
Message-ID: <9tm80b$65u$1@news.eunet.yu>
Source record: 4329

On 22 Nov 2001 19:27:33 , Michael Schwingen wrote:
>The second best is probably something like this:
> [...]
>A 68000 with 36MHz, 0-waitstate DRAM easily beats a PAK-3 with a 36MHz
>68030, so you need the fastram-card for the PAK-3 to get more speed than
>this :-)

If I remember correctly some earlier references you made to this, it is
a design with a CPU + fastRAM completely asynchronous to the rest of the
system, right? From what I can gather, MC68000 was -designed- to work
asynchronously so any hypothetical accelerator design might inded
concentrae upon that concept?

cu;

6585. Re: Mega STE 48MB harddrive problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 19:28:16 UTC
From: vdjole@EUnet.yu
Message-ID: <9tm80e$65u$2@news.eunet.yu>
Source record: 4330

On 22 Nov 2001 08:48:41 , Uwe Seimet wrote:
>Djordje Vukovic schrieb:
>
>> Well, it can be... sort of... there is a patch to be applied to TOS 2.06
>> image- if you can burn a new set of EPROMs afterwards... the patch
>> reduces or completely disables disk spin-up wait.
>
>Just reducing or disabling this without actually waiting for the drive
>to be ready is not really a good idea. You would have to burn a new set
>of EPROMs when you want to change the drive, in particular if the new
>drive takes longer to get ready than the old drive. Note that if TOS
>accesses a drive too early booting will fail and a reset is required in
>order to boot from the drive.

True, but default wait in TOS 2.06 is probably toooooo long for any decent
drive except possibly some very old ones. Even with old no-boot-delay
TOS1.4 my DSAS-3540 IBM drive gets ready long before TOS finishes
interrogating the floppy at power-up.

cu;

cu;

6586. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 19:28:18 UTC
From: vdjole@EUnet.yu
Message-ID: <9tm80h$65u$3@news.eunet.yu>
Source record: 4331

On 19 Nov 2001 23:40:20 , "Lyndon Amsdon" wrote:

> This could even come from a 13 input NAND gate and then you have up to
>13 devices

I may be out of touch, but which chip contains a 13-input NAND gate?

cu;

6587. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 21:38:34 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <cAHXSZXaHs$7EwPc@my-ste.demon.co.uk>
Source record: 4332

On Fri, 23 Nov 2001, Djordje Vukovic <vdjole@EUnet.yu> wrote:-

>On 19 Nov 2001 23:40:20 , "Lyndon Amsdon" wrote:
>
>> This could even come from a 13 input NAND gate and then you have up to
>>13 devices
>
>I may be out of touch, but which chip contains a 13-input NAND gate?

The 74HC133.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

6588. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 23:14:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfeeda02068dc0@madasafish.com>
Source record: 4407

Hi Hallvard,

>A small selection from the following website:
> http://www.ibuyer.net/sprodcat.html?cid=385
>
> IBM
>$333.00 1GB MICRODRIVE TRAVEL KIT 3600RPM ATA/PCMCIA RETAI - 07N5605
>$312.99 1GB MICRODRIVE TRAVEL KIT 3600RPM ATA/PCMCIA WBOX - 07N5571
>$250.49 512MB MICRODRIVE TRAVEL KIT CFT PCCARD RETAIL BOX - 07N5604
>$375.21 IBM 1GB MICRODRIVE WITH PC CARD - 07N5574
>$199.30 IBM 340MB MICRODRIVE COMPACT FLASH II FORM - 00N8073
>$199.95 IBM MICRODRIVE 340MB TRAVEL KIT - 07N4095

Are those above reallt solid state? Says 3600RPM, this suggets moving parts. That Flash one sounds right. I can't remember who it was who used there drive for digital camera (wasn't lp). If you use normal drive for main system, then just use your flash drive for saving work to and spin down the noisy HD. I'm sure you could get cheaper ones at 32MB only. Enough for midi tracks right?
--
Lyndon Amsdon

6589. Re: VME RAM for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 23:17:52 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3bfeeda02068dc1@madasafish.com>
Source record: 4408

Hi Hallvard,

>Are there any similar DIY memory projects around?
>I don't really want to spend more on a memory upgrade than the total
>cost of the computer.

They were about ï¿½100, populated with maximum memory. That sounds good to
me considering the small batch.
--
Lyndon Amsdon

6590. Re: If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-23 23:26:56 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0111231526.4df5fe36@posting.google.com>
Source record: 4333

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message .
>
> OK, first just unplug the cable in and check floppy. Then plug _just_ the
> cable in, see what happens then. Now plug HDD in and turn on, what now?

Exactly the same. The floppy does not work. If I unplug it, the floppy
works... pretty weird isnt it?

Facundo

6591. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-24 00:00:02 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1006604748.2668.2@demeter.clara.net>
Source record: 4334

Hi Hallvard

| > The best solution might ba a PAK3+FRAK combo.
|
| This is something I could be interested in looking into, but I'm trying
| to get some basic information about these things first.
| I've already visited WRS online (http://www.wrsonline.de) and tried to
| read what's there, but with a limited knowledge in German I haven't
| gotten very far.
|
| Anyway, I'm looking into several hardware solutions for expanding an
| STe, and acceleration could be one of them. I have some questions first:
|
| 1) how much (approx) will such an accelerator cost to build? According
| to what I've read it might be hard to get the actual 68030 processor,
| but apart from that...
|
| 2) Is it possible to switch off the accelerator? Hardware or software
| switching?
| If it can be switched off, will the STe function *completely* as a
| standard STe, or could I get problem with software that only runs on
| standard/plain ST/Mega/STe machines?

You can add an optional 68000/TOS 2.06 mode@8Mhz, in the case of the
MegaSTE, you must decide this in advance and obtain the neccessery GALs and
a DIL 68000, although ive never had to use it myself.

| I'm thinking mainly about Notator SL here and other MIDI applications
| which don't work with accelerators.

Dont know about this stuff, i'm a strict listener.

| 3) For the STe an adaptor board is needed (probably because the PAK68
| uses a DIL socket for use with ST/F/M/Mega machines while the STe has a
| PLCC styled 68000.

See below.

| WRSonline doesn't have any more of these, so would it be hard to make my
| own board from scratch?

You'd need the GALs obviously and you could design your own layout.

| In other words: is the adapter board just a mechanical adapter which
| allows the fitting of the DIL type socket of the PAK68 into the PLCC
| socket of the STe, or are there electronics involved?

It is in fact a buffer board, correcting some timing issues between the PAK
and the host.

| 4) WRSonline sells the PCB, but at DM 99,- it's a bit steep in my

| Has WRSonline developed the PAK68 further perhaps, so the C't issued
| circuit boards are different?
| Does anyone know what the differences are, if any?

Some GAL's have been modified for various reasons, these deatails are ont
the WRS site though, other timing issues have been addressed but i think the
PAK board is the same as the origonal.

| 5) There's a memory expansion device called the FRAK2 which was
| suggested to me in a previous thread where I asked about memory
| expansion above 4 Mbytes.

FRAK 2 utilises a different type of memory card, giving the user a possible
128Meg of TT ram, wheras FRAK 1 is 16Meg maximum with 32Pin simms.

| I understand that it relies on the PAK68, but does this also mean that
| the accelerator has to be switched on to use the extra memory?

Not as such, it relies on TOS 3.06 and you only get this in 030 mode, but
you get true 32Bit wide memory as opposed to 2 * 16.

| Again, getting back to Notator and other MIDI software... I could use
| more memory, especially when running "SoftLink" (a multi-tasking sort of
| program-switcher system, mainly for MIDI software, by C-Lab/Emagic).

| The FRAK2 it seems gives "TT RAM" in addition to the 4 Mbytes of the STe
| itself and I'm guessing that SoftLink will refuse to work with it, but I
| could be wrong.

If it works on a TT it will work with a PAK, i myself have all programs set
to use TT ram.

| If SoftLink assigns its programs to specific areas of ST-RAM, could the
| FRAK2 be used for everything else not related to SoftLink such as
| ACCessories, AUTO programs and whatever else is loaded into memory
| before the MIDI applications?
| Is it possible to "re-route" the memory so that this sort of thing would
| work?

Set the TT ram flags appropriately and it will run/malloc in TT ram, as
simple as that.

| 6) There's a card called "Panther" which allows for standard ISA PC type
| cards to be used (i.e. Ethernet and graphic cards to mention a couple,
| according to the information at the WRSonline site).
| How expensive would it be to add something like this to an STe for full
| Ethernet and hires colour graphics?

My mate derryck hard wired a graphics card into his STfm, the details for
that were PD i beleive.

| Does it need the PAK3 to function? My guess is that in order to work
| properly it will rely on such an accelerator...?

Nope, it will work in 00 mode but dog slow.

| As I said, at this point I'm open to all and any suggestions for the
| rack-mounted STe I'm currently working on.
| I have to plan ahead as it's going to be hard to add things like this
| later (i.e. because of the additional space, board-placements, holes for
| placements of switches/sockets on the front/rear panel etc.)

You'll need a beefy PSU and plenty of cooling.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6592. Re: MIDI opto-isolator in STe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-24 03:50:20 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0021e653a5e1@madasafish.com>
Source record: 4425

Hi Hallvard,

>Can anyone tell me exactly which opto isolator is being used for the
>Atari STe MIDI IN port?
>
>I've downloaded the schematics (forgot the website, but do a search and
>you'll find it), but the scans aren't very good.
>It looks like the opto-isolator is marked "U-208" and the component type
>PC-800 or PC-900, but comparing this with the actual STe circuit there's
>somethign which could be an opto-isolator (haven't checked the traces
>yet) but is marked "HIL3 048J".
>I can't find this in any of my electronic component catalogues so I'm
>hoping someone else might know more.

I'll take a peek in my STE next time the side is off it. Shouldn't be
more than a day or two as I'm busy with it. These opto-isolators are all
pretty similar. LED and a sensor, that's about it.
--
Lyndon Amsdon

6593. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-24 19:36:10 UTC
From: vdjole@EUnet.yu
Message-ID: <9tosr8$7s8$3@news.eunet.yu>
Source record: 4342

On 23 Nov 2001 21:38:34 , David Bolt wrote:

>>I may be out of touch, but which chip contains a 13-input NAND gate?
>
>The 74HC133.

Oh, that one! Strange, one of the chip catalogs that I have has
discontinued stamped over data for this chip- and another catalogue
doesn't list it at all. So I never bothered to look for this chip.
So it is still around, in fact? It would be very handy sometimes.

cu;

6594. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-24 19:44:13 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9totad$iq4$1@dos.canit.se>
Source record: 4339

Hallvard Tangeraas <northstar2010@_____yahoo.no> skrev:
: Iggy Drougge <optimus@canit.se> wrote:

:> Djordje Vukovic <vdjole@eunet.yu> skrev:
:>
:> : In case anyone likes to scavenge for Atari-compatible parts in heaps of
:> : discarded electronic equipment, I have noticed that old Digital's
:> : terminal servers DECServer 200/MC contain 10MHz MC68000s in 64-pin
:> : dual-in-line package, nicely socketed for convenient extraction...
:> : May be conveient for someone toying with ideas of upgrade hacking.
:>
:> I've recycled a whole lot of 10MHz DIP 68000s from an aluminium can
:> recycling machine made by the Finnish company TOMRA.

: Actually Tomra is a Norwegian company!

I thought it was a Swedish company until I saw the copyrights on the PCBs.
For the sake of your national pride, I'll have another look at those
smelly PCBs before I throw them away, though. =)

: But getting a bit back to the subject again (despite a rather late
: followup from me)... considering that 680x0 processors can probably be
: found pretty easily (and for very little money!) by getting hold of old
: Macs (in these days of PowerPC based Macs), would it be a major project
: to adapt one of these (68030 or 68040 most likely) in an STe?

Apart from the '040 machines, I think most 32-bit Macs have
surface-mounted PLCC processors. I think so, at least.

: I've been looking a bit into the PAK68 accelerator which seems like a
: *huge* project, but as far as I can see it won't end up that expensive
: (if I haven't mis-read the parts list, only having seen a partial one or
: something) as long as a CPU chip can be found.

Shouldn't be difficult, Macs or not. Electronics shops or perhaps Amiga
dealers should be able to supply them.

: I also just recently downloaded info on how to use a 16MHz 68000
: processor which seemed to be a very simple project to do.

But is there much of a performance gain? A cache makes for some speed-up,
but will it make much of a difference in reality?

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

6595. Re: Please help: Attaching a HDD to a 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-24 20:01:47 UTC
From: Krunch <keithgoldsmith@rcn.com>
Message-ID: <9tou64$1r3$1@bob.news.rcn.net>
Source record: 4340

Thanks for the info. I will try your suggestions and report the results.

Keith

"David Wade" <dave.wade@compaq.no.spam.please.com> wrote in message
news:zoMH7.1469$RL6.47804@news.cpqcorp.net...
>
> "Krunch" <keithgoldsmith@rcn.com> wrote in message
> news:9smeen$og0$1@bob.news.rcn.net...
> > I recently acquired an Atari Megafile 30 HDD. When I attach it to my
> 1040ST
> > (which has two FDDs) via the 19-pin cable, the ST does not recognize the
> > FDDs or the HDD on boot up. Do I need a special boot disk and/or
software
> > to configure the ST to have HDD capability?
>
> All hard drives require some kind of driver. Normally this is loaded on
the
> hard disk,
> and gets loaded when the system boots. I seem to recall that you need to
> power up
> the hard drive first, and wait for it to spin up before you switch on the
> ST.
>
> There should also be a utilities disk to allow the drive to be low-level
> formatted,
> partitioned, and high level formatted.
> For a Megafile 30 I would have expected some version of AHDI.
> You can download AHDI from http://www.umich.edu/~archive/atari/Diskutils/
>
> when you say it does not recognize the FDDs or HDDs what do you mean?
> Does the system hang?
> Do you get a blank desktop, or one with missing items?
> A desktop with icons for several drives which produce errors when you try
> and open them?
>
> If you are just missing ICONS have you tried Options -> Install Devices.
>
> > Where can I find information
> > about this, as my manuals are vague and confusing, inferring that the ST
> > should automatically see the HDD.
> >
>
> I would assume that there was some kind of manual with the megafile.
> There is a little information at

> http://www.atari.org/hosted/quickfaq/stfaq_3.htm#2
>
>
> > I appreciate any assistance.
>
> Thats o.k. However I expect that the Megafile has a duff drive in it.
> If so I don't think there is any thing you can do, as I think the
> megafiles had a ASCI->MFM interface, and an MFM drive.
> I think it would be difficult (and possibly expensive) to obtain
> a replacment MFM drive and because there is no SCSI in the
> drive you can't upgrade to a SCSI drive.
>
> >
> > KEITH
> >
> >
> Dave.
>
>

6596. Re: Epson Serial Pin-Out

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-24 23:25:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0021e653a5e2@madasafish.com>
Source record: 4426

Hi Roger,

>I want to stick a colour printer on the serial port (there is already a
>laser on the parallel) and have an old Epson 500 which will do the job.
>
>But, the serial port is a mini 8-pin DIN meant for a Mac connection. I can
>obviously lash up a connector but I cannot find the pin-out for the Epson
>serial anywhere. Anyone got any specs?

I would try making a mac to serial port adaptor. This is RS232 to RS4xx
(sorry not sure about numbers). I think it is harder to go that way than
the other way, although it may work. Anyone else?
--
Lyndon Amsdon

6597. Re: VME RAM for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-24 23:28:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0021e653a5e3@madasafish.com>
Source record: 4427

Hi Hallvard,

>> They were about ï¿½100, populated with maximum memory. That sounds good
>>to
>> me considering the small batch.
>
>Oh. I was mistaken, thinking the price was almost twice that or
>something.
>Still, if I could make one myself....
>By the way, where can these memory boards be bought?
>Are they still sold, or do I have to look around for a used unit?

Not sure, I think they have stopped selling them. Try second hand but the
chances of finding one are unlikly.
--
Lyndon Amsdon

6598. Re: If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-25 16:24:13 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0111250824.3ba492f1@posting.google.com>
Source record: 4345

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:<3bfbf9f23bb41@madasafish.com>...
> Hi Facundo,
>
> >> OK, first just unplug the cable in and check floppy. Then plug _just_
> the >> cable in, see what happens then. Now plug HDD in and turn on, what
> now?
> >
> >Exactly the same. The floppy does not work. If I unplug it, the floppy
> >works... pretty weird isnt it?
>
> Sounds like a broken DMA lead then if it doesn't even work with just the
> lead plugged in!!

So... what should I do??? Any help will be much appreciated!

Facundo

6599. Re: If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-25 19:58:31 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9trih7$c1u$1@draco.stochastik.rwth-aachen.de>
Source record: 4347

In article <3bf98dbcb07293@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>Hi Facundo,
>
>>I got a dead Supra Drive 20mb hdd that I never could make work. But I
>>got a doubt: When I connect it to the ACSI port of my 1040STfm, the
>>floppy drive does not work.... anyone knows why?
>
>OK, the hard disk port is controlled by the DMA chip so that transfers to
>RAM don't have to bother the CPU so much. This is also used to
>send/retrieve data from floppy drives. Sounds like your harddisk is
>messing up the DMA chip and causing it not to be able to communicate with
>floppy correctly. I'd unplug it straight away.

Right. This is probably caused by the harddisk continuously asserting the
INT line on the ACSI port, which disturbes interrupts from the FDC, too.

Either fix the harddisk or throw it out.

cu
Michael

6600. Re: VME RAM for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-25 20:01:48 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9trinc$c3d$1@draco.stochastik.rwth-aachen.de>
Source record: 4348

In article <1f3boda.10lskgr1fk70sgN%northstar2010@___NO_SPAM___yahoo.no>,
Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>
>What VME RAM boards are available? I've never heard of any.

Neither have I (except for a battery-backed one with 128K memory, which
is only produced for internal use).

>According to listings of German computer magazine "C't", one issue shows
>how to add a VME bus to an ordinary ST. Could be useful for something
>like this (expanding memory beyond 4 Mbytes):

And then? If you have a normal ST, it would be much easier to add a MagnumST
or similar card - plugs directly on or below the CPU (where you would attach
the VME bus anyway), and has a much lower load on the bus signals.

cu
Michael

6601. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-25 20:09:34 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9trj5u$c5r$1@draco.stochastik.rwth-aachen.de>
Source record: 4349

In article <1f3bems.1xjp32i1qq1n0wN%northstar2010@_____yahoo.no>,
Hallvard Tangeraas <northstar2010@_____yahoo.no> wrote:
>
>1) how much (approx) will such an accelerator cost to build? According
>to what I've read it might be hard to get the actual 68030 processor,
>but apart from that...

The should be quite cheap now as recycled items - definitely below 20DM (you
can get a 040 in that price range!).

>2) Is it possible to switch off the accelerator? Hardware or software
>switching?

It was possible with an add-on circuit, but in that case, you probably can't
use the fastram card since that is plugged into the 68000 socket on the PAK.

>If it can be switched off, will the STe function *completely* as a
>standard STe, or could I get problem with software that only runs on
>standard/plain ST/Mega/STe machines?
>I'm thinking mainly about Notator SL here and other MIDI applications
>which don't work with accelerators.

Better keep an unmodified machine for these.

>3) For the STe an adaptor board is needed (probably because the PAK68
>uses a DIL socket for use with ST/F/M/Mega machines while the STe has a
>PLCC styled 68000.
>WRSonline doesn't have any more of these, so would it be hard to make my
>own board from scratch?

All the PLCC adapters are quite a hassle: too much contact problems. The
only really reliable solution is to completely de-solder the PLCC socket
from the STE board, and then solder single pins in its place (like the ones
used in normal IC sockets), and then plug an adapter board into that socket.

>In other words: is the adapter board just a mechanical adapter which
>allows the fitting of the DIL type socket of the PAK68 into the PLCC
>socket of the STe, or are there electronics involved?

It is just a passive adapter.

>4) WRSonline sells the PCB, but at DM 99,- it's a bit steep in my
>opinion. eMedia (the suppliers of PCBs and copies of C't magazine back
>issues) sells two versions of the PAK68 board for around half (and less)
>the price of WRSonline:
>(http://www.emedia.de/@55jPnQJVXib92/bin/hw.pl?Aktion=P&Proj_Nr=9311_1&S
>ESS_ID=55jPnQJVXib92&Ref_List=K41&SID=&Art_Nr=)

>
>Has WRSonline developed the PAK68 further perhaps, so the C't issued
>circuit boards are different?
>Does anyone know what the differences are, if any?

the PCBs should be the same. Anyway, it is a 4-layer board, so 100DM is not so bad a price considering the quantities that were produced - I think I paid more for my board back when I built my PAK.

>5) There's a memory expansion device called the FRAK2 which was
>suggested to me in a previous thread where I asked about memory
>expansion above 4 Mbytes.
>I understand that it relies on the PAK68, but does this also mean that
>the accelerator has to be switched on to use the extra memory?

Yes - the memory is outside the address range of the 68000 CPU, above 16MB.

>6) There's a card called "Panther" which allows for standard ISA PC type
>cards to be used (i.e. Ethernet and graphic cards to mention a couple,
>according to the information at the WRSonline site).
>How expensive would it be to add something like this to an STe for full
>Ethernet and hires colour graphics?
>Does it need the PAK3 to function? My guess is that in order to work
>properly it will rely on such an accelerator...?

No. It does work on a stock ST, although I have also seen it used in conjunction with a PAK - this gives quite a nice stack of boards on top of the CPU socket :-)

cu
Michael

6602. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-25 20:12:06 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9trjamcal1@draco.stochastik.rwth-aachen.de>
Source record: 4350

In article <9tm80b$65u$1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>If I remember correctly some earlier references you made to this, it is
>a design with a CPU + fastRAM completely asynchronous to the rest of the
>system, right? From what I can gather, MC68000 was -designed- to work
>asynchronously so any hypothetical accelerator design might inded
>concentrae upon that concept?

No. The CPU clock is switched to the original 8MHz clock when accessing
ST-RAM and peripherals, however, the 36MHz clock which is used when the CPU
is not accessing the ST board is (obviously) asynchronous to the board
clock.

cu
Michael

6603. Re: Scavenging for MC68000

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-25 21:07:20 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <OfsjlXNI2VA8EwZL@my-ste.demon.co.uk>
Source record: 4401

On Thu, 22 Nov 2001, Lyndon Amsdon <bindon@madasafish.com> wrote:-

>>>The 74HC133.

<snip>

>I've never seen one on boards before.

I have, but it was about 18 years ago. It was used as part of an address
decoder for a circuit involving a ZX-81, although I can't recall what
the board was for though.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

6604. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-25 23:03:16 UTC
From: "M. Scheltens" <someone@someplace.com>
Message-ID: <UMeM7.1$rU5.83@castor.casema.net>
Source record: 4402

Hi Hallvard,

"Hallvard Tangeraas" <northstar2010@___NO_SPAM___yahoo.no> wrote in message
news:1f3f23q.1t45fms149k63gN%northstar2010@___NO_SPAM___yahoo.no...
> As I'm busy working on what will be (in my opinion) the ultimate MIDI
> computer, rack-mounting an STe with all kinds of extra hardware (MIDI
> related and in general) I'll be looking for a *quiet* SCSI harddisk.
>
> I investigated this matter about 2 or 3 years ago when I needed a bigger
> drive for my Apple Macintosh and was recommended IBM's "UltraStar"
> series. Well, I bought it and was disappointed.
>
> Now I hear that producers have started taking this matter seriously as
> more and more people are getting tired of the constant "whizzing" of the
> drive's motor. I hear that there are even drives which rotate on air
> instead of ball-bearings!
>
> I'd like to hear opinions on which drives can be recommended (if any),
> or if I should still wait for a while.
> And what do I mean by quiet? Well, let's just say that I miss the days
> when I used an ST without a harddisk at all, when the loudest noise you
> could hear was the clacking on the keyboard!
> Now that's quiet for you!
>
> When making music I'd like to be able to concentrate on that and not be
> disturbed/annoyed by the harddisk, and I'm going to put great emphasis
> on this when designing the rack and placing the harddisk.
> A quiet drive to start with would be ideal, but I'll also be looking
> into solutions to further bring down the noise level. I'm open to
> suggestions!
>
> I'll be connecting it via a "Link 97" SCSI host-adapter, using HDdriver
> 6.13, so I probably shouldn't have any problems with never drives, or so
> I've gathered from various postings here.

I'd suggest you to take a look at the SilentDrive from QuietPC. It's an
acoustic enclosure that fits around 1" high, 3.5" wide drives and reduces
hard drive noise by over 90%, as they claim. Here's a link to the website:
http://www.quietpc.com/silentdrive.html

Cheers,
Martijn

6605. Re: Epson Serial Pin-Out

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-25 23:21:56 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c01ad7e1c38c3@madasafish.com>
Source record: 4438

Hi Roger,

>Apparently RS422 has symmetric (+ and -) 5v signals for Rx, Tx and a rather
>simple handshaking arrangement which can be wired to look like RS232. The
>author gives a useful example:
>
>Mac MCC-8 RS422 PC DB-9 RS232
>
>1 (HSKo) 6 (DSR)
>2 (HSKi) 4 (DTR)
>3 (TXD-) 2 (RXD)
>4 (GND) + 8 (RXD+) 5 (GND)
>5 (RXD-) 3 (TXD)
>
>So, I shall get the bits and try a bit of knitting! The big bother seems to
>be soldering the mini 8 DIN which is said to be a bit of a bugger.

Go ahead! They aren't that bad, I just worked my way out, starting on the
middle pins first. Not as bad as the 13pin or 14pin Atari connectors!!
--
Lyndon Amsdon

6606. Re: ST VGA adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-26 09:01:53 UTC
From: pls@no.spam
Message-ID: <9tt09ngce1@bcarh8ab.ca.nortel.com>
Source record: 4403

In article <1f3chj0.boea16xoxda8N%northstar2010@___NO_SPAM___yahoo.no>,
northstar2010@___NO_SPAM___yahoo.no (Hallvard Tangeraas) wrote:

** deleted**

>So, if I understand you correctly you've (a) extended the actual 13-pin
>DIN connector, and (b) you've taken the connections of the extended
>connector to make a VGA compatible mono output as well?

No, I've just extended the socket from the board to the back of the large PC
case my ST now lives in. I did not do any extra wires for a standard VGA
socket, but that's a really good idea, as I could just wire in parallel (might
need a buffer if I wanted to use 2 monitors at once) onto a VGA socket & mount
it on one of those PC I/O panels.

>How's the quality of the picture? Problems with "ghost image", lines or
>blurry display as mentioned by others here?

Picture quality is fine. There are sometimes problems with the ST's video
output, I remember seeing modifications in one of those old "CHIPS" files.
Something about a capacitor to reduce lines on the screen.

>
>I haven't studied the available VGA adapter circuits that close yet, but
>it looks like I could add a mono/colour switch at the back of the
>computer so that a VGA monitor could be used in all 3 modes (provided
>the monitor connected can handle all of the used frequencies). From
>memory I think this is just a matter of wiring up the "mono detect" pin
>via a switch which goes to ground (?) or whatever signal it needs.

This sounds right, but monitors which work at ST frequencies are hard to find
now.
>
>And small potmeters for the R/G/B lines would most likely give me the
>ability to adjust the mono screen (in case I want a monochrome green
>screen like in the good old days, orange, blue or whatever....or even
>just black/white ;-)

This sounds like fun, why not have a bank of DIP switches & resistors.

>I could design all of this on one board and just have that short ribbon
>cable you've used between the location of the 13-pin DIN connector of
>the ST main board and this new board.
>
>How about the RF output? Is it more sensitive to moving around?

The RF output is also moved to the back panel. It seems to be fine, but do watch out for ground loops, I did not connect the co-ax screen to the back panel, as it is already connected to ground at the modulator case. This gives a better picture.

I also installed extra RCA connectors, for sound out, & RGB, but I have not used these yet.

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

6607. Re: Please help: Attaching a HDD to a 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-26 11:57:46 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0111260357.6da5cf8f@posting.google.com>
Source record: 4404

I think you need TOS2.06 in order to boot from hard disk.

Otherwise you have to boot to GEM, load the drives and access the hard disk from there.

Alex

6608. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-26 16:51:14 UTC
From: "M. Scheltens" <someone@someplace.com>
Message-ID: <6quM7.117$rU5.533@castor.casema.net>
Source record: 4405

"Hallvard Tangeraas" <northstar2010@___NO_SPAM___yahoo.no> wrote in message news:1f3gf5q.gheh71ilyhtsN%northstar2010@___NO_SPAM___yahoo.no...
> M. Scheltens <someone@someplace.com> wrote:
>
> > I'd suggest you to take a look at the SilentDrive from QuietPC.
>
> I did, and bought it a few months ago.
> The whole thing was a disappointment!!!
> It really didn't lower the noise much at all. Others might have
> different experiences, but my IBM UltraStar drive still sounded pretty
> much the same.
> Perhaps it works better with slower rotating drives (I believe my IBM
> drive rotates at 7200 RPMs or something like that).

Hmm, now that's a bummer. I must say that I haven't used it myself, but I was planning on doing so soon. But after reading about your experience, I'll probably go look for another solution. Acoustic isolation is still high on my solution list though.

Cheers,
Martijn

6609. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-26 17:18:13 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B827E385.6E6%atarilp@hotmail.com>
Source record: 4406

in article 1f3g4v6.1hiv8u01tbpdqsN%northstar2010@___NO_SPAM___yahoo.no, Hallvard Tangeraas at northstar2010@___NO_SPAM___yahoo.no wrote on 11/25/01 4:06 PM:

>> You'd have to look into it, but the IDE drives are
>> very fast and comply to the IDE standards. I think they use same cards as
>> camera flash cards, over on comp.sys.atari.st someone managed to connect a
>> SCSI flash card reder to his Falcon and read and write fine
>
> I'd be interested in hearing more about this. Do you remember who it
> was?

I have a SCSI PCMCIA device in my Hades060 setup, I use it to read the pictures directly from the camera's SmartMedia card with a small adapter. I also have one on my TT030 and I actually use it to move files back and forth via a 128mb SmartMedia card. My zip drive crapped and I got tired of moving small bits of info with just a floppy disk. I can read/write and format the cards just like a harddrive.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6610. Upgrading a SF354 to SD drive to DD

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-26 22:08:27 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0111261408.56eef5fc@posting.google.com>
Source record: 4409

Hi,

I want to upgrade my SF354 single desity drive to double density. I
got a common PC 1.44 HDD drive. Anyone knows where can I find some
info on that?
Thanks for all!

Facundo

6611. Re: MIDI opto-isolator in STe

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-26 23:27:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9tuj51$jq1$1@thorium.cix.co.uk>
Source record: 4410

In message <1f3gkk2.1t4bwvo18jtha4N%northstar2010@___NO_SPAM___yahoo.no>,
northstar2010@___NO_SPAM___yahoo.no said:
>
>Can anyone tell me exactly which opto isolator is being used for the
>Atari STe MIDI IN port?
>
>I've downloaded the schematics (forgot the website, but do a search and
>you'll find it), but the scans aren't very good.
>It looks like the opto-isolator is marked "U-208" and the component type
>PC-800 or PC-900, but comparing this with the actual STe circuit there's
>somethign which could be an opto-isolator (haven't checked the traces
>yet) but is marked "HIL3 048J".
>I can't find this in any of my electronic component catalogues so I'm
>hoping someone else might know more.

Hi Hallvard!

Chips&Chips give it as a PC900.

Regards, /Peter/

6612. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 07:48:56 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C034568.EFC3DE14@seimet.de>
Source record: 4411

Hallvard Tangeraas schrieb:

> Speed is probably one reason why such a drive is so expensive. The

Note that such a drive will hardly be faster when connected to an Atari
than a "real" hard disk drive. The data transfer rate is limited by the
Atari's DMA hardware.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6613. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 07:50:08 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C0345B0.313CAC0@seimet.de>
Source record: 4412

Hallvard Tangeraas schrieb:

> I could start off with a normal SCSI drive, then replace it with a solid
> state one later, provided that (a) these drives have the same physical
> dimensions so they'll fit the same screw-holes etc. and (b) they will
> work with an STe (I'm going to use a Link 97).

If these drives are compatible to the SCSI standard and implement the
SCSI commands that are implemented by "real" hard disk drives they will
work with the Atari like any other drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6614. [NEW]PS/2 interface for Atari: Keyb and Mouse

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 08:57:32 UTC
From: Laurent <Laurent.favard@NIETSPAM.libertysurf.fr>
Message-ID: <3C03557C.B1C453D3@NIETSPAM.libertysurf.fr>
Source record: 4423
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi all !

I very happy to say, that i finished a full public realease
of a small interface PS/2, which allows to connect a PS/2 Keyboard
and a standard PS/2 mouse (With 2/3 buttons) or enhanced PS/2 wheel
mouse. (News keys are usable, as Win left...)

The board is very small, only 35mmX48mm, and can be embedded directly
into a Atari machine or as external adapater inside a small box.

This one only need a driver for remapped "special" keyboard keys,
as with the Adaptakey from Oxo compagny (for example, the key +=);
mouse don't need any driver to work immediatly as with a standard
atari mouse.

But, a new driver is currently worked, will allow to get the same
behaviour that the from Oxo, to remapped the keys, and get the mouse's
wheel running.

Because i have now a full interface running and already connected to
my Falcon, i can let you the somes prices:

Internal release (for mother board keyboard connector): 250 Frs-38 Euros
External release (with RJ-12 connector, for Mega ST/STE/TT): 290 Frs-44
Euros

I expected to get more informations as soon as possible,
about the driver...

Laurent
(Sorry for my very poor english...)

6615. Re: If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 10:14:38 UTC
From: John Whitelock <johnfw@netspace.net.au>
Message-ID: <9tvp4e$2q3o$1@otis.netspace.net.au>
Source record: 4413

I've had this problem with Link 97 and a Zip drive and a SCSI Quantum HD.
It has always been a bad contact on one of the many pins - the whole set-up
is very sensitive to cables being twisted or moved. Take them all out and
wiggle them back in again, then try. It will come right.

JohnW

Facundo Arena wrote:

> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:<3bfbf9f23bb41@madasafish.com>...
> > Hi Facundo,
> >
> > >> OK, first just unplug the cable in and check floppy. Then plug
> > >> _just_
> > the >> cable in, see what happens then. Now plug HDD in and turn on,
> > what now?
> > >
> > >Exactly the same. The floppy does not work. If I unplug it, the floppy
> > >works... pretty weird isnt it?
> >
> > Sounds like a broken DMA lead then if it doesn't even work with just the
> > lead plugged in!!
>
> So... what should I do??? Any help will be much appreciated!
>
> Facundo

6616. Epson Serial Pin-Out

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 10:19:47 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9tvpbkmpp1@newsg3.svr.pol.co.uk>
Source record: 4414

I want to stick a colour printer on the serial port (there is already a laser on the parallel) and have an old Epson 500 which will do the job.

But, the serial port is a mini 8-pin DIN meant for a Mac connection. I can obviously lash up a connector but I cannot find the pin-out for the Epson serial anywhere. Anyone got any specs?

Roger

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.286 / Virus Database: 152 - Release Date: 09/10/2001

6617. Re: Fast ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 10:39:29 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9tvqh1$8kp$5@dos.canit.se>
Source record: 4416

Lyndon Amsdon <bindon@madasafish.com> skrev:

: Just like to report I have a succesful 8/16Mhz hack that I have been
: discussing with Djordje recently over email. I uses the Shifters 16Mhz,
: so no external oscillator is needed. It uses two 74F00 NANDs and a 74HC74
: flip flop. I only have HC, it should be better to use a slighty slower
: flip flop than an 'F' grade part. I will release the schematics for it
: and a small doc on my website, just seeing how many people are
: interessted. It also includes a FSPH pin, this is used to make the CPU go
: fast speed if a pheriphial can support it, ie, faster ROMs.

Would this work on an STe?

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

6618. Re: If HDD then NO FLOPPY???

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 10:52:24 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9tvr98$8uv$1@dos.canit.se>
Source record: 4417

Lyndon Amsdon <bindon@madasafish.com> skrev:

: A new lead, but these are diffuclt to get hold of. Anyone know where to
: get the 19 pin d type leads?

I cut up a printer cable and soldered D19 connectors to both end. A bit
messy, but it does work, though it's not as pretty.

--
/Iggy, the irregular regular

6619. Re: Please help: Attaching a HDD to a 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 10:56:39 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9tvrh7$8uv$2@dos.canit.se>
Source record: 4418

Alexander Holland <a1_nocrap_exh@hotmail.com> skrev:
: I think you need TOS2.06 in order to boot from hard disk.

Nope.

--
"Les ï¿½tats-Unis sont le seul pays ï¿½ ï¿½tre passï¿½ de la barbarie ï¿½ la
dï¿½cadence sans connaï¿½tre la civilisation."
Albert Einstein

6620. Re: Identification of faulty blitter se

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 11:00:12 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c0360bd@dnews.tpgi.com.au>
Source record: 4415

Major update, I found that the PSU was at fault%^��$�^$�"!! Anyway I repaired that and ran it for 3 days, bought it home from work and fired it up, to which nothing happened. I think the CPU has gone phut. I cheched the GSTShifter and everything but noticed that the CPU wasn't getting very warm. So maybee it is just not ment to be. I will probably try again in around a couple of months. On a nicer note I fixxed 2 STFM's this week ;-). As pre the sockets etc I have 5 FM's and they are ALL different. I too have some socketed chips with white dots from dead boards I used as parts. I think Atari just got bored and said this will stuff them..

Mark

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:3bf98dbcb07291@madasafish.com...
> Hi Mark,
>
> >I wish it was just a duff connection. I have a few suspicions but the
> >MegaSte seems to be the most convoluted Atari ever built. More Gals than
a
> >lesbian site;-). I had sort of thought it may be the floppy or related,
you
> >know the old crap in crap out adage. So I changed the floppy, cable and
wd
> >chip. No luck, but still leaning towards the DMA chip. Will try again
> >tomorrow, work is quiet.
>
> I bought an STFM recently and noticed something odd. Both the Shifter and
> DMA were in a socket and they had a white dot painted on the tops.
> Shifter is usually socketed though. I then had another STFM, this had
> socketed WD floppy controller but had the shifter soldered in! I seem to
> remember seeing a friends STE with socketed Yamaha chip. They all seem to
> differ so much. Do you have an ASCI or SCSI adaptor to test your DMA
> port. Have you checked the DS signals from the Yamaha?
> --
> Lyndon Amsdon

6621. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 11:02:02 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9tvrra$8uv$3@dos.canit.se>
Source record: 4419

```
: Speed is probably one reason why such a drive is so expensive. The
: absence of noise seems to be a "positive side-effect" in the reviews
: I've read on the web. Nobody seems to advertise this as a reason for
: using them instead of normal drives. I can't believe I'm the only one
: who puts noise levels as one of the first things I look for in a drive.

I care, too. However, the reviewers are probably using modern PCs, which
have one fan on the CPU, two on the graphics card and one in the PSU. All
that noise could drown out any HD noise.
It's different if you're using an Atari STe.
Howabout laptop drives?

--
Kyosuke: Jag heter Kurre, Kurre Carlsson!
Jag: Det heter du inte alls!
```

6622. info wanted : Mega ST2/4 and 520STFM upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 14:33:47 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <fvNM7.29553$Oi7.479290@news.easynews.com>
Source record: 4420

Hello - new here so please don't bite.

I have recently aquired a Mega ST 2 a Mega ST 4 and a 520STFM.

The two Mega ST's need a monitor, so have been unable to test yet.

The 520STFM look like it has a newer TOS version than it should have (its copyright 1989, and the Atari logo scrolls lots of colours).

Questions:

Can i use a ST monitor connector to SCART connector for the Mega ST's so I can view them on my TV rather than source a hard-to-find monitor?

Failing that, can I use a monitor like the commodore 1084s or phillips ? Would it come with the right connector or is the ST one proprietry?

Can I still get the Atari 520STFM upgraded to 1 meg as it is only 512k and some games won't play?

What are the Mega ST's worth nowadays?

Cheers
Switch

6623. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 14:41:31 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B829104B.71E%atarilp@hotmail.com>
Source record: 4421

in article 1f3i9g4.th64ki1j03cswN%northstar2010@___NO_SPAM___yahoo.no,
Hallvard Tangeraas at northstar2010@___NO_SPAM___yahoo.no wrote on 11/26/01
6:43 PM:

> lp <atarilp@hotmail.com> wrote:
> I thought you needed special drivers for these things. But it acts just
> like any SCSI device as far as your Hades and TT is concerned?

No special drivers needed. At least the ones I bought 'Microtech'
work like zip drives for the most part. Sometimes I have to force
a media change, but only when swapping smartmedia cards. If you leave them
in at bootup and don't change them it works like a solid state HD.
That is when they are formatted on the Atari, the DOS formatted cards from
the camera seem to require a forced media change. Needless to say I get
the images off the camera way faster than PhotoTip can with an rs232
cable.

> Would a solid-state harddisk drive work in much the same way?
> I also read that solid state drives are a lot faster than "normal"
> drives, which is of course a bonus, but probably a waste of money when
> using with an ST.
> I wouldn't mind if the drive was a bit slower than my current drives as
> long as it doesn't annoy me with all that noise.

They do make solid state EIDE hard drives that mimic the full standard
and mount the same way. They are not cheap however, and are aimed at
servers. If you go to the sansdisk site I think you will find them there.

> Speed is probably one reason why such a drive is so expensive. The
> absence of noise seems to be a "positive side-effect" in the reviews
> I've read on the web. Nobody seems to advertise this as a reason for
> using them instead of normal drives. I can't believe I'm the only one
> who puts noise levels as one of the first things I look for in a drive.

The smartmedia is slower than a real HD, but it's weird not hearing any
noise, and no moving parts to go bad. I've read compactflash is faster
and those go up to 512mb or more. I can get an adapter for these too, but
so far I've been happy with the smartmedia since the camera already uses it.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6624. Re: Please help: Attaching a HDD to a 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 14:47:14 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <6diOFo4yd6A8EwPp@my-ste.demon.co.uk>
Source record: 4422

On Mon, 26 Nov 2001, Alexander Holland <a1_nocrap_exh@hotmail.com>
wrote:-

>I think you need TOS2.06 in order to boot from hard disk.

Not if the drive is connected to the DMA port.

>Otherwise you have to boot to GEM, load the drives and access the hard
>disk from there.

That's if the drive is attached to an IDE interface. Even TOS 1.00 would
boot from a hard drive on the DMA port.

Regards,
David Bolt

--
A3010 4Mb + A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 7.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/

6625. Re: info wanted : Mega ST2/4 and 520STFM up

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 18:40:03 UTC
From: vdjole@EUnet.yu
Message-ID: <9u0mm1$6ap$1@news.eunet.yu>
Source record: 4424

On 27 Nov 2001 14:33:47 , "switchblade" wrote:

>Can i use a ST monitor connector to SCART connector for the Mega ST's so I
>can view them on my TV rather than source a hard-to-find monitor?

Yes, provided that the TV SCART input has Red-Green-Blue connected, not
only composite video (there is some cheating on SCARTs in some TVs).
But this would only be usable for ST-low and ST-medium resolutions.

>Failing that, can I use a monitor like the commodore 1084s or phillips ?

You can connect most SVGA monitors to obtain a monochrome pictyure
in ST-high resolution; the monitor should be able to handle 35.7kHz
horizontal sync and 71Hz vertical sync rate. Preferably, the monitor should
be monochrome. A multisync monitor might be able to handle all three
ST resolutions. Note: using a SVGA monitor involves some fiddling with
connectors and cable.

>Would it come with the right connector or is the ST one proprietry?

ST has a rarely found DIN-13 monitor connector which is unlikely to be
found on any other monitor. When all else failed, I know that some people
have actually -made- the connector: fortunately pins are arranged in three
rows with 0.1 inch raster.

cu;

6626. More about Mega STE VME RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 22:37:57 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3c03f8cf_1@news.landsraad.net>
Source record: 4428

Hello,

While I waited for information from the newsgroup about VME RAM cards
avaliable in the market (it seems that no one knows about them), I did some
research along the net. EKF (Germany) makes one that is likely to work ,
but the minimum order quantity is 50 units :(.
When I was about to give up, I found that some American dealers sell VME
3U RAM cards for old SUN workstations. More explicity, they have in stock
the model 501-1317, a 16 x 1MB 30 pin SIMM (4 banks) board that only admits
8 or 16 MB configuration (It is documented in SUN info base). It is designed
for 4/330 workstation. There is no way to set up the starting address of the
memory. If I fully populate it, I supose that the Mega could access the
sharing 4MB of address space. But I'm not sure if it would access the first or
third bank.
Would it work?.
Thanks, Michael, for the tips about the driver.

Regards.

6627. Re: VME RAM for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 22:45:33 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3c03fa97_2@news.landsraad.net>
Source record: 4429

In article <3c0021e653a5e3@madasafish.com>, "Lyndon Amsdon"
<bindon@madasafish.com> wrote:
> Hi Hallvard,
>
>>> They were about £100, populated with maximum memory. That sounds good
>>>to
>>> me considering the small batch.
>>
>>Oh. I was mistaken, thinking the price was almost twice that or
>>something. Still, if I could make one myself.... By the way, where can
>>these memory boards be bought? Are they still sold, or do I have to
>>look around for a used unit?
>
> Not sure, I think they have stopped selling them. Try second hand but
> the chances of finding one are unlikly.

About I year ago, I tried to order one for my Mega STE from Aixit homepage.
They replied that they hadn't them in stock, and even worse, they were not
going to be prouced any more.

Anyway perhaps they have still stock of the plain ST or STE models.

Regards.

6628. Re: Fast ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-27 22:45:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c04132a265672@madasafish.com>
Source record: 4447

Hi Iggy,

>Lyndon Amsdon <lyndonamsdon@hotmail.com> skrev:
>
>:> Would this work on an STe?
>
>: I have reports that it may have a problem with Blitters. You can try
>: as it doesn't take too much time. I Would be interestted if you
>: could. Check out my website for the hack, I have no written docs and
>: schematics for it.
>
>Turbo.lzh? I'll have a look at it when I'm with my STEs.

Yes indeedy.
--
Lyndon Amsdon

6629. Re: info wanted : Mega ST2/4 and 520STFM up

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-28 11:14:51 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9u2hpm$5bq$1@news6.svr.pol.co.uk>
Source record: 4430

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:9u0mm1$6ap$1@news.eunet.yu...
> ST has a rarely found DIN-13 monitor connector

But Maplins still stock them if he's near one of their stores.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.286 / Virus Database: 152 - Release Date: 09/10/2001

6630. Re: Epson Serial Pin-Out

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-28 11:25:43 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9u2hpn$5bq$2@news6.svr.pol.co.uk>
Source record: 4431

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3c0021e653a5e2@madasafish.com...

Thanks Lyndon,

> I would try making a mac to serial port adaptor. This is RS232 to RS4xx
> (sorry not sure about numbers). I think it is harder to go that way than
> the other way, although it may work. Anyone else?

I did a long Googling session yesterday and discovered that the Epson
printer "Mac" port is RS422 working up to 230Kbps.

A bit more poking around threw up
www.cc.ic.ac.uk/helpdesk/apriori/15.1310.html which was very useful.

Apparently RS422 has symmetric (+ and -) 5v signals for Rx, Tx and a rather
simple handshaking arrangement which can be wired to look like RS232. The
author gives a useful example:

Mac MCC-8 RS422 PC DB-9 RS232

1 (HSKo) 6 (DSR)
2 (HSKi) 4 (DTR)
3 (TXD-) 2 (RXD)
4 (GND) + 8 (RXD+) 5 (GND)
5 (RXD-) 3 (TXD)

So, I shall get the bits and try a bit of knitting! The big bother seems to
be soldering the mini 8 DIN which is said to be a bit of a bugger.

Roger

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.286 / Virus Database: 152 - Release Date: 09/10/2001

6631. Re: Fast ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-28 16:28:15 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0111280828.33124999@posting.google.com>
Source record: 4432

Hi!

> : Just like to report I have a succesful 8/16Mhz hack that I have been
> : discussing with Djordje recently over email. I uses the Shifters 16Mhz,
> : so no external oscillator is needed. It uses two 74F00 NANDs and a 74HC74
> : flip flop. I only have HC, it should be better to use a slighty slower
> : flip flop than an 'F' grade part. I will release the schematics for it
> : and a small doc on my website, just seeing how many people are
> : interessted. It also includes a FSPH pin, this is used to make the CPU go
> : fast speed if a pheriphial can support it, ie, faster ROMs.
>
> Would this work on an STe?

I have reports that it may have a problem with Blitters. You can try
as it doesn't take too much time. I Would be interestted if you
could. Check out my website for the hack, I have no written docs and
schematics for it.

6632. Re: VME RAM for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-28 18:52:04 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9u3bok$c8l$1@draco.stochastik.rwth-aachen.de>
Source record: 4433

In article <1f3iadl.7p2nzf1gz18xgN%northstar2010@___NO_SPAM___yahoo.no>,
Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>By the way, where can these memory boards be bought?
>Are they still sold, or do I have to look around for a used unit?

They are still made. I tried to mail you a source, but your email address
is invalid, so the message bounced to /dev/null.

cu
Michael

6633. Re: VME RAM for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-28 18:53:40 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9u3brk$c98$1@draco.stochastik.rwth-aachen.de>
Source record: 4434

In article <3c03fa97_2@news.landsraad.net>,
Francisco L Fernandez <fran@tkp390.flunet> wrote:
>About I year ago, I tried to order one for my Mega STE from Aixit homepage.
>They replied that they hadn't them in stock, and even worse, they were not
>going to be prouced any more.

There should be enough left, although not at Aixit - Aixit did not produce
the cards, they only sold them, and not exclusively.

At least Axel Gehringer and Woller should know who to contact to get some.

cu
Michael

6634. Re: Fast ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-28 21:10:53 UTC
From: vdjole@EUnet.yu
Message-ID: <9u3jsq$bt5$2@news.eunet.yu>
Source record: 4435

On 28 Nov 2001 08:28:15 , Lyndon Amsdon wrote:
>> Would this work on an STe?
>
>I have reports that it may have a problem with Blitters. You can try
>as it doesn't take too much time. I Would be interestted if you
>could.

As I took part in the design of that hack and also tested it a little
in a machine containing the blitter chip, I can comment on that item:

It seems that if a machine does -not- have a blitter active, then it is
sufficient to recognize bus access by address strobe signals (-AS or
-UDS,-LDS) and switch from 16MHz to 8MHz while those signals are active.
But if a blitter is active, the machine should also switch to 8MHz
while the bus the mastered by the blitter (or the negotiation to do so
is in progress), and bus request, bus grant, and possibly even bus grant
acknowledge (-BR, -BG, -BGACK) signals are active.

The issue is complicated (at least in a MegaST) by the fact that there
is a hardware patch (the "piggyback board") which fixes the behaviour
of some faulty blitters and prolongs the duration of -BGACK active untill
the next CPU clock rising edge.

These results are not conclusive, because it appears that, in order to make
the accelerator run reliably on my machine, I would have to replace a couple
of critical 74LS244 and '373 chips on the motherboard with faster 74F***,
and also my 200ns ROMs with 120ns ones; all that has been suggested in
several places as a prerequisite for running -any- kind of accelerator.

cu;

6635. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-28 21:32:30 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c091a6824b791@madasafish.com>
Source record: 4258

Hi lp,

>With the Microtech drive, I simply remove the smartmedia from the camera,
>insert into the Hades060, and pop open a directory window to the camera
>media. Lasso the pics and drag them to my hard drive. 64 images transfered
>in no time at all. Phototip was not needed at all, although it is a nice
>app. It's when I first put the smartmedia into the hades I have to do
>a force media change, the pc format on the smartmedia card might be a little
>non-standard or HD driver doesn't notice I changed it. Anyway it's a
>minor problem and I get the pics from the camera rather fast.
>These scsi PCMCIA things are quite cool actually. ;-)

And which camera is this? I may be getting one so if I can get one
that'll work on both Falcon and PC then it'll great!
--
Lyndon Amsdon

6636. trouble installing hard drive software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-29 12:12:57 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3C062648.780DBC6C@forestmeister.com>
Source record: 4436
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.tech

to comp.sys.atari.tech and comp.sys.atari.tech

I just bought from someone online a Mega ST4 and an Atari hard drive, SH205. I'm having trouble with getting the hard drive running.

First of all, I used several Atari computers from when they first came out until when I bought my first IBM compatible PC in 94. Since then I've only used my old Atari to run certain programs I created for my work and haven't yet ported to the PC. My Atari's floppy stopped working which is why I bought a system online. For my old Atari I had a hard drive custom built before the Atari hard drives came out.

Anyways, the fellow who sold me the Atari said that he wiped the hard drive clean but reinstalled the Atari hard drive software so it should boot up, but it doesn't.

I'm not even sure I have the hard drive plugged in properly. It has 2 ports on the back, one is "out" and one is "in". I presume the "out" is the one to use. I vaguely remember that it is necessary to first turn on the hard drive, let it come up, then turn on the computer. What happens is that the computer's drive "A" light stays on and the hard drive doesn't come up. If I put a floppy in the drive, the light will go off but the computer can't see the floppy complaining that the disc or floppy drive is no good and I do not see an icon for the hard drive. If I turn the computer on without the hard drive turned on, then the computer successfully sees drive A.

The fellow who sold me the computer then emailed me what he says is the Atari hard drive software. It consists of 2 folders. The first is called Ahdi and in it are 2 files, Ahdi.prg and Shdriv.sys. The other folder is Hdx and in it are Hdx.prg and Hdx.rsc.

So, how do I install this hard drive software? What steps are necessary as far as turning on the computer and hard drive and what should be in the floppy? Do I need to remove those files from the folders?

I used to be really good at Atari tech stuff and did a lot of programming with Laser C. But, it's been almost 10 years since I did any such tech stuff- and I don't have the hard drive installation instructions.

I wouldn't be surprised the hard drive has the software already
installed but I must be doing something wrong.

Help will be greatly appreciated.

--
Joe Zorzin

6637. Re: trouble installing hard drive software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-29 19:56:55 UTC
From: vdjole@EUnet.yu
Message-ID: <9u63u6$84k$1@news.eunet.yu>
Source record: 4437

On 29 Nov 2001 07:12:57 , Joseph Zorzin wrote:
>to comp.sys.atari.tech and comp.sys.atari.tech
>
>I just bought from someone online a Mega ST4 and an Atari hard
>drive, SH205. I'm having trouble with getting the hard drive
>running.
>[...]
>I'm not even sure I have the hard drive plugged in properly. It
>has 2 ports on the back, one is "out" and one is "in". I presume
>the "out" is the one to use.

Isn't it the other way round? IN to receive data from the computer
and OUT to daisy-chain another drive?

>I vaguely remember that it is
>necessary to first turn on the hard drive, let it come up, then
>turn on the computer.

true.

cu;

6638. Re: Fast ST

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-29 21:33:11 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <9u69inplc3@dos.canit.se>
Source record: 4439

Lyndon Amsdon <lyndonamsdon@hotmail.com> skrev:

:> Would this work on an STe?

: I have reports that it may have a problem with Blitters. You can try
: as it doesn't take too much time. I Would be interestted if you
: could. Check out my website for the hack, I have no written docs and
: schematics for it.

Turbo.lzh? I'll have a look at it when I'm with my STEs.

--
Vi mï¿½ste vara rï¿½dda om varandra
- det ï¿½r det enda reciproka pronomen vi har.

6639. Re: info wanted - 520STFM and Mega ST2/4

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-29 22:42:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1007148699.662.2@eurus>
Source record: 4450
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi switchblade

| Hello - posted this originall to comp.sys.atari.st.tech but didnt get much
response.

| I have recently aquired a Mega ST 2 a Mega ST 4 and a 520STFM.

Lucky you.

| The two Mega ST's need a monitor, so have been unable to test yet.
|
| The 520STFM look like it has a newer TOS version than it should have (its
| copyright 1989, and the Atari logo scrolls lots of colours).

That would be Rainbow TOS, TOS 1.04 i beleive.

| Questions:

Shoot!.

| Can i use a ST monitor connector to SCART connector for the Mega ST's so I
| can view them on my TV rather than source a hard-to-find monitor?

You certainly can, however you must be aware that the "standards" for scart
are somewhat interperated, so you may have to get out the soldering iron to
get it to work, however the lead i used with my Mega STE worked fine after
some surgery on my monitor.

| Failing that, can I use a monitor like the commodore 1084s or phillips ?
| Would it come with the right connector or is the ST one proprietry?

The phillips CM 8833 was probably the most popular choice for an Atari
monitor and will work great with the correct connectors, cant comment on
grannies comode-door.

| Can I still get the Atari 520STFM upgraded to 1 meg as it is only 512k and
| some games won't play?

Some Games will fail with more than 1 meg, carefull not to shoot yourself in
the foot, more memory will be great for word pro or art work.

| What are the Mega ST's worth nowadays?

They are priceless if you aint got one. 8-)

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6640. HELP:HD prob: Can't start my MEGA ST2 :HELP

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 10:51:47 UTC
From: Johan <kingu@mail.bip.net>
Message-ID: <3C07675B.CC38A2D9@mail.bip.net>
Source record: 4440

I've got a serious problem with my harddrive.
By mistake I put a file in my c:\auto folder that makes my MEGA ST2
hang..
When I boot it only shows 4 bombs...
Is there any way I can get to my HD after I booted without having it on?

(I know the name of the file that causes the problem.)

TIA
/J

6641. Re: trouble installing hard drive software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 11:40:22 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3C077025.94096858@forestmeister.com>
Source record: 4441

Djordje Vukovic wrote:

> On 29 Nov 2001 07:12:57 , Joseph Zorzin wrote:
> >to comp.sys.atari.tech and comp.sys.atari.tech
> >
> >I just bought from someone online a Mega ST4 and an Atari hard
> >drive, SH205. I'm having trouble with getting the hard drive
> >running.
> >[...]
> >I'm not even sure I have the hard drive plugged in properly. It
> >has 2 ports on the back, one is "out" and one is "in". I presume
> >the "out" is the one to use.
>
> Isn't it the other way round? IN to receive data from the computer
> and OUT to daisy-chain another drive?

I don't know. Should I plug into the "IN" socket?

But, what about the software? I have these 4 files files, Ahdi.prg, Shdriv.sys, Hdx.prg, Hdx.rsc. What do I do with them? I have no instructions. Do they go into the Auto folder? Do I run them?

Joe

6642. Happy Discovery Cartridges

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 12:59:35 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0111300459.2ac55da5@posting.google.com>
Source record: 4442

I acquired a ST happy discovery cartridge about 4-6 years ago, only used it once or twice, I beleive it is the ST version of the famous Happy upgrades for the Atari 8bit 1050 d/d, I am just wandering how much these item(s) are changing hands for, as I am looking to get shot of mine as I don't have my ST/e anymore and I want it to go to a NICE ST users home, where it will be better appreciated.

Please E-MAIL!!!!!..

yours Atarily

carmel a

6643. FS Heurikon V960D(8ea)w/ELMA

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 15:01:24 UTC
From: tonyS2@aol.com
Message-ID: <61e40296.0111300701.34359053@posting.google.com>
Source record: 4443

```
8 V960D boards with ELMA chassis
Like new
Priced for quick turnover
Tony
Alex VA
```

6644. Re: HELP:HD prob: Can't start my MEGA ST2 :HELP

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 15:57:46 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C07AC7A.216E68@seimet.de>
Source record: 4444

Johan schrieb:
>
> I've got a serious problem with my harddrive.
> By mistake I put a file in my c:\auto folder that makes my MEGA ST2
> hang..
> When I boot it only shows 4 bombs...
> Is there any way I can get to my HD after I booted without having it on?

Depending on your hard disk driver you can prevent booting from your
hard disk drive by pressing the ALT key until the driver is loaded. You
can boot from floppy this way, then start the hard disk driver manually
from the driver disk and delete the offending program.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6645. Re: trouble installing hard drive software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 16:44:17 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <9u8d53$o7r$1@newsg2.svr.pol.co.uk>
Source record: 4445

"Joseph Zorzin" <redoak@forestmeister.com> wrote in message
news:3C077025.94096858@forestmeister.com...
> I don't know. Should I plug into the "IN" socket?

Yes. As someone else has said, you MAY need to stuff a terminator plug in
the OUT socket but try it without first as the drive in the box may already
have internal termination set.

> But, what about the software? I have these 4 files files, Ahdi.prg,
> Shdriv.sys, Hdx.prg, Hdx.rsc. What do I do with them? I have no
> instructions. Do they go into the Auto folder? Do I run them?

Hmm ... memory is getting faint! The .SYS is the driver itself and should be
in the root folder (C:) of the drive. If you run HDX you should find that
there is a facility called Install which will write some boot code into
sector 0 of the HD which will load the driver automatically on switch on.

First things first:
Get the cabling right so that the HD is recognised on power up.
Use the HDX util to check the drive is partitioned (otherwise partition it).
Use Install to make sure the boot code is in sector 0.
Install (from the desktop) icons to represent whatever partitions you have
made on the HD (C:, D: etc.).

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.286 / Virus Database: 152 - Release Date: 09/10/2001

6646. Export by C-Lab

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 18:43:57 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <577aa1bd13052e9a33d4821befb77af8.25349@mygate.mailgate.org>
Source record: 4446

Anyone have a schematic or know where a site is for a C-Lab Export diagram
circuit connections?

Could I be also emailed here
daja300@aol.com?

Thanks
Dave H.

--
Posted from spider-tq032.proxy.aol.com [152.163.201.57]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6647. C-Lab Export Diagram

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 18:46:28 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <171a88d8276d066e6863c61332bf0a0f.25349@mygate.mailgate.org>
Source record: 4448

Anyone know where I can find a C-Lab Export circuit diagram?

Also could I be emailed here?

daja300@aol.com

Thanks
Dave H.

--
Posted from spider-tq032.proxy.aol.com [152.163.201.57]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6648. Akai DR4D and Notator in Midi Sync Mode...

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 18:57:17 UTC
From: "Dave H." <daja300@aol.com>
Message-ID: <d02505bd56cd3de4e53f6d19e9f8ad8d.25349@mygate.mailgate.org>
Source record: 4449

I don't remember anyone on the list having an Akai DR4D but if you do, please let me know how you get your midi sync to work by playing the DR4D and being able to rewind to specific spot[s] in a song and having the Atari sequencer play all the midi devices rather than just from the start of the song.

In other words...

I hit play on the DR4D while it is in Midi Sync mode and it will in turn start the Atari and the Atari will start playing all the midi devices as if I started it from the Atari Notator start button. And if I rewind or fast forward to any section of the song, Notator will cooperate and make all the midi devices play in perfect sync with the Akai DR4D. I do not want to be able to rewind only to the start of the song or fast forward to the end but anywhere in between.

Thanks
Dave

--
Posted from spider-tq032.proxy.aol.com [152.163.201.57]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6649. Re: VME RAM for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 22:16:34 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3c07e848$1_3@news.landsraad.net>
Source record: 4251

Hello,

In article <9u3brk$c98$1@draco.stochastik.rwth-aachen.de>,
michaels@draco.stochastik.rwth-aachen.de (Michael Schwingen) wrote:
> In article <3c03fa97_2@news.landsraad.net>, Francisco L Fernandez
> <fran@tkp390.flunet> wrote:
>>About I year ago, I tried to order one for my Mega STE from Aixit
>>homepage. They replied that they hadn't them in stock, and even worse,
>>they were not going to be prouced any more.
>
> There should be enough left, although not at Aixit - Aixit did not
> produce the cards, they only sold them, and not exclusively.
>
> At least Axel Gehringer and Woller should know who to contact to get
> some.
>
> cu Michael

I have just received a reply from Woller :(

these cards are not available ... with best regards,
woller systeme, Berlin

6650. Re: trouble installing hard drive software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-11-30 22:47:05 UTC
From: Francisco L Fernandez <fran@tkp390.flunet>
Message-ID: <3c07ef71_4@news.landsraad.net>
Source record: 4252

In article <3C077025.94096858@forestmeister.com>, Joseph Zorzin
<redoak@forestmeister.com> wrote:
> Djordje Vukovic wrote:
>
>> On 29 Nov 2001 07:12:57 , Joseph Zorzin wrote:
>> >to comp.sys.atari.tech and comp.sys.atari.tech
>> >
>> >I just bought from someone online a Mega ST4 and an Atari hard drive,
>> >SH205. I'm having trouble with getting the hard drive running.
>> >[...]
>> >I'm not even sure I have the hard drive plugged in properly. It has 2
>> >ports on the back, one is "out" and one is "in". I presume the "out"
>> >is the one to use.
>>
>> Isn't it the other way round? IN to receive data from the computer and
>> OUT to daisy-chain another drive?
>
> I don't know. Should I plug into the "IN" socket?
>
> But, what about the software? I have these 4 files files, Ahdi.prg,
> Shdriv.sys, Hdx.prg, Hdx.rsc. What do I do with them? I have no
> instructions. Do they go into the Auto folder? Do I run them?
>
> Joe
>

AHDI is the hard disk driver, executable version (same file as
shdriver.sys). If after booting the computer with the hard disk properly
connected you run it from a floppy, the hard disk should be recognized.
If the driver is not partitioned, you can do the job with hdx.prg. If it
is already setup, you can open it from the desktop. I think drive C:
should appear straight on on the desktop, if not, use the install drive
item fron the extras menu and choose letter C for the drive. If there is
more than a partition, you must install the icons manually. To make the
drive auto boot, you should copy at least shdriver.sys to the root
directory of drive C:. I think that you don't have to create a boot
sector, as is the case with bootable floppies (only having an auto
folder). Anyway, autoboot setup was made known of mine releases of AHDI
with HINSTALL.PRG. I don't know why is missing. Yo have the latest
versions free downloable from the net (until 5.5, I think).

To sumarize, if after running ahdi.prg you run hdx.prg and it doesn't
recognize the driver, then something is wrong.

Hope that this helps.

Regards

6651. Re: C-Lab Export Diagram

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-01 11:14:10 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <NZ2O7.2231$4K2.203057@news6-win.server.ntlworld.com>
Source record: 4253

Hello.

"Hallvard Tangeraas" <northstar2010@___NO_SPAM___yahoo.no> wrote in message news:1f3prk1.1tsxrgn129rj9qN%northstar2010@___NO_SPAM___yahoo.no...

Re Export and other modem multiport expanders.

(Not the Midex+, Unitor N/C/2 or parallel port expanders or single port version).

You will know from my previous posts on this subject I think the Export makes a good paper weight.

I base this on many customers reporting notes missing or hanging, choking etc.

Have any Notator or Cubase users any experience using these items, either as a means of separating GM modules using one output at a time or running 40+ tracks over three outputs, flat out?

Copied to Tims' Atari group too.

Barrie at Keychange. www.keychange.co.uk

6652. Re: trouble installing hard drive software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-01 12:18:07 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3C08CA7E.C5DD2C83@forestmeister.com>
Source record: 4254

Francisco L Fernandez wrote:

> In article <3C077025.94096858@forestmeister.com>, Joseph Zorzin
> <redoak@forestmeister.com> wrote:
> > Djordje Vukovic wrote:
> >
> >> On 29 Nov 2001 07:12:57 , Joseph Zorzin wrote:
> >> >to comp.sys.atari.tech and comp.sys.atari.tech
> >> >
> >> >I just bought from someone online a Mega ST4 and an Atari hard drive,
> >> >SH205. I'm having trouble with getting the hard drive running.
> >> >[...]
> >> >I'm not even sure I have the hard drive plugged in properly. It has 2
> >> >ports on the back, one is "out" and one is "in". I presume the "out"
> >> >is the one to use.
> >>
> >> Isn't it the other way round? IN to receive data from the computer and
> >> OUT to daisy-chain another drive?
> >
> > I don't know. Should I plug into the "IN" socket?
> >
> > But, what about the software? I have these 4 files files, Ahdi.prg,
> > Shdriv.sys, Hdx.prg, Hdx.rsc. What do I do with them? I have no
> > instructions. Do they go into the Auto folder? Do I run them?
> >
> > Joe
> >
>
> AHDI is the hard disk driver, executable version (same file as
> shdriver.sys). If after booting the computer with the hard disk properly
> connected you run it from a floppy, the hard disk should be recognized.
> If the driver is not partitioned, you can do the job with hdx.prg. If it
> is already setup, you can open it from the desktop. I think drive C:
> should appear straight on on the desktop, if not, use the install drive
> item fron the extras menu and choose letter C for the drive. If there is
> more than a partition, you must install the icons manually. To make the
> drive auto boot, you should copy at least shdriver.sys to the root
> directory of drive C:. I think that you don't have to create a boot
> sector, as is the case with bootable floppies (only having an auto
> folder). Anyway, autoboot setup was made known of mine releases of AHDI
> with HINSTALL.PRG. I don't know why is missing. Yo have the latest
> versions free downloable from the net (until 5.5, I think).

I don't have HINSTALL.PRG. I just search the net and can't find it. Could you
possibly send it to me?

What I'd really like is to find somewhere on the net where I can read the definitive Atari instructions for setting up the Atari hard drive and all software needed. I have the programs I mentioned above, but not the HINSTALL.PRG.

Neither Ahdi nor Hdx seem to recognize the hard drive. But, I think it's OK. When I turn it on, I can hear it running and the lights flicker. I don't think it's busted, although I suppose it could be. The guy who sold it to me seems very professional (being a doctor) and he said it's OK. I see now reason why he'd lie about it.

>
>
> To sumarize, if after running ahdi.prg you run hdx.prg and it doesn't
> recognize the driver, then something is wrong.
>
> Hope that this helps.
>
> Regards

--
Joe Zorzin

6653. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-01 12:44:12 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1007207998-364974AEicMi@ntlworld.com>
Source record: 4255

From: lp <atarilp@hotmail.com>
Date: Tue, 27 Nov 2001 09:41:31 -0500

>> I thought you needed special drivers for these things. But it acts just
>> like any SCSI device as far as your Hades and TT is concerned?
>
>No special drivers needed. At least the ones I bought 'Microtech'
>work like zip drives for the most part. Sometimes I have to force
>a media change, but only when swapping smartmedia cards. If you leave them

I was under the impression that PhotoTip would automatically issue a forced
media change with the addition of a small prog in its directory?

Have you updated to PhotoTip 3.01 BTW, it now has English hypertext and
Bubblegem help files, thanks to DDP Translations.

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6654. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-01 15:02:56 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82E5B50.8BA%atarilp@hotmail.com>
Source record: 4257

in article 1007207998-364974AEicMi@ntlworld.com, Derryck Croker at derryck@NOSPAMcix.co.uk wrote on 12/1/01 7:44 AM:

>> No special drivers needed. At least the ones I bought 'Microtech'
>> work like zip drives for the most part. Sometimes I have to force
>> a media change, but only when swapping smartmedia cards. If you leave them
>
> I was under the impression that PhotoTip would automatically issue a forced
> media change with the addition of a small prog in its directory?
>
> Have you updated to PhotoTip 3.01 BTW, it now has English hypertext and
> Bubblegem help files, thanks to DDP Translations.

Perhaps I wasn't clear enough, let's see if I can clearify things. I take about 64 pictures on my camera at 1600x1200, all aprox. 400k or more in size. Load PhotoTip and wait quite some time for it to transfer these across the rs232 cable. Or I make a huge quicktime movie on the camera, which Aniplyer can play btw, and again a huge wait for transfers.

With the Microtech drive, I simply remove the smartmedia from the camera, insert into the Hades060, and pop open a directory window to the camera media. Lasso the pics and drag them to my hard drive. 64 images transfered in no time at all. Phototip was not needed at all, although it is a nice app. It's when I first put the smartmedia into the hades I have to do a force media change, the pc format on the smartmedia card might be a little non-standard or HD driver doesn't notice I changed it. Anyway it's a minor problem and I get the pics from the camera rather fast.
These scsi PCMCIA things are quite cool actually. ;-)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6655. Re: info wanted - 520STFM and Mega ST2/4

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-01 15:21:35 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <uB6O7.3393$4K2.422528@news6-win.server.ntlworld.com>
Source record: 4256
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1007148699.662.2@eurus...
> Hi switchblade
>
> | Questions:
>
> Shoot!.

If only.....
>
> What are the Mega ST's worth nowadays?
>
> They are priceless if you ain't got one. 8-)

There you have it from the 'orses mouth, I have 5 Mega STs and some

Megafiles for sale, it seems now is the time to buy..........

Barrie at Keychange www.keychange.co.uk

Oh, mustn't forget the Spanish Mega keyboards.......

6656. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-02 04:38:40 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B82F1A80.8EA%atarilp@hotmail.com>
Source record: 4259

in article 1f3qz8u.1m431691xkz6x6N%northstar2010@___NO_SPAM___yahoo.no, Hallvard Tangeraas at northstar2010@___NO_SPAM___yahoo.no wrote on 12/1/01 8:06 PM:

> So does this mean that if I was to simply use the SmartMedia device as a
> replacement for a harddisk (preferrably picking the biggest card
> available) there would be no problems with media change.
> I mean, by leaving the card inside the card-reader slot all the time.
> Would the ST recognize this just as any other harddisk? Autobooting and
> all?

I have not tried booting from such a card, it should work, it appears to the system as a standard SCSI hard drive. Correct, in fact I do just that, I leave a 128mb card in one slot, the ones I have have 2 slots and uses 2 consecutive SCSI ID's. The smartmedia benchmarks at around 830 bytes per second. That might be annoyingly slow for boot up. CompactFlash adheres more closely to the PCMCIA spec, it should be much faster, but I've not tried that either, such test would cost me money. ;-) There is also an adapter for the SONY memory stick.

Smartmedia goes up to 128mb, compactflash I've seen 256mb, and even 512mb modules in ads.

> What about the card-reader? Is this a standard SCSI device which can be
> used with any SCSI host-adapter and HDdriver software?

I have 2 units actually in my hades, 2 dual ones, so I have 4 PCMCIA slots and on my TT I have an external unit as well. All I use use is HD driver.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6657. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-02 11:18:48 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <1007368540-158757AEicMi@ntlworld.com>
Source record: 4265

From: lp <atarilp@hotmail.com>
Date: Sat, 01 Dec 2001 10:02:56 -0500

>Perhaps I wasn't clear enough, let's see if I can clearify things. I take
>about 64 pictures on my camera at 1600x1200, all aprox. 400k or more in
>size. Load PhotoTip and wait quite some time for it to transfer these
>across the rs232 cable. Or I make a huge quicktime movie on the camera,

Except that you can use PhotoTip's cataloging etc facilities using your
SmartMedia drive the source, and use the tip I mentioned re the forced media
change.

I agree that it's a faster process than downloading via the serial cable,
that's not in question.

--

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/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6658. Falcon PSU repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-02 13:11:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0a51467b8e00@madasafish.com>
Source record: 4262

Hi

Perhaps I should be posting to a sci.electronics newsgroup but I'll give it a go here. I was just about to send a Falcon PSU to someone after receiving his cheque. I checked the PSU over after it being in my loft for almost a year now. I power it up and the 5 volt line seems OK, about 5.06V. The 12V line starts off at about 7v and quite quickly drops down and down. I promtly switch off here as the PSU clicks and slows down in relation to the voltage dropping on the 12v line.

I'm not SMPS expert so I was wondering if anyone know anything about them? I've checked for resistance across the 12v and GND and it's about 400 ohm which sounds fine. I then run back through the board to the transformer. All the conenctions on the low voltage side seem to conenct, I mean, they all have about 0.3ohm reistance between the 4 terminals!!

From the underside there are 4 terminals of the transformer, two go to the 5v supply circuitry, one other that goes to 12v side and one GND pin. The circuitry seems to charge up a capacitor with a diode and inductor, presumably to up the voltage a little.

Do SMPS transformer really having DC resistances as low as 0.3 ohm! I've checked with a couple of DMMs.
--
Lyndon Amsdon

6659. Re: HELP:HD prob: Can't start my MEGA S

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-02 14:32:13 UTC
From: ebaiz@skyenet.net
Message-ID: <NXqO7.506$Mc.41193@newsfeed.slurp.net>
Source record: 4260

On 30 Nov 2001 16:57:46 , Uwe Seimet wrote:
>Johan schrieb:
>>
>> I've got a serious problem with my harddrive.
>> By mistake I put a file in my c:\auto folder that makes my MEGA ST2
>> hang..
>> When I boot it only shows 4 bombs...
>> Is there any way I can get to my HD after I booted without having it on?
>
>Depending on your hard disk driver you can prevent booting from your
>hard disk drive by pressing the ALT key until the driver is loaded. You
>can boot from floppy this way, then start the hard disk driver manually
>from the driver disk and delete the offending program.

Yes, the above works great. I have used this method alot over the
years. Also remember to back up your hard drive...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6660. Re: trouble installing hard drive software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-02 15:46:59 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C0A4CF3.C11AB63B@club-internet.fr>
Source record: 4261

Joseph Zorzin wrote:

> I don't have HINSTALL.PRG. I just search the net and can't find it. Could you
> possibly send it to me?
>

The file

http://bales.online.fr/atari/files/ahdi6061.zip

contains ahdi, hdx, hinstall,
plus a ahdi.txt explaining how to use all this.

Hope it helps.

Laurent.

6661. Re: trouble installing hard drive softw

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-02 18:55:44 UTC
From: vdjole@EUnet.yu
Message-ID: <9udtfd$91a$1@news.eunet.yu>
Source record: 4263

On 30 Nov 2001 06:40:22 , Joseph Zorzin wrote:

>But, what about the software? I have these 4 files files, Ahdi.prg,
>Shdriv.sys, Hdx.prg, Hdx.rsc. What do I do with them? I have no
>instructions. Do they go into the Auto folder? Do I run them?

First try what happens when you use the IN conector on the drive...
maybe everything is already set up and the drive will boot. If not...
about the files ... if I remember AHDI correctly... use them from a
floppy drive first. You may put AHDI.PRG in AUTO folder on the floppy-
that is the disk driver. When you boot the machine from the floppy,
use HDX.PRG to format and partition the drive if needed. SHDRIV.SYS
is basically the same file as AHDI.PRG (probably has the same length),
and it should go to the root of hard drive. I believe there should be
yet another file, HINSTALL.PRG or something like that (or maybe HDX has
this option in some menu item) to "install" the driver- i.e. write
information in the boot sector of the hard disk, pointing to SHDRIV.SYS.
After that the hard drive should be bootable.

cu;

6662. Re: Falcon PSU repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-02 23:15:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0aa83876f118@madasafish.com>
Source record: 4269

Hi Atari,

>I had a Falcon power supply that did the same thing. And it also caused the
>hard drive not to boot. I listened carefully to the clicking coming from the
>power supply and found it to be a capacitor that was clicking. I replaced the
>capacitor and never had a problem with it again. If I remember correctly it
>was the large capacitor on the lower left hand side of the power supply board
>that was bad.

OK, I'll have a go. Your description sounds like the main high voltage
capacitor. I'm not putting my head anywhere near these things. I've had
shocks off them and it ain't fun ;)
--
Lyndon Amsdon

6663. Re: Falcon PSU repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-02 23:15:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c0aa83876f119@madasafish.com>
Source record: 4270

Hi Michael,

>I hope you had a load connected?
>
>Lots os SMPS (expecially the cheaper ones with more simple regulation
>circuits) may misbehave or even blow up if the load is below the spec'd
>minimum value.

I have just stuck a load in (2.2watt 12v bulb) on the 12v line and it
didn't work.
I then recieved an email from Steve Sweet (cheers!) saying that these PSUs
are regulated on the 5v side, so I suck two loads in on both lines and
voila! Back to normal. I just sent my cheque back to the guy who was
going to buy it, argh!

>>Do SMPS transformer really having DC resistances as low as 0.3 ohm! I've
>>checked with a couple of DMMs.
>
>That may be OK.

As I've been told that is normal. You can tell I only deal with good old
rectifier/large toridal/capacitor PSUs ;)

Thanks to everones quick replies, I've used AT PSUs before to power my
computers and never had problems with them not having loads. I seem to
remember my ST PSU not needing a load.

So what was that ticking? Sounded like arcing windings!
--
Lyndon Amsdon

6664. Re: Falcon PSU repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-03 00:40:49 UTC
From: Atari <atari@qnet.com>
Message-ID: <3C0ACA11.2604199C@qnet.com>
Source record: 4264

Lyndon,

I had a Falcon power supply that did the same thing. And it also caused the hard drive not to boot. I listened carefully to the clicking coming from the power supply and found it to be a capacitor that was clicking. I replaced the capacitor and never had a problem with it again. If I remember correctly it was the large capacitor on the lower left hand side of the power supply board that was bad.

Hope this helps,

Don

6665. Re: Falcon PSU repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-03 10:55:53 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c0b4857@dnews.tpgi.com.au>
Source record: 4266

Hi, I had an STFM PSU doing that, replaced a cap and Voila. Altho it took a while to find the bloody cap:-(.

Mark

Atari <atari@qnet.com> wrote in message news:3C0ACA11.2604199C@qnet.com...
> Lyndon,
>
> I had a Falcon power supply that did the same thing. And it also caused the
> hard drive not to boot. I listened carefully to the clicking coming from the
> power supply and found it to be a capacitor that was clicking. I replaced the
> capacitor and never had a problem with it again. If I remember correctly it
> was the large capacitor on the lower left hand side of the power supply board
> that was bad.
>
> Hope this helps,
>
> Don
>

6666. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-03 14:46:50 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B830FA8A.943%atarilp@hotmail.com>
Source record: 4267

in article 1007368540-158757AEicMi@ntlworld.com, Derryck Croker at derryck@NOSPAMcix.co.uk wrote on 12/2/01 6:18 AM:

> From: lp <atarilp@hotmail.com>
> Date: Sat, 01 Dec 2001 10:02:56 -0500

> Except that you can use PhotoTip's cataloging etc facilities using your
> SmartMedia drive the source, and use the tip I mentioned re the forced media
> change.
> I agree that it's a faster process than downloading via the serial cable,
> that's not in question.

I see your point. I found PhotoTip to be a very nice app, however forcing me to use wdialog (made my Hades unstable) was my other motivation to explore other transfer methods as well. That what happens "here" anyway, I'm sure it works fine for others.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6667. Re: Falcon PSU repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-03 17:44:40 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ugdm8$fq5$1@draco.stochastik.rwth-aachen.de>
Source record: 4268

In article <3c0a51467b8e00@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>Perhaps I should be posting to a sci.electronics newsgroup but I'll give
>it a go here. I was just about to send a Falcon PSU to someone after
>receiving his cheque. I checked the PSU over after it being in my loft
>for almost a year now. I power it up and the 5 volt line seems OK, about
>5.06V. The 12V line starts off at about 7v and quite quickly drops down
>and down. I promtly switch off here as the PSU clicks and slows down in
>relation to the voltage dropping on the 12v line.

I hope you had a load connected?

Lots os SMPS (expecially the cheaper ones with more simple regulation
circuits) may misbehave or even blow up if the load is below the spec'd
minimum value.

>Do SMPS transformer really having DC resistances as low as 0.3 ohm! I've
>checked with a couple of DMMs.

That may be OK.

cu
Michael

6668. Re: Falcon PSU repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-03 19:52:10 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9ugl5aisa1@draco.stochastik.rwth-aachen.de>
Source record: 4271

In article <3c0aa83876f119@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>Thanks to everones quick replies, I've used AT PSUs before to power my
>computers and never had problems with them not having loads. I seem to
>remember my ST PSU not needing a load.

It depends on the model. Some work fine without load, some don't, some even
blow up, so don't take chances.

>So what was that ticking? Sounded like arcing windings!

Probably the primary-side oscillator starting up and shutting down
immediately, and then re-starting after some 100ms.

cu
Michael

6669. Re: trouble installing hard drive software

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-04 22:31:01 UTC
From: Joseph Zorzin <redoak@forestmeister.com>
Message-ID: <3C0D4EA4.CDBFC197@forestmeister.com>
Source record: 4272

Laurent Vogel wrote:

> Joseph Zorzin wrote:
>
> > I don't have HINSTALL.PRG. I just search the net and can't find it. Could you
> > possibly send it to me?
> >
>
> The file
>
> http://bales.online.fr/atari/files/ahdi6061.zip
>
> contains ahdi, hdx, hinstall,
> plus a ahdi.txt explaining how to use all this.
>
> Hope it helps.
>
> Laurent.

Thanks! I had found all the programs in various places but without the
instructions. Now I'll go see if I can get it to work.

--
Joe Zorzin

6670. Re: Falcon PSU repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-05 07:37:44 UTC
From: vdjole@EUnet.yu
Message-ID: <9ukis5qvc1@news.eunet.yu>
Source record: 4273

On 2 Dec 2001 13:11:18 G, "Lyndon Amsdon" wrote:
>I power it up and the 5 volt line seems OK, about
>5.06V. The 12V line starts off at about 7v and quite quickly drops down
>and down. I promtly switch off here as the PSU clicks and slows down in
>relation to the voltage dropping on the 12v line.
>
>I'm not SMPS expert so I was wondering if anyone know anything about them?
>I've checked for resistance across the 12v and GND and it's about 400 ohm
>which sounds fine. I then run back through the board to the transformer.
>All the conenctions on the low voltage side seem to conenct, I mean, they
>all have about 0.3ohm reistance between the 4 terminals!!

* Maybe a short in the 12V circuit (diode, capacitor, resistor...)- especially
if the PSU complains audibly. 12V output is basically a separate secondary
winding from the same transformer as the 5V; if 5V works OK, the PSU should
be more-less alive. If you have 0.3 Ohm everywhere with both polarities of
the DVM probes, check the 12V rectifying diode.

* I had a case of a dead resistor in a PSU (some of them heat pretty much).

* Note that switching power supplies must have some load attached. There
are supposed to be large resistors in the output stages (cca 68-120 Ohm)
to provide this load.

* Which model of the PSU is that? Do you have a schematics? I suppose
a schematic would be helpful; and they can be found.

cu;

6671. Re: Falcon PSU repair

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-05 21:09:17 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9um2dthvt1@thorium.cix.co.uk>
Source record: 4274

In message <3c0a51467b8e00@madasafish.com>, bindon@madasafish.com said:
>I was just about to send a Falcon PSU to someone after
>receiving his cheque. I checked the PSU over after it being in my loft
>for almost a year now. I power it up and the 5 volt line seems OK, about
>5.06V. The 12V line starts off at about 7v and quite quickly drops down
>and down. I promtly switch off here as the PSU clicks and slows down in
>relation to the voltage dropping on the 12v line.

Have you tried measuring it on load (a 12V side-light bulb will
do)? Many PSUs have protection circuitry that shuts them down with
no load applied, though normally this runs off the 5V line I think.

>Do SMPS transformer really having DC resistances as low as 0.3 ohm! I've
>checked with a couple of DMMs.

Quite possible. But could also be a blown, shorted cap. Try
applying an external volatge (with the PSU disconnected) and see
how fast it drops off when you remove it - with a DMM it should
take several seconds. There is a separate rectifier diode (D101 on
my circuit) - check that too.

Regards, /Peter/

6672. NEO(chrome) Grafik Format

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-07 10:28:35 UTC
From: Wolfgang <ythnagour@t-online.de>
Message-ID: <3C1099D3.F466DB25@t-online.de>
Source record: 4275
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I need sample sample files of the following file formats:

.NEO 2bit Grafik Files (NeoChrome Graphic Program)
.PI1 2bit Grafik Files (Degas File)

does anyone have such (valid) files and can send them to me???

thanks

Wolfgang

--
2002 - The Time for Innovation: iASYS-Arcologie & SpriteDesigner
http://iasys.org
- For Programming Job Offers: http://iasys.org/contact
- For Private - ICQ: 54714785 Home: http://woelfchen.org

6673. Re: NEO(chrome) Grafik Format

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-07 10:51:43 UTC
From: matthias.arndt@tu-clausthal.de
Message-ID: <slrna117ui.r9.matthias.arndt@jll.heim7.tu-clausthal.de>
Source record: 4276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 07 Dec 2001 11:28:35 +0100, Wolfgang <ythnagour@t-online.de> wrote:
>I need sample sample files of the following file formats:
>
>.NEO 2bit Grafik Files (NeoChrome Graphic Program)
>.PI1 2bit Grafik Files (Degas File)

Both are actually lowres files and therefore contain 4Bit per pixel not 2Bit.
2Bit per pixel would be medres and called .PI2 in Degas.
Neochrome pictures are lowres only.

>
>does anyone have such (valid) files and can send them to me???

Sure, they are in your mail!

Matthias

--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
DO NOT USE ANY OTHER TO: FIELD OR YOUR MAIL WILL
BE DELETED BY MY MAILFILTER
ICQ: 40358321
EMAIL COMMING FROM @yahoo* WILL NOT BE READ AT ALL AND GOES TO /dev/null
WITHOUT QUESTIONING!

6674. card reader/writer

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-08 04:20:17 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B836FF31.A95%atarilp@hotmail.com>
Source record: 4277

I picked up a usb card reader/writer for the imac. For anyone wanting to know I can now move large amounts of data to and from my Atari now. The only requirement being that the smartmedia be DOS formatted. Thanks guys, for the imac card reader/writer tips! This will do until a reasonable ethernet solution comes along.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6675. NetBSD on TT or Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-08 16:05:45 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <STqQ7.12941$V9.1462084@news.direcpc.com>
Source record: 4278

Anyone have luck with installing NetBSD OS onto either system??? Just picked up NetBSD 1.5 on CD from Linux central.... has some notes in the readme's about TT's, Falcon030 video support and so forth, but the installs are all i386, MacPPC, Vax Alpha and MIPs centric, nothing on M68K systems.... any help greatly appreciated, thanks.

Curt

6676. Re: NEO(chrome) Grafik Format

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-08 20:54:15 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9utuln$rq9$1@thorium.cix.co.uk>
Source record: 4279
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3C1099D3.F466DB25@t-online.de>, ythnagour@t-online.de said:

>I need sample sample files of the following file formats:
>
>.NEO 2bit Grafik Files (NeoChrome Graphic Program)
>.PI1 2bit Grafik Files (Degas File)
>
>does anyone have such (valid) files and can send them to me???

I would doubt it - both of these are 16-colour ST-Low resolutions.
However .PI2 would be 4-colour, i.e. 2 bits (and .PI3 mono/1 bit).
AFAIK Neochrome did not work in 2-bit (of course you could use
just the 4 colours, but it would still be saved in 4-bit).

Regards, /Peter/

6677. Re: *really* quiet SCSI harddisks?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-09 12:40:12 UTC
From: claytone@foxinternet.com
Message-ID: <3c135bac_1@news.foxinternet.com>
Source record: 4280

On 25 Nov 2001 08:39:53 , Hallvard Tangeraas wrote:
>As I'm busy working on what will be (in my opinion) the ultimate MIDI
>computer, rack-mounting an STe with all kinds of extra hardware (MIDI
>related and in general) I'll be looking for a *quiet* SCSI harddisk.

Hi Hallvard-

I'm also interested in this as I intend to do digital recording sometime in the near future - with the mics, piano, computer, and hard drives all in the same room.

I just went to Seagate's page, and they have some new hard drives out that are "supposed" to be really quiet. I think it was the "U" series. In their search box try typing "acoustic", and you'll get a lot of info. One of them was:

http://www.seagate.com/cda/newsinfo/newsroom/releases/article/0,1121,428^4^1,00.html

Maybe you've already looked into Seagate's products, I thought I should mention this anyway.

Hope that helps,

-Clayton Murray
Seattle, WA USA

6678. Re: NetBSD on TT or Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-10 15:55:03 UTC
From: Leo Weppelman <leo@ahisinfr.xs4all.nl>
Message-ID: <go4xjr.7ml@ahisinfr.xs4all.nl>
Source record: 4281

In article <STqQ7.12941$V9.1462084@news.direcpc.com>,
Curt Vendel <cvendel@worldnet.att.net> wrote:
>Anyone have luck with installing NetBSD OS onto either system??? Just
>picked up NetBSD 1.5 on CD from Linux central.... has some notes in the
>readme's about TT's, Falcon030 video support and so forth, but the installs
>are all i386, MacPPC, Vax Alpha and MIPs centric, nothing on M68K
>systems.... any help greatly appreciated, thanks.

I'm not sure what CDROM you have exactly (there are more than one ;-), but
for installation docu for NetBSD on the atari, you can check:
http://www.netbsd.org/Ports/atari/ . To store all installation sets for
all supported 1.5 platforms, you'll need at least 2 CD's. Maybe the atari
stuff is on the second CD?

Leo.

6679. Re: NEO(chrome) Grafik Format

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-10 20:16:54 UTC
From: Terry Ross <terry@aliboom.com>
Message-ID: <WK8R7.2196$TN3.241452@nwrddc02.gnilink.net>
Source record: 4282
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Matthias Arndt wrote:

[snipped]

>>does anyone have such (valid) files and can send them to me???
>
> Sure, they are in your mail!
>
> Matthias
>
If you need any more, let me know.... I have lots of them.

Terry

6680. Mega ST 2, 4

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-11 15:32:14 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <1GpR7.43495$py5.554712@news.easynews.com>
Source record: 4283
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Would anybody be interested in buying a Mega ST 2? I also have a Mega ST 4 which has a few upgrades, but I'm not sure if I want to sell that :)

I am open to offers - post replies here.

6681. Re: Mega ST 2, 4

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-11 17:27:14 UTC
From: Joshua Kaijankoski <gaiyan@atari.org>
Message-ID: <jlrR7.121$CB5.69458@newsfeed.slurp.net>
Source record: 4284
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

It totally depends on where you are located.

Joshua.

"switchblade" <xxx@nospam.com> wrote in message
news:1GpR7.43495$py5.554712@news.easynews.com...
> Would anybody be interested in buying a Mega ST 2? I also have a Mega ST 4
> which has a few upgrades, but I'm not sure if I want to sell that :)
>
> I am open to offers - post replies here.
>
>
>

6682. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-11 18:39:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c16497a653892@madasafish.com>
Source record: 4288

Hi Hallvard,

>Can someone please tell me what kind of disk drive standard the Atari ST
>used as opposed to what PCs use?
>
>I believe PCs follow the "Shugart" standard, but what did the ST line
>follow? Since whatever the STs used was an "upside-down" version of what
>PCs now use it can't be far off "Shugart".

It is shugart, just for some reason some drives were manufactured with the
notch in the wrong place. Really weird TBH. The other problems are
probably due to newer floppy drive manifacteurs cutting costs and
realising a lot of the stuff (like media detection) could be done other
ways, like in the BIOS by checking other signals.
--
Lyndon Amsdon

6683. Re: Mega ST 2, 4

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-11 20:58:25 UTC
From: switchblade^ <xxx@nospam.com>
Message-ID: <PruR7.55876$py5.720401@news.easynews.com>
Source record: 4285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> "switchblade" <xxx@nospam.com> wrote in message
> news:1GpR7.43495$py5.554712@news.easynews.com...
> > Would anybody be interested in buying a Mega ST 2? I also have a Mega ST
4
> > which has a few upgrades, but I'm not sure if I want to sell that :)
> >
> > I am open to offers - post replies here.
> >
> >
> >

"Joshua Kaijankoski" <gaiyan@atari.org> wrote in message
news:jlrR7.121$CB5.69458@newsfeed.slurp.net...
> It totally depends on where you are located.
>
> Joshua.
>

Sorry - located in the UK, near Birmingham.

6684. Akai DR4D

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-12 06:06:35 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <14b676144fb4d6e05df727cd29a76b52.25349@mygate.mailgate.org>
Source record: 4286

Anyone here use an Akai DR4D? I tried to copy and paste a chorus line to another section of a song according to the book [I followed it excactly and tried several times] but my buttons won't light up at that point therefore I cannot proceed with the steps. Is the manual wrong or is my unit defective?

The track button lights work and everything else works fine.

Dave H.

--
Posted from spider-tn044.proxy.aol.com [152.163.207.64]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6685. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-12 17:35:39 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <9v83r9$10i$1@news8.svr.pol.co.uk>
Source record: 4287

Hi,
All the "Classical" Atari machines have an "ACSI" (I think thats what its called) "Atari Computer Systems Interface" which is basically a cut down SCSI interface. I am not sure if it was cut down to cut costs (probably) or to lock folks into ATARI hard drives (possibly), but any way it is a complete pain. Some later machines have IDE interfaces, which is the same standard that modern PCs use.

Both PCs and Ataris use a variety of disk drives. Hard drives come in basically three flavours. MFM/RLL, SCSI and IDE.

MFM/RLL drives (now obsolete) do not have an on-board controller. There is some interface logic, but they require an external controller to take the serial data from the head, and convert it to bytes and visa versa. They also need logic to step the head from track-to-track. Think of them as a larger, faster version of a floppy. These drives were used on early PC's, and also on Atari computers. On PC's there were dedicated controllers. On the ST they were often interfaced using two cards. One to convert ACSI to SCSI and a second to convert the SCSI to MFM. However some ST drives had a single card to do the job.

SCSI is a generic interface designed to support a variety of devices, such as Tape, Scanners and Disks. A SCSI drive needs an intelligant on-board controller so SCSI drivers were more expensive that MFM/RLL. There are a wide selection of adaptors that coinvert ACSI to SCSI so this type of drive is often used. Whatch as there a several versions of SCSI. differ in terms of voltage levels, and the number of signal lins involved.

IDE was design as a cheap interface. Unlike SCSI which supports at least 7 drives per interface the original IDE only supported one. It also only supported disks, no tape, CD or scanner. IDE drives interface via a failry simple port, rather like a 16 bit printer interface. I have never seen an IDE to SCSI or ACSI interface. Most PC's and later Ataris use this type of drive, but to put one on a "Classic" Atari requires internal hardware mod. I have an STE with a 2.5" (i.e. small size") IDE driver mounted internally.

So there is no one standard. IDE and SCSI have several versions. Which is right fior which ST varies.

Dave.

"Hallvard Tangeraas" <northstar2010@___NO_SPAM___yahoo.no> wrote in message news:1f4ab7b.1hpbo39no852aN%northstar2010@___NO_SPAM___yahoo.no...
> Can someone please tell me what kind of disk drive standard the Atari ST
> used as opposed to what PCs use?
>

> I believe PCs follow the "Shugart" standard, but what did the ST line
> follow? Since whatever the STs used was an "upside-down" version of what
> PCs now use it can't be far off "Shugart".
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

6686. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-12 21:35:48 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c17d08210d8d0@madasafish.com>
Source record: 4296

Hi Michael,

>>notch in the wrong place. Really weird TBH. The other problems are
>>probably due to newer floppy drive manifacteurs cutting costs and
>>realising a lot of the stuff (like media detection) could be done other
>>ways, like in the BIOS by checking other signals.
>
>Huh?
>
>All current PC drives handle disk change the same way it was always done on
>PCs - it was Atari that decided to leave out that line and implement some
>weird workaround that worked more or less (depending on the drive used).

Ok, can't remember which way it was around. I have docs here to do the
modification but I've never needed it as the PC drive I used had no
problems with my ST.
--
Lyndon Amsdon

6687. Re: Memory Upgrade for 1040 STFM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-13 02:24:17 UTC
From: sidcelery@cix.co.uk
Message-ID: <9v93gf$d93$1@thorium.cix.co.uk>
Source record: 4289

On 14 Nov 2001 22:22:52 , "Steve Sweet" wrote:
> Hi Harry
>|> Just a question, do any of the 1040STFM models use SIMMs, or is it
>|> just limited to STEs. If the STFMs are split between individual
>|> chip RAM and SIMMs, is there a way, by serial number, floppy
>|> bezel, whatever, to check without having to go through the trouble
>|> opening it up and rip off the metal shield?
>| An STFM would only ever have SIMMs if it already had a memory
>| upgrade which handled them. If it's still at 1Mb RAM, then the
>| answer's definitely that it won't have SIMMs.
> I've got one here that was "marpeted" just to go to 1Meg. SO that's
> that rule off the bog wall.

I guess you're right. I didn't account for the poinlessness of
upgrading a 1Mb machine to a different configuration of a 1Mb
machine...

%^?

rgds
H

6688. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-13 11:22:43 UTC
From: hf@tangro.de
Message-ID: <1f4csff.1356lox2v99vuN%hf@tangro.de>
Source record: 4290

Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:

> So are you saying that there are different "versions" of the Shugart
> standard, having changed bits and pieces over the years? Did PCs at the
> time the Atari ST was for sale also use the "upside down Shugart"
> standard, or was this a special Atari "feature" (or bug ;-) ?

"The nice thing about standards is there are so many to choose from", or
so they say. The original Shugart drives were 8"; from there to 5.25"
and 3.5" drives many features were added, and some became obsolete.

E.g., the original full height Shugart 8" drives had 110/220V motors
that always ran, and the head was loaded on demand. Nowadays, the drive
motor runs on 5V, is controlled by the computer and the head is always
loaded, freeing a line on the interface for other purposes.

On the other hand, today's 3.5" drives offer DD/HD density detection
that the 5.25" drives do not have. You end up with a set of options that
are projected on pins 2, 4, 34 in varying order.

> I find it hard to believe that Atari ordered custom designed disk drives
> when it's now pretty easy to modify a standard PC drive which will work
> just fine.

3.5" drives were brand new in '85, and being electrically compatible to
5.25" drives, they mirrored their multitude of options. There probably
was not One Standard to follow.

hauke

(who has just spent an evening adapting a peecee floppy drive to an 80's
vintage CP/M computer)

--
Wer im Usenet gelesen werden will, sollte leserorientiert schreiben. Wer
nur fï¿½r sich schreiben will, dem ist mit einem Tagebuch vielleicht
besser geholfen. Gelesen zu werden ist kein Recht, sondern ein Privileg.
(Thore Tams in d.n.s.umgangsformen)

6689. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-13 11:31:44 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008277136.9193.4@iapetus.uk.clara.net>
Source record: 4295

Hi David

| All the "Classical" Atari machines have an "ACSI" (I think thats what its
| called) "Atari Computer Systems Interface" which is basically a cut down
| SCSI interface. I am not sure if it was cut down to cut costs (probably)
| or to lock folks into ATARI hard drives (possibly),

If that's the case it failed, I've never had an Atari hard drive, I'm
currently using a pair of 4.5Gig drives on my machine

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6690. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-13 12:54:25 UTC
From: hf@tangro.de
Message-ID: <1f4cwus.rbaqfm1lnwao1N%hf@tangro.de>
Source record: 4291

Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:

> > "The nice thing about standards is there are so many to choose from", or
> > so they say. The original Shugart drives were 8"; from there to 5.25"
> > and 3.5" drives many features were added, and some became obsolete.
>
> Interesting stuff what you write here.
> Are there websites or downloadable documents explaining all of this in
> more detail?

Most likely... Although much of that information significantly predates
the Web Age.

Still, Google is your friend, esp. groups.google.com. They are still in
the alt.folklore.computers, comp.os.cpm should be good starting points.

HTH,
hauke

--
Wer im Usenet gelesen werden will, sollte leserorientiert schreiben. Wer
nur fï¿½r sich schreiben will, dem ist mit einem Tagebuch vielleicht
besser geholfen. Gelesen zu werden ist kein Recht, sondern ein Privileg.
(Thore Tams in d.n.s.umgangsformen)

6691. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-13 17:57:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c18ee1a7fc650@madasafish.com>
Source record: 4297

Hi Hallvard,

>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> >All current PC drives handle disk change the same way it was always done on
>> >PCs - it was Atari that decided to leave out that line and implement some
>> >weird workaround that worked more or less (depending on the drive used).
>>
>> Ok, can't remember which way it was around. I have docs here to do the
>> modification but I've never needed it as the PC drive I used had no
>> problems with my ST.
>
>Are you referring to the file I made (and have available in the hardware
>section of my Atari Launchpad) where I explain how to modify and use a
>standard Sony HD disk drive?

no, it was mentioned in an Atari ST User magazine.
--
Lyndon Amsdon

6692. PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-13 19:45:35 UTC
From: Karl Todnem <ktodnem@hotmail.com>
Message-ID: <wx7S7.634$783.6147@news1.oke.nextra.no>
Source record: 4292

Hello,

This might be a really daft question, but I guess I have to live with the humiliation :)
Is there any way I can make a typical modern-day PC monitor to work with an Atari ST?

Thanks a lot for your help!
Regards, Karl

6693. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-13 20:17:37 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9vb2d1$84e$1@draco.stochastik.rwth-aachen.de>
Source record: 4293

In article <1f4ab7b.1hpbo39no852aN%northstar2010@___NO_SPAM___yahoo.no>,
Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>Can someone please tell me what kind of disk drive standard the Atari ST
>used as opposed to what PCs use?
>
>I believe PCs follow the "Shugart" standard, but what did the ST line
>follow? Since whatever the STs used was an "upside-down" version of what
>PCs now use it can't be far off "Shugart".

It is Shugart (the orientation of the connector does not matter at all).

However, "Shugart" never was an official standard - it was one of the early
drive manufacturers, and after that, the pinout stayed mostly compatible,
although there are differences in handling of some signals - disk change,
high density (input vs. output) etc. - thats why older drives had a *lot* of
jumpers.

Nowadays, most systems use the pinout that PCs use. The ST uses the same,
only with DS0 instead of DS1 for the first drive. A PC drive works out of
the box on a ST when jumpered to DS0.

cu
Michael

6694. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-13 20:19:11 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9vb2fv$85b$1@draco.stochastik.rwth-aachen.de>
Source record: 4294

In article <3c16497a653892@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:

>notch in the wrong place. Really weird TBH. The other problems are
>probably due to newer floppy drive manifacteurs cutting costs and
>realising a lot of the stuff (like media detection) could be done other
>ways, like in the BIOS by checking other signals.

Huh?

All current PC drives handle disk change the same way it was always done on
PCs - it was Atari that decided to leave out that line and implement some
weird workaround that worked more or less (depending on the drive used).

cu
Michael

6695. Re: Memory Upgrade for 1040 STFM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-14 00:57:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1008362147.6335.1@eos.uk.clara.net>
Source record: 4298

"Harry baby!!!!

| >| An STFM would only ever have SIMMs if it already had a memory
| >| upgrade which handled them. If it's still at 1Mb RAM, then the
| >| answer's definitely that it won't have SIMMs.
| > I've got one here that was "marpeted" just to go to 1Meg. SO that's
| > that rule off the bog wall.
|
| I guess you're right. I didn't account for the poinlessness of
| upgrading a 1Mb machine to a different configuration of a 1Mb
| machine...

There's people for you!!.

Anyway, where you been dude, you're late for class, by about 3 terms, go stand in the corner, and take you hands out of your pockets.

So dude, HTF are you.

--

Regards from STEve & his nice warm cosy PAK'd MegaSTE.
* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

6696. Re: CompactFlash test results

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-14 10:09:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c1a2146219791@madasafish.com>
Source record: 4205

Hi lp,

>The USB card reader I bought came with a CompactFlash adapter, so I bought
>an 8mb CF card for $10 to do some tests. I get the same results as I do
>with SmartMedia right down to the transfer rates. About 850 kb/sec.
>I have the PCMCIA device connected to the Hades SCSI bus, the device is
>SCSI-2, so someone with a Falcon might get better transfers rates?
>I don't know if it's the cards, the adapters, the device itself or the Hades
>SCSI bus which limits the transfer rates. Anyway the CF cards work equally
>as well as the SmartMedia which is cool.
>
>I thought some of you might find my tinkering aroud with this stuff
>interesting. ;-)

Yes, thanks. I think I'll have to look into it for a digital camera.
Pity the SCSI readers are quite expensive. I could get IDE I guess as I
have a spare slave as my CD ROM broke.
--
Lyndon Amsdon

6697. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-14 23:02:10 UTC
From: ebaiz@skyenet.net
Message-ID: <SxvS7.130$v11.65248@newsfeed.slurp.net>
Source record: 4299

On 13 Dec 2001 20:45:35 , "Karl Todnem" wrote:
>Hello,
>
>This might be a really daft question, but I guess I have to live with the
>humiliation :)
>Is there any way I can make a typical modern-day PC monitor to work with an
>Atari ST?
>
>Thanks a lot for your help!
>Regards, Karl

Yes, there is a way. I hear there is a cable that will allow you to do
this. I do not have it and have never seen it, but I am sure it exists.
I do it by using two pieces of hardware. First, there is something
called a Video Key and it was made by Practical Peripherals and second,
a video converter. The Video Key plugs into the monitor port of the ST.
It has a video out RCA (yellow) port on it and that is what is
connected to the video converter. The PC monitor then plugs into the
converter. The resulting picture is not perfect, but it works.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva

6698. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-15 00:42:14 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <G%wS7.345$O5.944@nntpserver.swip.net>
Source record: 4300

Karl Todnem <ktodnem@hotmail.com> skrev:

: This might be a really daft question, but I guess I have to live with the
: humiliation :)
: Is there any way I can make a typical modern-day PC monitor to work with an
: Atari ST?

In black and white, it's just a matter of connecting the correct pins on
the monitor and the ST monitor port.

--
En ligne avec Tin 1.4.

6699. CompactFlash test results

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-15 02:56:05 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B84025F5.C53%atarilp@hotmail.com>
Source record: 4201

The USB card reader I bought came with a CompactFlash adapter, so I bought an 8mb CF card for $10 to do some tests. I get the same results as I do with SmartMedia right down to the transfer rates. About 850 kb/sec.
I have the PCMCIA device connected to the Hades SCSI bus, the device is SCSI-2, so someone with a Falcon might get better transfers rates?
I don't know if it's the cards, the adapters, the device itself or the Hades SCSI bus which limits the transfer rates. Anyway the CF cards work equally as well as the SmartMedia which is cool.

I thought some of you might find my tinkering aroud with this stuff interesting. ;-)

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6700. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-15 11:17:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c1b2394289f90@madasafish.com>
Source record: 4207

Hi Hallvard,

o I went aheard with my experiment, first soldering back the
>jumper to "drive 1", then booting the computer with the twisted cable
>connected to the drive. the result?
>4 bombs!!!!

That's odd, I've never had bombs due to wrong disks select!

>How come? Isn't even this connection standard?
>The pins reversed are pins 10-16.
>According to this website:
>http://theref.aquascape.com/theref/tech_talk/tech_talk02.html
>When reconnecting the drive, using the non-twisted connector (still with
>the drive set to "1" as in "PC drive A") it took forever to have the
>dektop appear and I couldn't read the disk (neither "A" nor "B"), but at
>least this didn't give me any bombs.

This is usual. TOS trys to find a device to boot from and I guess it
times out after about a minute and goes to the desktop reporting no drives.

>Here's the full pinout of the Shugart connector:
>
>2 High/low density 1 GND
>4 3 GND
>6 5 GND
>8 Index 7 GND
>10 Motor enable A 9 GND
>12 Drive select B 11 GND
>14 Drive select A 13 GND
>16 Motor enable A 15 GND

2 Not Connected or Reserved (High Density Detected on some HD drives)
4 In Use/Head Load/Open - HLD
6 Drive Select 4 - DS4
8 Index Pulse Sensor - IP
10 Drive Select 1 - DS1
12 Drive Select 2 - DS2
14 Drive Select 3 - DS3
16 Motor On - MOTOR

I have the above and they seem right to me. The ones you got don't seem
to support 4 drives which Shugart bus can support. All you need to do is
switch over the 12 and 10 wires, worked for me IIRC. All odd numbers are
grounds.

PS, Looking at the pinout you got I don't think there are different Motor Ons for every drive because on a two drive system, when you access one drive the motor comes on on the other! Sounds like a shared Motor On as in my pinout.
--
Lyndon Amsdon

6701. Re: CompactFlash test results

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-15 12:59:28 UTC
From: "Derryck Croker"
Message-ID: <1008494396-363104AEicMi@ntlworld.com>
Source record: 4206

Hi Lonny,

>I thought some of you might find my tinkering aroud with this stuff
>interesting. ;-)

Yes indeed, keep it coming! :-)
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6702. Re: CompactFlash test results

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-15 13:38:14 UTC
From: Pascal Ricard <paricard@free.fr>
Message-ID: <3c1b53642fbced0@free.fr>
Source record: 4202

Hello,

in article <B84025F5.C53%atarilp@hotmail.com> (comp.sys.atari.st.tech)
lp wrote on Fri 14-12-2001 21:56 (-0500):

> I thought some of you might find my tinkering aroud with this stuff
> interesting. ;-)

Sure it is :-)
I've followed all the related threads.

I'm looking to find such an adaptator (adaptor?) here in France but it looks not to be a very common device (here), especialy for the main one that plugs in the SCSI chain. It's not cheap though, and will be even more expensive if I import it from the USA.

Bye,
/Pascal/

--
Ric's HomePage: http://paricard.free.fr
TransAction : http://atari.transaction.free.fr (Atari translations)

6703. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-15 14:27:46 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <i7JS7.4596$pU3.440296@news2-win.server.ntlworld.com>
Source record: 4203

Hello.

"Karl Todnem" <ktodnem@hotmail.com> wrote in message
news:wx7S7.634$783.6147@news1.oke.nextra.no...
> Hello,
>
> This might be a really daft question,

Not as daft as some......

> Is there any way I can make a typical modern-day PC monitor to work with
an
> Atari ST?

Yup, for mono hi-res only, buy a ready made cable from Keychange Music.

Barrie at Keychange. www.keychange.co.uk

6704. Re: CompactFlash test results

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-15 14:48:54 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B840CD06.C6B%atarilp@hotmail.com>
Source record: 4204

in article 3c1b53642fbced0@free.fr, Pascal Ricard at paricard@free.fr wrote
on 12/15/01 8:38 AM:

> Sure it is :-)
> I've followed all the related threads.
>
> I'm looking to find such an adaptator (adaptor?) here in France but it
> looks not to be a very common device (here), especialy for the main one
> that plugs in the SCSI chain. It's not cheap though, and will be even
> more expensive if I import it from the USA.

They are expensive, however I got my units from ebay. I paid as little as
26 USD all the way up to 100 USD. Even so 100 USD is half price and since
there are no moving parts the chances of getting a bad unit is very low.
;-)

I'd like to test the SONY memory sticks, however the adapter I found locally
at some electronics shop was over 70 USD. :-P

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6705. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-16 20:03:09 UTC
From: vdjole@EUnet.yu
Message-ID: <9viulr$1g5$1@news.eunet.yu>
Source record: 4209

On 12 Dec 2001 06:56:04 , Hallvard Tangeraas wrote:
>Can someone please tell me what kind of disk drive standard the Atari ST
>used as opposed to what PCs use?
>
>I believe PCs follow the "Shugart" standard, but what did the ST line
>follow? Since whatever the STs used was an "upside-down" version of what
>PCs now use it can't be far off "Shugart".

AFAIK it -is- "Shugart" but the orientation of the connector on the
drives was different to that on most later drives, so the cable
had to be twisted which was not easy if it was not long enough.
But still, "Atari" pin 1 corresponds to "Shugart" pin 1, pin 2 to pin 2,
etc. and at least the numbers of the first and the last pins on the
connectors are usually marked both on the Atari motherboard and the
floppy-drive boards.

6706. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-16 20:40:48 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9vj0sgqqd1@draco.stochastik.rwth-aachen.de>
Source record: 4208

In article <3c17d08210d8d0@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:

>Ok, can't remember which way it was around. I have docs here to do the
>modification but I've never needed it as the PC drive I used had no
>problems with my ST.

Which modification?

A standard PC drive works out of the box on any ST, STE, TT provided it is
jumpered for DS0 - the only problem is the front plate / case.

cu
Michael

6707. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-16 20:47:12 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9vj18gqtr1@draco.stochastik.rwth-aachen.de>
Source record: 4210

In article <1f4efue.afmgsj1xkq668N%northstar2010@___NO_SPAM___yahoo.no>,
Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>
>What do you mean it doesn't matter?
>Obviously there has to be some standard to be followed.

No - the orientazion does not need to be standardized, the pinout is. You
simply plug in the cable so that pin 1 on the connector is on pin 1 of the
drive - voila.

>Does this also mean that PC users are/were having just as many problems
>as we are?

In the beginning: yes. However, since most drives came pre-jumpered the
right way, there were not much problems.

>Yes, with the addition of shorting the "disk detect" switch and cutting
>off the connector "notch" so it can be inserted "upside down".

Huh? What disk detect?

Correct, if your cable has the notch on the wrong side,you may have to cut
that off.

>And finally there's the power connector which I've seen can either be
>used out of the box, or has to be inserted "upside down" as the voltage
>connectors are reversed.

Never seen that - the connector in 1040ST, MegaST, MegaSTE, TT and Falcon
nicely fits on all standard PC drives just the way it is supposed to -
putting it on reversed is possible, but does not fit too well.

>So, going back to the mid/late 80's -did PC users suffer from much of
>the same confusion/multitude of choices as we do now, or did the
>"standard" disk drives back then also connect "upside down" compared to
>3.5" drives of today?

The only "upside down"-drives I have seen have been in Ataris - however, I
do not understand the confusion about that. As with every connector, you
make sure to connect pin 1 of the cable to pin 1 of the drive, no matter
where that may be located.

>What I'm trying to ask is if Atari had their own specific standard
>(which I find hard to believe, with the extra costs involved, knowing
>Atari were known to cut corners), or if the off-the-shelf drives at the
>time differed from standard off-the-shelf drives of today?

It was probably just one series of drives by one or two manufacturers - which were not that common in PCs. Most PCs here had drives from Teac, Mitsumi or Panasonic - I have never seen Epson drives in PCs, although they were probably sold.

cu
Michael

6708. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-16 20:53:25 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9vj1k5qvi1@draco.stochastik.rwth-aachen.de>
Source record: 4211

In article <1f4gh71.1843w831cyxu9iN%northstar2010@___NO_SPAM___yahoo.no>,
Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>
>I was told some time ago when I discussed this subject here by someone
>that it should be possible to twist certain pins of the connector to
>allow for "drive 0" select on a drive which is set to "drive 1 select".
>Now, the cable I just bought has 3 connectors. The one in the middle
>goes to the computer, one end goes to drive "A", and the other end
>apparently goes to drive "B" on a PC as it has a part of the cable
>twisted. So I went aheard with my experiment, first soldering back the
>jumper to "drive 1", then booting the computer with the twisted cable
>connected to the drive. the result?
>4 bombs!!!!
>
>How come? Isn't even this connection standard?

It is - however, it requires a PC-style floppy controller connector, which
has separate motor-on signals for the two drives - the Atari does not have
separate motor on signals, so you have to use a straight cable for both
drives and jumper them to DS0 and DS1.

That is the way the original Shugart "standard" was meant to be used - IBM
decided they only needed two of the possible 4 disk drives, and instead
added the additional motor-on signal (which was a good idea for 5.25"
drives). Except from this changed pinout (on the FDC side), the pinout on
the drives is still the same, since IBM didn't want to use special-made
drives. An added benefit is that the field service can replace drives
without re-jumpering them ...

cu
Michael

6709. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-17 09:02:48 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9vkcbocsc1@draco.stochastik.rwth-aachen.de>
Source record: 4212

In article <1f4je59.1b8k26w173wdz9N%northstar2010@___NO_SPAM___yahoo.no>,
Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>
>I assume when you mention DS0 and DS1 they refer to the following:
>
>DS0 Drive B (PC) Drive A (Atari ST)
>DS1 Drive A (PC) Drive B (Atari ST)

On the computer side: yes.

On the drive side: No. On the drive side, PC and ST are the same (and that
was all Shugart specified - the connector on the drive).

cu
Michael

6710. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-17 09:12:39 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <9vkcu7drl1@draco.stochastik.rwth-aachen.de>
Source record: 4213

In article <1f4jd9p.9i88ghucz2crN%northstar2010@___NO_SPAM___yahoo.no>,
Hallvard Tangeraas <northstar2010@___NO_SPAM___yahoo.no> wrote:
>
>Hmmm... so the user just has to guess which way is up and down?

No. He looks up where pin 1 is. It is marked on the cable and on the drive,
although sometimes not easy to spot.

>But not any longer? When a PC user buys a disk drive today he/she only
>needs to say "I need a new disk drive for my PC", and it will work out
>of the box, right?

Right (as long as we only talk about 3.5" drives - on 5.25", there are
differences between PC/XT and AT controllers).

>There are 3 micro-switches at the front (disk-insert end):
>From the left (underneath view):
>
>Write-protect Disk-detect HD-detect
>
>The "Disk detect" (it might officially be called something else, but
>this is basically what it is) detects if a disk is present or not.
>It has to be shorted (a wire soldered across it so that it's always on),
>or else the computer won't detect a media change when another disk is
>inserted.

Ah - that's due to Ataris braindead disk-change detection. Instead of using
the disk-change signal (like they did on TT/Falcon), the watch for a change
on write protect. Now some drives only report write-protect status if a disk
is inserted ...

Correct, if you have such a drive, you need to modify it. Seems I was lucky
with my drives in that they reported write protect even with no disk
inserted.

>My documentation is written mainly for people who are *not* hardware
>experts, but merely someone who uses an Atari ST and wants/needs to
>change his/her disk drive.
>I doubt very much that these people will dig up Atari circuit
>schematics, use a multimeter and trace which pins go to where when the
>connector already fits. They will most likely just insert the connector
>(which of course doesn't work in this case).

Agreed.

>So... I'm telling them in the documentation that with a standard PC
>drive they have to reverse the connector to make it work.

Don't tell them to reverse the connector - tell them how to detect the correct orientation.

However, trial-and-error works fine onthe data connector: if the floppy LED stays on all the time after power-on, the connector is plugged in the wrong way (and no harm is done, except that inserted disks are erased on track 0).

>Another question... did *all* drives fitted in Atari ST computers have
>the connectors fitted the same way?

Not sure. It may be that it changed when Atari fitted HD drives.

>orientation the same way (I find it hard to believe that PC users have
>to check the orientation as well instead of just plugging the connector
>into the drive which will work every time), did *some* Atari fitted

That would require you to know *which* way to insert the connector. Since the connectors are not keyed on most PCs, you can insert the cables both ways. So yes, reversing the data connector is quite common with people fiddling with their PCs.

cu
Michael

6711. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-17 15:51:38 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <9vl4aa$o0$1@freenet9.carleton.ca>
Source record: 4214

You can get "ST mono" resolution on any PC monitor with the right cable.
On the other hand, you can get every ST resolution (low colour, medium
colour, and high mono) with a good multisync monitor and the right
cable(s).

I use a NEC 3D for this. I have to say, though, that *NOTHING* beats
the picture quality on a real Atari monitor, especially in high
resolution.

You also might want to download the "Gemulator" program for free from
emulators.com and run most Atari programs on your PC. Just a thought...

Hope this helps,
Randy Kwak
bm827@ncf.ca

"Karl Todnem" (ktodnem@hotmail.com) writes:
> Hello,
>
> This might be a really daft question, but I guess I have to live with the
> humiliation :)
> Is there any way I can make a typical modern-day PC monitor to work with an
> Atari ST?
>
> Thanks a lot for your help!
> Regards, Karl
>
>
>

6712. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-17 22:53:40 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <grts1ugk21bped66s5vvf9s67onrj0rrbe@4ax.com>
Source record: 4215

On Sat, 15 Dec 2001 11:33:10 GMT, northstar2010@___NO_SPAM___yahoo.no
(Hallvard Tangeraas) wrote:

>Now, the cable I just bought has 3 connectors. The one in the middle
>goes to the computer, one end goes to drive "A", and the other end
>apparently goes to drive "B" on a PC as it has a part of the cable
>twisted. So I went aheard with my experiment, first soldering back the
>jumper to "drive 1", then booting the computer with the twisted cable
>connected to the drive. the result?
>4 bombs!!!!

I'm not sure about the problems reported, but that is NOT the
"standard" PC floppy cable connection setup.

The "standard" PC floppy cable has a connector at one end of the
cable, which is isolated from the other two by some distance. THIS
is the connector which goes to the motherboard - NOT - the center
connector on the cable.

The MIDDLE connector goes to the "B" drive, the OTHER END (the end
past the "twist" in the cable from the other connectors) goes to the
"A" drive.

Dunno if this will come through very well-

```
O------------------O----x----O
MB "B" "A"
```

Give it a go with the cable hooked up like this and see what happens

BobR

6713. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-17 23:01:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da250803034@madasafish.com>
Source record: 4216

Hi

>Ah - that's due to Ataris braindead disk-change detection. Instead of using
>the disk-change signal (like they did on TT/Falcon), the watch for a change
>on write protect. Now some drives only report write-protect status if a disk
>is inserted ...

That is the modification I have documentated.

>Correct, if you have such a drive, you need to modify it. Seems I was lucky
>with my drives in that they reported write protect even with no disk
>inserted.

Yes, I have a PC drive that works fine in my ST but all my others didn't.
The drives from old Acorn computers work very well in STs! The DS0/1 is
at a flick of a small microswitch located at the rear of the drive and
I've never had a failed drive unlike all the rubbish modern PC drives.

I would like to put a little input into the this disscusion. I have some
5 or so PC drives of varying date. When connected to my Falcon they work
but some disks did not work, Lattice C disk 5 and a couple of others. I
think they are formatted to an odd standard, ie more tracks and sectors to
cram more data on. I have only had success reading these disks with
flopyp drives from Acorns and Ataris. So, whenever I install Lattice C on
my Falcon I have to plug in my old Falcon drive instead of the PC drive!!

>>Another question... did *all* drives fitted in Atari ST computers have
>>the connectors fitted the same way?
>
>Not sure. It may be that it changed when Atari fitted HD drives.

All the STs and STEs I've seen have this upside down connector. I can't
remember what the Falcon was like as mine is not in it's stock form.

--
Lyndon Amsdon

6714. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-17 23:01:26 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3b7da250803035@madasafish.com>
Source record: 4217

Hi Hallvard,

>Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>> 2 Not Connected or Reserved (High Density Detected on some HD drives)
>> 4 In Use/Head Load/Open - HLD
>> 6 Drive Select 4 - DS4
>> 8 Index Pulse Sensor - IP
>> 10 Drive Select 1 - DS1
>> 12 Drive Select 2 - DS2
>> 14 Drive Select 3 - DS3
>> 16 Motor On - MOTOR
>>
>> I have the above and they seem right to me. The ones you got don't seem
>> to support 4 drives which Shugart bus can support. All you need to do is
>> switch over the 12 and 10 wires, worked for me IIRC. All odd numbers are
>> grounds.
>
>Bingo!!
>I twisted the cable back into "the correct position" again (i.e. pins 10
>to 10, 11 to 11 etc.), then switched 10 with 12 and it worked! No bombs,
>the computer booted right away, and I was able to read/write to the
>floppy. Thanks!

I'm glad to hear that!

>But, I'm still very confused about the Shugart pinouts. I'll study what
>you and others here have written once again, comparing it with my own
>notes. But off hand it does seem like there are some minor differences,
>and that the "drive select" lines go by different numbers as well.
>Where did you get the above pinout descriptions from?

Check out my website in Electorincs and Atari and download the Atari A to
Z. Useful bits in there, appendix C.

>In any case I'm hoping that Atari has stuck consistently to one standard
>so I can document it once for all instead of a lot of "buts" and
>"maybes". The power connector does seem to be inconsistent as I've
>already mentioned in this thread, but hopefully that'll be the only
>thing.

I've never had to conenct the power conenctor around the other way.

--
Lyndon Amsdon

6715. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-19 20:19:02 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <aht12u8p3jrakp6n1d0d5tvab9mn89jt25@4ax.com>
Source record: 4218

On Mon, 17 Dec 2001 05:43:28 GMT, northstar2010@___NO_SPAM___yahoo.no
(Hallvard Tangeraas) wrote:

>I assume when you mention DS0 and DS1 they refer to the following:
>
>DS0 Drive B (PC) Drive A (Atari ST)
>DS1 Drive A (PC) Drive B (Atari ST)
>

Actually it's the other way around for the PC.

The drives come pre-jumpered to DS1 because the assumption was that
they would be used to add a "B" drive to a single floppy system that
only had an "A" drive.

The twist in the cable takes care of reversing the Drive Select
signals so that such a pre-jumpered drive could be used as a
REPLACEMENT for a defective "A" drive (DS0) without having to change
the jumpers from DS1.

BobR

6716. Floppy connectors

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-19 21:11:52 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <9vqvqo$e6k$1@thorium.cix.co.uk>
Source record: 4219

In message <3b7da250803034@madasafish.com>, bindon@madasafish.com said:

>>>Another question... did *all* drives fitted in Atari ST computers have
>>>the connectors fitted the same way?
>>
>>Not sure. It may be that it changed when Atari fitted HD drives.
>
>All the STs and STEs I've seen have this upside down connector. I can't
>remember what the Falcon was like as mine is not in it's stock form.

Actually, for the sake of completeness, some early STFMs with
single-sided Chinon drives used some strange, smaller connector on
the drive; there was a small PCB mounted next to the drive with a
Shugart plug at one end and a pigtail lead to the drive with a
suitable socket at the other. My STFM came like that, with a
special change-over switch added connected to pins 19 and 20 of
the Yamaha sound chip, so that I could boot from the external DS
drive. Later when I replaced the Chinon with a Sony DS DD, I just
removed the PCB and plugged the Shugart lead into the new drive -
worked fine!

Regards, /Peter/

6717. Re: FAT reconstruction

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-20 21:23:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c224b6663e2b1@madasafish.com>
Source record: 4228
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Rodolphe,

>Do anybody know a program that can recover/reconstruct the FAT if the data
>still on the disk but the FAT has been erased by misstake (no comment
>please... we all do dumb thing sometimes, specialy clicking on the wrong
>button)...

I think there is a option like this in HDDriver but looking at it, if
there is no FAT, how can you tell what clusters belong to which files? It
would just look like a huge string of bytes!! There are two FATs, IIRC
the second is a complete copy of the first. Perhaps that helps?
--
Lyndon Amsdon

6718. Re: NetBSD on TT or Falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-20 22:21:04 UTC
From: Curt Vendel <cvendel@worldnet.att.net>
Message-ID: <iwtU7.31$ps.5827@news.direcpc.com>
Source record: 4220

Hi Leo,

Thanks for the tip, I'll d/l the latest release and give it a try.

Curt

"Leo Weppelman" <leo@ahisinfr.xs4all.nl> wrote in message
news:go4xjr.7ml@ahisinfr.xs4all.nl...
> In article <STqQ7.12941$V9.1462084@news.direcpc.com>,
> Curt Vendel <cvendel@worldnet.att.net> wrote:
> >Anyone have luck with installing NetBSD OS onto either system??? Just
> >picked up NetBSD 1.5 on CD from Linux central.... has some notes in the
> >readme's about TT's, Falcon030 video support and so forth, but the
installs
> >are all i386, MacPPC, Vax Alpha and MIPs centric, nothing on M68K
> >systems.... any help greatly appreciated, thanks.
>
> I'm not sure what CDROM you have exactly (there are more than one ;-), but
> for installation docu for NetBSD on the atari, you can check:
> http://www.netbsd.org/Ports/atari/ . To store all installation sets for
> all supported 1.5 platforms, you'll need at least 2 CD's. Maybe the atari
> stuff is on the second CD?
>
> Leo.

6719. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-21 15:20:28 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ll462uss5gqmgcdj54d4b83pmg95vtibg7@4ax.com>
Source record: 4221

On Fri, 21 Dec 2001 07:56:04 GMT, northstar2010@___NO_SPAM___yahoo.no
(Hallvard Tangeraas) wrote:

>Bob Retelle <bobr1@provide.net> wrote:
>
>> I'm not sure about the problems reported, but that is NOT the
>> "standard" PC floppy cable connection setup.
>>
>> The "standard" PC floppy cable has a connector at one end of the
>> cable, which is isolated from the other two by some distance. THIS
>> is the connector which goes to the motherboard - NOT - the center
>> connector on the cable.
>
>You're quite right! That's probably how it's supposed to be connected,
>but since the connectors are all the same and two of them have the exact
>same pinouts it shouldn't matter.
>I just thought I didn't need such a long cable, so I connected the
>middle one to the STe's main board.
>
>
>> The MIDDLE connector goes to the "B" drive, the OTHER END (the end
>> past the "twist" in the cable from the other connectors) goes to the
>> "A" drive.
>>
>>
>> Dunno if this will come through very well-
>>
>> O------------------O----x----O
>> MB "B" "A"
>>
>>
>> Give it a go with the cable hooked up like this and see what happens
>
>Like I said, the pinout is exactly the same, and it all worked out as I
>described elsewhere in this thread by rewiring the "twisted" pins.
>Anyway, does it matter if I have a "loose end" as I will have when I've
>connected it like I have now:
>
>O------------------O----x----O
>A STe B
>

Hmm... well, since you've said it's working now, this is probably
just a "nit pick", but this is still backwards.

(It may not matter since it's working, but if the intent is to
document everything for other people to follow, it's probably
important for it to be right.)

The A drive has to be on the other side of the twist from the
computer, since it's jumpered as DS1.

The twist reverses the drive selects and turns it into DS0.

The B drive has to be on the computer side of the twist since it's
jumpered as DS1, and needs to STAY as DS1.

I think what's happened is that you eventually modified the cable to
make it work, even though you've got the DS0 and DS1 assignments
backwards.

>With SCSI this would probably matter as you shouldn't have any loose
>ends without termination, but with floppy disk drives?
>I might however actually connect something to the end of that cable... a
>disk drive track indicator. Anyone successfully built one of those?
>I have the schematics here, but they're rather crude and I could need
>some pointers.

At floppy drive speeds, the unterminated cable probably won't matter.

That's probably another good reason why they designed the cable to put
the A drive at the far end from the computer though. It would
guarantee there would be no "stubs" to cause ringing on the cable.

>
>Hallvard

BobR

6720. Replacement for a megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-23 20:00:35 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3c263796_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 4222

Hi everyone,
is it possible to replace the drive in a Megafile30 with
a larger one so that the DMA connector can be used instead of finding a link
or similar?

Chris Thorley

6721. Re: Replacement for a megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-24 06:22:45 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C26C9B5.A1122E19@seimet.de>
Source record: 4223

Christopher Thorley schrieb:

> Hi everyone,
> is it possible to replace the drive in a Megafile30 with
> a larger one so that the DMA connector can be used instead of finding a link
> or similar?

That's basically possible, provided you can find a working MFM or RLL
drive. Using a Link and a SCSI drive makes more sense, IMO, and is
considerably faster (appr. four times faster) with respect to transfer
rates.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6722. Re: Replacement for a megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-24 07:56:24 UTC
From: Christopher Thorley <chris_thorley@lineone.net>
Message-ID: <3c26df59$1_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 4224

"Uwe Seimet" <us__nospam__@seimet.de> wrote in message
news:3C26C9B5.A1122E19@seimet.de...
> Christopher Thorley schrieb:
>
> > Hi everyone,
> > is it possible to replace the drive in a Megafile30
with
> > a larger one so that the DMA connector can be used instead of finding a
link
> > or similar?
>
> That's basically possible, provided you can find a working MFM or RLL
> drive. Using a Link and a SCSI drive makes more sense, IMO, and is
> considerably faster (appr. four times faster) with respect to transfer
> rates.

Thanks Uwe. I would think those drives are harder to find than a Link so
I'll just have to keep it as it is. It's a set-up for the kids so it's good
enough but as you may remember from a previous posting I've been having some
trouble running some, not all , programs from the drive.

Chris Thorley.

6723. Re: Replacement for a megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-24 19:27:04 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <4mLV7.34172$US4.5084170@news2-win.server.ntlworld.com>
Source record: 4225

Hello Chris.

"Christopher Thorley" <chris_thorley@lineone.net> wrote in message
news:3c263796_2@mk-nntp-1.news.uk.worldonline.com...
> Hi everyone,
> is it possible to replace the drive in a Megafile30
with
> a larger one so that the DMA connector can be used instead of finding a
link
> or similar?

I have several HDs, including a 60mb, in at present, ring me to discuss,
01925 266120.

Barrie at Keychange.

www.keychange.co.uk

6724. Midi Sync with Atari Notator 3.21 and PC Cakewalk 7.0

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-27 05:25:18 UTC
From: David Hogan <daja300@aol.com>
Message-ID: <8fa944a50f07cb230a8dc922ccb43605.25349@mygate.mailgate.org>
Source record: 4226

I am using The Atari/Notator 3.21 with my PC and Cakewalk 7.0. What I am attempting to do is record my audio tracks via my sound card while midi sync'ing into Cakewalk. Cakewalk goes into midi sync record ready mode just fine and it even records my audio tracks but when I play back my tracks I hear a warbled sound.

If I record manually the audio recording is smooth but in midi sync mode I get this warbled sound in my audio tracks.

There are more things I plan on trying but it would be nice if someone here has already been down this road that can help me much faster just in case I am trying to solve this the long way.

Thanks group.
Dave H.

--
Posted from spider-wn071.proxy.aol.com [205.188.197.181]
via Mailgate.ORG Server - http://www.Mailgate.ORG

6725. FAT reconstruction

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-27 19:33:01 UTC
From: Rodolphe Pineau <pineau@rti-zone.org>
Message-ID: <NHKW7.16038$Jn6.3538520257@newssvr14.news.prodigy.com>
Source record: 4227
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Do anybody know a program that can recover/reconstruct the FAT if the data still on the disk but the FAT has been erased by misstake (no comment please... we all do dumb thing sometimes, specialy clicking on the wrong button)...

Thanks, Rodolphe
--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

6726. Re: FAT reconstruction

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-27 22:31:34 UTC
From: Rodolphe Pineau <pineau@rti-zone.org>
Message-ID: <ajNW7.14625$8C4.2945859637@newssvr21.news.prodigy.com>
Source record: 4229
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Thu, 20 Dec 2001 13:23:28 -0800, Lyndon Amsdon wrote:

> Hi Rodolphe,
>
>>Do anybody know a program that can recover/reconstruct the FAT if the
>>data still on the disk but the FAT has been erased by misstake (no
>>comment please... we all do dumb thing sometimes, specialy clicking on
>>the wrong button)...
>
> I think there is a option like this in HDDriver but looking at it, if
> there is no FAT, how can you tell what clusters belong to which files?
> It would just look like a huge string of bytes!! There are two FATs,
> IIRC the second is a complete copy of the first. Perhaps that helps?

I've erased both FAT by misstake. I remember doing a FAT reconstruction
"by hand" a few years ago. Of course you still need to find the first
sector of each files and I don't care about binaries as this partition
was me assembly sources (so text files).

Thanks anyway.

Regards, Rodolphe

--

..../ Rodolphe Pineau RTI-Zone /.
.../ http://www.rti-zone.org/ /..
../ Coldfire Robot / Linux / Atari / PalmPilot /...

6727. Re: FAT reconstruction

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-28 04:31:10 UTC
From: Jerry Cornelius <jcorn@yahoo.com>
Message-ID: <iASW7.217754$bs2.39181377@news02.optonline.net>
Source record: 4230
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I don't remember if the ST does the same thing, but MS-DOS has two FAT tables, stored in different sectors. Search through the floppy from the start of the disk and see if you come across another FAT table. If it's there, just copy it to where the first FAT table is supposed to go. It's been way too long, so I couldn't even offer the name of a sector editor that'd do it. Presumably there's at least one shareware/PD one on one of the FTP sites.

--
-= http://www.gardenofentropy.net =-
Vanity Plate for the Web
"Rodolphe Pineau" <pineau@rti-zone.org> wrote in message
news:NHKW7.16038$Jn6.3538520257@newssvr14.news.prodigy.com...
> Do anybody know a program that can recover/reconstruct the FAT if the data
> still on the disk but the FAT has been erased by misstake (no comment
> please... we all do dumb thing sometimes, specialy clicking on the wrong
> button)...
>
> Thanks, Rodolphe
> --
>
> ..../ Rodolphe Pineau RTI-Zone /.
> .../ http://www.rti-zone.org/ /..
> ../ Coldfire Robot / Linux / Atari / PalmPilot /...

6728. Re: FAT reconstruction

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-28 07:53:24 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C2C24F4.D7EED62C@seimet.de>
Source record: 4231
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Rodolphe Pineau schrieb:
>
> Do anybody know a program that can recover/reconstruct the FAT if the data
> still on the disk but the FAT has been erased by misstake (no comment
> please... we all do dumb thing sometimes, specialy clicking on the wrong
> button)...

If you can read German and are willing to spend money for commercial
software have a look at DISKUS: http://www.seimet.de/atari_english.html
DISKUS offers a lot of functions for recovering data, including
functions that help to repair erased FATs.
Note that in general you can only repair much of the FAT if the
partition is not too fragmented. The higher the level of fragmentation,
the harder it is to undo the damage.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6729. Re: FAT reconstruction

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-28 07:57:36 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C2C25F0.B3016494@seimet.de>
Source record: 4232
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Lyndon Amsdon schrieb:

> I think there is a option like this in HDDriver but looking at it, if
> there is no FAT, how can you tell what clusters belong to which files? It
> would just look like a huge string of bytes!! There are two FATs, IIRC
> the second is a complete copy of the first. Perhaps that helps?

No, there is no such option in HDDRIVER. HDDRIVER is not a tool for
checking and repairing data. It's a hard disk driver in the first
place.
Usually both FATs are written at the same time, so using the copy may
work, but most of the time it doesn't ;-).
Note that it is possible up to a certain degree to let software decide
which clusters belong to which file. DISKUS, in particular, if the
partition is not fragmented, or at least there is only minor
fragmentation, and the directory entries are still present and correct,
can recover the complete partition, even if the FAT is completely
destroyed. You can also do this manually, but this will take you a huge
amount of time ...

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6730. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-28 23:34:14 UTC
From: sidcelery@cix.co.uk
Message-ID: <a0ivhkctj1@thorium.cix.co.uk>
Source record: 4233

On 13 Dec 2001 11:31:44 , "Steve Sweet" wrote:
> Hi David
>| All the "Classical" Atari machines have an "ACSI" (I think thats
>| what its called) "Atari Computer Systems Interface" which is
>| basically a cut down SCSI interface. I am not sure if it was cut
>| down to cut costs (probably) or to lock folks into ATARI hard
>| drives (possibly)...
> If that's the case it failed, I've never had an Atari hard drive,
> I'm currently using a pair of 4.5Gig drives on my machine

Me neither - I started with an 80Mb Quantum in a FA.ST case with
AdSCSI many years ago - but it's too imaginative to suspect Atari of
trying to lock people into their method. At the time of the first
ST's release the SCSI standard hadn't been finalised. It was just the
best. closest and quickest option at the time. Nothing more AIUI...

rgds
Historical Harry...

6731. Re: Memory Upgrade for 1040 STFM

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-28 23:34:15 UTC
From: sidcelery@cix.co.uk
Message-ID: <a0ivhmctj2@thorium.cix.co.uk>
Source record: 4234

On 14 Dec 2001 00:57:06 , "Steve Sweet" wrote:
>| >| An STFM would only ever have SIMMs if it already had a memory
>| >| upgrade which handled them. If it's still at 1Mb RAM, then the
>| >| answer's definitely that it won't have SIMMs.
>| >| I've got one here that was "marpeted" just to go to 1Meg. SO
>| >| that's that rule off the bog wall.
>| I guess you're right. I didn't account for the pointlessness of
>| upgrading a 1Mb machine to a different configuration of a 1Mb
>| machine...
> There's people for you!!.
>
> Anyway, where you been dude, you're late for class, by about 3
> terms, go stand in the corner, and take your hands out of your
> pockets.

Even the questions are history by the time I get back to logging on
again...

I've been doing stuff like working 24 hour shifts - I only wake up in
time to sleep and sleep long enough to go back into work nowadays.

If I enjoyed it, that would be half the battle...

rgds
H

6732. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-30 05:01:38 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a0m73i$4js$1@news.panix.com>
Source record: 4235

Harry Sideras <sidcelery@cix.co.uk> writes:

: On 13 Dec 2001 11:31:44 , "Steve Sweet" wrote:
: > Hi David
: >| All the "Classical" Atari machines have an "ACSI" (I think thats
: >| what its called) "Atari Computer Systems Interface" which is
: >| basically a cut down SCSI interface. I am not sure if it was cut
: >| down to cut costs (probably) or to lock folks into ATARI hard
: >| drives (possibly)...

At the time they were designed, there was no such thing as a "standard".
Shugart did it their way, Atari did it their way, and they worked
equally well, and contained the same information, which is why it
is possible to build a Link, and make a now-called scsi bus from the
data on a asci bus.

--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6733. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-30 08:58:28 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C2ED734.31937256@seimet.de>
Source record: 4236

Jim DeClercq schrieb:

> At the time they were designed, there was no such thing as a "standard".
> Shugart did it their way, Atari did it their way, and they worked
> equally well, and contained the same information, which is why it
> is possible to build a Link, and make a now-called scsi bus from the
> data on a asci bus.

This is basically correct, but note that SCSI offers several features
that you do not get with ACSI.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6734. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-31 05:54:41 UTC
From: Andy Ball <ball@invalid.null>
Message-ID: <3C2FFDA1.FF3EDE7@invalid.null>
Source record: 4237

Hello Uwe!

(Yes I'm back, couldn't keep away when I spotted this thread! ;-)

US> ...note that SCSI offers several features that you do not get
> with ACSI.

Are you able to give us a quick list of the missing features? I seem to recall you implying that a thorough implementation of SCSI was not practical on the ST. Is this because of some of the missing features?

Regards,
- Andy Ball

6735. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-31 07:09:46 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C300F3A.B8819263@seimet.de>
Source record: 4238

Andy Ball schrieb:

> Are you able to give us a quick list of the missing features? I seem
> to recall you implying that a thorough implementation of SCSI was not
> practical on the ST. Is this because of some of the missing features?

I don't have the time to go into detail. You should consult the SCSI
standard instead. The most prominent missing features are SCSI messaging
or the capability of the ST to act as a SCSI target. This leads to
numerous implications. Note that there are no restrictions with TT and
Falcon.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6736. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2001-12-31 18:22:45 UTC
From: Andy Ball <ball@invalid.null>
Message-ID: <3C30ACF5.947849B2@invalid.null>
Source record: 4239

Hello Uwe!

US> I don't have the time to go into detail. You should
> consult the SCSI standard instead.

I'm more familiar with SCSI than with ACSI, perhaps I should
dig up some docs on ACSI.

US> The most prominent missing features are SCSI messaging
> or the capability of the ST to act as a SCSI target.

I can see how that would be slightly limiting.

US> Note that there are no restrictions with TT and Falcon.

Thanks, that's good to hear!

Regards,
- Andy Ball.

6737. Unknown extenders

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-01 19:39:16 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3c321064$0$21143@news.zetnet.co.uk>
Source record: 4240

Hi Atarians

I recently came across some files with the following
extensions, .DCM and .ATR.

After some detective work I found them to be ATARI files as
follows,

.DCM - Disk Communicator Format -- For use with ATARI hardware

.ATR - ATARI Disk Image Format -- For use with emulator.

Any kind person out there like to explain further on What,Where
How and When these are used etc.

Regards

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

6738. Re: Unknown extenders

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-01 20:14:17 UTC
From: osian@underwearzetnet.co.uk
Message-ID: <3c321899$0$21141@news.zetnet.co.uk>
Source record: 4241

On 1 Jan 2002 19:39:16 G, Derek W W Hunt wrote:
> .ATR - ATARI Disk Image Format -- For use with emulator.

This is an entire image of a floppy disk, in a file. Emulators on
other platforms use these files to simulate Atari disk drives. I seem
to remember XFormer used a similar concept - an Atari 8-bit emulator
on the ST.

To use an emulator with existing software, you would need to have a
utility to convert a disk to this file format I guess.

--
Chris Simon
osian@UNDERWEARzetnet.co.uk
http://www.users.zetnet.co.uk/csimon/
** Remove UNDERWEAR to reply **

6739. Re: Unknown extenders

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-03 10:28:44 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c341e9c@dnews.tpgi.com.au>
Source record: 4242

These files are also used with APE and SIO2PC, which allows a PC (yuk) to be used as a wopping big floppy drive for your superior 800XL. A periphial emulator of sorts.

Mark

Chris Simon <osian@underwearzetnet.co.uk> wrote in message news:3c321899$0$21141@news.zetnet.co.uk...
> On 1 Jan 2002 19:39:16 G, Derek W W Hunt wrote:
> > .ATR - ATARI Disk Image Format -- For use with emulator.
>
> This is an entire image of a floppy disk, in a file. Emulators on
> other platforms use these files to simulate Atari disk drives. I seem
> to remember XFormer used a similar concept - an Atari 8-bit emulator
> on the ST.
>
> To use an emulator with existing software, you would need to have a
> utility to convert a disk to this file format I guess.
>
> --
> Chris Simon
> osian@UNDERWEARzetnet.co.uk
> http://www.users.zetnet.co.uk/csimon/
> ** Remove UNDERWEAR to reply **

6740. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-08 12:47:58 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0201080447.121cb570@posting.google.com>
Source record: 4243

The problem with ST resolutions is that the horizontal frequency is 15.75KHz, not many VGA/SVGA monitors will sync down to this and PC's use a 31.5 KHz. In addition the vertical frequency is 50Hz in many applications and again not many (but quite a few, more than the other) monitors will sync to 50Hz.

So you can either get a scan doubler, or a multisync monitor.

The cheapest scan doubler I have seen is the "Cheese", which is about 70 US dollars, or 65 UK Pounds. However because the input is Composite, the picture quality is not perfect.

http://www.scancom.ltd.uk/products/vd-300.htm

http://www.tvone.com/upconverters.htm

Alex
Thalion Webshrine
http://thalion.atari.org

6741. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-08 14:22:44 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C3B00B4.29B7E38D@siemens.at>
Source record: 4244

Alexander Holland wrote:
>
> The problem with ST resolutions is that the horizontal frequency is
> 15.75KHz, not many VGA/SVGA monitors will sync down to this and PC's
> use a 31.5 KHz. In addition the vertical frequency is 50Hz in many
> applications and again not many (but quite a few, more than the other)
> monitors will sync to 50Hz.
>
> So you can either get a scan doubler, or a multisync monitor.
>
> The cheapest scan doubler I have seen is the "Cheese", which is about
> 70 US dollars, or 65 UK Pounds. However because the input is
> Composite, the picture quality is not perfect.
>
> http://www.scancom.ltd.uk/products/vd-300.htm
>
> http://www.tvone.com/upconverters.htm

With a modern multisync monitor something like a scan doubler is
needed too. At least I haven't seen ones that go below 30 kHz for
quite some years now.
The 'cheese box' seems to be similar to the MatCo VGA-801.
Since the ST has only RGB output and no composite output something
like the 'Video key' Edward mentioned is needed since the 'cheese box'
and the 'VGA-801' both need composite input.

Gerhard

6742. Help .. new printer!!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-08 17:58:40 UTC
From: Seimon@aol.com
Message-ID: <4a108bc6.0201080958.4f5cb302@posting.google.com>
Source record: 4245

Could anyone help me? My Ricoh LP 1200 laser printer has just died and I need to buy a new one. Can anyone suggest a printer which would be compatible with the music program Notator? I'm getting no help at all locally and have a fairly urgent deadline to meet! Thanks.

Seimon Morris

6743. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-08 21:11:35 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a1fnaf$1tu$1@newsg1.svr.pol.co.uk>
Source record: 4246

If you want to share a monitor between a PC and Atari then one of the TV cards which
also has RGB in can be used to display the ST display on the PC monitor.
Not very "Atarish" I know, but its often cheaper than the solutions below.

I did also try composite in but thats definitley not very good....

"Janka Gerhard" <gerhard.janka@siemens.at> wrote in message
news:3C3B00B4.29B7E38D@siemens.at...
> Alexander Holland wrote:
> >
> > The problem with ST resolutions is that the horizontal frequency is
> > 15.75KHz, not many VGA/SVGA monitors will sync down to this and PC's
> > use a 31.5 KHz. In addition the vertical frequency is 50Hz in many
> > applications and again not many (but quite a few, more than the other)
> > monitors will sync to 50Hz.
> >
> > So you can either get a scan doubler, or a multisync monitor.
> >
> > The cheapest scan doubler I have seen is the "Cheese", which is about
> > 70 US dollars, or 65 UK Pounds. However because the input is
> > Composite, the picture quality is not perfect.
> >
> > http://www.scancom.ltd.uk/products/vd-300.htm
> >
> > http://www.tvone.com/upconverters.htm
>
> With a modern multisync monitor something like a scan doubler is
> needed too. At least I haven't seen ones that go below 30 kHz for
> quite some years now.
> The 'cheese box' seems to be similar to the MatCo VGA-801.
> Since the ST has only RGB output and no composite output something
> like the 'Video key' Edward mentioned is needed since the 'cheese box'
> and the 'VGA-801' both need composite input.
>
> Gerhard

6744. Re: Replacement for a megafile 30

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-10 07:05:46 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C3D3D4A.E0AF16DD@seimet.de>
Source record: 4247

greenaum@BOLLOCKSyahoo.co.uk schrieb:

> Still, IDE drives emulate an MFM controller, yknow. Why not

IDE drives emulate an MFM controller? How do you mean that?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6745. Re: comp.sys.atari.st.tech, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-13 12:03:13 UTC
From: rand@cd.chalmers.se
Message-ID: <a1rt21$s9e$1@nyheter.chalmers.se>
Source record: 4248

In article <tjo1l6rcq8migbj9pb6rvzhdsmo5@4ax.com>,
Usenet Administration <admin@YDUDSU.AC.TH> wrote:
>As many of you are aware, this newsgroup is slated
>for removal on January 31st, 2002. The vote was

Please, note that this was a denial of service attack that was sent
simultaneously to a large number of Usenet groups.
Replies were redirected to news.admin.net-abuse.email, which has
now gotten more than 300k messages in a very short time.

Do _not_ follow up to the original message!
There's no truth behind what it says.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johank@omicron.se
| so hard to do | WWW: rand.thn.htu.se
Gothenburg, Sweden | well? | (fVDI, MGIFv5, QLem)

6746. Networking 1040STs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-15 21:18:12 UTC
From: NeoWinter <wintermuteai@hotmail.com>
Message-ID: <o0118.20009$Sf1.3264094@typhoon.nyroc.rr.com>
Source record: 4249

I've acquired a couple old (but great!) 1040ST(e?) systems. I was wondering if anyone has networked a few of these together before. Can I still use TOS, or do I need to use a *nix variant for this?

6747. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-16 01:27:12 UTC
From: "Ken@Home" <kenhelms1@home.com>
Message-ID: <QF418.52771$Z03.33071598@news1.rdc1.mi.home.com>
Source record: 4250

I used an NEC 3D Multisync with both my ST and a 386PC. Used ones can still be found in the US, usually at computer flea markets - typically $25 or so. An adapter cable is needed for the ST and mine had a switch box in the middle that let it switch between ST low/med and Hi rez. It is a 14 inch monitor - kind of lame by today's PC standards - but looked great with the ST and adequate on the PC. I even used the monitor with my first Pentium. Decent screen at 800x600. It would do 1024x768 - photos were ok but text was barely readable. I still have it. All of my Atari monitors bit the dust but the NEC 3D still works fine - it is on my workbench and I use it when building or upgrading a PC.

I tried others on the ST, even an NEC 3F (?) wouldn't sync with it.

Sparky

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in message news:a1fnaf$1tu$1@newsg1.svr.pol.co.uk...
> If you want to share a monitor between a PC and Atari then one of the TV
> cards which
> also has RGB in can be used to display the ST display on the PC monitor.
> Not very "Atarish" I know, but its often cheaper than the solutions below.
>
> I did also try composite in but thats definitley not very good....
>
>
> "Janka Gerhard" <gerhard.janka@siemens.at> wrote in message
> news:3C3B00B4.29B7E38D@siemens.at...
> > Alexander Holland wrote:
> > >
> > > The problem with ST resolutions is that the horizontal frequency is
> > > 15.75KHz, not many VGA/SVGA monitors will sync down to this and PC's
> > > use a 31.5 KHz. In addition the vertical frequency is 50Hz in many
> > > applications and again not many (but quite a few, more than the other)
> > > monitors will sync to 50Hz.
> > >
> > > So you can either get a scan doubler, or a multisync monitor.
> > >
> > > The cheapest scan doubler I have seen is the "Cheese", which is about
> > > 70 US dollars, or 65 UK Pounds. However because the input is
> > > Composite, the picture quality is not perfect.
> > >
> > > http://www.scancom.ltd.uk/products/vd-300.htm
> > >
> > > http://www.tvone.com/upconverters.htm
> >

> > With a modern multisync monitor something like a scan doubler is
> > needed too. At least I haven't seen ones that go below 30 kHz for
> > quite some years now.
> > The 'cheese box' seems to be similar to the MatCo VGA-801.
> > Since the ST has only RGB output and no composite output something
> > like the 'Video key' Edward mentioned is needed since the 'cheese box'
> > and the 'VGA-801' both need composite input.
> >
> > Gerhard
>
>

6748. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-16 11:01:06 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <a23n7b$ne2$2@news8.svr.pol.co.uk>
Source record: 4351

"Ken@Home" <kenhelms1@home.com> wrote in message
news:QF418.52771$Z03.33071598@news1.rdc1.mi.home.com...

> All of my Atari monitors bit the
> dust but the NEC 3D still works fine - it is on my workbench and I use it
> when building or upgrading a PC.

Yup, these NEC's are really BEAUTIFUL, aren't they? I feel quite inspired
after looking at the careful engineering involved. I've had a 3FGe (junked
because the blue cathode blew) and now have a 4E (not even listed by NEC -
heaven knows it's pedigree).

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.311 / Virus Database: 172 - Release Date: 27/12/2001

6749. Re: Networking 1040STs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-16 20:31:00 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c45dfd4303d1@tripnet.se>
Source record: 4352

On Tue 15-01-2002 21:18 (GMT) NeoWinter wrote:

>I've acquired a couple old (but great!) 1040ST(e?) systems. I was wondering
>if anyone has networked a few of these together before. Can I still use TOS,
>or do I need to use a *nix variant for this?

Using the STinG tcp/ip stack you can connect them via MIDI cables or a
null modem cable. STinG is NAT capable so you can for example dial in to
your isp on one Atari and still have Internet access on both of them via
MIDI. This will give you true multitasking in two threads and runs on
standard TOS :-)

Check out http://www.ettnet.se/~dlanor/ for STinG.

There might be some minor problems but by using BNET you can open both
Atari disk drive windows on both computers to transfer files.

Check out http://users.otenet.gr/~papval/ for details.

There is also a Samba client there but you will need Magic OS to be able
to run it with the MagicNET stack instead of STinG.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6750. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-16 23:46:03 UTC
From: g.w.ramaker@student.utwente.nl
Message-ID: <a6a07ad6.0201161546.18f79e24@posting.google.com>
Source record: 4353

Janka Gerhard <gerhard.janka@siemens.at> wrote in message
news:<3C3B00B4.29B7E38D@siemens.at>...
> The 'cheese box' seems to be similar to the MatCo VGA-801.
> Since the ST has only RGB output and no composite output something
> like the 'Video key' Edward mentioned is needed since the 'cheese box'
> and the 'VGA-801' both need composite input.
>
> Gerhard

The STm, Stfm, STE and later models do have composite output.

Gerwin

6751. Re: PC monitor on ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-18 21:39:09 UTC
From: ebaiz@skyenet.net
Message-ID: <1C028.209$t64.124995@newsfeed.slurp.net>
Source record: 4354

Hello,

I used a Video Key and a video converter to hook my STe up to my 17 inch SVGA monitor. Looked pretty darn good actually.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

6752. Driver needed for Overscan CDROM player-to-ROMport interface

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-19 15:33:13 UTC
From: Marco Vrouwe <vrouwe@xs4all.nl>
Message-ID: <3C4991B6.B175403F@xs4all.nl>
Source record: 4355
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,de.comp.sys.atari,maus.computer.atari.hardware

Hi,

I just bought a second hand Mitsumi FX001 CDrom drive, with an Overscan Rom port cartridge. This CD rom player is connected to the Atari ST through the ROM/Cartridge port. Unfortunately I have no driver software for it. The interface is manifactured by Overscan (Atari oriented company from Berlin) .

Is there anyone who has the CDROM driver for me?

Thanks,

Marco

6753. [hipJoe] A.A.vs.N.A.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-21 23:33:35 UTC
From: "Y. Hilbert" <cumsy@lyrvijo.to>
Message-ID: <29MgLblhoqapp.4482534720$NVG1YLYdG5p61.7467721322@lyrvijo.to>
Source record: 4357
Cross-posted to: comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

HipCrime offers a new service: Custom massive spamming, FREE.

Just post a URL to Free.HipCrime, and a "joe job" spam will be
conducted via both Usenet and Email. Your article will appear
in _every_ newsgroup (even moderated ones), and it is protected
from the filters and cancelbots by the latest in hash busting &
cancel preempting technology. Plus, your message will be sent
to many millions of emails (direct from closed, non-blacklisted
mail servers).

This will give you the best of both worlds: gigantic growth
in your site's traffic, combined with "plausible deniability"
with regards to any complaints.

Your site will become "internet famous" overnight, and a critical
mass of visitors will make it a "net hot spot" for years to come.

Got doubts? Just check with some of our happy customers, whose
traffic rates have recently shot through the roof, for example:

http://www.osearth.com
http://www.careermd.com
http://www.dolphinwave.org
http://www.spamhunter.co.uk
http://howardk.moonfall.com/
http://www.trance-formation.com
http://www.trance-formation.org
http://hometown.aol.com/frederi108
http://www.optional-identity.org.uk/
http://www.coollist.com/group.cgi?l=nntplist
http://www.hotboards.com/plus/plus.mirage?who=zodiac_16

HipCrime's ActiveAgent harvests email addresses by crawling the
World Wide Web (HTTP), scanning Usenet Newsgroups (NNTP), or by
loading compressed mega mailing lists (ZIP) like these:

http://64.227.13.120/here.zip
http://cyberspacereality.net/flamers/masterantis.zip
http://cyberspacereality.net/flamers/masterantis2.zip

HipCrime's ActiveAgent, the interNet's premier Publicity Engine,
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anonymized saturation of both Usenet News (NNTP) and Email (SMTP).

Get your copy today, or get HipJoe'd ... it pays!

--
Y. Hilbert
Will you talk in front of the cellar, if Gul rigidly shouts the ointment?

6754. Memory Upgrade for older ST's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-22 00:33:17 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <hr238.729$xh6.97359@news-nb00s0.nbnet.nb.ca>
Source record: 4356

I asked a question in another group about upgrading a 520 ST and this is what the reply was:

> The easiest RAM upgrade is probably to deactivate all the on-board memory
> (ie. cu the RAS/CAS lines and tie them high on the DRAMs), take a 4MB
> PS/2-SIMM and connect that to the ST board (connect D0-D16, D1-D17 etc. on
> the SIMM, and use it as two banks of 16-bit memory).

Is there a document out there that explains this procedure, or anyone want to take a stab at it. I have limited experience with this stuff, but I can solder and I have assembled PC's from scratch (please, no laughter)

Would that be an EDO SIMM?, or a regular SIMM and what would I 'seat' the memory IC into. I cannot seem to find any SIP's either
But I would think a 4meg simm would be easy to come by

Thanks

6755. Re: Memory Upgrade for older ST's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-22 10:29:22 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a2jeu2$f8g$1@draco.stochastik.rwth-aachen.de>
Source record: 4358

In article <hr238.729$xh6.97359@news-nb00s0.nbnet.nb.ca>,
Brent Eamer <breamer@nb.sympatico.ca> wrote:
>
>Is there a document out there that explains this procedure, or anyone want

I don't have an URL, that's why I sent you here ... I hope someone has that
docs.

>Would that be an EDO SIMM?, or a regular SIMM and what would I 'seat' the
>memory IC into. I cannot seem to find any SIP's either

EDO or FPM will both work. You can use a socket, but the easiest way is to
solder wires directly to the contacts on the SIMM.

cu
Michael

6756. Re: Memory Upgrade for older ST's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-22 10:42:16 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c4d30b6@dnews.tpgi.com.au>
Source record: 4359

G'day, just email me and I will send the docs. No EDO allowed unfortunatly. Just fast page, only stipulation is it must be more than 120ns. There are no specific docs I know of but should be able to find something close enough. You need to have a basic knowledge of ram addressing and banking for it too work, tho.

Mark

Brent Eamer <breamer@nb.sympatico.ca> wrote in message news:hr238.729$xh6.97359@news-nb00s0.nbnet.nb.ca...
> I asked a question in another group about upgrading a 520 ST and this is
> what the reply was:
>
> > The easiest RAM upgrade is probably to deactivate all the on-board memory
> > (ie. cu the RAS/CAS lines and tie them high on the DRAMs), take a 4MB
> > PS/2-SIMM and connect that to the ST board (connect D0-D16, D1-D17 etc. on
> > the SIMM, and use it as two banks of 16-bit memory).
>
> Is there a document out there that explains this procedure, or anyone want
> to take a stab at it. I have limited experience with this stuff, but I can
> solder and I have assembled PC's from scratch (please, no laughter)
>
> Would that be an EDO SIMM?, or a regular SIMM and what would I 'seat' the
> memory IC into. I cannot seem to find any SIP's either
> But I would think a 4meg simm would be easy to come by
>
> Thanks
>
>

6757. Re: Memory Upgrade for older ST's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-23 17:08:54 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <u9C38.9875$ka7.1538222@news6-win.server.ntlworld.com>
Source record: 4360

Hello.

"Brent Eamer" <breamer@nb.sympatico.ca> wrote in message
news:hr238.729$xh6.97359@news-nb00s0.nbnet.nb.ca...
> I asked a question in another group about upgrading a 520 ST and this is
> what the reply was:
>
> > The easiest RAM upgrade is probably to deactivate all the on-board
memory.

If you are talking about an origional 520 ST, i.e external PSU, floppy drive
and TOS 1.00, the easiest upgrade is to buy an STE.

If an STF or FM the Marpet kit (in stock) is usually the easiest.

Horses for courses.

Barrie at Keychange. www.keychange.co.uk

6758. Looking for 1040 STFM english language disk

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-23 18:30:39 UTC
From: Marcus Flowers <marcus_flowers@hotmail.com>
Message-ID: <5aa7a20ebb0d7abd107f3849fe2a93ce.63279@mygate.mailgate.org>
Source record: 4361
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,

I'm looking for a Atari 1040 STFM english language disk. The contents in zipped format, would be great. Can anyone help me?

Thanks & Regards, Marcus.

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

6759. IDE adapter for a Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-23 19:57:27 UTC
From: Synthusiast <somewhere@overtherainbow.net>
Message-ID: <HAE38.117$dh1.753@castor.casema.net>
Source record: 4362

Hi group,

Has anyone ever seen an IDE adapter that is usable on a Mega STE? There are adapters available for the ST(FM), STE and Mega ST, but I haven't seen a single one for the Mega STE.

Cheers,
Martijn

6760. Re: IDE adapter for a Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-24 01:23:08 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a2nnq5svo1@newsreader.mailgate.org>
Source record: 4363

Synthusiast <somewhere@overtherainbow.net> wrote in message
news:HAE38.117$dh1.753@castor.casema.net...
> Hi group,
>
> Has anyone ever seen an IDE adapter that is usable on a Mega STE? There
are
> adapters available for the ST(FM), STE and Mega ST, but I haven't seen a
> single one for the Mega STE.
>
> Cheers,
> Martijn
>
>

I think you will find that the one for the standard STE will work. Theres no
reason why it shouldnt as they are identical apart from the 16mhz clock and
a couple of minor things.

..

6761. mtl canada atari for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-24 19:18:11 UTC
From: ":)" <cromezulu@videotron.ca>
Message-ID: <s5Z38.381$7U5.103751@weber.videotron.net>
Source record: 4364

```
selling
-1040stfm
- sc1224--
- two joysticks
- mouse
cubase + a few prgs

best offer
```

6762. Re: Looking for 1040 STFM english language disk

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-25 02:36:41 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0201241836.d27321d@posting.google.com>
Source record: 4365
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

"Marcus Flowers" <marcus_flowers@hotmail.com> wrote in message
news:<5aa7a20ebb0d7abd107f3849fe2a93ce.63279@mygate.mailgate.org>...
> Hi,
>
> I'm looking for a Atari 1040 STFM english language disk. The contents in
> zipped format, would be great. Can anyone help me?
>
What IS a 1040 STFM English language disk? I don't quite follow.

Galen

6763. Re: mtl canada atari for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-25 04:14:00 UTC
From: ":)" <cromezulu@videotron.ca>
Message-ID: <_X448.2512$7U5.342825@weber.videotron.net>
Source record: 4366

this is sold

6764. Re: Looking for 1040 STFM english language disk

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-25 08:02:20 UTC
From: Matthias Arndt <matthias.arndt@tu-clausthal.de>
Message-ID: <pan.2002.01.25.09.02.19.921784.759@tu-clausthal.de>
Source record: 4367
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Fri, 25 Jan 2002 03:36:41 +0100, Galen wrote:

> What IS a 1040 STFM English language disk? I don't quite follow.
This is the disk that originally shipped with the ST. Contains the crappy
ST Basic, the Control Panel and the VT52 emulator.
The one who asked for it, http://stappz.atari.org/ has one IIRC.

Matthias
--
... from Matthias Arndt <marndt@asmsoftware.de>
<matthias.arndt@tu-clausthal.de>
ICQ: 40358321

6765. Re: Memory Upgrade for older ST's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-25 17:02:16 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u533pbrojicpc7@corp.supernews.com>
Source record: 4368

> If an STF or FM the Marpet kit (in stock) is usually the easiest.

You wouldn't happen to have a 4mb upgrade for a Mega1 would you?

6766. Re: Memory Upgrade for older ST's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-26 10:59:40 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a2u274qll1@news6.svr.pol.co.uk>
Source record: 4369

Or even a mega 2 .....

"Tim Anderson" <tanderson@ednet.co.uk> wrote in message
news:u533pbrojicpc7@corp.supernews.com...
> > If an STF or FM the Marpet kit (in stock) is usually the easiest.
>
> You wouldn't happen to have a 4mb upgrade for a Mega1 would you?
>
>

6767. Re: Memory Upgrade for older ST's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-27 19:23:04 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a31k2ogpq1@news.panix.com>
Source record: 4370

Mark Bedingfield <atari@tpg.com.au> writes:

: G'day, just email me and I will send the docs. No EDO allowed unfortunatly.
: Just fast page, only stipulation is it must be more than 120ns. There are no
: specific docs I know of but should be able to find something close enough.
: You need to have a basic knowledge of ram addressing and banking for it too
: work, tho.

: Mark

Are you sure about that? I had some reason to investigate EDO, and what I think I found was that it had extra circuitry, so that if the computer it was in wanted to start the next memory access before the last one had finished, it could. That would result in a speed increase of 10-15%.

And, if it was not in a computer with this feature, it would act exactly like FPM memory.

My reason was related to the vague idea I had of making my own Maxon memory board for a TT. It may be that all that is needed is two 50-cent sockets, and one dollar socket, and some buffer chips. At worst, add a GAL to decode a memory address. That gadget used EDO SIMMS, and worked. What else I would need is a cash windfall, first.

Have I overlooked something?

Anxiously awaiting your reply,

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6768. Converting ATARI DISK into PC/MAC format?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-27 22:11:11 UTC
From: burnet-smith <burnet-smith@ntlworld.com>
Message-ID: <bS_48.25489$4i5.3786735@news11-gui.server.ntli.net>
Source record: 4371

Hi

I have some word documents on Ist mail (I have the programme) which I need converted into PC/MAC format. Any help or pointers would be most appreciated.

Antony.

I should have kept my old 1040ST it nver crashed once!

6769. Re: Memory Upgrade for older ST's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-27 23:30:05 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <L6058.39328$Ph2.6524169@news2-win.server.ntlworld.com>
Source record: 4372

Hello.

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote in
message news:a2u274qll1@news6.svr.pol.co.uk...
> Or even a mega 2 .....
>
> "Tim Anderson" <tanderson@ednet.co.uk> wrote in message
> news:u533pbrojicpc7@corp.supernews.com...
> > > If an STF or FM the Marpet kit (in stock) is usually the easiest.
> >
> > You wouldn't happen to have a 4mb upgrade for a Mega1 would you?

Yes.

Barrie at Keychange.

6770. Mega STe RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-28 01:38:53 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u59at0lenmr969@corp.supernews.com>
Source record: 4373

Hey guys,

Is there any way IN EXISTENCE to upgrade a Mega STe over the 4 meg limit.
I know these boxes are able to handle up to 16 megs of ST ram is the MMU is
right. Is there anything out there at all, and if there isn't how hard
would it be to make something? Anyone know any specifics on this? i would
really like to use my mega STe again.

Thanks
Mark
http://atari-source.com

6771. Re: Memory Upgrade for older ST's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-28 02:14:23 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c54a254@dnews.tpgi.com.au>
Source record: 4374

Not a hudred percent sure. I know that on WCs pre EDO machines had a distinct tendancy to crap them selves alot with EDO. i.e. 486 and the likes, I had heard similar stories of Falcons and STs. If you solder in a 72 pin socket, it would be easy enough to find out tho ;-)

Mark

Jim DeClercq <jimd@panix2.panix.com> wrote in message news:a31k2ogpq1@news.panix.com...
> Mark Bedingfield <atari@tpg.com.au> writes:
>
> : G'day, just email me and I will send the docs. No EDO allowed unfortunatly.
> : Just fast page, only stipulation is it must be more than 120ns. There are no
> : specific docs I know of but should be able to find something close enough.
> : You need to have a basic knowledge of ram addressing and banking for it too
> : work, tho.
>
> : Mark
>
> Are you sure about that? I had some reason to investigate EDO, and what I
> think I found was that it had extra circuitry, so that if the computer it
> was in wanted to start the next memory access before the last one had
> finished, it could. That would result in a speed increase of 10-15%.
>
> And, if it was not in a computer with this feature, it would act exactly
> like FPM memory.
>
> My reason was related to the vague idea I had of making my own Maxon
> memory board for a TT. It may be that all that is needed is two 50-cent
> sockets, and one dollar socket, and some buffer chips. At worst, add a GAL
> to decode a memory address. That gadget used EDO SIMMS, and worked. What
> else I would need is a cash windfall, first.
>
> Have I overlooked something?
>
> Anxiously awaiting your reply,
>
> Jim
>
> --
> --

> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

6772. Re: Mega STe RAM

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-28 02:17:22 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a32cgkued1@newsreader.mailgate.org>
Source record: 4375

I think you will have to treat it like uprading an STFM to 8mb or 14mb or whatever. You can only physically address upto 16mb, and you have 2mb taken off that because thats where the hardware registers and BIOS are etc. Have a look at http://atarihacks.cjb.net/ there may be something on there. If you find out let me know, I run a 4m MSTE next to my 14mb Falcon, I probably wouldnt touch it cos I use the Falc for work and the MSTE for games, but i'd be interested.

Mark Duckworth <mduckworth@anti-spam.atari-source.com> wrote in message news:u59at0lenmr969@corp.supernews.com...
> Hey guys,
>
> Is there any way IN EXISTENCE to upgrade a Mega STe over the 4 meg limit.
> I know these boxes are able to handle up to 16 megs of ST ram is the MMU is
> right. Is there anything out there at all, and if there isn't how hard
> would it be to make something? Anyone know any specifics on this? i would
> really like to use my mega STe again.

6773. Re: Memory Upgrade for older ST's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-28 08:32:15 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a332afifk1@draco.stochastik.rwth-aachen.de>
Source record: 4376

In article <3c54a254@dnews.tpgi.com.au>,
Mark Bedingfield <atari@tpg.com.au> wrote:
>Not a hudred percent sure. I know that on WCs pre EDO machines had a
>distinct tendancy to crap them selves alot with EDO. i.e. 486 and the likes,

Only if the do bank interleaving - that causes problems with EDO memory.

However, I am quite sure that the Atari MMU does not interleave accesses to
different memory banks.

cu
Michael

6774. news

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-31 19:12:25 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u5j5nm41l1lqe1@corp.supernews.com>
Source record: 4377

I haven't received news from this group for a week, this is a test post to see if it's just my server, or no news.

Please ignore

Thanks
Mark

6775. Re: news

Newsgroup: comp.sys.atari.st.tech
Date: 2002-01-31 23:03:50 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <3990_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 4378

In uno strano messaggio del 31 Jan 02 Mark Duckworth (2:333/608.1) scrisse al
povero All :
MD> I haven't received news from this group for a week, this is a test post
MD> to see if it's just my server, or no news.

I have at least one message until 28Jan, then yours, so miss only 29 and 30

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it
--
Mister McGee, non mi faccia arrabbiare...

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

6776. Re: news

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-01 20:36:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1012657737.22986.1@eurus.uk.clara.net>
Source record: 4379

Hi Mark

| I haven't received news from this group for a week, this is a test post to
| see if it's just my server, or no news.

There's been nowt here for yonks!!.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/02

6777. How to connect iomega zip drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-02 18:57:15 UTC
From: jraataai@msn.com
Message-ID: <ee8a5f98.0202021057.19dd2e28@posting.google.com>
Source record: 4380

I am trying to conect an Iomega Zip (SCSI) drive to my Atari STe computer. I need information as to how to connect the Iomega-supplied cable to an ICD Link 2 which will be connected to one of two ports on my hard drive. The other port (identical) is connected by means of an old standard ICD Link and then to the computer by an extension cable. Also, do I have to buy a separate driver, or will ICD software enable me to use the Zip drive when properly connected?

The intent is to back up my hard drive to zip disks which hopefully will then transfer to my PC.

I'm NOT crazy, am I?

Consider me a novice and you'll be mostly correct. Thanks to anybody who can and will help.

6778. Re: How to connect iomega zip drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-02 23:48:18 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a3hts2$4qf$1@news.panix.com>
Source record: 4381

John Armentrout <jraataai@msn.com> writes:

: I am trying to conect an Iomega Zip (SCSI) drive to my Atari STe
: computer. I need information as to how to connect the Iomega-supplied
: cable to an ICD Link 2 which will be connected to one of two ports on
: my hard drive. The other port (identical) is connected by means of an
: old standard ICD Link and then to the computer by an extension cable.
: Also, do I have to buy a separate driver, or will ICD software enable
: me to use the Zip drive when properly connected?

: The intent is to back up my hard drive to zip disks which hopefully
: will then transfer to my PC.

One too many Links. Possibly wrong kind, and wrong driver program for what you have in mind. Only one Link is needed.

You need a Link between the STe and the external harddrive, which should be set to provide bus power, and whatever cable fits between the other harddrive port and the ZIP drive. The cable that comes in the box is not the right one for that. The second Link would be trying to convert SCSI to SCSI, with uncertain results.

The ZIP drive termination switch should be set to ON.

You do have a SCSI ZIP drive, don't you? The parallel port kind will not work, and those with both SCSI and parallel ports have produced complaints from unsatisfied users.

ICD software will do the first part, backing up your hard drive, just fine.

But if you want to format a disk that can be read by a ZIP on a Windows machine, you will need HDDriver, by Uwe Semet. ICD programs will do almost everything but this.

And, you might need a Link 96 or 97 to make it all work. I personally have had no luck running HHDriver over an ICD link, but maybe I quit trying too soon.

HDDriver is a maintained driver, and the newer Links do certain things the ICD Links do not do. You will not be sorry to have both of these things.

Jim
-- --
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |

.

6779. Re: How to connect iomega zip drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-03 09:37:55 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C5D04F3.5508DDD@seimet.de>
Source record: 4382

Jim DeClercq wrote:

> And, you might need a Link 96 or 97 to make it all work. I personally have
> had no luck running HHDriver over an ICD link, but maybe I quit trying too
> soon.

HDDRIVER with an ICD link definitely works, I have an ICD link myself
for testing purposes.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6780. Re: IDE adapter for a Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-04 12:45:34 UTC
From: a1_nocrap_exh@hotmail.com
Message-ID: <7f38b97b.0202040445.3bf61326@posting.google.com>
Source record: 4383

"Synthusiast" <somewhere@overtherainbow.net> wrote in message
news:<HAE38.117$dh1.753@castor.casema.net>...
> Hi group,
>
> Has anyone ever seen an IDE adapter that is usable on a Mega STE? There are
> adapters available for the ST(FM), STE and Mega ST, but I haven't seen a
> single one for the Mega STE.
>
> Cheers,
> Martijn

Ask Mario Beckroft if his interface works with Mega STE's.

http://gem.win.co.nz/mb/atarihw/ide.html

Alex

6781. Re: IDE adapter for a Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-04 15:00:55 UTC
From: Synthusiast <somewhere@overtherainbow.net>
Message-ID: <Hmx78.89$QD2.296@pollux.casema.net>
Source record: 4384

Alexander Holland wrote:

> "Synthusiast" <somewhere@overtherainbow.net> wrote in message
news:<HAE38.117$dh1.753@castor.casema.net>...
> > Hi group,
> >
> > Has anyone ever seen an IDE adapter that is usable on a Mega STE? There
are
> > adapters available for the ST(FM), STE and Mega ST, but I haven't seen a
> > single one for the Mega STE.
> >
> > Cheers,
> > Martijn
>
> Ask Mario Beckroft if his interface works with Mega STE's.
>
> http://gem.win.co.nz/mb/atarihw/ide.html
>
> Alex

Mario's IDE interface as well as the TUS IDEal interface will work on a Mega STE with some modifications. I still have some questions about if this is the right way to go or to go the SCSI-way, etc. I'll ask these questions here later this week.

Martijn

6782. SLM 804 quick fix?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-04 18:33:39 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a3mk63ebi1@news.panix.com>
Source record: 4385

Yo. I have gradually come to the opinion that what goes wrong with SLM printers is that the wiper blade ceases to wipe properly, due to age and oxygen, and not because the drum is not working.

So, when the old-as-dirt but new-in-box drum assembly started putting toner in the background, I took out the wiper blade, rubbed its flat edge on the surface of a flat file, removing very little of what ever kind of rubbery plastic that is. When I put it back in, the printer worked a lot better. That was satisfactorily cheap, too.

So far, so good.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6783. Re: How to connect iomega zip drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-05 17:04:55 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0202050904.15ef1051@posting.google.com>
Source record: 4386

You definitely need the Link2 because it supports parity devices like the Zip.
You will also need a custom power cable from the Atari to the Zip.
I'll post the schematics as I'll be building one soon.

Good Luck!

6784. Re: IDE adapter for a Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-06 11:45:10 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c610509@dnews.tpgi.com.au>
Source record: 4387

Synthusiast <somewhere@overtherainbow.net> wrote in message
news:Hmx78.89$QD2.296@pollux.casema.net...
> Alexander Holland wrote:
>
> > "Synthusiast" <somewhere@overtherainbow.net> wrote in message
> news:<HAE38.117$dh1.753@castor.casema.net>...

> Mario's IDE interface as well as the TUS IDEal interface will work on a
Mega
> STE with some modifications. I still have some questions about if this is
> the right way to go or to go the SCSI-way, etc. I'll ask these questions
> here later this week.

Spot on, altho if like me you have a MegaSTE without an HD interface and
Bay, it makes good sence as a 2.5 inch IDE will fit in one fine....

Mark

6785. Keyboard for Mega-STE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-06 11:57:13 UTC
From: Saeid Cedighi <Saeid.Cedighi@uab.ericsson.se>
Message-ID: <3C611A19.9F7EBA3@uab.ericsson.se>
Source record: 4388

Hi,

I have a Mega STE with a broken keyboard.
Is there anybody who knows where I can
find a Keyboard, or a PC-keyboard emulater
(if there is any) as near Sweden as possible.

Thanks in advance for answers.

Regards,
Saeid.

6786. Re: Keyboard for Mega-STE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-06 14:46:17 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a3rfqe$7u4$1@newsreader.mailgate.org>
Source record: 4389

The only place I know where you can get a brand-new keyboard is best
electronics. They are really expensive though.

Saeid Cedighi <Saeid.Cedighi@uab.ericsson.se> wrote in message
news:3C611A19.9F7EBA3@uab.ericsson.se...
> Hi,
>
> I have a Mega STE with a broken keyboard.
> Is there anybody who knows where I can
> find a Keyboard, or a PC-keyboard emulater
> (if there is any) as near Sweden as possible.
>
> Thanks in advance for answers.
>
> Regards,
> Saeid.

..

6787. Re: Keyboard for Mega-STE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-06 15:09:20 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <rJb88.806$jL6.392479@news6-win.server.ntlworld.com>
Source record: 4390

Hello.

KeychangeMusic in the UK sell unused Mega STE keyboards.

Now you know two places.....

Barrie at Keychange. www.keychange.co.uk

"JT" <smeg_007@nospam.hotmail.com> wrote in message
news:a3rfqe$7u4$1@newsreader.mailgate.org...
> The only place I know where you can get a brand-new
keyboard is best
> electronics.

6788. Re: IDE adapter for a Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-06 15:13:35 UTC
From: Axel Jakob Scherer <design@agentur-scherer.de>
Message-ID: <a3rhbdodj07$1@news.t-online.com>
Source record: 4391

Hi!
Look at:
http://www.atari-fachmarkt.de/

Now you know three... :-)

Bye
Axel

"Mark Bedingfield" <atari@tpg.com.au> schrieb im Newsbeitrag
news:3c610509@dnews.tpgi.com.au...
>
> Synthusiast <somewhere@overtherainbow.net> wrote in message
> news:Hmx78.89$QD2.296@pollux.casema.net...
> > Alexander Holland wrote:
> >
> > > "Synthusiast" <somewhere@overtherainbow.net> wrote in message
> > news:<HAE38.117$dh1.753@castor.casema.net>...
>
> > Mario's IDE interface as well as the TUS IDEal interface will work on a
> Mega
> > STE with some modifications. I still have some questions about if this
is
> > the right way to go or to go the SCSI-way, etc. I'll ask these questions
> > here later this week.
>
> Spot on, altho if like me you have a MegaSTE without an HD interface and
> Bay, it makes good sence as a 2.5 inch IDE will fit in one fine....
>
> Mark
>
>

6789. Re: How to connect iomega zip drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-06 17:27:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013021998.10738.5@iapetus.uk.clara.net>
Source record: 4392

Hi rezx0x@yahoo.com

| You definitely need the Link2 because it supports parity devices like the
Zip.
| You will also need a custom power cable from the Atari to the Zip.
| I'll post the schematics as I'll be building one soon.

If this is for trmpwr then the same can be achieved internal to the zip with
a diode to the +5v line, no messy cables this way.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.320 / Virus Database: 179 - Release Date: 30/01/02

6790. Re: How to connect iomega zip drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-07 08:20:12 UTC
From: Uwe Seimet <us__nospam__@seimet.de>
Message-ID: <3C6238BC.3D68780D@seimet.de>
Source record: 4393

"rezx0x@yahoo.com" schrieb:

> You definitely need the Link2 because it supports parity devices like the Zip.
> You will also need a custom power cable from the Atari to the Zip.
> I'll post the schematics as I'll be building one soon.

Didn't the Link (not Link2) also support parity?

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

6791. Re: IDE adapter for a Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-07 10:12:55 UTC
From: Michael Becker <Michael.Becker3@de.bosch.com>
Message-ID: <a3tjv8$g1a$1@ns2.fe.internet.bosch.com>
Source record: 4394

Hi group,

where can I get those IDE adapters for the STE / ST(FM) ???
Are there some DIY ?

Thanks, Mike

"Synthusiast" <somewhere@overtherainbow.net> schrieb im Newsbeitrag
news:HAE38.117$dh1.753@castor.casema.net...
> Hi group,
>
> Has anyone ever seen an IDE adapter that is usable on a Mega STE? There
are
> adapters available for the ST(FM), STE and Mega ST, but I haven't seen a
> single one for the Mega STE.
>
> Cheers,
> Martijn
>
>

6792. Re: IDE adapter for a Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-07 10:15:59 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <tws88.458$YA2.142934@news11-gui.server.ntli.net>
Source record: 4395

"Michael Becker" <Michael.Becker3@de.bosch.com> wrote in
message news:a3tjv8$g1a$1@ns2.fe.internet.bosch.com...
> Hi group,
>
> where can I get those IDE adapters for the STE / ST(FM)
???
> Are there some DIY ?

I should have some STE IDEal interfaces in stock, 1st week
in March.

Barrie at Keychange. www.keychange.co.uk

6793. ISP's

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-07 13:10:26 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C627CAA.84977411@chello.nl>
Source record: 4396

I dont see any messages in my browser (Netscape 4.72)
It says there are 12 though.
I think my isp is messing things up.

Maybe if I post myself it makes a difference.
(Some software products force you to return to the magical thinking of your childhood)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6794. Re: Keyboard for Mega-STE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-08 12:11:12 UTC
From: laurent <laurent.favard@HETSPAM.libertysurf.fr>
Message-ID: <3C63C060.E16EA94B@HETSPAM.libertysurf.fr>
Source record: 4397

Saeid Cedighi wrote:
> I have a Mega STE with a broken keyboard.
> Is there anybody who knows where I can
> find a Keyboard, or a PC-keyboard emulater
> (if there is any) as near Sweden as possible.

why not try my small soltution, Eiffel a PS/2 interface ?
http://eiffel.atari.org

laurent

6795. Re: IDE adapter for a Mega STE?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-11 10:51:28 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c678f9d@dnews.tpgi.com.au>
Source record: 4398

Hi Halvard, they had a small box on the side with deep ridges to prevent you putting a drive in it. If you like I will take a couple of shots of mine and send it to you....

Mark

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote in message news:1f76u3x.1mx7cm81rllv90N%northstar2010@_I-hate-spam_yahoo.no...
> Mark Bedingfield <atari@tpg.com.au> wrote:
>
> > Synthusiast <somewhere@overtherainbow.net> wrote in message
> > news:Hmx78.89$QD2.296@pollux.casema.net...
> > > Alexander Holland wrote:
> > >
> > > > "Synthusiast" <somewhere@overtherainbow.net> wrote in message
> > > news:<HAE38.117$dh1.753@castor.casema.net>...
> > >
> > > > Mario's IDE interface as well as the TUS IDEal interface will work on
a
> > Mega
> > > > STE with some modifications. I still have some questions about if this
is
> > > > the right way to go or to go the SCSI-way, etc. I'll ask these
questions
> > > > here later this week.
> > >
> > Spot on, altho if like me you have a MegaSTE without an HD interface and
> > Bay, it makes good sence as a 2.5 inch IDE will fit in one fine....
>
> ......or you could fit a standard 3.5" IDE drive inside the drive-bay,
> or are you saying that the Mega STe machines that didn't come with an
> internal harddisk also didn't come with a "drive bay" on the right hand
> side of the computer?
> What's there instead of that box which has room for a harddisk?
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

6796. MTBF of ST Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-13 00:33:46 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <Kvia8.4760$Ek1.547915@news-nb00s0.nbnet.nb.ca>
Source record: 4399

As a general question, is there any one piece of ST hardware that typically 'goes south' before others?

Monochrome Monitor
Colour Monitor
Mice
Keyboards
CPU or other I/C's
Floppies?

Just wondering if there are any comonents I should be stocking up on. And conversly, which components are the best made

Thanks

6797. Re: MTBF of ST Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-13 00:35:00 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <Uwia8.4762$Ek1.547672@news-nb00s0.nbnet.nb.ca>
Source record: 4400

Sorry for the typo's
"Brent Eamer" <breamer@nb.sympatico.ca> wrote in message
news:Kvia8.4760$Ek1.547915@news-nb00s0.nbnet.nb.ca...
> As a general question, is there any one piece of ST hardware that
typically
> 'goes south' before others?
>
> Monochrome Monitor
> Colour Monitor
> Mice
> Keyboards
> CPU or other I/C's
> Floppies?
>
> Just wondering if there are any comonents I should be stocking up on. And
> conversly, which components are the best made
>
> Thanks
>
>

6798. borked joystick port

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-13 02:45:55 UTC
From: Kacper Wysocki <kacperw@online.no>
Message-ID: <pan.2002.02.12.21.48.45.55577.15204@online.no>
Source record: 4151

My ST seems to have a fried joystick port... whenever I load a game or application that uses the joystick it does like the joystick is always pushed upwards.

Suggestions anyone?

6799. Re: MTBF of ST Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-13 06:12:51 UTC
From: jdplace@prodigy.net
Message-ID: <Dtna8.2466$iQ4.504253629@newssvr17.news.prodigy.com>
Source record: 4152

On 13 Feb 2002 00:35:00 , "Brent Eamer" wrote:
>> As a general question, is there any one piece of ST hardware that
>typically
>> 'goes south' before others?

None of my hardware has failed with the exception of the floppy drive, so you may want to get a floppy. I'm not sure if this is common, but it seems that it would be (moving parts and all). Of course it never hurts to have extra Atari around!

Joseph D. Place
jdplace@prodigy.net
/|\ Powered by 16 Mhz, 4 MB Atari 1040STe /|\
2.0 GB HD, QPS CD-RW
Geneva, NeoDesk, Extendos Gold

6800. ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-13 22:21:40 UTC
From: Saeid Cedighi <sbe38171@post.netlink.se>
Message-ID: <1013640005.537460@news2.cybercity.dk>
Source record: 4153

Hi,

Is there anybody who knows if it is possible to remove the "keyboad" from
a 1040-ST, and connect it to Mega-STE??

Regards,
Saeid

6801. Re: borked joystick port

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-14 10:57:27 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c6b8554@dnews.tpgi.com.au>
Source record: 4154

Simple, buy a replacement socket from Tandy or any other electronics store. Then carefully remove the keyboard from the ST cas. Turn it upside down and remove all the screws. Try not to drop any kes and keep an eye on where the cops were, then desolder the dodgey port and solder in the new one. All that remains is to put it back together.

Mark

Kacper Wysocki <kacperw@online.no> wrote in message news:pan.2002.02.12.21.48.45.55577.15204@online.no...
> My ST seems to have a fried joystick port... whenever I load a game or
> application that uses the joystick it does like the joystick is always
> pushed upwards.
>
> Suggestions anyone?

6802. boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-14 21:40:58 UTC
From: Ben_Gainey
Message-ID: <a4h9iu$8dv$1@newsg1.svr.pol.co.uk>
Source record: 4155
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

(i come from the world of pcs so please forgive me if i make some awful
asumptions ;-)

how does the atari boot ?

is its OS code kept all in rom, or does the rom load the os from a floppy?

linux works on the atari right?

how does linux boot on the atari so that it can take over the machine?

how would i go about making an atari boot my own code from, say, a floppy
disk?
the reason i ask is since i am working on a hobby os, mostly for the PC, but
i want to make it easily portable, so i intend to also write a basic
functionality to boot on different architecture (M68k processor with MMU).

any links or books?

Ta,
Ben

6803. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-14 21:53:08 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4hbpahen1@newsreader.mailgate.org>
Source record: 4156
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

The atari ST has its bootstrap, BIOS, and GUI in ROM (well any atari ST
after ~1986)

No floppy disk is needed to boot to the desktop, though if there is no hard
drive, a blank floppy in the drive will speed up the boot process
considerably.

Linux is not available for the basic ST (something does exist but I nothing
"mainstream" i think).

If you write a program that runs under 68K then compile it and place it on
the floppy in a folder called "AUTO". When the system boots it will run this
program first. Other than that, you can put code in the bootsector of the
floppy, and make the checksum of the sector $1234. This will boot earlier in
the startup sequence than the auto folder one.

Ben_Gainey <[hotmail] @ [uk_top_geek].com> wrote in message
news:a4h9iu$8dv$1@newsg1.svr.pol.co.uk...
> (i come from the world of pcs so please forgive me if i make some awful
> asumptions ;-)
>
> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> linux works on the atari right?
>
> how does linux boot on the atari so that it can take over the machine?
>
> how would i go about making an atari boot my own code from, say, a floppy
> disk?
> the reason i ask is since i am working on a hobby os, mostly for the PC,
but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?

6804. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-14 22:05:42 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C6C34B6.8CBF38B9@club-internet.fr>
Source record: 4157
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Ben_Gainey wrote:
>
> (i come from the world of pcs so please forgive me if i make
> some awful asumptions ;-)

I don't know for others but I'll try not to be offended.

> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?

very old versions of the OS were on floppy, with a simple boot loader
in ROM. Now the OS is in ROM. However on bootup it
- checks for some hardware cartridge and jump into them at some point
- after reset it checks and in some conditions it jumps to a
reset-resident programs
- it loads the floppy bootsector, and if this bootsector is
executable, it jumps in
- it then try to execute an executable boot sector found on hard
disks.
- finally programs found in the X:\AUTO folder are executed one
after another (where X: stands for the letter of the boot drive,
either the floppy or a partition in a hard disk)
- at last the desktop appears.

> linux works on the atari right?

It is said so, but I never checked, as I only have a bare 68000
atari or emulators.

> how does linux boot on the atari so that it can take over the machine?

I suppose it is run from the auto folder, or perhaps launched by
boot loaders that can be installed on the MBR of the first hard
disk, (like LILO?)

> how would i go about making an atari boot my own code from, say, a floppy
> disk?

simply ensure that the first sector of your floppy has the right
checksum. For details, just have a look at the source code for
EmuTOS, a re-writing of the Atari ST OS covered in GPL, at

http://emutos.sf.net

especially the files bios/floppy.c and bios/blkdev.c (for the
floppy). As EmuTOS is self-contained, and runs currently on actual

and emulated hardware from 68000 to 68040, I think you might
find other valuable info there.

> the reason i ask is since i am working on a hobby os, mostly for the PC, but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?

extensive Atari ST documentation in the STOnX-for-java page at:

http://www.atari-st.lovely.net/atari-st-docs/index.html

Laurent.

6805. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-15 09:44:53 UTC
From: Nicolas Lekuona - Apple Services Spain <nlecuona@euro.apple.com>
Message-ID: <B8929725.3A06%nlecuona@euro.apple.com>
Source record: 4158
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

>
> linux works on the atari right?
>

Dunno about Linux, but I recall some guy running MINIX on a barebones ST
with one of the olde "shoebox" HDDs attached, back in the late '80s...

And certainly we had a TT030 running a complete AT&T UNIX SVR4 system with
X-windows and Motif (I think it was Motif) on it (a bit unstable, but it was
a prototype, anyway). That was in '91, I think.

Nick.-

Ex Atari Corp (Spain) Employee (looooooong ago!)

6806. Hades North America

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-15 13:22:42 UTC
From: sf0218@aol.com
Message-ID: <20020215082242.04745.00000809@mb-fo.aol.com>
Source record: 4159

Where in North America can one buy a Hades (complete or motherboard kit only).
Am interested primarily in a motherboard kit for a relatively low price.

Thanks,
Sam F.
Seattle Seahawks fan & Atari Computer nut

6807. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-15 19:36:48 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <mtmq6ucsvu8g6856bs0pq8j4152gc2vjcj@4ax.com>
Source record: 4160
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 15 Feb 2002 04:40:47 GMT, northstar2010@_I-hate-spam_yahoo.no
(Hallvard Tangeraas) wrote:

>JT <smeg_007@nospam.hotmail.com> wrote:
>
>> No floppy disk is needed to boot to the desktop, though if there is no hard
>> drive, a blank floppy in the drive will speed up the boot process
>> considerably.
>
>I've always wondered why this happens. Why does the drive keep spinning
>and spinning seemingly forever if there's no disk inserted, until the
>desktop finally arrives?
>What is the machine actually looking for using the disk drive when it
>starts up?
>

I think it's just the "timeout" value of the floppy drive having to
expire before the system finally decides there's no readable floppy in
the drive.

The system tries to read anything in the "AUTO" folder on the floppy
drive during the boot process.

If there is no disk in the drive, the system gets a read error and
retries until the timeout expires.

With a disk in the drive, the system receives a "file not found" error
immediately and moves on.

That's my guess, anyway.

BobR

6808. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-16 08:12:24 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4l4ec$u8g$1@newsreader.mailgate.org>
Source record: 4161
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Bob Retelle <bobr1@provide.net> wrote in message
news:mtmq6ucsvu8g6856bs0pq8j4152gc2vjcj@4ax.com...
>
> I think it's just the "timeout" value of the floppy drive having to
> expire before the system finally decides there's no readable floppy in
> the drive.

Absolutley, the timeout value is 30 seconds, the same as the printer
timeout.

>
> The system tries to read anything in the "AUTO" folder on the floppy
> drive during the boot process.

Well only files that end in .PRG and .TOS AFAIK.

> If there is no disk in the drive, the system gets a read error and
> retries until the timeout expires.

To allow people time to hunt for that boot disk, when they should have found
it "before" turning the computer on.

> With a disk in the drive, the system receives a "file not found" error
> immediately and moves on.
>
> That's my guess, anyway.

Well you are totally correct. :-)

6809. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-16 08:37:30 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <Y_ob8.10317$O5.23402@nntpserver.swip.net>
Source record: 4162

Hi,

Yes, it is possible. But why on earth would you do that?

/Peter

"Saeid Cedighi" <sbe38171@post.netlink.se> wrote in message
news:1013640005.537460@news2.cybercity.dk...
> Hi,
>
> Is there anybody who knows if it is possible to remove the "keyboad" from
> a 1040-ST, and connect it to Mega-STE??
>
> Regards,
> Saeid
>
>

6810. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-16 12:58:47 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013865498.11596.2@eos.uk.clara.net>
Source record: 4164
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Ben

| (i come from the world of pcs so please forgive me if i make some awful
| asumptions ;-)

For which you will suffer severe insulting!. 8-)

| how does the atari boot ?

In General, at switch on the machine firstly checks for the precense of a cartridge, if the cart is present and is a bootable cart then control is handed straight to the cart, if no cart the floppy drive is checked for an executable bootsector, if so this will be executed, the actions following this will depend on the executed code, if the floppy is non-executable or gives a return to the OS then the ACSI chain is scanned for devices from numbers 0 to 6, if any contains an executable bootsector then control is handed to the relevant code, if the code returns control then the subsystems are initialised and then Auto folder programs are run and any accesories are loaded and run, control is now handed to the desktop, what hapens next depends on the user.

| is its OS code kept all in rom, or does the rom load the os from a floppy?

Only the early Atari's had the OS on disk and had a bootloader subsystem in ROM to load it.

| linux works on the atari right?

Extremely well, but only on 68030 powered machines i believe.

| how does linux boot on the atari so that it can take over the machine?

It patches into the hard disk bootloader.

| how would i go about making an atari boot my own code from, say, a floppy
| disk?

Write an executable bootsector or use a so Called AUTO-program, this is an app that resides in a folder called AUTO, on the atari system Any program that resides in such a folder is executed by the OS automatically.

| the reason i ask is since i am working on a hobby os, mostly for the PC,
but
| i want to make it easily portable, so i intend to also write a basic
| functionality to boot on different architecture (M68k processor with MMU).
|
| any links or books?

Millions, welcome to the internet..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

6811. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-16 13:07:44 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013865499.11596.3@eos.uk.clara.net>
Source record: 4165
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

HI Hallvard

| > No floppy disk is needed to boot to the desktop, though if there is no
hard
| > drive, a blank floppy in the drive will speed up the boot process
| > considerably.
|
| I've always wondered why this happens. Why does the drive keep spinning
| and spinning seemingly forever if there's no disk inserted, until the
| desktop finally arrives?
| What is the machine actually looking for using the disk drive when it
| starts up?

Its a TOS bug, never caused any harm so it doesn't get mentioned.

My MegaSTE doesn't do it.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

6812. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-16 13:11:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1013865501.11596.4@eos.uk.clara.net>
Source record: 4163
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Nicolas

| Nick.-
|
| Ex Atari Corp (Spain) Employee (looooooong ago!)

I'm starting an Atari museum at my Atari club, could we please stuff and mount yourself and put you in a display case.

How abut dishing some dirt on the "Real" Atari Corp, with none of the press-dressed ballux..

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

6813. Re: Hades North America

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-16 15:02:59 UTC
From: ebaiz@skyenet.net
Message-ID: <Dwub8.49$wf5.91221@newsfeed.slurp.net>
Source record: 4166

On 15 Feb 2002 13:22:42 , SF0218 wrote:
>Where in North America can one buy a Hades (complete or motherboard kit only).
>Am interested primarily in a motherboard kit for a relatively low price.
>
>Thanks,
>Sam F.
>Seattle Seahawks fan & Atari Computer nut

I go mine from Computer Direct out of Canada, but that place in not in
buisness anymore. Lonnie Purcell just ordered the motherboard kit from
Medusa Systems in Europe. I think that is what you will have to do. Try
the sites below:

http://www.kingx.com/kingx/medusa/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

6814. Re: Hades North America

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-16 17:26:21 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B894006D.2392%atarilp@hotmail.com>
Source record: 4167

in article Dwub8.49$wf5.91221@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 2/16/02 10:02 AM:

> On 15 Feb 2002 13:22:42 , SF0218 wrote:
>> Where in North America can one buy a Hades (complete or motherboard kit
>> only).
>> Am interested primarily in a motherboard kit for a relatively low price.
>>
>> Thanks,
>> Sam F.
>> Seattle Seahawks fan & Atari Computer nut
>
> I go mine from Computer Direct out of Canada, but that place in not in
> buisness anymore. Lonnie Purcell just ordered the motherboard kit from
> Medusa Systems in Europe. I think that is what you will have to do. Try
> the sites below:
>
> http://www.kingx.com/kingx/medusa/

Ed, apparently I got one of the last ones or the last one.
Fredi is out of boards, and one key chip is no longer manufactured.
He will write back stating the machine is 'obsolete' and not available anymore. Someone else just wrote asking for a board.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6815. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-16 20:10:11 UTC
From: Ben_Gainey
Message-ID: <a4meai$5ck$1@newsg3.svr.pol.co.uk>
Source record: 4168
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Ta all

ben

"Ben_Gainey" <[hotmail] @ [uk_top_geek].com> wrote in message
news:a4h9iu$8dv$1@newsg1.svr.pol.co.uk...
> (i come from the world of pcs so please forgive me if i make some awful
> asumptions ;-)
>
> how does the atari boot ?
>
> is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> linux works on the atari right?
>
> how does linux boot on the atari so that it can take over the machine?
>
> how would i go about making an atari boot my own code from, say, a floppy
> disk?
> the reason i ask is since i am working on a hobby os, mostly for the PC,
but
> i want to make it easily portable, so i intend to also write a basic
> functionality to boot on different architecture (M68k processor with MMU).
>
> any links or books?
>
> Ta,
> Ben
>
>
>
>

6816. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-16 21:09:13 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C6ECA79.2D8D988@club-internet.fr>
Source record: 4169
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Steve Sweet wrote:
>
> | how does the atari boot ?
>
> In General, at switch on the machine firstly checks for the precense of a
> cartridge, if the cart is present and is a bootable cart then control is
> handed straight to the cart, if no cart the floppy drive is checked for an
> executable bootsector, if so this will be executed, the actions following
> this will depend on the executed code, if the floppy is non-executable or
> gives a return to the OS then the ACSI chain is scanned for devices from
> numbers 0 to 6, if any contains an executable bootsector then control is
> handed to the relevant code, if the code returns control then the subsystems
> are initialised and then Auto folder programs are run and any accesories are
> loaded and run, control is now handed to the desktop, what hapens next
> depends on the user.
>
> | is its OS code kept all in rom, or does the rom load the os from a floppy?
>
> Only the early Atari's had the OS on disk and had a bootloader subsystem in
> ROM to load it.

I wanted to apologize for my bad english in this forum!
Apparently Steve found necessary to answer these questions
again two days after I did :-|

Laurent.

6817. Falcon - Fragen ber Fragen

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-17 01:02:48 UTC
From: Schwante <lass.krachen@freenet.de>
Message-ID: <a4mvfe$50l$1@unlisys.unlisys.net>
Source record: 4170

Hi!

Ich habe ein Paar Fragen zu einem Falcon, den ich gerade ergattert habe:

Das Teil hat eine eingebaute IDE-Platte.
- Besteht die M glichkeit, diese gegen eine gr ere IDE-Platte bzw.
SCSI-Platte auszutauschen?
- Welches Programm/welche Programme brauche ich, wenn ich die
Partitionierung ver ndern m chte? (Programm und Festplattentreiber)
- Wie gro d rfen die Partitionen maximal sein? Die im Moment vorhandene
Platte besteht aus kleinen 30er Partitionen.

Speicher: Leider nur 4 MB. Besteht die M glichkeit, diesen z.B. mit
PS/2-Simms aufzur sten?

Und zu guter letzt: Welche Demos/Spiele sind richtig gut, nutzen die
Hardware so richtig aus?

Danke! :-)

cu

6818. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-17 04:53:16 UTC
From: James Ingram <james.hippo.ingram@btinternet.hippo.com>
Message-ID: <au9v6usj6rlru2k7k6vje8fssh1k2sm0nc@4ax.com>
Source record: 4171
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Sat, 16 Feb 2002 12:58:47 -0000, "Steve Sweet"
<stevesweet@freeuk.com> wrote:

>Hi Ben
>
>| (i come from the world of pcs so please forgive me if i make some awful
>| asumptions ;-)
>
>For which you will suffer severe insulting!. 8-)
>
>| how does the atari boot ?
>
>In General, at switch on the machine firstly checks for the precense of a
>cartridge,

IIRC, technically, the *first* thing it does is check the reset
vector.

Pedantic? Moi?

James

6819. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-17 13:57:19 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a4od13$3ot$2@newsreader.mailgate.org>
Source record: 4172
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hallvard Tangeraas <northstar2010@_I-hate-spam_yahoo.no> wrote in message news:1f7p8lc.15yw0fe1888p8gN%>
<snip>
> The printer timeout makes more sense as I could have forgotten to turn
> it on. It's been a long time since I printed out something on the ST,
> but do you get a "printer is not ready" message before those 30 seconds
> are up, or are you saying that you have to wait 30 seconds before even
> getting that message, and then the chance to turn it on and press [OK]?

If you do what I used to do quite often, i.e forget to plug a mouse in and boot to gem, then use ALT with the arrows to move the mouse cursor, eventually you will hit the help key with ALT pressed which will try to dump the screen to the printer. When there is no printer attached, the machine apparently locks up with no error message and you have to wait 30 seconds for it to come back.

Yes its a bit of a PITA.

6820. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-17 17:10:40 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3C6FE410.A2BF95E0@club-internet.fr>
Source record: 4173
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

James Ingram wrote:

> >In General, at switch on the machine firstly checks for the precense of a
> >cartridge,
>
> IIRC, technically, the *first* thing it does is check the reset
> vector.

No. The *first* three things done are:
- disable interrupts by loading 0x2700 in sr
- reset the external peripherals, using the reset instruction
- check if a diagnostic cartridge is in place and if so, jump in

the reset vector is checked later, after the memory has been
configured, (but it is true that 'ordinary' cartridges are tested
after the reset vector).

Laurent.

6821. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-17 17:42:57 UTC
From: James Ingram <james.hippo.ingram@btinternet.hippo.com>
Message-ID: <o0n07us1l82fprnbl0s721fu92tor4g265@4ax.com>
Source record: 4174
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Sun, 17 Feb 2002 18:10:40 +0100, Laurent Vogel
<lvl@club-internet.fr> wrote:

>James Ingram wrote:
>
>> >In General, at switch on the machine firstly checks for the precense of a
>> >cartridge,
>>
>> IIRC, technically, the *first* thing it does is check the reset
>> vector.
>
>No. The *first* three things done are:
>- disable interrupts by loading 0x2700 in sr
>- reset the external peripherals, using the reset instruction
>- check if a diagnostic cartridge is in place and if so, jump in
>
>the reset vector is checked later, after the memory has been
>configured, (but it is true that 'ordinary' cartridges are tested
>after the reset vector).

God, it's good to think about this stuff again after so long! And
after the reset vector, the memory was scanned to see if there were
any magic reset-proof programs in memory... or did that happen AFTER
the floppy bootsector. Yup, it did, or those viruses wouldn't have
worked.

Since I got my emulator up and running I've just been itching to write
some 68000, but I have to be rather more constructive right now..
looking for work!

James

6822. Re: Hades North America

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-17 17:46:13 UTC
From: ebaiz@skyenet.net
Message-ID: <F%Rb8.96$1F5.141181@newsfeed.slurp.net>
Source record: 4175

On 16 Feb 2002 12:26:21 , lp wrote:
>in article Dwub8.49$wf5.91221@newsfeed.slurp.net, Edward S. Baiz Jr. at
>ebaiz@skyenet.net wrote on 2/16/02 10:02 AM:

>> buisness anymore. Lonnie Purcell just ordered the motherboard kit from
>> Medusa Systems in Europe. I think that is what you will have to do. Try
>> the sites below:
>>
>> http://www.kingx.com/kingx/medusa/
>
>Ed, apparently I got one of the last ones or the last one.
>Fredi is out of boards, and one key chip is no longer manufactured.
>He will write back stating the machine is 'obsolete' and not available
>anymore. Someone else just wrote asking for a board.

Well that settles that. However, there was a gent in the UK who is
selling his Hades and I forwarded his message to this gent. Obsolete? I
do not thing so. No machine is obsolete if people use it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

6823. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-17 18:19:37 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014063759.31527.0@eos.uk.clara.net>
Source record: 4179
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Hi again Hallvard

| > | > No floppy disk is needed to boot to the desktop, though if there is
no
| > hard
| > | > drive, a blank floppy in the drive will speed up the boot process
| > | > considerably.
| > |
| > | I've always wondered why this happens. Why does the drive keep
spinning
| > | and spinning seemingly forever if there's no disk inserted, until the
| > | desktop finally arrives?
| > | What is the machine actually looking for using the disk drive when it
| > | starts up?
| >
| > Its a TOS bug, never caused any harm so it doesn't get mentioned.
| >
| > My MegaSTE doesn't do it.
|
| How come? Which TOS version is it?
| I have TOS 2.06 in an STe and a Mega STe myself. Haven't had the Mega
| STe for long enough to use it extensively, but know for a fact that on
| the STe (also with TOS 2.06) the timeout seems forever.
|
| Is there something else in the Mega STe which prevents this from
| happening, or are you using an entirely different (or patched) OS from
| me?

My TOS has been heavily modified, its the PAK custom 32bit 3.06, some stuff
heavily modified, some other stuff missing altogether.

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02

6824. Re: Hades North America

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-18 02:11:25 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B895CCFD.2444%atarilp@hotmail.com>
Source record: 4176

in article F%Rb8.96$1F5.141181@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 2/17/02 12:46 PM:

> Well that settles that. However, there was a gent in the UK who is
> selling his Hades and I forwarded his message to this gent. Obsolete? I
> do not thing so. No machine is obsolete if people use it.

I think Fredi used the word in refernce to the IC. But yes you make a good point.

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

6825. Protar Progate under TOS2.06...big problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-18 09:01:52 UTC
From: chris.crosskey@vicon.com
Message-ID: <97a8a4d8.0202180101.29b32a7d@posting.google.com>
Source record: 4177

Hi folks...

major problems with TOS2.06 corrupting a Protar Progate 44Mb Syquest cart drive....under 1.62 everythign is fine, under 2.06 if I write anything to a partition, it corrupts the whole partition....I've tried a new floppy drive, I've tried new TOS ROM's, I've tried HD-Driver 6 and 7.7 (both legit versions I hasten to add) as well as the Protar utils (v4.02) that I got with the drive....any ideas folks?....this si supposed to be going into a friends studio and I really don;t want to have to revert the STe in there as she's so in love with 2.06 (after years with a 1.4 STFM).......

chrisc

6826. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-18 10:58:21 UTC
From: Nicolas Lekuona <nlecuona@mac.com>
Message-ID: <B8969CDD.3C30%nlecuona@mac.com>
Source record: 4178
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I'll make some document giving you my body when I die; not a pleasant sight,
anyway...

;-)

Nick.-
nlecuona@mac.com

*Sinclair ZX Spectrum 48K + Interface I + Microdrives
*Sinclair/Amstrad ZX Spectrum +3
*Commodore 64
*Atari 520 STFM 4Mb + GCR Spectre + Supercharger
*PC Clone Pentium 60
*PC Clone AMD K6-2 500
*Apple PowerBook G4

And proud of it, man!

> Hi Nicolas
>
> | Nick.-
> |
> | Ex Atari Corp (Spain) Employee (looooooong ago!)
>
> I'm starting an Atari museum at my Atari club, could we please stuff and
> mount yourself and put you in a display case.
>
> How abut dishing some dirt on the "Real" Atari Corp, with none of the
> press-dressed ballux..
>
>
> --
>
>
> Steve. S.
>
>
> ---
> Outgoing mail has been certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.324 / Virus Database: 181 - Release Date: 14/02/02
>
>

6827. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-19 05:05:00 UTC
From: NOSPAM_1772@fyyff.com
Message-ID: <02lc8.2469$A%3.23144@ord-read.news.verio.net>
Source record: 4180
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st.tech Bob Retelle <bobr1@provide.net> wrote:
:>>I've always wondered why this happens. Why does the drive keep spinning
:>>and spinning seemingly forever if there's no disk inserted, until the
:>>desktop finally arrives?
:>>What is the machine actually looking for using the disk drive when it
:>>starts up?
:>>
:>
:>I think it's just the "timeout" value of the floppy drive having to
:>expire before the system finally decides there's no readable floppy in
:>the drive.

memory fades, but i think that the 1772 floppy controller is looking
for a certain number of index pulses from the drive before it shuts it
down. depending on the model of disk drive you've got, the index
pulses aren't reported unless a floppy is in the drive

i don't remember why the desktop shuts the drive down. it probably
just borks the power or something

-landon

6828. Re: boot process of atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-19 18:29:40 UTC
From: vdjole@EUnet.yu
Message-ID: <a4u5ig$bj3$1@news.eunet.yu>
Source record: 4181

>> > I think it's just the "timeout" value of the floppy drive having to
>> > expire before the system finally decides there's no readable floppy i
>> [...]
>> Absolutley, the timeout value is 30 seconds,
> [...]
>There's been some talk in various threads here about modifying and
>burning new EPROM chips with TOS 2.06, thereby elimint�ng certain bugs
>and improving other features.
>Is there a patch somewhere which would make the ST check for something
>in the drive just once or twice, then exiting to the desktop if nothing

There is a patch which disables looking for floppy drive B: at bootup,
which helps to reduce the waiting. The patch supposedly does not work if
there actually ARE two drives present.

Technically it should be possible to change the timeout for the floppy,
of course, but I do not know that it has been done.

>The printer timeout makes more sense as I could have forgotten to turn
>it on. It's been a long time since I printed out something on the ST,
>but do you get a "printer is not ready" message before those 30 seconds
>are up, or are you saying that you have to wait 30 seconds before even
>getting that message, and then the chance to turn it on and press [OK]?

Yes, you have to wait for a looooong time before the computer says
that the printer is not ready (and it could just have been turned off-line
to insert paper or something like that).

However, there, for sure, IS a patch to change the printer timeout-
look in the control file for that TOS-patch program which you have.
You will also find disable-floppy-B patch there.

cu;

6829. TOS Chips

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-20 00:02:27 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <nIBc8.6512$Ek1.779455@news-nb00s0.nbnet.nb.ca>
Source record: 4182

I purchased a ST hardware ISA board for my PC sometime ago from the folks who make the
GEMULATOR and I was wondering if I could pluck the chips out and upgrade my ST?

I thought I only saw three or four ROM chips but they were clearly marked TOS 1.4

Thanks

6830. Search Joypad Jaguar

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-20 21:47:19 UTC
From: t.millood@online.fr
Message-ID: <3c741967$0$208$626a54ce@news.free.fr>
Source record: 4183

Hello of france

I search a Joypad Jaguar for two players
please contact me E-mail

Thanks you

TMI :)

* TMI sur ATARI /|\ TT030 20Mo et FALCON030 14Mo*
* MAGIC 4 * CAB 2.8 * ATARIRC * ATARICQ * NEWSIE*
* o o *MYMAIL* connection avec STing 1.26 *
* v *Message envoyï¿½ avec NEWSIE 0.96 *
* __/ ;-) *E-MAIL : t.millood@free.fr*

6831. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-20 22:14:56 UTC
From: Saeid Cedighi <sbe38171@post.netlink.se>
Message-ID: <1014244384.715844@news2.cybercity.dk>
Source record: 4184

Hi Peter,

The reason is that I am on my way to visit someone in Asia,
who has an Atari Mega-Ste with a broken Keyboard, and
a ST-1040. I tried to find out a keyboard for him in Sweden
(Stockholm), but it is impossible to find that here. Some solutions
were to buy new keyboards or adapters from UK, or Germany
(costs a lot).

Therefore I wanted to know if it was possible to "Reuse" his old
ST-1040's keyboard and start the Atari-Mega-STE.

Do you know how is it possible to connect the 1040's keyboard
Mega-Ste. Note also that (if I remmember it correct), the Mouse
in Mega-ste is connected to the main box through the Keyboard.

Thanks in advance for your help.

M.V.H,
Saeid.

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:Y_ob8.10317$O5.23402@nntpserver.swip.net...
> Hi,
>
> Yes, it is possible. But why on earth would you do that?
>
> /Peter
>
> "Saeid Cedighi" <sbe38171@post.netlink.se> wrote in message
> news:1013640005.537460@news2.cybercity.dk...
> > Hi,
> >
> > Is there anybody who knows if it is possible to remove the "keyboad"
from
> > a 1040-ST, and connect it to Mega-STE??
> >
> > Regards,
> > Saeid
> >
> >
>
>

6832. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-21 11:10:55 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <fE4d8.2565$hM6.240027@news6-win.server.ntlworld.com>
Source record: 4185

Hello.

> The reason (to use an old ST keyboard on a Mega STE,
sacrilage!!!!) is
> that I am on my way to visit someone in Asia,
> who has an Atari Mega-Ste with a broken Keyboard, and
> a ST-1040. I tried to find out a keyboard for him in
Sweden
> (Stockholm), but it is impossible to find that here. Some
solutions
> were to buy new keyboards or adapters from UK, or Germany
> (costs a lot).

What is your definition of ' costs a lot ?'

As you all know, I sell complete unused Mega STE keyboards
for £25 sterling, I will sell the keyboard innards for £10
sterling, plus post.

If you or your Asian friend simply can't afford £10 we'll
all have a collection for you, if you're just too tight to
spend £10 on the Mega STE you really don't deserve to own
or have access to an Atari.

Attitude, what attitude? Moi?

Barrie at Keychange.

just reaching for the Nomex....

6833. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-21 11:42:26 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a52mf2$l17$1@snipp.uninett.no>
Source record: 4186

Saeid Cedighi <sbe38171@post.netlink.se> wrote:

> Do you know how is it possible to connect the 1040's keyboard
> Mega-Ste. Note also that (if I remmember it correct), the Mouse
> in Mega-ste is connected to the main box through the Keyboard.

No problem. Just connect the Gnd, Vcc, Tx and Rx lines, and it will work.

The pinout for the Mega ST/STE keyboard connector:

1 Vcc
2 Vcc
3 Tx
4 Rx
5 Gnd
6 Gnd

There should be a picture of the connector in the Mega STe manual.

ST keyboard:

1 Gnd
2 Not connected. This is the "plugged" hole in the connector.
3 Not used here.
4 Vcc
5 Tx
6 Rx
7 Not used here.
8 Gnd

So the adapter would look like this:

```
Mega ST/STe/TT | ST keyboard
---------------|-------------
1 Vcc | 4 Vcc
2 Vcc | 4 Vcc
3 Tx | 6 Rx
4 Rx | 5 Tx
5 Gnd | 1 + 8 Gnd
6 Gnd | 1 + 8 Gnd
```

This should work, unless I've reversed the pin-numbers on the Mega
connector! Please refer to the picture in the manual before making this
adapter...

Also, I can't remember if the power-LED on the keyboard will light up,
it's possible that it needs +5V on either pin 3 or 7. IIRC one of these is
the power-LED, the other the disk-LED.

```
--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

6834. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-21 11:47:19 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a52mo7$l17$2@snipp.uninett.no>
Source record: 4187

Barrie at Keychange <barrie@keychange.co.uk> wrote:
> What is your definition of ' costs a lot ?'

> As you all know, I sell complete unused Mega STE keyboards
> for ï¿½25 sterling, I will sell the keyboard innards for ï¿½10
> sterling, plus post.

But the costs of international money transfers will triple or quadruple
this price...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6835. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-21 16:36:38 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <lq9d8.4122$hM6.485018@news6-win.server.ntlworld.com>
Source record: 4188

Hello.

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:a52mo7$l17$2@snipp.uninett.no...
> Barrie at Keychange <barrie@keychange.co.uk> wrote:
> > What is your definition of ' costs a lot ?'
>
> > As you all know, I sell complete unused Mega STE
keyboards
> > for £25 sterling, I will sell the keyboard innards for
£10
> > sterling, plus post.
>
> But the costs of international money transfers will triple
or quadruple
> this price...

B******s!

Has the Euro passed you by then?

Barrie at Keychange.

6836. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-21 18:20:51 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a53dq3qqr1@snipp.uninett.no>
Source record: 4189

Barrie at Keychange <barrie@keychange.co.uk> wrote:

>> But the costs of international money transfers will triple
> or quadruple
>> this price...

> B******s!

No, it's a fact, unless you want to break the law and send cash in the
mail. But the exchange-fee alone will double your price. I'm speaking from
experience here...

> Has the Euro passed you by then?

Yes, like with you guys ;-) Anyway, the EURO doesn't make a difference,
the exchange-fee is the same whether I'm buying EUROs, pounds or marks.
And that's for cash. As you know, it's illegal to send cash in the mail.
Cheques are legal, but expensive. Bank transactions are faster and safer,
but even more expensive.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6837. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-21 20:34:10 UTC
From: Stichting ST <atarist@xs4all.nl>
Message-ID: <i1ma7us0uqo9b2emjmdf5ehde2f2k20jck@4ax.com>
Source record: 4190

On 21 Feb 2002 18:20:51 GMT, Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

>Barrie at Keychange <barrie@keychange.co.uk> wrote:
>

>Cheques are legal, but expensive. Bank transactions are faster and safer,
>but even more expensive.

Faster? When I ask the bank to transfer euromoney from Leiden the Netherlands
to Aachen Germany (250 km) it takes 4 days.
In times gone by when cars were pulled by horses it took the Postal StageCoach
3 days to transport the real money.

--
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

6838. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-22 10:53:13 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Htpd8.10432$hM6.1337901@news6-win.server.ntlworld.com>
Source record: 4191

Hello.

"Jo Even Skarstein" <joska@nvg.ntnu.no> wrote in message
news:a53dq3qqr1@snipp.uninett.no...

> >> But the costs of international money transfers will
> >> triple or quadruple this price...

> > B******s!

But still preferable to hacking a working ST which could be
sold to fund the keyboard purchase.

> No, it's a fact, unless you want to break the law and send
> cash in the mail.

Educate us then, which law makes it illegal for us to put
small amounts of
cash, e.g. Euros, in a padded bag and send it where ever we
wish?
Nothing to stop UK residents doing this, I checked it with
my bank.

Perhaps Saeid will advise the cost for him to buy Sterling
or Euros in his country.

Barrie at Keychange.

6839. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-22 11:05:30 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a558r1$q23$1@newsreader.mailgate.org>
Source record: 4192

Jo Even Skarstein <joska@nvg.ntnu.no> wrote in message
news:a53dq3qqr1@snipp.uninett.no...
> No, it's a fact, unless you want to break the law and send cash in the
> mail. But the exchange-fee alone will double your price. I'm speaking from
> experience here...
>
> > Has the Euro passed you by then?
>
> Yes, like with you guys ;-) Anyway, the EURO doesn't make a difference,
> the exchange-fee is the same whether I'm buying EUROs, pounds or marks.
> And that's for cash. As you know, it's illegal to send cash in the mail.
> Cheques are legal, but expensive. Bank transactions are faster and safer,
> but even more expensive.

When ever I purchase anything abroad - unless its from USA I almost always send cash in an international registered letter. The post office here exchanges free of charge (the rate is a little doctored i think) and no-one has ever raised an eyebrow at the counter when I have say put 200 euros inside an envelope with a international registered sticker on the front, and given it to them to post. It takes 2-3 days usually to get to its destination, and when it gets there the guy has cash, not having to wait 5 days for a cheque to clear. I didnt use to do this, till my bank double charged me for wiring money to a german friend. They charged me £13 for the wire and another DEM10 for the guys bank who received the money!

Hey why dont you get a paypal, or nochex account? Then you can use your credit card for purchases. Im sure Barrie at keychange wouldnt mind taking 5 mins of his day to open an account with one of them - if he hasnt already.

BTW, if you want another solution, heres one thats not too expensive: go to the post office and ask for a moneygram. It costs £12 and the money will be at the destination in 15 minutes. They dont charge extra for the conversion. I used this a couple weeks ago to send some money to Canada.

I think you will find that its not that bad purchasing items abroad, there is always a way, and I do most of them quite regularly.

6840. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-22 11:41:07 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a55aojdgi1@snipp.uninett.no>
Source record: 4193

Barrie at Keychange <barrie@keychange.co.uk> wrote:

> But still preferable to hacking a working ST which could be
> sold to fund the keyboard purchase.

It's no problem to put the keyboard back in the ST when/if one can afford
a replacement for the Mega.

Btw. I don't know what you can get for a ST in England, but here in Norway
there's plenty of them and you usually get them for free if you ask.

>> No, it's a fact, unless you want to break the law and send
>> cash in the mail.

> Educate us then, which law makes it illegal for us to put
> small amounts of
> cash, e.g. Euros, in a padded bag and send it where ever we

Atleast here in Norway, it is infact illegal to send cash (even "small
amounts") in the mail.

> Nothing to stop UK residents doing this, I checked it with

The only UK resident relevant to this particular discussion is you, and
it's not *you* who has to send cash, is it? ;-)

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6841. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-22 17:00:03 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a55tej$i9r$1@snipp.uninett.no>
Source record: 4194

From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: ST 1040 Keyboard to Mega-STE ???
Newsgroups: comp.sys.atari.st.tech
References: <1013640005.537460@news2.cybercity.dk>
<Y_ob8.10317$O5.23402@nntpserver.swip.net> <1014244384.715844@news2.cybercity.dk>
<fE4d8.2565$hM6.240027@news6-win.server.ntlworld.com> <a52mo7$l17$2@snipp.uninett.no>
<lq9d8.4122$hM6.485018@news6-win.server.ntlworld.com> <a53dq3qqr1@snipp.uninett.no>
<a558r1$q23$1@newsreader.mailgate.org>
Organization:

JT <smeg_007@nospam.hotmail.com> wrote:

> When ever I purchase anything abroad - unless its from USA I almost always
> send cash in an international registered letter. The post office here
> exchanges free of charge (the rate is a little doctored i think) and no-one
> has ever raised an eyebrow at the counter when I have say put 200 euros

I don't know where you're from, but here in Norway it's illegal to send
cash in the mail. This also applies to USA, where it's a federal offence
according to a friend of mine over there.

> days for a cheque to clear. I didnt use to do this, till my bank double
> charged me for wiring money to a german friend. They charged me ï¿½13 for the
> wire and another DEM10 for the guys bank who received the money!

This is quite normal, and has happened to me as well. But I prefer this
method anyway, because then I atleast have some proof of payment.

> Hey why dont you get a paypal, or nochex account? Then you can use your

The last time I checked PayPal, I couldn't use it because I was in the
wrong country... But this may have changed.

> BTW, if you want another solution, heres one thats not too expensive: go to
> the post office and ask for a moneygram. It costs ï¿½12 and the money will be
> at the destination in 15 minutes. They dont charge extra for the conversion.
> I used this a couple weeks ago to send some money to Canada.

Good idea, but it has already doubled the price of Barry's keyboard
innards ;-) Buying from abroad is *always* expensive, especially when
buying "cheap" stuff.

> I think you will find that its not that bad purchasing items abroad, there
> is always a way, and I do most of them quite regularly.

I've lost quite a lot of money to dishonest dealers in the past, so now I
only buy things from abroad if I can buy it through a friend in that
country. That usually works very well, especially since I most of the time

doesn't have to pay VAT on stuff imported from private persons.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6842. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-22 22:49:11 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1014663476.8067.1@iapetus.uk.clara.net>
Source record: 4108

Hi Barrie

| If you or your Asian friend simply can't afford £10 we'll
| all have a collection for you,

Steady!!.

| if you're just too tight to spend £10 on the Mega STE you really don't
deserve to own
| or have access to an Atari.

I didnt think i'd ever agree with you!!

--

Steve. S.

Outgoing mail has been certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.325 / Virus Database: 182 - Release Date: 19/02/02

6843. Re: TOS Chips

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-23 14:46:45 UTC
From: ebaiz@skyenet.net
Message-ID: <pXNd8.62$el6.136147@newsfeed.slurp.net>
Source record: 4195

On 20 Feb 2002 00:02:27 , "Brent Eamer" wrote:
>I purchased a ST hardware ISA board for my PC sometime ago from the folks
>who make the
>GEMULATOR and I was wondering if I could pluck the chips out and upgrade my
>ST?
>
>I thought I only saw three or four ROM chips but they were clearly marked
>TOS 1.4

I believe that Gemulator uses the same TOS chips as in the ST. However,
I am not sure TOS 1.4 would work in a regular ST. You may not get the same
result as if you installed them in a STe.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

6844. Re: TOS Chips

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-23 16:58:37 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a58hntltg2@reader2.panix.com>
Source record: 4196

Edward S. Baiz Jr. <ebaiz@skyenet.net> writes:

: On 20 Feb 2002 00:02:27 , "Brent Eamer" wrote:
: >I purchased a ST hardware ISA board for my PC sometime ago from the folks
: >who make the
: >GEMULATOR and I was wondering if I could pluck the chips out and upgrade my
: >ST?
: >
: >I thought I only saw three or four ROM chips but they were clearly marked
: >TOS 1.4

: I believe that Gemulator uses the same TOS chips as in the ST. However,
: I am not sure TOS 1.4 would work in a regular ST. You may not get the same
: result as if you installed them in a STe.

TOS 1.4 is a wonderous improvement to a ST. It works just fine,
and is fast with hard disk handling.

I keep one old machine around, an ST without TOS 1.4, because the
drive alignment disk I have only runs in TOS 1.0 and 1.2. I use that
machine for checking disk drives, and that is the only reason for having
an ST that is not fitted with TOS 1.4

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6845. Re: TOS Chips

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-23 17:42:38 UTC
From: Brent Eamer <beamer@islandtelecom.com>
Message-ID: <iwQd8.108$J96.27275@sapphire.mtt.net>
Source record: 4197

I cracked open the old ST and there were clearly six chips, and six on the
emulator board and they had the atari stamp on them and everything. Can I
just pluck the old ones out and put the new ones in?
"Jim DeClercq" <jimd@panix2.panix.com> wrote in message
news:a58hntltg2@reader2.panix.com...
> Edward S. Baiz Jr. <ebaiz@skyenet.net> writes:
>
> : On 20 Feb 2002 00:02:27 , "Brent Eamer" wrote:
> : >I purchased a ST hardware ISA board for my PC sometime ago from the
folks
> : >who make the
> : >GEMULATOR and I was wondering if I could pluck the chips out and
upgrade my
> : >ST?
> : >
> : >I thought I only saw three or four ROM chips but they were clearly
marked
> : >TOS 1.4
>
> : I believe that Gemulator uses the same TOS chips as in the ST. However,
> : I am not sure TOS 1.4 would work in a regular ST. You may not get the
same
> : result as if you installed them in a STe.
>
> TOS 1.4 is a wonderous improvement to a ST. It works just fine,
> and is fast with hard disk handling.
>
> I keep one old machine around, an ST without TOS 1.4, because the
> drive alignment disk I have only runs in TOS 1.0 and 1.2. I use that
> machine for checking disk drives, and that is the only reason for having
> an ST that is not fitted with TOS 1.4
>
> Jim
>
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

6846. TOS Chip Placement

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-23 19:32:25 UTC
From: Brent Eamer <beamer@islandtelecom.com>
Message-ID: <d7Sd8.139$J96.33153@sapphire.mtt.net>
Source record: 4198

Can someone tell me which chip goes in which socket?

I see Hi0 Hi1 Hi2 and Lo0 Lo2 and Lo2 marked on the tos 1.4 chips

U2
U3
U4
U5
U6
U7

Which sockets are for HI and which ones for LO

Thanks

6847. GOT IT!!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-23 20:07:46 UTC
From: Brent Eamer <beamer@islandtelecom.com>
Message-ID: <mESd8.147$J96.34876@sapphire.mtt.net>
Source record: 4199

I just read the serial numbes, found them on the web and found out hI,lo etc, plugged them in and bingo!!!

Rainbow TOS

6848. Re: TOS Chip Placement

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-23 22:33:53 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a595ch$gg6$1@reader2.panix.com>
Source record: 4200

Brent Eamer <beamer@islandtelecom.com> writes:

: Can someone tell me which chip goes in which socket?

: I see Hi0 Hi1 Hi2 and Lo0 Lo2 and Lo2 marked on the tos 1.4 chips

: U2 H2
: U3 H1
: U4 H0
: U5 L2
: U6 L1
: U7 L0

: Which sockets are for HI and which ones for LO

: Thanks

'Nuff?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6849. Mega 2 ram upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-24 03:17:57 UTC
From: michele smith <pamsfolks@sympatico.ca>
Message-ID: <3C785B65.4AFDD56A@sympatico.ca>
Source record: 4101

I'd like to add more ram to a mega2. Where might I find ram in North America? It has 18 pin, I do have 16 pin ram from two dead sts, is it possible to use? Mark.

6850. Re: TOS Chip Placement

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-24 06:32:04 UTC
From: rsmac@t-online.de
Message-ID: <1f83kne.pvf5z41gl38joN%rsmac@t-online.de>
Source record: 4102

Brent Eamer <beamer@islandtelecom.com> wrote:

> Can someone tell me which chip goes in which socket?
>
> I see Hi0 Hi1 Hi2 and Lo0 Lo2 and Lo2 marked on the tos 1.4 chips

260/520/520+ ! 1040 ST ! MEGA ST2/4 ! Adressbereich
---------------+-----------+-----------+-----------------
TOS.....U2 ! *.U48 ! *.U3 ! $FE0000-$FEFFFF,
! ! ! Hi
TOS.....U3 ! *.U59 ! *.U4 ! $FD0000-$FDFFFF,
! ! ! Hi
TOS.....U4 ! *.U63 ! *.U6 ! $FC0000-$FCFFFF,
! ! ! Hi
TOS.....U5 ! *.U53 ! *.U7 ! $FE0000-$FEFFFF,
! ! ! Lo
TOS.....U6 ! *.U62 ! *.U9 ! $FD0000-$FDFFFF,
! ! ! Lo
TOS.....U7 ! *.U67 ! *.U10 ! $FC0000-$FCFFFF,
! ! ! Lo

--
-= Home of DOIT-Archive =-
_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

6851. Re: GOT IT!!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-24 13:19:05 UTC
From: ebaiz@skyenet.net
Message-ID: <dL5e8.52$qM6.100156@newsfeed.slurp.net>
Source record: 4103

On 23 Feb 2002 20:07:46 , "Brent Eamer" wrote:
>I just read the serial numbes, found them on the web and found out hI,lo
>etc, plugged them in and bingo!!!
>
>Rainbow TOS

Congrats....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

6852. Re: Mega 2 ram upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-24 13:19:19 UTC
From: ebaiz@skyenet.net
Message-ID: <rL5e8.53$qM6.100502@newsfeed.slurp.net>
Source record: 4104

On 23 Feb 2002 22:17:57 , michele smith wrote:
>I'd like to add more ram to a mega2. Where might I find ram in North
>America? It has 18 pin, I do have 16 pin ram from two dead sts, is it
>possible to use? Mark.
>

Try the sites below:

http://www.vme.net/dvm/aty/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

6853. discs don't spin

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-24 14:26:37 UTC
From: venom <venom@tiscali.co.uk>
Message-ID: <3c78f8ab_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 4105

DOES ANYONE KNOW HOW TO MAKE FLOPPYS SPIN IF THEY APPEAR HARD TO TURN? I'VE A LOT OF WORK ON THEM AND NEED IT - IS IT THAT OLDER 520ST's DISC DRIVES GET "TIRED" AND CAN'T TURN DISCS PROPERLY? IS THERE A WAY TO TAKE OUT THE OLD FLOPPY AND PUT THEM INTO A NEW 3 1/2 INCH CASE SUCCESSFULLY?

R

6854. Re: discs don't spin

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-24 21:12:24 UTC
From: David Bolt <nospam@my-ste.demon.co.uk>
Message-ID: <8XVqtll4cVe8EwuF@my-ste.demon.co.uk>
Source record: 4106

On Sun, 24 Feb 2002, venom <venom@tiscali.co.uk> wrote:-

>DOES ANYONE KNOW HOW TO MAKE FLOPPYS SPIN IF THEY APPEAR HARD TO TURN? I'VE
>A LOT OF WORK ON THEM AND NEED IT - IS IT THAT OLDER 520ST's DISC DRIVES GET
>"TIRED" AND CAN'T TURN DISCS PROPERLY? IS THERE A WAY TO TAKE OUT THE OLD
>FLOPPY AND PUT THEM INTO A NEW 3 1/2 INCH CASE SUCCESSFULLY?

You'll probably find that there's something in the disc that's making it
harder to turn. If this is the case, you can try very carefully
splitting the case with a very sharp knife and _very carefully_ removing
the floppy, blowing out any dust and other accumulated rubbish from in
the case and then re-inserting the floppy.

If you're lucky the case will split easily with no, or very little,
damage to the floppy case. This is good because then you don't need to
"rehouse" the disc in another case.

Once the disc is re-inserted into the case, you'll need something to
hold the case together again. I used disc labels as a temporary fix
while making sure the disc worked. If it did work, I used some plastic
cement/glue carefully applied to seal the disc case, with another label
stuck over the top just to make sure.

PS. Please don't post in upper case. It's harder to read and considered
to be shouting, and rude, in newsgroups/emails.

Regards,
David Bolt

--
A3010 4Mb, A4000 4Mb RiscOS 3.11 |Member of the RC5 Team Acorn
AMD Duron/900 512Mb WinXP |cracking keys at 11.2Mkeys/sec
AMD Duron/650 64Mb SuSE 7.2 |
AMD K6-2/500 64Mb SuSE 7.0 |http://www.distributed.net/
Intel Celeron/400 64Mb SuSE 7.3

6855. Re: discs don't spin

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-24 23:32:34 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <qbti7uoserm75gjgc0p3dsb0c056nk325j@4ax.com>
Source record: 4107

On Sun, 24 Feb 2002 14:26:37 -0000, "venom" <venom@tiscali.co.uk>
wrote:

>DOES ANYONE KNOW HOW TO MAKE FLOPPYS SPIN IF THEY APPEAR HARD TO TURN? I'VE
>A LOT OF WORK ON THEM AND NEED IT - IS IT THAT OLDER 520ST's DISC DRIVES GET
>"TIRED" AND CAN'T TURN DISCS PROPERLY? IS THERE A WAY TO TAKE OUT THE OLD
>FLOPPY AND PUT THEM INTO A NEW 3 1/2 INCH CASE SUCCESSFULLY?
>
>R
>

Sometimes the metal shutter that covers the opening on the floppys
gets "crimped" so it's hard for the drive to open it.

If you can carefully bend it out a little to let the shutter slide
easier it may help.

Otherwise you may have to CAREFULLY remove the shutter completely.

This may let you insert the disk and successfully read it.

If the disk still turns hard, try David's advice about splitting the
plastic case and cleaning it.

In any case, once you can read the disk again, be CERTAIN to
IMMEDIATELY COPY THE DISK TO A NEW FLOPPY.

Don't try to continue using the "bad" disk- that's just asking to
lose your data permanently.

BobR

6856. Falcon Modem port...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-25 23:41:04 UTC
From: Jakub Klawiter <wariat@klub.chip.pl>
Message-ID: <3C7ACB90.704@klub.chip.pl>
Source record: 4109

```
Hi!

Where can i read more about:
- changing the original SCC to ESCC
- differences between version of SCC upgrades if any
- Connecting the Modem1 Port in Falcon

Any doc's/WWW ?

--
I to by bylo na tyle ... a na przodzie to jeszcze troche by bylo ...
... ale bylo, nie bylo konczyc trzeba ... Pozdrowka!
Jakub, wariat@klub.chip*pl
Fly ATARI BBS Poznan, +48-61 [temporarily unavailable]
```

6857. Re: Falcon Modem port...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-26 08:21:03 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <PHHe8.12060$O5.26657@nntpserver.swip.net>
Source record: 4110

Hi,

All info required is in the DoitF030 archives by Robert Shaffner.
These are truly great hardware docs for the falcon, it covers all the chips,
all connectors, and lots of add ons.

/Peter

6858. [UPD]Eiffel PS/2 interface v1.0.2

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-26 21:58:18 UTC
From: Laurent <laurent.favard@HETCPAM.libertysurf.fr>
Message-ID: <a5h0hrfph2@wanadoo.fr>
Source record: 4111

I updated my page about Eiffel, a PS/2 interface for Atari.
This update is about the firmware, which fix a problem with
mouse and keyboard timing synchronisations.

I added the RESET command support, to swicth off the CAPS lock
indicator if the Atari is rebooting.

http://eiffel.atari.org
laurent

6859. Re: discs don't spin

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-26 22:31:47 UTC
From: venom <venom@tiscali.co.uk>
Message-ID: <3c7c0d68_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 4112

Thank you to you both, I'll have a go when I pluck up enough courage to try splitting a disc - my problems then start, as I then want to transfer the text on it/them to PC format. Good luck me!!

P.S. Sorry for "shouting"!

"Bob Retelle" <bobr1@provide.net> wrote in message news:qbti7uoserm75gjgc0p3dsb0c056nk325j@4ax.com...
> On Sun, 24 Feb 2002 14:26:37 -0000, "venom" <venom@tiscali.co.uk>
> wrote:
>
> >DOES ANYONE KNOW HOW TO MAKE FLOPPYS SPIN IF THEY APPEAR HARD TO TURN? I'VE
> >A LOT OF WORK ON THEM AND NEED IT - IS IT THAT OLDER 520ST's DISC DRIVES GET
> >"TIRED" AND CAN'T TURN DISCS PROPERLY? IS THERE A WAY TO TAKE OUT THE OLD
> >FLOPPY AND PUT THEM INTO A NEW 3 1/2 INCH CASE SUCCESSFULLY?
> >
> >R
> >
>
> Sometimes the metal shutter that covers the opening on the floppys
> gets "crimped" so it's hard for the drive to open it.
>
> If you can carefully bend it out a little to let the shutter slide
> easier it may help.
>
> Otherwise you may have to CAREFULLY remove the shutter completely.
>
> This may let you insert the disk and successfully read it.
>
> If the disk still turns hard, try David's advice about splitting the
> plastic case and cleaning it.
>
>
> In any case, once you can read the disk again, be CERTAIN to
> IMMEDIATELY COPY THE DISK TO A NEW FLOPPY.
>
> Don't try to continue using the "bad" disk- that's just asking to
> lose your data permanently.
>
>
>
> BobR
>

>
>

6860. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-02-28 23:53:48 UTC
From: Jakub Klawiter <wariat@klub.chip.pl>
Message-ID: <3C7EC30C.2060007@klub.chip.pl>
Source record: 4113

Hi!

Dnia 02-02-22 18:00, niejaki Jo Even Skarstein usiad? przed komputerem i
napisa?:

>>When ever I purchase anything abroad - unless its from USA I almost always
>>send cash in an international registered letter. The post office here
>>exchanges free of charge (the rate is a little doctored i think) and no-one
>>has ever raised an eyebrow at the counter when I have say put 200 euros
> I don't know where you're from, but here in Norway it's illegal to send
> cash in the mail. This also applies to USA, where it's a federal offence
> according to a friend of mine over there.
O.k. it is illegal and so what? What's the problem, never did anything
illegal? Even for ATARI? ;-)

>>days for a cheque to clear. I didnt use to do this, till my bank double
>>charged me for wiring money to a german friend. They charged me ï¿½13 for the
>>wire and another DEM10 for the guys bank who received the money!
> This is quite normal, and has happened to me as well. But I prefer this
> method anyway, because then I atleast have some proof of payment.
Proof of payment. He wants to give you Barrie wants to give you 60%
discount because ... i don't know why... and you need to have the proof,
because what? Because you don't believe him? I cannot understand ...
sending money is also illegal here in Poland, but I allways do it like
this if i Have no possibility to pay by card, and NEVER has any problems
with this (the delivery problems not with law what is silly to be afraid
bout IMO).

--
I to by bylo na tyle ... a na przodzie to jeszcze troche by bylo ...
... ale bylo, nie bylo konczyc trzeba ... Pozdrowka!
Jakub, wariat@klub.chip*pl
Fly ATARI BBS Poznan, +48-61 [temporarily unavailable]

6861. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-01 01:09:18 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5mkbudqf1@snipp.uninett.no>
Source record: 4114

Jakub Klawiter <wariat@klub.chip.pl> wrote:

> O.k. it is illegal and so what? What's the problem, never did anything
> illegal? Even for ATARI? ;-)

So you wouldn't mind if I stole your Ataris then? ;-)

> Proof of payment. He wants to give you Barrie wants to give you 60%

I didn't mean Barrie in particular, I *always* prefer to have a proof of
payment.

> discount because ... i don't know why... and you need to have the proof,
> because what? Because you don't believe him? I cannot understand ...

I've been ripped off several times. No, not by Barrie, but by some other
rather well-known Atari dealers.

> sending money is also illegal here in Poland, but I allways do it like
> this if i Have no possibility to pay by card, and NEVER has any problems
> with this (the delivery problems not with law what is silly to be afraid
> bout IMO).

Do you know *why* it's illegal? It's because sending cash in the mail is
an open invitation to criminals, e.g. dishonest employees that opens
letters that looks like they contain cash. Since they just throw away the
evidence (it doesn't matter if there's cash in the envelope or not,
they've opened it and it now has to "disappear".) this means that a lot
more mail will never be delivered too.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6862. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-01 10:33:12 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c7f58aa16c5e10@tripnet.se>
Source record: 4115

On Fri 01-03-2002 01:09 (GMT) Jo Even Skarstein wrote:

>Jakub Klawiter <wariat@klub.chip.pl> wrote:

>> sending money is also illegal here in Poland, but I allways do it like
>> this if i Have no possibility to pay by card, and NEVER has any problems
>> with this (the delivery problems not with law what is silly to be afraid
>> bout IMO).
>
>Do you know *why* it's illegal? It's because sending cash in the mail is
>an open invitation to criminals, e.g. dishonest employees that opens
>letters that looks like they contain cash. Since they just throw away the
>evidence (it doesn't matter if there's cash in the envelope or not,
>they've opened it and it now has to "disappear".) this means that a lot
>more mail will never be delivered too.

The simple solution to this is to use registered or insured mail
depending on how much money you send.

I have used this a lot of times with from a couple of SEK 100 inside upto
rather large packages full of bank notes. Perfectly legal, secure and not
too expensive. (And no, those large packages were not my own money...)

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6863. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-01 10:53:17 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5nmit$n60$1@snipp.uninett.no>
Source record: 4116

Kenneth Medin <kennethm@tripnet.se> wrote:

> The simple solution to this is to use registered or insured mail
> depending on how much money you send.

Ahh, but you see, this costs pretty much the same as just transfering the
money directly to the seller's bank account...

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6864. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-01 20:33:48 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3c7fe574d10240@tripnet.se>
Source record: 4117

On Fri 01-03-2002 20:04 (GMT) Hallvard Tangeraas wrote:

>Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
>
>> Kenneth Medin <kennethm@tripnet.se> wrote:
>>
>> > The simple solution to this is to use registered or insured mail
>> > depending on how much money you send.
>>
>> Ahh, but you see, this costs pretty much the same as just transfering the
>> money directly to the seller's bank account...
>
>What kind of method do you use to send money abroad?

>All in all I guess you're paying around US$ 20 for the whole deal, which
>isn't very economical if you want to send someone US$ 5 in the mail!

Registered mail is not expensive at all here in Sweden. Just go to the
nearest foreign exchange and buy some money in whatever currency you need.

Will by much less compared to US$ 20. Perhaps around 5 at the most.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

6865. HDD cable?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-01 21:16:50 UTC
From: Bill Bertram <no_spam_bb1678@hotmail.com>
Message-ID: <a5or3k$2np$1@newsg3.svr.pol.co.uk>
Source record: 4118
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I have an Atari SH024 hard drive unit, but no cable to connect it to my STE.
Does anyone know where I can get one? (in the UK) and for how much?

Thanks,

-Bill.

6866. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-01 21:41:58 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5osj6$3a7$1@snipp.uninett.no>
Source record: 4119

Hallvard Tangeraas <northstar2010@_i-hate-spam_yahoo.no> wrote:

> What kind of method do you use to send money abroad?

I ask my bank to transfer the money directly to the recipients bank
account (if possible). Except from sending cash in the mail, this is the
cheapest method for me.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6867. rtdos website update notification

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-01 23:01:09 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203011501.30153a5b@posting.google.com>
Source record: 4120

http://rtdos.tripod.com

6868. ALM 804 Printer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-02 03:02:52 UTC
From: Philipp Hachtmann <hachti@hachti.de>
Message-ID: <3C8040DC.3B9A7183@hachti.de>
Source record: 4121

Hello Everybody!

I need help to get myslm 804 laser printer. I have a up and running mega
st 2 with harddrive and NO DRIVERS OR ANYTHING for the printer. What do
I need and where to get??
What about gdos?

Thanks,
Philipp :-)

6869. Re: ALM 804 Printer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-02 03:03:33 UTC
From: Philipp Hachtmann <hachti@hachti.de>
Message-ID: <3C804105.D61AD4E2@hachti.de>
Source record: 4122

Sorry, SLM 804 is the printer's name....

6870. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-02 08:21:56 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5q234$d89$1@snipp.uninett.no>
Source record: 4123

Hallvard Tangeraas <northstar2010@_i-hate-spam_yahoo.no> wrote:

>> I ask my bank to transfer the money directly to the recipients bank
>> account (if possible). Except from sending cash in the mail, this is the
>> cheapest method for me.

> How much are we talking here?

NOK40-60, it probably depends on the bank and to where the money is
transfered. But often the receiving bank also charges a fee, so some times
you'll have to double this.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6871. Re: ALM 804 Printer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-02 11:02:32 UTC
From: "Derryck Croker"
Message-ID: <1015063628-894710AEicMi@ntlworld.com>
Source record: 4124

From: Philipp Hachtmann <hachti@hachti.de>
Date: Sat, 02 Mar 2002 04:02:52 +0100

>I need help to get myslm 804 laser printer. I have a up and running mega
>st 2 with harddrive and NO DRIVERS OR ANYTHING for the printer. What do
>I need and where to get??

NVDI, Speedo GDOS or Atari's GDOS. The first two are commercial, but only the
first is still available AFAIK. It's the best solution really.

You can also get the DIABLO emulator and an Epson 8 pin printer emulator called
LaserBrain. I think that these are available for download on ftp servers.

http://www.google.com will be your friend to find these I think.

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6872. Re: ALM 804 Printer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-02 15:23:55 UTC
From: Philipp Hachtmann <hachti@hachti.de>
Message-ID: <3C80EE8B.59EF5D9C@hachti.de>
Source record: 4125

> >I need and where to get??
>
> NVDI, Speedo GDOS or Atari's GDOS. The first two are commercial, but only the
> first is still available AFAIK. It's the best solution really.

I've now installed an Atari FontGDOS driver for slm Printers.
But I don't know how to use it :-(
Which software programs use the gdos printer drivers?

> You can also get the DIABLO emulator and an Epson 8 pin printer emulator called
> LaserBrain. I think that these are available for download on ftp servers.
What's DIABLO? It was mentioned several times but I don't know it.
Asking a real
atarian didn't help....

> http://www.google.com will be your friend to find these I think.
Google IS already my friend!

6873. Re: ALM 804 Printer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-02 16:50:54 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a5qvteero1@reader2.panix.com>
Source record: 4126

Philipp Hachtmann <hachti@hachti.de> writes:

: > >I need and where to get??
: >
: > NVDI, Speedo GDOS or Atari's GDOS. The first two are commercial, but only the
: > first is still available AFAIK. It's the best solution really.

: I've now installed an Atari FontGDOS driver for slm Printers.
: But I don't know how to use it :-(
: Which software programs use the gdos printer drivers?

: > You can also get the DIABLO emulator and an Epson 8 pin printer emulator called
: > LaserBrain. I think that these are available for download on ftp servers.
: What's DIABLO? It was mentioned several times but I don't know it.
: Asking a real
: atarian didn't help....

That problem solved, I hope. Yesterday, I zipped up the latest
Diablo emulator, v 1.6, that runs under MiNT, and copies of every
laser font I had, and put them in incoming at chapelie.rma.ac.be, to be
moved to untilites/printers, eventually. If they do not work, I need
to fix that. They should work. I copied them from my hard drive, and
they work there.

Some of those fonts are hard to find, and are necessary, if you
use a spreadsheet or data base program that needs to print out
in a compressed font to fit on a page.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6874. SCSI HD problems on a Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-02 18:34:50 UTC
From: Diego Meozzi <dmeozzi@micronet.it>
Message-ID: <dmeozzi-2791BC.19345002032002@news.mclink.it>
Source record: 4128

I'm having some weird problems with the internal HD (42MB Conner) of my Stacy 4.
In the past, I had some problems booting from that disk, because (my fault) I installed two different HD drivers on it (Atari's AHDI and ICD driver). As I wanted to save the data written on that HD, I disassembled the Stacy (a daunting task), and put that disk on an ICD external box with DME-SCSI interface, connected to a Mega STE 4. I successfully made the back-up of all the data of the Stacy's HD and then I reformatted it with Atari AHDI.
Unfortunately, when I put the HD back inside the Stacy, it is not recognized anymore by the computer. Even running ICD's "ID Check" doesn't show any unit connected.
Putting the same disk on the ICD SCSI box, it works. Putting it inside the Mega STE, it does not, as it happens inside the Stacy.
When I put the Mega STE 48MB HD inside the Stacy (too big to close the lid), that disk works, so Stacy's SCSI interface works.
I have tried to change the SCSI ID of the 42MB Conner disk, and to add the three small 8-pin terminators (taking them from Mega STE's HD), but it still doesn't work.
I've also tried to put a Quantum 80MB SCSI drive inside the Stacy, but - again - it is not recognized.

Does anybody have a suggestion to make that ��%�@ Conner HD (or any other SCSI HD that could fit) working again inside my Stacy?

Thanks for your help!

6875. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-02 19:16:50 UTC
From: Jakub Klawiter <wariat@klub.chip.pl>
Message-ID: <3C812522.8090805@klub.chip.pl>
Source record: 4127

Hi!

Dnia 02-03-01 02:09, niejaki Jo Even Skarstein usiadďż˝ przed komputerem i
napisaďż˝:

> Jakub Klawiter <wariat@klub.chip.pl> wrote:
>> O.k. it is illegal and so what? What's the problem, never did anything
>>illegal? Even for ATARI? ;-)
> So you wouldn't mind if I stole your Ataris then? ;-)
Than I'll kill you! ;-) It will also be illegal but as I know I will do
everything for my ATARI ;-D

>> Proof of payment. He wants to give you Barrie wants to give you 60%
> I didn't mean Barrie in particular, I *always* prefer to have a proof of
> payment.
I prefer also, but If I want to buy something abroad, and it costs e.g.
50Euro, I will probably send it in enveloppe, because International
money transfer cost me about 30euros, so it doesn't have sense to me...

>>discount because ... i don't know why... and you need to have the proof,
>>because what? Because you don't believe him? I cannot understand ...
> I've been ripped off several times. No, not by Barrie, but by some other
> rather well-known Atari dealers.
Probably I don't understand you because, my english ... but if they are
ripped off you ... IMO it means they get more money for something than
it's value, so than what the proof of payment can help you this case? ;-)

> Do you know *why* it's illegal? It's because sending cash in the mail is
> an open invitation to criminals, e.g. dishonest employees that opens
It is illegal (IMO) because if i send you 100$ by mail, and you will get
it, the tax departament will not know about this... IMO it is why the
sending money by snail mail is illegal.

O.k. we are very Off topic here so EOT

--
I to by bylo na tyle ... a na przodzie to jeszcze troche by bylo ...
... ale bylo, nie bylo konczyc trzeba ... Pozdrowka!
Jakub, wariat@klub.chip*pl
Fly ATARI BBS Poznan, +48-61 [temporarily unavailable]

6876. Re: ST 1040 Keyboard to Mega-STE ???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-02 20:23:39 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a5rccbmqk1@snipp.uninett.no>
Source record: 4129

Jakub Klawiter <wariat@klub.chip.pl> wrote:

> Probably I don't understand you because, my english ... but if they are
> ripped off you ... IMO it means they get more money for something than
> it's value, so than what the proof of payment can help you this case? ;-)

They took my money but didn't send the stuff I've ordered.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6877. Re: SCSI HD problems on a Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-02 21:53:44 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <a5rhl8$6a1$1@reader2.panix.com>
Source record: 4130

Diego Meozzi <dmeozzi@micronet.it> writes:

: I'm having some weird problems with the internal HD (42MB Conner) of my
: Stacy 4.
: In the past, I had some problems booting from that disk, because (my
: fault) I installed two different HD drivers on it (Atari's AHDI and ICD
: driver). As I wanted to save the data written on that HD, I disassembled
: the Stacy (a daunting task), and put that disk on an ICD external box
: with DME-SCSI interface, connected to a Mega STE 4. I successfully made
: the back-up of all the data of the Stacy's HD and then I reformatted it
: with Atari AHDI.

I think you have some other problem, and I do not know what it is
either. When you install AHDI, it writes a jump instruction in
the boot sector of the disk (or partition) to instruct the
computer to run the something.sys program in the root of the drive.

When you install ICD on it, it overwrites the jump instruction. There is
really no such thing as installing two different HD drivers at the
same time.

I think you need a new drive. One way to check, usually, is turn
the drive over, and see if it works better that way. What usually fails is
the spindle bearing, and it develops friction and drag, which interfere
most with acceleration, and cause write errors. And then again maybe not.

And, I suspect, the ICD box SCSI design may be more tolerant of
speed problems than the Atari SCSI design is.

So, turn it upside down, install a driver program, and see if it boots.

No, I do not have a Stacey, admire your technical skills in getting
into one, and do not know where to find a new drive for it.

Try Best Electronics.

Jim
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6878. Re: SCSI HD problems on a Stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-03 06:10:04 UTC
From: Robert Schaffner <rsmac@t-online.de>
Message-ID: <rsmac-F3B0B1.07100403032002@news.t-online.com>
Source record: 4131

In article <dmeozzi-2791BC.19345002032002@news.mclink.it>,
Diego Meozzi <dmeozzi@micronet.it> wrote:

> In the past, I had some problems booting from that disk, because (my
> fault) I installed two different HD drivers on it (Atari's AHDI and ICD

That woni¿½t work correct :)
One driver is enough.

AHDI or HDDriver should work fine to any Atari.
ICD drivers are not ready to used by an STACY. Never hear this before.

> Unfortunately, when I put the HD back inside the Stacy, it is not
> recognized anymore by the computer. Even running ICD's "ID Check"

STACY HD controller needs his SCSI device on SCSI ID 0 and Parity OFF.
Watch SCSI termination.

> doesn't show any unit connected.
> Putting the same disk on the ICD SCSI box, it works. Putting it inside
> the Mega STE, it does not, as it happens inside the Stacy.

MSTe and STACY used both the same bullshit of Atari HD controller.

ID 0, Parity OFF, termination. Three points you should have an eye on.

Regards, Robert

--

-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

6879. Re: ALM 804 Printer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-03 18:51:12 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <Agug8.52714$766.1987320@news-binary.blueyonder.co.uk>
Source record: 4132

Speedo is available, check link

http://catalog.zen.co.uk/actinic/1632Systems/16_32_Catalogue_Applications_10
.html

Nick Harlow
16/32 Systems

"Derryck Croker" <derryck@.NOSPAMCRAPcix.co.uk> wrote in message
news:1015063628-894710AEicMi@ntlworld.com...
> From: Philipp Hachtmann <hachti@hachti.de>
> Date: Sat, 02 Mar 2002 04:02:52 +0100
>
> >I need help to get myslm 804 laser printer. I have a up and running mega
> >st 2 with harddrive and NO DRIVERS OR ANYTHING for the printer. What do
> >I need and where to get??
>
> NVDI, Speedo GDOS or Atari's GDOS. The first two are commercial, but only
the
> first is still available AFAIK. It's the best solution really.
>
> You can also get the DIABLO emulator and an Epson 8 pin printer emulator
called
> LaserBrain. I think that these are available for download on ftp servers.
>
> http://www.google.com will be your friend to find these I think.
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

6880. MAME on a Falcon w/CT060

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-03 19:52:34 UTC
From: James Krych <jwkrych@adelphia.net>
Message-ID: <6avg8.7414$zU2.1655295@news1.news.adelphia.net>
Source record: 4133

Hi!

Has anyone considered getting MAME to run on a Falcon with the CT060? I would consider an 80MHz '060 much better than my P166 that I used to run MAME32, and only 32MB system memory. With my old PC, I was able to run aracde games from 1984 and below.

This would be a very neat app! It could be run in TOS too! And, with the RGB out of the Falcon!

Jim

6881. Re: ALM 804 Printer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-05 12:36:20 UTC
From: "Derryck Croker"
Message-ID: <1015394222-104670AEicMi@ntlworld.com>
Source record: 4134

Hi Nick,

>Speedo is available, check link
>
>
>http://catalog.zen.co.uk/actinic/1632Systems/16_32_Catalogue_Applicati
>ons_10
>.html

Thanks Nick.
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6882. Re: ALM 804 Printer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-05 12:47:40 UTC
From: "Derryck Croker"
Message-ID: <1015394224-105094AEicMi@ntlworld.com>
Source record: 4135

From: Philipp Hachtmann <hachti@hachti.de>
Date: Sat, 02 Mar 2002 16:23:55 +0100

>I've now installed an Atari FontGDOS driver for slm Printers.
>But I don't know how to use it :-(

I can't remember what you have to do to install GDOS, but you should have all the fonts you have installed several times listed in ASSING.SYS under lines like this:

01p SCREEN.SYS

and so on.

The corresponding printer fonts will be listed under an entry at the end of the file under 21 (LASER.SYS or something like that).

Then when you use an app like Kandinsky (a vector art prog), AtariWorks (DTP/Database), Papyrus (Word processor) and loads more, you'll be able to work with the screen fonts as you type and the corresponding printer fonts will be used when you print - the printer dialog should allow you to choose the device number of the printer from ASSIGN.SYS (21 is normal). That gives you WYSIWYG, but you'll only get good results if you have fonts in the point sizes that you want to use. SpeedoGDOS and NVDI both use vector fonts so you can freely size them without loss of quality.

>> You can also get the DIABLO emulator

>What's DIABLO? It was mentioned several times but I don't know it.

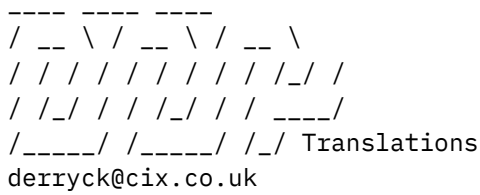
It's a very old printer standard - it can be used to print text from the desktop for instance, or text from any prog that doesn't have GDOS or a specific SLM printer driver.

>Asking a real
>atarian didn't help....

Comp.sys.atari is your friend...

That's about the best I can do for you I think - I use NVDI exclusively.

--



derryck@cix.co.uk

dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6883. re: HD stacy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-06 20:33:15 UTC
From: Stef De Koninck <stef.deko@village.uunet.be>
Message-ID: <3c867d10$0$7111$4d4efb8e@news.be.uu.net>
Source record: 4136

Yep,
try this:
install the HD, boot up the Stacy with the Atari AHDI-disk in the drive.
Make a new drive C-icon using the dropdown menu's.
Use INSTALL program from the disk to install a bootable HD-partition.
This should normally (but what is normal these days??) work.
Success!

Stef

6884. Re: MAME on a Falcon w/CT060

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-07 13:31:00 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a68704$1ifb$1@news.vol.cz>
Source record: 4137

> Has anyone considered getting MAME to run on a Falcon with the CT060? I

I compiled the SDL version of xmame (the binary is 13MB long, BTW).
Unfortunatelly It throws only some error when executed. I'm going to compile
it again with the newer version of SDL.

> would consider an 80MHz '060 much better than my P166 that I used to run

I'm not sure. The raw 68060 power is probably much lower than the P166 one.
In addition there is fast accelerated graphics and lowlevel optimisations on
the PC side.

I compiled several emulators of various machines
(genesis/nes/snes/gameboy/c64) and they are simply unusable on a 68040
machine with graphics card. Only the C64 works on about 50% speed of
original machine with sound disabled, so it should be fast enough on a
68060.

Ctirad

6885. Hardware scroll

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-09 01:36:18 UTC
From: Miguel Garc&#65533;a <eloina_2@wanadoo.es>
Message-ID: <4abf79acf9db7b9a17eb58895c1886a7.76240@mygate.mailgate.org>
Source record: 4138
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Spain, 24 June 2001.

The following text describe techniques to do continuous hardware scroll
with STe and FALCON machines. This technique make the scroll in very
little time.

With continuous I mean, scroll like to XENON or IMPOSSAMOLE but fine.

Is very possible that ZOOL and ENCHANTED LAND uses such techniques.

You must know how make normal hardware scroll (you must know
exactly how control $FF820F and $FF8265 registers), ok?.

To make horizontal scroll one pixel for every VBL at the left
direction, make the following passes:

1) Define two contiguous screens (320X200 and 320X200)
($FF820F=80)

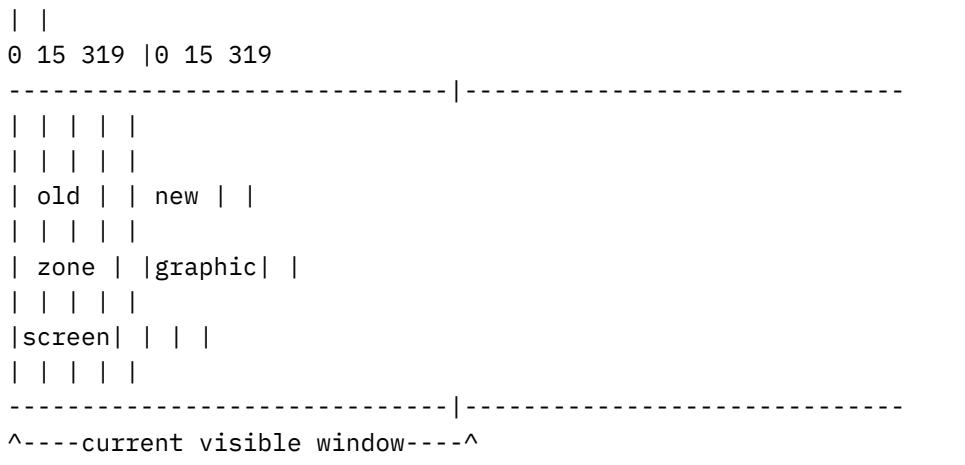
```
0 319 |0 319
------------------------------|------------------------------
0 | | |
| | |
| main | secondary |
| | |
| screen | screen |
| | |
| | |
| | |
199-----------------------------|------------------------------
```

2) Now you must write some graphics at right border in secondary
screen. 16 bit wide for example:

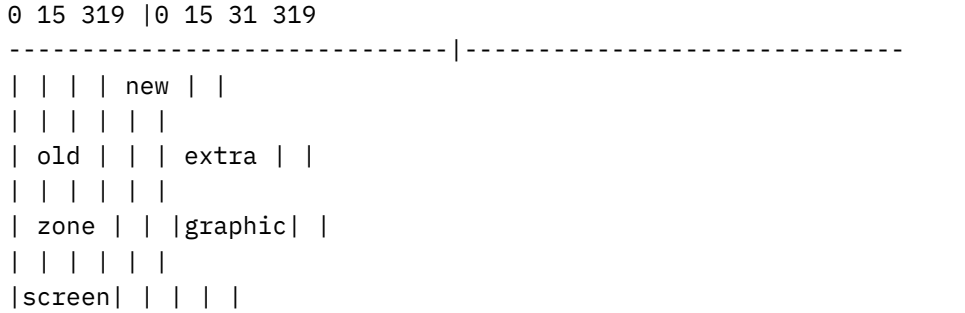
```
0 319 |0 15 319
------------------------------|------------------------------
| | | |
| | extra | |
| | | |
| |graphic| |
| | | |
| | | |
| | | |
| | | |
------------------------------|------------------------------
^----current visible window---^
```

3) On the first VBL it's necessary to scroll one pixel ($FF8265=1)
4) On the second VBL it's necessary to scroll another pixel ($FF8265=2)
5) On the thirt VBL it's necessary to scroll another pixel ($FF8265=3)
6) On the fourth VBL it's necessary to scroll another pixel ($FF8265=4)
7) On the fifth VBL it's necessary to scroll another pixel ($FF8265=5)
8) On the sixth VBL it's necessary to scroll another pixel ($FF8265=6)
9) On the seventh VBL it's necessary to scroll another pixel
($FF8265=7)
10) On the eighth VBL it's necessary to scroll another pixel ($FF8265=8)
11) On the ninth VBL it's necessary to scroll another pixel ($FF8265=9)
12) On the tenth VBL it's necessary to scroll another pixel ($FF8265=10)
13) On the 11 VBL it's necessary to scroll another pixel ($FF8265=11)
14) On the 12 VBL it's necessary to scroll another pixel ($FF8265=12)
15) On the 13 VBL it's necessary to scroll another pixel ($FF8265=13)
16) On the 14 VBL it's necessary to scroll another pixel ($FF8265=14)
17) On the 15 VBL it's necessary to scroll another pixel ($FF8265=15)
18) On the 16 VBL, add 8 bytes (four planes) to main screen pointers
($FF8205,7 and 9), set $FF820F to 80 and $FF8265 to 0.

19) Now it's necessary copy the 1600 bytes (8 bytes for every plane *
200
lines=1600 bytes) of the new graphics zone to old graphics zone
screen
(the left zone):



Now you must write another extra graphics on secondary screen,
into bits 16 to 31 of every line.



```
| | | | | |
------------------------------|------------------------------
^-----current visible window---^
```

Now control $FF8265 register in order to repeating pass 3 to 18
and another time more, copy new graphics zone to old graphics zone
(pass 19):

```
|<<<<<copy byte here<<<<<<<<<<|
| |
0 15 31 319 |0 15 31 319
------------------------------|------------------------------
| | | | | new | |
| | | | | | |
| | old | | | extra | |
| | | | | | |
| |graphic| | |graphic| |
| | | | | | |
| | zone | | | | |
| | | | | | |
------------------------------|------------------------------
^----current visible window----^
```

The process is repeated until when the current visible window is the
secondary window and the main screen is a copy of the secondary screen:

```
0 319 |0 319
------------------------------|------------------------------
| | |
| main screen is exactly | secondary screen is |
| | |
| like to the secondary | exactly like to main |
| | |
| screen | screen |
| | |
| | |
------------------------------|------------------------------
^----current visible window---^
```

At this point, you must set the main screen pointers (FF8205,7 and 9)
to point to the main screen (another time more):

```
0 319 |0 319
------------------------------|------------------------------
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
```

```
------------------------------|------------------------------
^----current visible window---^
```

how you see, only 1600 bytes is copied every 16 VBL.

If the scroll is at two pixel (more speed) for every VBL, you
must copy 1600 bytes every 8 VBL etc.

ok?

this is very easy!!

no?

Do you imagine how make the vertical scroll?.

First you must make two screen one above the other one.
Second you now must copy 160 bytes every VBL from "the new line" to
"the old line".

Mixing the above techniques make possible multi-directional (8
directions)
scrolling.

be fun!!

Miguel Garcï¿½a

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

6886. Re: ALM 804 Printer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-09 02:32:33 UTC
From: sidcelery@cix.co.uk
Message-ID: <a6bs80$5rr$5@thorium.cix.co.uk>
Source record: 4139

On 5 Mar 2002 12:47:40 -, Derryck Croker wrote:
> From: Philipp Hachtmann <hachti@hachti.de>
>> I've now installed an Atari FontGDOS driver for slm Printers.
>> But I don't know how to use it :-(
>
> I can't remember what you have to do to install GDOS, but you should
> have all the fonts you have installed several times listed in
> ASSIGN.SYS under lines like this:
> ...

I think you just put FONTGDOS in the AUTO folder of the boot drive.

If this doesn't work, get back to me - I've got the full FONGDOS
installation sitting here somewhere...

rgds
h

6887. Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-11 17:53:48 UTC
From: Jakub Klawiter <wariat@klub.chip.pl>
Message-ID: <3C8CEF2C.4000809@klub.chip.pl>
Source record: 4140

Hi!

Which one is correct Zilog ESCC Chip for Falcon??? Is the SCC -> ESCC
change only what i have to do, or maby the change of the chip is only
piece of work?

Part Number Status Package Pin Count
Z8523008PSC Active DIP 40
Z8523010PSC Active DIP 40
Z8523016PSC Active DIP 40
Z8523008PEC Active DIP 40
Z8523010PEC Active DIP 40
Z8523016PEC Active DIP 40
Z8523020PSC Active DIP 40
Z8523008VSC Active PLCC 44
Z8523010VSC Active PLCC 44
Z8523016VSC Active PLCC 44
Z8523020VSC Active PLCC 44
Z8523008VEC Active PLCC 44
Z8523010VEC Active PLCC 44
Z8523016VEC Active PLCC 44

--
I to by bylo na tyle ... a na przodzie to jeszcze troche by bylo ...
... ale bylo, nie bylo konczyc trzeba ... Pozdrowka!
Jakub, wariat@klub.chip*pl
Fly ATARI BBS Poznan, +48-61 [temporarily unavailable]

6888. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-11 18:06:17 UTC
From: Ctirad Fertr <phanatic@NOSPAMvolny.cz>
Message-ID: <a6irjn$2lhj$1@news.vol.cz>
Source record: 4142

> Which one is correct Zilog ESCC Chip for Falcon??? Is the SCC -> ESCC
> change only what i have to do, or maby the change of the chip is only
> piece of work?

Why you want to change the SCC chip ???

Ctirad

6889. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-11 18:13:18 UTC
From: rsmac@t-online.de
Message-ID: <1f8w9t2.hg3e8c1f9gwngN%rsmac@t-online.de>
Source record: 4141

Jakub Klawiter <wariat@klub.chip.pl> wrote:

> Which one is correct Zilog ESCC Chip for Falcon??? Is the SCC -> ESCC

Falcon SCC only can be modified with Z8530, Am85C30 or an Z85230 chip.
Other won't work!

DOITF030 / 12.16.2

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-= Home of DOIT-Archive =-

_____
Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

6890. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-11 19:25:32 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a6j0bc$og9$1@draco.stochastik.rwth-aachen.de>
Source record: 4143

In article <1f8w9t2.hg3e8c1f9gwngN%rsmac@t-online.de>,
Robert Schaffner <rsmac@t-online.de> wrote:
>
>Falcon SCC only can be modified with Z8530, Am85C30 or an Z85230 chip.
>Other won't work!

Well?

All the chips he listed are Z85230, only in different versions.

The Falcon needs the PLCC version, so that rules out about half of them -
however, I am not quite sure about the other variants (it looks like two
PLCC variants in different speed grades). Maybe the data sheet can tell
more.

cu
Michael

6891. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-11 23:18:51 UTC
From: Jakub Klawiter <wariat@klub.chip.pl>
Message-ID: <3C8D3B5B.3020208@klub.chip.pl>
Source record: 4144

Hi!

Dnia 02-03-11 19:06, niejaki Ctirad Fertr usiadďż˝ przed komputerem i napisaďż˝:

>>Which one is correct Zilog ESCC Chip for Falcon??? Is the SCC -> ESCC
>>change only what i have to do, or maby the change of the chip is only
>>piece of work?
> Why you want to change the SCC chip ???
Mostly because it's possible ;-) It should be faster, and will have
larger buffer. The SCC can work with 115200 but it won't work very well
... especially if the comp. is not 100% free to manage the port. So if I
can change it to faster i want to do this ... but i have to know which
chip is correct ... and I don't know this :(

--
I to by bylo na tyle ... a na przodzie to jeszcze troche by bylo ...
... ale bylo, nie bylo konczyc trzeba ... Pozdrowka!
Jakub, wariat@klub.chip*pl
Fly ATARI BBS Poznan, +48-61 [temporarily unavailable]

6892. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-11 23:22:01 UTC
From: Jakub Klawiter <wariat@klub.chip.pl>
Message-ID: <3C8D3C19.7090200@klub.chip.pl>
Source record: 4145

Hi!

Dnia 02-03-11 20:25, niejaki Michael Schwingen usiadďż˝ przed komputerem i
napisaďż˝:

>>Falcon SCC only can be modified with Z8530, Am85C30 or an Z85230 chip.
>>Other won't work!
> Well?
>
> *All* the chips he listed are Z85230, only in different versions.
>
> The Falcon needs the PLCC version, so that rules out about half of them -
> however, I am not quite sure about the other variants (it looks like two
> PLCC variants in different speed grades). Maybe the data sheet can tell
> more.
So now the list is shorter ;-) I can download the description, but it
will not help, me because I don't know where should I look, to be _SURE_
that one of this 7 PLCC chips is correct one.

--
I to by bylo na tyle ... a na przodzie to jeszcze troche by bylo ...
... ale bylo, nie bylo konczyc trzeba ... Pozdrowka!
Jakub, wariat@klub.chip*pl
Fly ATARI BBS Poznan, +48-61 [temporarily unavailable]

6893. FS: Motorola 68060 Processors (affordable)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-12 04:23:54 UTC
From: Vernal Elm LLC <vernalelm@nospam.yahoo.com>
Message-ID: <upfj8.8865$P4.724023@newsread2.prod.itd.earthlink.net>
Source record: 4146
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Professionally Recycled Motorola 68060 Processors

We have acquired another stock of perfect condition FULL 060 processors.

Here are the details:

Motorola 68060/50MHz Processor
-FULL Version including MMU (memory management unit) and FPU (math coprocessor)
-Professionally recycled
-Full refund/replacement guarantee
-Perfect for Amiga 68060 and Atari accelerator cards (Phase5, DCE, GVP-m, Apollo, QuikPak, DKB, etc.)
-Ideal for the upcoming Falcon CT60 board, as well as Milan, and Hades (Medusa) systems
-Well suited for overclocking

Price: $105/each
Quantity discounts available

E-mail us at vernalelm@NOSPAM.yahoo.com

Remember to remove the NOSPAM. after the @ sign from the address before sending a message. Mail server should be just "yahoo.com".

You can save a lot of money by buying your 060 accelerator board or system without the CPU and installing one of these. We are a trusted source for quality processors, with many customers within the Atari marketplace, including Czuba Tech.

If you're not familiar with the recycling process, many companies specialize in chip recycling. They have machinery which safely removes these chips from the sockets of working boards. They are then sold in bulk to distributors and OEM manufacturers. Their lower cost makes them available for products (such as Amiga and Atari boards) where the list price of over $500 for small quantities of new 68060 processors is not possible.

Semiconductors tend to last a lifetime, so these products are regarded as new quality. You will receive the same performance as that of a new processor. They are fully tested at the recycler before packaging, and we guarantee them individually with a refund/replacement guarantee.

Feel free to ask us any questions you may have.

Thanks!

6894. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-12 09:11:30 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a6kgtadgm1@newsreader.mailgate.org>
Source record: 4147

Any of the PLCC ones will work. The last two numbers are clock speed in Mhz. I think the Falcons SCC is clocked at 6mhz ?? IIRC. One peep at the sqeematic I will know for sure. The SCC in the Falcon is not socketed, so you will have to very carefully desolder it from the mobo. If you are not already using hsmodem7 then you should get this.

BTW, I need to replace the SCC in my MegaSte, I ordered an ESCC from RS components, but they sent me some CIO chip instead. Bastards. If you know where to get an ESCC chip from I would be grateful - My MegaSte can only recieve at 56k, and thats not without dropped packets, but transmits beautifully at 230k to my PC. (Hence it is the recieve buffer that is causing the problems).

6895. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-12 16:24:52 UTC
From: rsmac@t-online.de
Message-ID: <1f8xxd8.uaum8q1ujg3s9N%rsmac@t-online.de>
Source record: 4148

Jakub Klawiter <wariat@klub.chip.pl> wrote:

> So now the list is shorter ;-) I can download the description, but it

Yes. What kind of chip do you found in your falcon? :)
What i have postet they all works fine.

I canï¿½t knew witch version is avaiable on many places of this smal
planet. Sorry.

Iï¿½m sure you need an chip carrier to fit you new chip :/

> that one of this 7 PLCC chips is correct one.

I posted three different releases of an ESCC as PLCC.
That what i know it work best, so god will..

You should ask you local electronics distribution for PLCC and Carrier.

Some other words: :)

Do not think you got more as you have after replace this chip..
An Falcon isnï¿½t an object of high performace ;)

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

6896. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-12 18:55:17 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203121055.55d405fa@posting.google.com>
Source record: 4149

Hi

> BTW, I need to replace the SCC in my MegaSte, I ordered an ESCC from RS
> components, but they sent me some CIO chip instead. Bastards. If you know
> where to get an ESCC chip from I would be grateful - My MegaSte can only
> recieve at 56k, and thats not without dropped packets, but transmits
> beautifully at 230k to my PC. (Hence it is the recieve buffer that is
> causing the problems).

Farnell in the UK have the AMD version of the Zilog SCC. For the
Falcon he does need PLCC, the last digits being the Speed in MHz. I
think the speed of the SCC in Falcon was somewhere between 10 to
14MHz. I'm not sure if putting a newer one in is going to speed it
up, did they increase the buffer size with the newer ones? I thought
it was the interupts that caused the problems, too many for the CPU to
handle. You can set up software buffers in HSModem by dropping the
scc.prg onto setter.ttp.

6897. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-12 20:51:38 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a6lpoq$bu1$1@reader2.panix.com>
Source record: 4150

Lyndon Amsdon <lyndonamsdon@hotmail.com> writes:

: Hi

: > BTW, I need to replace the SCC in my MegaSte, I ordered an ESCC from RS
: > components, but they sent me some CIO chip instead. Bastards. If you know
: > where to get an ESCC chip from I would be grateful - My MegaSte can only
: > recieve at 56k, and thats not without dropped packets, but transmits
: > beautifully at 230k to my PC. (Hence it is the recieve buffer that is
: > causing the problems).

: Farnell in the UK have the AMD version of the Zilog SCC. For the
: Falcon he does need PLCC, the last digits being the Speed in MHz. I
: think the speed of the SCC in Falcon was somewhere between 10 to
: 14MHz. I'm not sure if putting a newer one in is going to speed it
: up, did they increase the buffer size with the newer ones? I thought
: it was the interupts that caused the problems, too many for the CPU to
: handle. You can set up software buffers in HSModem by dropping the
: scc.prg onto setter.ttp.

From the data sheets, the original has a one-byte buffer, and the
upgrade has a four-byte buffer. Should cut the number of interrupts.
I have the proper chips and carriers, and will someday get around
to installing them in a machine I really do not need right now.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

6898. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-13 10:07:11 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a6n8ho$ku0$1@newsreader.mailgate.org>
Source record: 4051

It is the one byte recieve buffer that causes the problems. Setting the software buffers larger works on the falcon, but not the megaste, im beginning to suspect that theres something different in the mste, but looking at the squeematics I cant tell. Oh, the 85c30 in these machines is 10mhz.

Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote in message news:1a7d6495.0203121055.55d405fa@posting.google.com...
> Farnell in the UK have the AMD version of the Zilog SCC. For the
> Falcon he does need PLCC, the last digits being the Speed in MHz. I
> think the speed of the SCC in Falcon was somewhere between 10 to
> 14MHz. I'm not sure if putting a newer one in is going to speed it
> up, did they increase the buffer size with the newer ones? I thought
> it was the interupts that caused the problems, too many for the CPU to
> handle. You can set up software buffers in HSModem by dropping the
> scc.prg onto setter.ttp.

6899. Re: Falcon ESCC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-13 18:01:41 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a6o465$v74$1@draco.stochastik.rwth-aachen.de>
Source record: 4052

In article <1a7d6495.0203121055.55d405fa@posting.google.com>,
Lyndon Amsdon <lyndonamsdon@hotmail.com> wrote:
>
>Farnell in the UK have the AMD version of the Zilog SCC. For the
>Falcon he does need PLCC, the last digits being the Speed in MHz. I
>think the speed of the SCC in Falcon was somewhere between 10 to
>14MHz. I'm not sure if putting a newer one in is going to speed it

IIRC, the clock in the order code of the SCC is the *bus* clock, not the
clock used for the baudrate generators, so it may be possible to run a 8MHz
SCC with a 14.xxxMHz brg-clock input without violating the specs.

If the price does not differ much, I would opt for the fastest available
version - it will not give faster transmission rates, but you can be sure
that it works.

cu
Michael

6900. atari flea market

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-13 23:12:48 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203131512.83d8dc5@posting.google.com>
Source record: 4053

I've created a "flea market" of sorts on yahoo groups. I did this because I got tired of ebay's policies and always getting booted off or my bids not going through. You can visit the "Atari Swap N Shop" at the following url:

http://groups.yahoo.com/group/atariswapnshop

Let me know if this is a good idea or simply a waste of time.

6901. Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-14 01:46:22 UTC
From: sluna2@earthlink.net
Message-ID: <3C900178.7030804@earthlink.net>
Source record: 4054
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.graphics,comp.sys.amiga.misc

I have come into the possession of an Atari SC1224 color monitor.
Being fresh out of Commodore 1084 monitors (they've all died), I was
wondering if it was possible to connect the Atari monitor to my Amiga?

I did a little web digging and got some pinouts. Here's what I
figured out, but I am not sure how correct this is:

Atari ST video connector (13 pin DIN): Amiga RGB connector (D-23):

1 AO Audio Out ------------------
2 CVIDEO Composite Video ------------
3 CS Clock Select ---------------
4 MD Monochrome Detect/Clock In - 15 c1* (clock out)
5 AI Audio In -------------------
6 G Green ---------------------- 4 green (analog green)
7 R Red ------------------------ 3 red (analog red)
8 +12V +12 VDC (520ST has GND) ---- 22 +12v (+12 volts power)
9 HSYNC Horizontal Sync ------------ 11 hsync* (horizontal sync)
10 B Blue ---------------------- 5 blue (analog blue)
11 MVIDEO Monochrome Video -----------
12 VSYNC Vertical Sync -------------- 12 vsync* (vertical sync)
13 GND Ground ---------------------- 16-20 gnd (ground)

Another source I got off the web says that pin 8 is audio ground,
so I'm not even sure if I should bother connecting this pin. I'm also
not at all sure about the clock lines. Also, were the RGB lines for
the Atari analog or digital? Any insight would be appreciated. Thanks!

6902. Falcon help PLEASE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-14 06:18:53 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <u90gbvoea93dab@corp.supernews.com>
Source record: 4055
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I apologize ahead of time for this absurdly long post.

Hello all,

After doing a bit of research and IRCing, I decided to come here for a bit more help. My C-Lab Falcon MK-2 with standard atari 14 meg ram board, scsi and ide drives, etc. Has been having odd symptoms since the day I bought it. The symptoms?

1) Earlier version of Groumf Tracker worked fine, latest version will play fine but gives a messed up display. Seems like a programming issue but I am the only one to report this phenomena. Also will display artifacts like something is writing to video memory!

2) under MagiC, TOS, and MiNT, Aniplay while playing mp2 or mp3 (DSP) will get a crackling in the left speaker. Changing some settings can get the crackle to be in the right speaker. Originally I thought turning off DMA transfers would stop it but it doesn't. I also thought Nocrew's mp2 player did not produce crackling but it does too! Even FalcAMP does. Falcamp behaves oddly under MagiC. When I move the mouse fast or do other things, the mp3 playback will actually slow.

3) MagiC runs perfectly... I know right? It's a falcon that runs MagiC fine... but MiNT on the other hand has all sorts of problems. XaAES crashes 5 minutes after starting.. keystrokes are stolen between vconsoles. N.Aes doesn't work much at all and refuses to start in 256 color mode. I have done identical setups under aranym as my falcon. I am not crazy or setting soemthing up wrong, aranym works perfectly, my falcon doesn't. Also under N.Aes tos2win crashes with a bus error when trying to run bash, whereas under Xaaes it will run but will be deathly slow to do anything.

The diagnosis? Well some have suggested bad ram in the DSP, others have suggested bad DMA fix. Taking the DSP problem into mind, it's worth noting that the earlier version of Groumf tracker works PERFECTLY and has never crashed, ALL DEMOS I HAVE EVER TRIED including Hmm have worked perfectly. DSP jpeg decoder works perfectly. DSP effects like echo and reverb work perfectly. AVR playback works perfectly, everything is fine except fscking mp2/mp3 playback. I haev gone over the mp2/mp3's with a fine tooth comb too.. they are good encodings.. they play perfectly on any other machine.

The DMA fix? Well referencing this DMA fix:
http://atari.nvg.org/cpu_accel/

I have found that mine differs severely. The other two resistors near R221 are removed, legs 13 and 12 are not jumpered together. The trace of R216 is NOT cut on mine, and the resistor is gone! The IC that is piggy backed

is the right chip and in fact the only identical connection seems to be power and ground.... hrmmf..... maybe clab borked it?

I really care about my falcy and I'd love to be able to use the DSP to it's full potential to decode mp2's at 0% cpu usage, but the evil crackling on bass hits is horrible....

The last thign I must note is that the output gain of the mp2 and mp3 players seems significantly higher than that of groumf tracker and all of the demos which work fine. This audio crackling could be some internal DSP gain setting which is set way high (for mine to handle).

Anyone have any ideas.. should I redo my dma fix to match the one listed and replace the piggy backed IC which appears to have green stuff all over it? (not copper oxidation).. Perhaps wait for the CT60 which might somehow magically fix any and all of my problems? ;)

Any help would be much appreciated!

Thanks
Mark
http://atari-source.com

6903. ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-14 21:28:22 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203141328.3c313769@posting.google.com>
Source record: 4056

Hi

I have an ET4000 card which I'm willing to try in an ST. I had a
schematic on paper that I must have printed out some years ago. I've
now lost that paper thinking it wasn't important but now in all the
archives for the ET4000 they don't include any schematic, only the PCB
layout! does anyone have it on there HD? I've tried funet, Vezz and
the original source on some Germany edu server.
Perhaps I get in tough with Torsten Lang?

Thanks in advance

BTW, in theory it would be possible to connect this to the Falcon and
TT right?
And anyone tried adding more video ram to ET4000 chipset, over 1MB?

6904. Re: ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-15 05:44:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200203150644.a29457@wun.maus.de>
Source record: 4059

Hallo Lyndon!

LA>BTW, in theory it would be possible to connect this to the Falcon

Theoretically, yes. I've been trying to use an ET4000 with my NOVA adaptor in the Falcon. NVDI was able to detect the card, and I even got the desktop displayed there. But neither NVDI nor the other driver software was able to alter the pixel clock rate, so I wasn't able to really use it with decent resolution and refresh rate.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

6905. Re: ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-15 06:04:11 UTC
From: mduckworth@atari-source.com
Message-ID: <u933mrq80qnobe@corp.supernews.com>
Source record: 4057

Lyndon,

I could swear that Vezz had one with schematics, that is if he is running atarihacks.cjb.net. Did you look closely or am I full of it? ;)

Mark
http://atari-source.com

On 14 Mar 2002 13:28:22, Lyndon Amsdon wrote:
>Hi
>
>I have an ET4000 card which I'm willing to try in an ST. I had a
>schematic on paper that I must have printed out some years ago. I've
>now lost that paper thinking it wasn't important but now in all the
>archives for the ET4000 they don't include any schematic, only the PCB
>layout! does anyone have it on there HD? I've tried funet, Vezz and
>the original source on some Germany edu server.
>Perhaps I get in tough with Torsten Lang?
>
>Thanks in advance
>
>BTW, in theory it would be possible to connect this to the Falcon and
>TT right?
>And anyone tried adding more video ram to ET4000 chipset, over 1MB?
>.

6906. Re: ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-15 17:01:06 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203150901.3dcbaf74@posting.google.com>
Source record: 4058

Hi Mark

> I could swear that Vezz had one with schematics, that is if he is running
> atarihacks.cjb.net. Did you look closely or am I full of it? ;)

No, there were no schematics :(I have a feeling it may have come
from Hallvards site but his link isn't working.

6907. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-15 20:52:06 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <1%sk8.67714$Yd.4119662@e3500-atl1.usenetserver.com>
Source record: 4060
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.graphics,comp.sys.amiga.misc

<sluna2@earthlink.net> wrote in message
news:3C900178.7030804@earthlink.net...
> I have come into the possession of an Atari SC1224 color monitor.
> Being fresh out of Commodore 1084 monitors (they've all died), I was
> wondering if it was possible to connect the Atari monitor to my Amiga?

BLASPHEMY!!!

:)

>
> I did a little web digging and got some pinouts. Here's what I
> figured out, but I am not sure how correct this is:
>
> Atari ST video connector (13 pin DIN): Amiga RGB connector (D-23):
>
> 1 AO Audio Out ------------------
> 2 CVIDEO Composite Video ------------
> 3 CS Clock Select ---------------
> 4 MD Monochrome Detect/Clock In - 15 c1* (clock out)
> 5 AI Audio In -------------------
> 6 G Green ---------------------- 4 green (analog green)
> 7 R Red ----------------------- 3 red (analog red)
> 8 +12V +12 VDC (520ST has GND) ---- 22 +12v (+12 volts power)
> 9 HSYNC Horizontal Sync ------------ 11 hsync* (horizontal sync)
> 10 B Blue ---------------------- 5 blue (analog blue)
> 11 MVIDEO Monochrome Video -----------
> 12 VSYNC Vertical Sync -------------- 12 vsync* (vertical sync)
> 13 GND Ground --------------------- 16-20 gnd (ground)
>
>
>
> Another source I got off the web says that pin 8 is audio ground,
> so I'm not even sure if I should bother connecting this pin. I'm also
> not at all sure about the clock lines. Also, were the RGB lines for
> the Atari analog or digital? Any insight would be appreciated. Thanks!
>

6908. Re: ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-16 10:39:27 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203160239.50f364c2@posting.google.com>
Source record: 4061

Hi

> Theoretically, yes. I've been trying to use an ET4000 with my NOVA adaptor in
> the Falcon. NVDI was able to detect the card, and I even got the desktop
> displayed there. But neither NVDI nor the other driver software was able to
> alter the pixel clock rate, so I wasn't able to really use it with decent
> resolution and refresh rate.

Well, you have the Nova which I presume is the Nova for Falcon. Nova
came with drivers didn't it? There is also a program in the ET4000
archive for making custom resolutions.

6909. Re: ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-16 18:34:48 UTC
From: "Derryck Croker"
Message-ID: <1016373156-55109AEicMi@ntlworld.com>
Source record: 4065

From: northstar2010@_I-hate-spam_yahoo.no (Hallvard Tangeraas)
Date: Sat, 16 Mar 2002 00:07:33 GMT

>I believe I have all the relevant information and files on a CD-ROM I've
>made of downloaded software. Hang on a second.... (inserting the CD).

>Just about all the stuff is in German, but some of it is (roughly)
>translated using the Rufus word-by-word translator software. Although

FWIW and IIRC Peter West translated some if not all of the text files for
the ET4000 project. Maybe he'll pop up and expand on this a little?

Cheers

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6910. Re: ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-16 18:57:10 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a704i6opf1@thorium.cix.co.uk>
Source record: 4062

In message <1f92c78.1vb4f2q1hnn79cN%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no said:

>Just about all the stuff is in German, but some of it is (roughly)
>translated using the Rufus word-by-word translator software. Although
>difficult to read it gives some sort of indication of things.

I have what looks like a better translation of the README than
the Ruftrade one.

>I remember downloading this stuff several years
>ago from a German FTP site which is longer around, and I think I
>actually had a hard time finding the files even back then.

Problem is that Thorsten Lang, the author, more or less
disappeared from view. I started translating parts of the manual
but when I couldn't reach him there didn't seem to be much point
continuing as the PCBs came from him.

>I can't seem to find any schematic. At least not as a .IMG or other
>standard graphic file. I did however find several circuit board files
>(.PLT files: "platine"?, and folders with .LJ3 and .LJ6 named "C_MASTER"
>and "CARDEK" which are probably some PCB designing programs).
>Perhaps one of these files contain the schematics?

There is no schematic in the package I have. The *.PLT files can
be loaded into and printed from Scooter-PCB, but they are also
duplicated (quadruplicated!) as GEM IMG files and as HP-compatible
Laser/Inkjet printer files for both 300dpi (*.LJ3) and 600dpi
(*.LJ6) resolutions - these print straight from the desktop.

Note that some of the main boards are 4-layer, so difficult for
the home constructor.

From the README:
~~~~~~~~~~~~~~~~
After extracting ET4000.TOS *and* ET4000E.TOS you should have the
following files inside an ET4000 folder:

README.TXT Guess what!
MEGA4000/BAU_ES.TXT German description
MEGA4000/BUILD_IT.TXT (or ENG) English (shorter) description
MEGA4000/CARDEK/MEGA4000.PLT PCB for Cardek-like boards with
Feature connector, these boards can be
placed more distant from the switching
PSU) In Scooter-PCB format
MEGA4000/CARDEK/L TSEITE.IMG PCB as GEM image file, 300dpi,
~~~~~~~~~~~~~~~~

non-mirrored, solder-side
MEGA4000/CARDEK/L�TSEITE.LJ3 PCB as Laserjet printerfile,
300dpi, non-mirrored, solder-side
MEGA4000/CARDEK/L�TSEITE.LJ6 PCB as Laserjet printerfile,
600dpi, non-mirrored, solder-side
MEGA4000/CARDEK/BSTSEITE.IMG PCB as GEM image file, 300dpi,
mirrored, component-side
MEGA4000/CARDEK/BSTSEITE.LJ3 PCB as Laserjet printerfile,
300dpi, mirrored, component-side
MEGA4000/CARDEK/BSTSEITE.LJ6 PCB as Laserjet printerfile,
600dpi, mirrored, component-side
MEGA4000/CARDEK/BSTPLAN.IMG Component layout as GEM image
file, both sides, 300dpi, top view
MEGA4000/C_MASTER.12+/MEGA4000.PLT PCB for Color Master 12-type cards
(due to the unfortunate position of
the RAMDAC these have to be placed
closer to the power supply)
Scooter-PCB format
MEGA4000/C_MASTER.12+/L�TSEITE.IMG PCB as GEM image file, 300dpi,
non-mirrored, solder-side
MEGA4000/C_MASTER.12+/L�TSEITE.LJ3 PCB as Laserjet printerfile,
300dpi, non-mirrored, solder-side
MEGA4000/C_MASTER.12+/L�TSEITE.LJ6 PCB as Laserjet printerfile, 600dpi,
non-mirrored, solder-side
MEGA4000/C_MASTER.12+/BSTSEITE.IMG PCB as GEM image file, 300dpi,
mirrored, component-side
MEGA4000/C_MASTER.12+/BSTSEITE.LJ3 PCB as Laserjet printerfile, 300dpi,
mirrored, component-side
MEGA4000/C_MASTER.12+/BSTSEITE.LJ6 PCB as Laserjet printerfile, 600dpi,
mirrored, component-side
MEGA4000/C_MASTER.12+/BSTPLAN.IMG Component layout as GEM image file,
both sides, 300dpi, top view

```
ELRAD4K/BAU_ES.TXT Construction notes (extremely short :-)
ELRAD4K/BUILD_IT.ENG English version
ELRAD4K/STGAMAIN.PLT Main PCB layout (4-layer!)
in Scooter-PCB format
ELRAD4K/STGAVGA.PLT ISA PCB layout
HANDBUCH/HANDBUCH.TEX Dummy file (English & German) to
simplify the Tex printout of the
manual. The manual itself is still
only in German now, sorry! The most
interesting part is the appendix with
some technical information. I think
that's useable also for English
reading people.
HANDBUCH/HANDBUCH.DVI The DVI file... (German only)
HANDBUCH/BLECH.IMG Image of screening sheet
HANDBUCH/ISA-SLOT.IMG Image of ISA slot
HANDBUCH/MEGAST.IMG Image of Megas ST interior
```

HANDBUCH/STROM.IMG Image of power connector
HANDBUCH/STUETZE.IMG Image of support modification
1040ADAP/ET40006.PLT An adaptor PCB layout for the "small"
Ataris, (C) P. Lechtenfeld and kindly
made available by him for this archive
1040ADAP/ET40006.TXT What do you think...
ALT_RAM/MEGA_RAM.PRG The MEGA4000 as Alternate RAM...
ALT_RAM/MEGA_RAM.TXT Blubb blubb...
INIT_MOD/STGAIMOD.MOD Initializing module for the MEGA4000
INIT_MOD/STGAIMOD.TXT Some copyright stuff...
MEGAWVBL/MEGAWVBL.PRG WVBL routine for the MEGA4000
MEGAWVBL/MEGAWVBL.TXT Guess what it is...
VMG4000/VMG-4000.PRG Videomode generator version 1.12
VMG4000/VMG-4000.RSC Resource file for it
VMG4000/VMG-4000.CFG Config. file for MEGA4000 with Cardek
TC ET4000 card
VMG4000/VMG-4000.TXT Manual for the VMG, imperative you
read this!
VMG4000/VMG-ENGL.RSC English resource file
VMG4000/VMG-ENGL.TXT English manual
VMG4000/HISTORY.TXT
VMG4000/SVGA.INF Info file with some standard
resolutions
~~~~~~~~~~~~~~~~~~
Hope that helps!

Regards, /Peter/
~~~~~~~~~~~~~~~~~~

6911. Re: ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-16 19:43:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200203162043.a29504@wun.maus.de>
Source record: 4067

Hallo Lyndon!

LA>Well, you have the Nova which I presume is the Nova for Falcon.

right. Well, just the adaptor, no mach64 for it (yet). mach32 won't work at all.

LA>Nova came with drivers didn't it? There is also a program in the
LA>ET4000 archive for making custom resolutions.

I know. That's the "other software" I mentioned in my previous post. With both this software and the one from NVDI, I can create different screen resolutions. But this is of no use, as it's just impossible to set the pixel frequency. So I'm stuck with 640x480@60Hz, which is unusable (at least not better than the falcon can display on it's own).

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6912. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-16 22:46:24 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <a70i00$n2s$6@dos.canit.se>
Source record: 4063
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.graphics,comp.sys.amiga.misc

In comp.sys.amiga.misc sluna2@earthlink.net wrote:
: I have come into the possession of an Atari SC1224 color monitor.
: Being fresh out of Commodore 1084 monitors (they've all died), I was
: wondering if it was possible to connect the Atari monitor to my Amiga?

: I did a little web digging and got some pinouts. Here's what I
: figured out, but I am not sure how correct this is:

: Atari ST video connector (13 pin DIN): Amiga RGB connector (D-23):

: 1 AO Audio Out ------------------

This is where you connect your Amiga stereo leads.

: 2 CVIDEO Composite Video ------------

The Amiga 2000 (possibly not the C or D models) has only got monochrome
composite video, unless you use an RF modulator. Leave this pin be.

: 3 CS Clock Select ---------------

Leave be.

: 4 MD Monochrome Detect/Clock In - 15 c1* (clock out)

Leave mono detect be. An Atari mono monitor will ground that pin, but it
is useless in our case, and probably not even connected. Also, leave the
clock signals be, they're for genlocks and other special requirements.

: 5 AI Audio In -------------------

Leave be.

: 6 G Green ---------------------- 4 green (analog green)
: 7 R Red ------------------------ 3 red (analog red)

Right.

: 8 +12V +12 VDC (520ST has GND) ---- 22 +12v (+12 volts power)

Not sure what this is for.

: 9 HSYNC Horizontal Sync ------------ 11 hsync* (horizontal sync)
: 10 B Blue ---------------------- 5 blue (analog blue)

Right.

: 11 MVIDEO Monochrome Video -----------

Not relevant for the SC1224.

: 12 VSYNC Vertical Sync ---------- 12 vsync* (vertical sync)

Right.

: 13 GND Ground ---------- 16-20 gnd (ground)

Aren't there several kinds of ground on the Amiga video connector?
Someone?

: Another source I got off the web says that pin 8 is audio ground,
: so I'm not even sure if I should bother connecting this pin. I'm also
: not at all sure about the clock lines. Also, were the RGB lines for
: the Atari analog or digital?

The Atari monitors were analogue.

--
/Iggy, the irregular regular

6913. Re: ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-17 06:27:00 UTC
From: Ekkehard_Flessa@WUN.maus.de
Message-ID: <200203170727.a29511@wun.maus.de>
Source record: 4066

Hi Peter!

X>Problem is that Thorsten Lang, the author, more or less disappeared
X>from view.

Well, his homepage is still there: http://www.TorstenLang.de/

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

6914. Re: Atari SC1224 monitor on Amiga 2000?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-17 09:45:26 UTC
From: sluna2@earthlink.net
Message-ID: <3C94664E.8040407@earthlink.net>
Source record: 4064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.amiga.graphics,comp.sys.amiga.misc

Iggy Drougge wrote:

>
> : 9 HSYNC Horizontal Sync ------------ 11 hsync* (horizontal sync)
>
> Right.
>
> : 12 VSYNC Vertical Sync -------------- 12 vsync* (vertical sync)
>
> Right.

I was wondering, since the sync lines on the Amiga RGB pinout diagram had an asterisk by them if I did not need to run those lines through an inverter before I sent them to the Atari monitor?

> : 13 GND Ground ---------------------- 16-20 gnd (ground)
>
> Aren't there several kinds of ground on the Amiga video connector?
> Someone?

The Amiga RGB port pinout diagram I have does note a ground return line for the clock signal on pin 13. Otherwise, lines 16 through 20 are simply labeled 'ground'.

Also, I guess there would be no point in connecting the +12 volt line. Unless the Atari monitor required it for something? I wouldn't know what.

6915. Re: ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-17 20:18:54 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a72tne$b6t$1@draco.stochastik.rwth-aachen.de>
Source record: 4068

In article <a704i6opf1@thorium.cix.co.uk>,
<xlator@cix.compulink.co.uk> wrote:
>
>Problem is that Thorsten Lang, the author, more or less
>disappeared from view. I started translating parts of the manual
>but when I couldn't reach him there didn't seem to be much point
>continuing as the PCBs came from him.

I know he is still around - I talked to him on the phone some weeks ago.

cu
Michael

6916. FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-17 21:21:14 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <IK7I8.7586$OP.248314@stones>
Source record: 4069

I've never got around to building the Atari adapter myself
and would someone else like to have a go?

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1340150716

Regards,

Mark

6917. RAM configuration on ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 01:21:51 UTC
From: Brent Eamer <beamer@islandtelecom.com>
Message-ID: <Pibl8.108$uP.49965@sapphire.mtt.net>
Source record: 4070

I have an ST with only four of the RAM slots populated, (U3, U4, U5 and U6), U10, U11, U12 and U13 are unpopulated. I am trying to do the RAM upgrade outlined at the site http://atarihacks.cjb.net/, which uses two 1 meg simms. Unfortunately it refers to two banks of eight, I only have two banks of four. The motherboard number is C103175.

Any ideas how to upgrade. What would happen if I used a 4 meg simm instead (30 pin) how would I disable the RAM on the motherboard and only use the one piece 4 meg simm?

Anyone want to tackle this one ? :)

6918. Re: RAM configuration on ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 10:17:39 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203180217.6158d90b@posting.google.com>
Source record: 4071

Hi

> I have an ST with only four of the RAM slots populated, (U3, U4, U5 and U6),
> U10, U11, U12 and U13 are unpopulated. I am trying to do the RAM upgrade
> outlined at the site http://atarihacks.cjb.net/, which uses two 1 meg simms.
> Unfortunately it refers to two banks of eight, I only have two banks of
> four. The motherboard number is C103175.

Hmm, is this ST got only 256k of RAM?

> Any ideas how to upgrade. What would happen if I used a 4 meg simm instead
> (30 pin) how would I disable the RAM on the motherboard and only use the one
> piece 4 meg simm?
>
> Anyone want to tackle this one ? :)

You can use a 72 pin simm, 4Mb. Use a socket, it's a must. You must
only use FPM ram and symetrical. Look at atari.nvg.org for the Stacy
upgrade, same rules apply for ST really. Worked for me.

6919. Re: ET4000 docs , schematics

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 10:23:29 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203180223.217c7e55@posting.google.com>
Source record: 4072

Hi

> >Problem is that Thorsten Lang, the author, more or less
> >disappeared from view. I started translating parts of the manual
> >but when I couldn't reach him there didn't seem to be much point
> >continuing as the PCBs came from him.
>
> I know he is still around - I talked to him on the phone some weeks ago.

Indeed, I've been talking to him by email for the last few days. He said the schematic was not for the package, I don't know where I got my schematic from then. Anyway, I reverse engineered the Cardek adaptor board and did the Same for the GALs. Infact it seems pretty straight forward, memory mapped device. The thing that Torsten made clear was that timing can be problematic. I'll be giving it a go sometime as I usally don't spend hours writing down net lists of boards for nothing :) I'll try optimising some other parts as well, like the GAL equations.

6920. Re: RAM configuration on ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 13:34:15 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <r1ml8.436$DZ4.55714@news-nb00s0.nbnet.nb.ca>
Source record: 4073

I think you're right, it only has 256k

How do I disable it and use the 4 meg simm?
"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0203180217.6158d90b@posting.google.com...
> Hi
>
> > I have an ST with only four of the RAM slots populated, (U3, U4, U5 and
U6),
> > U10, U11, U12 and U13 are unpopulated. I am trying to do the RAM
upgrade
> > outlined at the site http://atarihacks.cjb.net/, which uses two 1 meg
simms.
> > Unfortunately it refers to two banks of eight, I only have two banks of
> > four. The motherboard number is C103175.
>
> Hmm, is this ST got only 256k of RAM?
>
> > Any ideas how to upgrade. What would happen if I used a 4 meg simm
instead
> > (30 pin) how would I disable the RAM on the motherboard and only use the
one
> > piece 4 meg simm?
> >
> > Anyone want to tackle this one ? :)
>
> You can use a 72 pin simm, 4Mb. Use a socket, it's a must. You must
> only use FPM ram and symetrical. Look at atari.nvg.org for the Stacy
> upgrade, same rules apply for ST really. Worked for me.

6921. OOPS, it is 512k...read on

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 13:40:44 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <w7ml8.440$DZ4.55775@news-nb00s0.nbnet.nb.ca>
Source record: 4074

I checked the chips and they are 256x4 bit and not 256x1 bit

Strange eh?

But still, how do I disable them and hook up the 4 meg simm?

Thanks

6922. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 14:58:48 UTC
From: <>
Message-ID: <1016465806-165197AEicMi@ntlworld.com>
Source record: 4075

From: "Mark Keates" <mark@mkeates.f9.co.uk>
Date: Sun, 17 Mar 2002 21:21:14 -0000

>I've never got around to building the Atari adapter myself
>and would someone else like to have a go?
>
>http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1340150716

Elmar Hilgart still sells a ready-made and CT2-friendly ROM port adaptor
for these ethernet adaptors at 25 Euros plus 10 Euros postage. I've just
bought one from him.

--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6923. Re: OOPS, it is 512k...read on

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 16:00:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <2d7b429e6dd150@madasafish.com>
Source record: 4084

Hi Brent,

>Awaiting your reply on how to disable the first bank ;)

Did you see Jo's site on kooking a simm upto an Atari?
Anyway, I'm back on Okami now so there should be no cut off
posts :) To disbale the old RAM it is possible to just disable
the RAS and CAS lines from the RAM and MMU and pull the RAS/CAS
lines to Vcc (5v), on the RAM side of the cut. I convienient
place is the 3 resistors (6 if you have a 1040st). They're
68 ohm IIRC. There should be 33 ohm near them, these are the
MAD lines. The Marpet disabled RAM this way.
--
Lyndon Amsdon

6924. Re: RAM configuration on ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 16:03:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <2d7b429e6dd151@madasafish.com>
Source record: 4085

Hi Brent,

>Ok, I managed to find two thirty pin 1 meg simms. Now, about the ST only
>having 4 memory chips (256x4) which I assume makes 512k, since it is a 520ST
>with internal p/s etc. All other ST's I have seen have 16 chips for 512k,
>but this one only has four, with four vacant slots to the right. How would
>you recommend this upgrade?

You are right, all the STs I've seen had 16 chips, 256k*1.
anyway, see my other post. Use a 72 pin simm, get all 4MBs
while you're at it. I had no end of troubles doing this some
months ago until it appeared I had two higher address lines on
the CPU bridged with a whisker of solder. Please, use plenty of
ground wires and use a socket for your simm!!
--
Lyndon Amsdon

6925. Re: RAM configuration on ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 18:02:07 UTC
From: michaels@draco.stochastik.rwth-aachen.de
Message-ID: <a75a2v$us1$1@draco.stochastik.rwth-aachen.de>
Source record: 4076

In article <Pibl8.108$uP.49965@sapphire.mtt.net>,
Brent Eamer <beamer@islandtelecom.com> wrote:
>
>Any ideas how to upgrade. What would happen if I used a 4 meg simm instead
>(30 pin) how would I disable the RAM on the motherboard and only use the one
>piece 4 meg simm?

No. 30-pin SIMMs are only 8 bits, you need two of them for the 16-bit data
bus - and the ST can't use 4MB 30-pin SIMMs since one bank is limited to 2
MB.

You can use a (right) 4MB PS/2 SIMM, which is 32 bits, but can be used as
two banks of 16 bits, which is perfect for a ST.

cu
Michael

6926. Re: OOPS, it is 512k...read on

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 21:39:48 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0203181339.601322b3@posting.google.com>
Source record: 4077

Hi > I checked the chips and they are 256x4 bit and not 256x1 bit > > Strange eh? So, there must be 4 of them to make half a meg of RAM. Right, single bank is full. > But still, how do I disable them and hook up the 4 meg simm? > > Thanks Did you see the

6927. Re: OOPS, it is 512k...read on

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-18 22:51:09 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <xbul8.593$DZ4.66276@news-nb00s0.nbnet.nb.ca>
Source record: 4078

I missed the last part of your post 'Did you see the'

And yes, there are four chips in the bank and four empty just to the right.
What is interesting is that the TOS chips are dated 1985 and there are two
of them.

Awaiting your reply on how to disable the first bank ;)

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0203181339.601322b3@posting.google.com...
> Hi > I checked the chips and they are 256x4 bit and not 256x1 bit > >
> Strange eh? So, there must be 4 of them to make half a meg of RAM.
> Right, single bank is full. > But still, how do I disable them and
> hook up the 4 meg simm? > > Thanks Did you see the

6928. Re: RAM configuration on ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-19 01:02:34 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <K6wl8.627$DZ4.71721@news-nb00s0.nbnet.nb.ca>
Source record: 4079

Ok, I managed to find two thirty pin 1 meg simms. Now, about the ST only having 4 memory chips (256x4) which I assume makes 512k, since it is a 520ST with internal p/s etc. All other ST's I have seen have 16 chips for 512k, but this one only has four, with four vacant slots to the right. How would you recommend this upgrade?

"Michael Schwingen" <michaels@draco.stochastik.rwth-aachen.de> wrote in message news:a75a2v$us1$1@draco.stochastik.rwth-aachen.de...
> In article <Pibl8.108$uP.49965@sapphire.mtt.net>,
> Brent Eamer <beamer@islandtelecom.com> wrote:
> >
> >Any ideas how to upgrade. What would happen if I used a 4 meg simm instead
> >(30 pin) how would I disable the RAM on the motherboard and only use the one
> >piece 4 meg simm?
>
> No. 30-pin SIMMs are only 8 bits, you need two of them for the 16-bit data
> bus - and the ST can't use 4MB 30-pin SIMMs since one bank is limited to 2
> MB.
>
> You can use a (right) 4MB PS/2 SIMM, which is 32 bits, but can be used as
> two banks of 16 bits, which is perfect for a ST.
>
> cu
> Michael
>

6929. what type of floppy drive for falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-19 06:39:07 UTC
From: trader_vik@hotmail.com
Message-ID: <b5nd9uc8u565fd82dpapehjn4g45rm114r@4ax.com>
Source record: 4080

I bought an atari falcon with no drive and I was wondering what kinds would work

thx in advance

6930. TT Malfunction Help

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-19 09:13:38 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a76vg2jqe2@news.hawaii.edu>
Source record: 4081

[This is a repost of the following article:]
[From: John Perez <jhperez@uhunix2.its.hawaii.edu>]
[Subject: TT Malfunction Help]
[Newsgroups: comp.sys.atari.st]
[Message-ID: <a76v8sjqe1@news.hawaii.edu>]

Greetings,

I've recently been trying to set up another TT030 from the parts that I have, and have been experiencing unexplained crashes. Unfortunately, I don't know what could be causing this, as the problems seem to occur with each STram board, TTram board, and motherboard that I try. It occurs with a clean boot, or when booting from floppy. The crashes seem random, but happen much, much too frequently for any Atari computer - if this was Windows I would attribute the problems to a corrupted OS installation.

In any case, I would greatly appreciate any recommendations as to software that I might be able to use to diagnose the problems. I don't know if the TT030 diagnostic cart would be of use in this situation, or if there are other Stram and TTram tests that I should seek out.

Any help would be greatly appreciated.

John Perez

--

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

6931. Re: what type of floppy drive for falcon?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-19 10:37:13 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a774cphqo1@snipp.uninett.no>
Source record: 4082

```
trader_vik@hotmail.com wrote:
> I bought an atari falcon with no drive and I was wondering what kinds
> would work

Any kind of PC 1.44Mb you can change ID on. I have used Sony-drives
myself.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

6932. Re: TT Malfunction Help

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-19 10:39:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a774g4hqo2@snipp.uninett.no>
Source record: 4083

John Perez <jhperez@uhunix2.its.hawaii.edu> wrote:

> I've recently been trying to set up another TT030 from the parts that I
> have, and have been experiencing unexplained crashes. Unfortunately, I
> don't know what could be causing this, as the problems seem to occur with
> each STram board, TTram board, and motherboard that I try. It occurs with

Have you tried another PSU? Poor powersupply can cause all sorts of
subtle, weird things.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6933. Re: OOPS, it is 512k...read on

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-20 00:43:36 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <YWQl8.920$DZ4.101933@news-nb00s0.nbnet.nb.ca>
Source record: 4086

No, I did not se Jo's site, what is it again?

Wow, I'm a little lost....so could you explain the disable again.

Thanks

> Did you see Jo's site on kooking a simm upto an Atari?
> Anyway, I'm back on Okami now so there should be no cut off
> posts :) To disbale the old RAM it is possible to just disable
> the RAS and CAS lines from the RAM and MMU and pull the RAS/CAS
> lines to Vcc (5v), on the RAM side of the cut. I convienient
> place is the 3 resistors (6 if you have a 1040st). They're
> 68 ohm IIRC. There should be 33 ohm near them, these are the
> MAD lines. The Marpet disabled RAM this way.
> --
> Lyndon Amsdon

6934. Parity mod for ICD Link

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-20 03:46:21 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203191946.69f23cb6@posting.google.com>
Source record: 4087

I downloaded the file for doing the parity mod to the Link, but not being an EE, need a little advice. I "assume" that the connections must be made between the male and female connector, ie, lifting some pins say on the harddisk to solder the 280 inline to the controller. Are there any free pins on the ASCI/DMA connector off the ST that could be used to route 5 volts through? Only one I see is pin 16 "A1" that is not identifiable to me. If that was possible, the 280 could be mounted inside the link. What about getting rid of one of the grounds?
TIA,
Mike

6935. Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-20 19:47:18 UTC
From: Brume <pacidemo@planet-d.net>
Message-ID: <a7aotg$666$1@wanadoo.fr>
Source record: 4089

Hello everyone,

I wonder if it is possible to read 5"1/4 disks (Atari ST formatted) on a PC
with a 5"1/4 drive?
(sorry if this question has already been asked here many times...). I
received some mails from people with such disks, but I can't help them since
I never got any 5"1/4 disks on ST.

Thanks in advance for any answer.
Cheers,

Brume.

6936. doc RSC file

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-21 07:43:48 UTC
From: lafabrie florent <lafabrie@club-internet.fr>
Message-ID: <3C998F34.40602@club-internet.fr>
Source record: 4090
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.programmer

Hello,

Someone would have him of infos on differences between the RSC files of type 4 (AES 3.40 and more) and those generated by Interface. Indeed for one same RSC file, the size is bigger when it is generated by Interface 2.33. This is not true that at the time of the utilization of icons color. I perceived of it at the time of the debug of my version 1.3 of Icon Extract. At the time of a safeguard of two icons windows in 256 color, I generated a pure RSC file of type 4. In fashion TRUE COLOR, Interface 2.33 displays him to me of it false colors whereas RSM displays him to me correctly ! I did a to copy - paste to create therefore on Interface a similar and there surprised file, there are more 1500 bytes of difference! Thank you by advance of your help.

Florent
http://perso.club-internet.fr/lafabrie/index.html

6937. Re: OOPS, it is 512k...read on

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-21 09:14:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3c99afdafa690@madasafish.com>
Source record: 4088

Hi Brent,

>No, I did not se Jo's site, what is it again?

http://atari.nvg.org I think.

>Wow, I'm a little lost....so could you explain the disable again.

Attach the RAMs RAS and CAS wires to 5v supply.

--
Lyndon Amsdon

6938. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-21 11:23:18 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a7cg0ihtl1@newsreader.mailgate.org>
Source record: 4091

Ive never seen anybody use a 5.25 drive on an ST. There was no need because
the 3.5's were larger capacity and more easily available.
I think perhaps you are talking about 8bit atari. That _did_ use 5.25 disks.

Brume <pacidemo@planet-d.net> wrote in message
news:a7aotg$666$1@wanadoo.fr...
> Hello everyone,
>
> I wonder if it is possible to read 5"1/4 disks (Atari ST formatted) on a
PC
> with a 5"1/4 drive?
> (sorry if this question has already been asked here many times...). I
> received some mails from people with such disks, but I can't help them
since
> I never got any 5"1/4 disks on ST.

6939. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-21 16:06:13 UTC
From: Andreas Siegenthaler <Andreas.Siegenthaler@swisscom.com>
Message-ID: <01c1d0f2$31f7c8f0$2792a8c0@u52576>
Source record: 4092

There was a 5.25" Drive for the Atari ST, the PC551 Drive.
But this was intended only for Data Transfer between
PCs and Atari ST in the early days! As far as I know this
used a special software and you could not format a 5.25"
disk in ST format.

Andreas

Brume <pacidemo@planet-d.net> schrieb im Beitrag
<a7aotg$666$1@wanadoo.fr>...
> Hello everyone,
>
> I wonder if it is possible to read 5"1/4 disks (Atari ST formatted) on a
PC
> with a 5"1/4 drive?
> (sorry if this question has already been asked here many times...). I
> received some mails from people with such disks, but I can't help them
since
> I never got any 5"1/4 disks on ST.
>
> Thanks in advance for any answer.
> Cheers,
>
> Brume.
>
>
>

6940. ST Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-21 20:23:33 UTC
From: PorkChop <richthieman@cox.net>
Message-ID: <9jrm8.48349$7B2.1283596@news1.east.cox.net>
Source record: 4093

I've been trying to run Darek's Gemulator 2000 on my Windows 98 computer. Keep getting four bombs. Can't find my old bomb book. What does four bombs mean? Thanks Rich

6941. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-21 20:51:07 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a7dh6avae2@newsg1.svr.pol.co.uk>
Source record: 4095

>
>
> Brume <pacidemo@planet-d.net> schrieb im Beitrag
> <a7aotg$666$1@wanadoo.fr>...
> > Hello everyone,
> >
> > I wonder if it is possible to read 5"1/4 disks (Atari ST formatted) on a
> PC
> > with a 5"1/4 drive?

That depends on what you mean by "ST Formated". If they are really PC format
but with
the duff header then the Gem Explorer thing that you can get from
emulators.org or or even
GEMULATOR itself should be able to read them when DOS file is turned off.

However if they have extra tracks or sectors I would expect they can't be
read
except on an ST, and then if only if the new drive had the same capabilities
as the original.
I say that because it was common practise to write as many sectors and
tracks as your drive
would support. Due to slight differences in drives you may find you can't
read the stuff...

> > (sorry if this question has already been asked here many times...). I
> > received some mails from people with such disks, but I can't help them
> since
> > I never got any 5"1/4 disks on ST.
> >

I had one so I could download files via FTP to an IBM PC which
had only 5.25" floppies and then copy to my ST...

> > Thanks in advance for any answer.
> > Cheers,
> >
> > Brume.
> >
> >
> >

6942. Re: ST Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-21 20:52:08 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <a7dh6avae3@newsg1.svr.pol.co.uk>
Source record: 4094

"PorkChop" <richthieman@cox.net> wrote in message
news:9jrm8.48349$7B2.1283596@news1.east.cox.net...
> I've been trying to run Darek's Gemulator 2000 on my Windows 98 computer.
> Keep getting four bombs. Can't find my old bomb book. What does four
bombs
> mean? Thanks Rich

Have you tried turning off all the optimisations? Its a pig until you do...

>
>

6943. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-22 04:45:58 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203212045.1620da23@posting.google.com>
Source record: 4096

"JT" <smeg_007@nospam.hotmail.com> wrote in message
news:<a7cg0ihtl1@newsreader.mailgate.org>...
> Ive never seen anybody use a 5.25 drive on an ST. There was no need because
> the 3.5's were larger capacity and more easily available.
> I think perhaps you are talking about 8bit atari. That _did_ use 5.25 disks.
>
> Brume <pacidemo@planet-d.net> wrote in message
> news:a7aotg$666$1@wanadoo.fr...
> > Hello everyone,
> >
> > I wonder if it is possible to read 5"1/4 disks (Atari ST formatted) on a
> PC
> > with a 5"1/4 drive?
> > (sorry if this question has already been asked here many times...). I
> > received some mails from people with such disks, but I can't help them
> since
> > I never got any 5"1/4 disks on ST.

I have an IB Drive. It's nice to use with PC Ditto. Most DOS software
of the time came on 5 1/4" disk. I just found a complete set of DR DOS
and GEM in an old box:) They were actually quite popular, with several
formatting utilites available and drive step setting software.

Mike

P.S. If Crowbar1924@aol.com reads this, I still have the drive you bid
on and won on Ebay. After you failed to pay, I decided it was a nice
drive to keep, thus the reason you didn't get any negitive feedback.

6944. Re: Parity mod for ICD Link

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-22 04:47:50 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203212047.42c6ab43@posting.google.com>
Source record: 4097

rustynutt@hotmail.com (rustynutt) wrote in message
news:<fc53daf3.0203191946.69f23cb6@posting.google.com>...
> I downloaded the file for doing the parity mod to the Link, but not
> being an EE, need a little advice. I "assume" that the connections
> must be made between the male and female connector, ie, lifting some
> pins say on the harddisk to solder the 280 inline to the controller.
> Are there any free pins on the ASCI/DMA connector off the ST that
> could be used to route 5 volts through? Only one I see is pin 16 "A1"
> that is not identifiable to me. If that was possible, the 280 could be
> mounted inside the link. What about getting rid of one of the grounds?
> TIA,
> Mike

Ok, figured it out. The data sheet pretty much tells the whole story.
How does the Link get power for the Mach chip? Does it pull a TTL
level from somewhere and amplify it?
Mike

6945. Re: TT Malfunction Help

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-22 04:49:32 UTC
From: rustynutt@hotmail.com
Message-ID: <fc53daf3.0203212049.4b4b83d5@posting.google.com>
Source record: 4098

John Perez <jhperez@uhunix2.its.hawaii.edu> wrote in message
news:<a76vg2jqe2@news.hawaii.edu>...
> [This is a repost of the following article:]
> [From: John Perez <jhperez@uhunix2.its.hawaii.edu>]
> [Subject: TT Malfunction Help]
> [Newsgroups: comp.sys.atari.st]
> [Message-ID: <a76v8sjqe1@news.hawaii.edu>]
>
> Greetings,
>
> I've recently been trying to set up another TT030 from the parts that I
> have, and have been experiencing unexplained crashes. Unfortunately, I

>
> Any help would be greatly appreciated.
>
> John Perez

Are you getting any bombs (to count)?
Mike

6946. Re: ST Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-22 08:20:41 UTC
From: JT <smeg_007@nospam.hotmail.com>
Message-ID: <a7epgs$fb7$1@newsreader.mailgate.org>
Source record: 4099

iirc address error (or is that 3 bombs?)

PorkChop <richthieman@cox.net> wrote in message
news:9jrm8.48349$7B2.1283596@news1.east.cox.net...
> I've been trying to run Darek's Gemulator 2000 on my Windows 98 computer.
> Keep getting four bombs. Can't find my old bomb book. What does four
bombs
> mean? Thanks Rich

6947. Re: ST Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-22 11:50:58 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3C9B1A42.668E882E@chello.nl>
Source record: 4100

JT wrote:
>
> iirc address error (or is that 3 bombs?)
>
>

4 bombs is illegal instruction

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
Experimental text editor: AHCX

6948. Re: 2 rows of 14 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-22 14:29:11 UTC
From: Video61@webtv.net
Message-ID: <12394-3C9B3FB7-16@storefull-2117.public.lawson.webtv.net>
Source record: 4001

yup i got that the other night booting up a st program on my falcon.
they came on the screen fast, and furious, i was amazed at them, and i
simply stared at them for a while.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6949. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-22 18:45:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016828660-139855AEicMi@gmx.net>
Source record: 4002

From: "Andreas Siegenthaler" <Andreas.Siegenthaler@swisscom.com>
Date: Thu, 21 Mar 2002 16:06:13 +0000 (UTC)

Hi Andreas,

>There was a 5.25" Drive for the Atari ST, the PC551 Drive.
>But this was intended only for Data Transfer between
>PCs and Atari ST in the early days!

There were also drives available from third parties, a well known brand used to be Cumana. These drives were 100% compatible with the 3.5" drives, you could store, load or even lounch apps from them. A 5.25" diskette way back in 1986 was a lot cheaper then the 3.5" disks. IMO they are more reliable as well...

>As far as I know this used a special software and you could not format a
>5.25" disk in ST format.

No, you can format them straight from the Atari desktop and just like with 3.5" disks you can exceed the 720Kb limit by using software like FCopy or ECopy. In fact formatting a 5.25" disk with 82 tracks, 11 sectors is a hell of a lot more reliable then trzing to do the same thing with a 3.5" disk.

Most of these drives have a selector to let you switch the drive between 40 or 80 track operation. The old PC software used to be distributed in that format, so people using a PC emulator were able to load and save their work very easily.

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6950. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-22 18:45:14 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1016896240-217503AEicMi@gmx.net>
Source record: 4006

From: "Andreas Siegenthaler" <Andreas.Siegenthaler@swisscom.com>
Date: Thu, 21 Mar 2002 16:06:13 +0000 (UTC)

Hi Andreas,

>There was a 5.25" Drive for the Atari ST, the PC551 Drive.
>But this was intended only for Data Transfer between
>PCs and Atari ST in the early days!

There were also drives available from third parties, a well known brand used to be Cumana. These drives were 100% compatible with the 3.5" drives, you could store, load or even lounch apps from them. A 5.25" diskette way back in 1986 was a lot cheaper then the 3.5" disks. IMO they are more reliable as well...

>As far as I know this used a special software and you could not format a
>5.25" disk in ST format.

No, you can format them straight from the Atari desktop and just like with 3.5" disks you can exceed the 720Kb limit by using software like FCopy or ECopy. In fact formatting a 5.25" disk with 82 tracks, 11 sectors is a hell of a lot more reliable then trzing to do the same thing with a 3.5" disk.

Most of these drives have a selector to let you switch the drive between 40 or 80 track operation. The old PC software used to be distributed in that format, so people using a PC emulator were able to load and save their work very easily.

Cheers from Belgium
Dennis
--

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derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

6951. Re: ST Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-22 21:53:15 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <a7ga6l$238j$1@news.comnet.co.nz>
Source record: 4003

"JT" <smeg_007@nospam.hotmail.com> wrote ...
> PorkChop <richthieman@cox.net> wrote ...
> > I've been trying to run Darek's Gemulator 2000 on my Windows 98
computer.
> > Keep getting four bombs. Can't find my old bomb book. What does
four
> bombs
> > mean? Thanks Rich
>
> iirc address error (or is that 3 bombs?)

2 = Bus error. No hardware at that address

3 = Address error. The address was odd (not a multiple-of-two)

4 = Illegal opcode. The CPU doesn't understand the instruction

--

Quote for the month

"The A4000 was in the same price range as the A4000"
(An Amiga users flame in comp.sys.atari.st)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

6952. Re: TT Malfunction Help

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-23 02:13:53 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a7god1$op8$1@news.hawaii.edu>
Source record: 4004

rustynutt <rustynutt@hotmail.com> wrote:
:> I've recently been trying to set up another TT030 from the parts that I
:> have, and have been experiencing unexplained crashes. Unfortunately, I

: Are you getting any bombs (to count)?

Greetings,

Two bombs, it is looking more and more like TT-Ram has bad simms.

Thanks!

6953. Re: RAM configuration on ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-23 13:17:23 UTC
From: Brent <beamer@islandtelecom.com>
Message-ID: <Df%m8.30$5H6.12863@sapphire.mtt.net>
Source record: 4005

In the file I am reading regarding the upgrade, the following text is not possible with the ST that only has four empty DRAM sockets:

8. Take wires from the pin 2s of the first group of eight DRAMs
to pins 3, 6, 10, 13, 16, 20, 23, 25 on SIP1.
Similarly connect the pin 2s of the second group of DRAMs to
pins 3, 6, 10, 13, 16, 20, 23, 25 on SIP2.

On the ST motherboard, I only have two groups of four drams, one with 512k and the other empty. what goes to pins 16,20,23 and 25 on the SIP's?

Lyndon Amsdon <bindon@madasafish.com> wrote in message
news:2d7b429e6dd151@madasafish.com...
> Hi Brent,
>
> >Ok, I managed to find two thirty pin 1 meg simms. Now, about the ST only
> >having 4 memory chips (256x4) which I assume makes 512k, since it is a
520ST
> >with internal p/s etc. All other ST's I have seen have 16 chips for
512k,
> >but this one only has four, with four vacant slots to the right. How
would
> >you recommend this upgrade?
>
> You are right, all the STs I've seen had 16 chips, 256k*1.
> anyway, see my other post. Use a 72 pin simm, get all 4MBs
> while you're at it. I had no end of troubles doing this some
> months ago until it appeared I had two higher address lines on
> the CPU bridged with a whisker of solder. Please, use plenty of
> ground wires and use a socket for your simm!!
> --
> Lyndon Amsdon

6954. Suche Treiber Protar Platte und Grafikkarte

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-23 15:39:20 UTC
From: "timo.helle@t-online.de" <timo.helle@T-Online.de>
Message-ID: <a7i7hbuks06$1@news.t-online.com>
Source record: 4007

Moin Leute,

hab mal wieder ein dringendes anliegen, wo ich im Netz leider auf keinerlei infos gestossen bin.
Im Laufe der Zeit vergrï¿½ssert sich meine Sammlung an STs ja immer mehr. Ich habe jetzt einen Mega ST1 mit PAK/3 50 MHz / 4 MByte RAM / undefinierte PROTAR 4ML (B) Graphikkarte 1.1 .
Auf der Karte ist ein TMS34061 Grafikchip untergebracht. Das Problem ist, ich wï¿½rde gerne die Technischen Daten / Datenblatt / Anleitung haben, sowie geeignete Treiber damit ich dort auch einen passenden Monitor anschliessen kann.

Chao Timo

6955. Re: ST Bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-23 19:28:09 UTC
From: vdjole@EUnet.yu
Message-ID: <a7il07$do0$1@news.eunet.yu>
Source record: 4008

On 21 Mar 2002 20:23:33 , "PorkChop" wrote:
>I've been trying to run Darek's Gemulator 2000 on my Windows 98 computer.
>Keep getting four bombs. Can't find my old bomb book. What does four bombs
>mean? Thanks Rich

Four bombs are "illegal instruction" but this would not mean much
in this situation. IIRC they appear in Gemulator when you do not
specify boot disk correctly. For a start, try setting it to boot from
the real C:\ drive. I remember having problems trying to make it boot
from another disk or partition, even though from the configuration
dialog it seems obvious how it should be set-up.

cu;

6956. Re: Disk drive standards

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-24 03:20:31 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <u9qhg5lrje7j16@corp.supernews.com>
Source record: 4009

<snip>
>Since
> the connectors are not keyed on most PCs
<snip>

For information, the PC connectors are keyed, just not in the same way.

ALL cables that I have seen in at least the last five years have had these marks on them although ATMM I don't know which way they should be.
I will take the side off my PC and have a look later on in the morning but I know all PC cables are keyed.

Instead of having the blob on them so you can only insert them one way up, they have two small cut out grooves, one to the left and one to the right of the connector. These stipulate which way up the plug is to be inserted. It is a bit like the rule with the old AT power connectors, you can plug them in either way round but if you get them wrong, you risk losing your motherboard!

There is always a nice and easy rule for working out which way round to fit a cable, you just find that the information either isn't easy to find or it isn't given in a manual. (probably the same thing). I mean if a standard x86 user can work out which way to fit the cables there has to be an easy way to do it doesn't there?

OK I will check soon and get back to you all.

Tim

6957. How do I register CAB!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-24 07:41:52 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203232329050.31608-100000@shell.pacifier.com>
Source record: 4010
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've just downloaded CAB v.2.8 BetaTest Demo and I can't figure out who to E-Mail to get the registration key. Can someone E-Mail me the right E-Mail address? Or registration instructions in English. The important thing is I I need to be E-Mailed.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6958. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-24 11:16:18 UTC
From: Oracle <No.Return@go.away>
Message-ID: <jvin8.18891$uR5.44700@newsfeeds.bigpond.com>
Source record: 4011

I have one of these enclosures for my ST,

Unfortunatly the drive itself died many years ago and has been thrown out. i still have the case and powersupply.

what type of 5.25" drive goes in there?? i tryed some old 360K drives, but they could only go upto 40 tracks. i know i used to be able to do 80 tracks and 720k.

"Dennis Vermeire" <dennis.vermeire@gmx.net> wrote in message news:1016828660-139855AEicMi@gmx.net...
> From: "Andreas Siegenthaler" <Andreas.Siegenthaler@swisscom.com>
> Date: Thu, 21 Mar 2002 16:06:13 +0000 (UTC)
>
> Hi Andreas,
>
> >There was a 5.25" Drive for the Atari ST, the PC551 Drive.
> >But this was intended only for Data Transfer between
> >PCs and Atari ST in the early days!
>
> There were also drives available from third parties, a well known brand used
> to be Cumana. These drives were 100% compatible with the 3.5" drives, you
> could store, load or even lounch apps from them. A 5.25" diskette way back
> in 1986 was a lot cheaper then the 3.5" disks. IMO they are more reliable as
> well...
>
> >As far as I know this used a special software and you could not format a
> >5.25" disk in ST format.
>
> No, you can format them straight from the Atari desktop and just like with
> 3.5" disks you can exceed the 720Kb limit by using software like FCopy or
> ECopy. In fact formatting a 5.25" disk with 82 tracks, 11 sectors is a hell
> of a lot more reliable then trzing to do the same thing with a 3.5" disk.
>
> Most of these drives have a selector to let you switch the drive between 40
> or 80 track operation. The old PC software used to be distributed in that
> format, so people using a PC emulator were able to load and save their work
> very easily.
>
> Cheers from Belgium

> Dennis
> --
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> / / / / / / / / / ____/
> / /_/ / / /_/ / / /
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.compulink.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

6959. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-24 12:21:47 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Pxjn8.9578$Dr3.1596933@news6-win.server.ntlworld.com>
Source record: 4012

Hello.

"Oracle" <No.Return@go.away> wrote in message
news:jvin8.18891$uR5.44700@newsfeeds.bigpond.com...
> I have one of these enclosures for my ST,
>
> Unfortunatly the drive itself died many years ago and has been thrown out.
i
> still have the case and powersupply.

I have a complete drive and PSU for sale.

Price ? Offers?

Barrie at Keychange.

www.keychange.co.uk

6960. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-24 19:25:14 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a7l96q$2oe$1@nets3.rz.RWTH-Aachen.DE>
Source record: 4013

In article <Pxjn8.9578$Dr3.1596933@news6-win.server.ntlworld.com>,
Barrie at Keychange <barrie@keychange.co.uk> wrote:
>
>I have a complete drive and PSU for sale.

Mee too ;-)

Noname 5.25" drive with 14-pin DIN plug, internal PSU, 40/80 track switch.
If anyone wants it: make an offer (shipping to Germany preferred), otherwise
it gets junked soon.

cu
Michael

6961. Re: ISA controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-25 18:15:42 UTC
From: Pascal Ricard <pascal@europe-shareware>
Message-ID: <3c9f69f833ed770@europe-shareware.org>
Source record: 4018

Hello,

in article <3ca09ec61ecbbc0@madasafish.com> (comp.sys.atari.st.tech)
Lyndon Amsdon wrote on Tue 26-03-2002 17:16 (GMT):

> I'm just interested if anyone else is interested ;) I know

I do not know any details on the technical side of the problem. But
sure, I would like to have such a controler for STf/e and Falcon.

Bye,
/Pascal/
(please use the 'Reply-To:' address if you wish to answer via email)

--
Europe Shareware: http://www.europe-shareware.org
TransAction : http://atari.transaction.free.fr (Atari translations)
Ric's HomePage: http://paricard.free.fr

6962. TT crashing

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-25 20:57:32 UTC
From: elfsoft@mindspring.com
Message-ID: <a7o2vsnju1@nntp9.atl.mindspring.net>
Source record: 4015

My TT has started having intermittant hard crashes. It happens after a few hours or running, but once it starts it keeps crashing over and over. You have to let it cool down again before you can use it.

I opened it up, dusted, and reseated all the socket chips. I inspected the power supply for leaky electrolitic capacitors, but no joy. The fan works fine.

I suspect the power supply, but don't want to replace it unless I'm sure. Anyone know the test voltages, etc? Is it a standard item, or will I have to call Best Electronics?

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

6963. Re: TT crashing

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-25 22:32:34 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a7o8i2$8e0$1@snipp.uninett.no>
Source record: 4017

John Kormylo <elfsoft@mindspring.com> wrote:

> I suspect the power supply, but don't want to replace it unless I'm
> sure. Anyone know the test voltages, etc? Is it a standard item,
> or will I have to call Best Electronics?

The TT has a standard AT powerconnector, so any AT powersupply will work
fine. The problem is to find at AT PSU that actually fits inside the TT...
However, you could try with a known good AT PSU for a few hours just to
check if it really is your PSU that's dying.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

6964. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-26 08:29:56 UTC
From: glenzabr@xmission.com
Message-ID: <a7pbnifaq1@news.xmission.com>
Source record: 4019

In article <a7cg0ihtl1@newsreader.mailgate.org>, "JT" <smeg_007@nospam.hotmail.com>
wrote:
>Ive never seen anybody use a 5.25 drive on an ST. There was no need because
>the 3.5's were larger capacity and more easily available.
>I think perhaps you are talking about 8bit atari. That _did_ use 5.25 disks.
>

I still have a 5 1/4 1.2mb floppy hooked to my MEGA STE .

>Brume <pacidemo@planet-d.net> wrote in message
>news:a7aotg$666$1@wanadoo.fr...
>> Hello everyone,
>>
>> I wonder if it is possible to read 5"1/4 disks (Atari ST formatted) on a
>PC
>> with a 5"1/4 drive?
>> (sorry if this question has already been asked here many times...). I
>> received some mails from people with such disks, but I can't help them
>since
>> I never got any 5"1/4 disks on ST.
>
>
>
>
>

6965. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-26 13:50:24 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <a7pub0nfu1@freenet9.carleton.ca>
Source record: 4020

You should be able to, provided that the 5 1/4" disks were formatted on
a PC *OR* formatted using TOS 1.4 or higher. I seem to remember that disks
formatted with TOS 1.0 or 1.2 could not be read on a PC until the boot
sector was "PC-ized" using DCFormatter or a similar utility.

Hope this helps.

Randy Kwak

> I wonder if it is possible to read 5"1/4 disks (Atari ST formatted) on a PC
> with a 5"1/4 drive?
> (sorry if this question has already been asked here many times...). I
> received some mails from people with such disks, but I can't help them since
> I never got any 5"1/4 disks on ST.
>
> Thanks in advance for any answer.
> Cheers,
>
> Brume.
>
>

6966. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-26 14:07:33 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <a7pvb5$on1$1@freenet9.carleton.ca>
Source record: 4021

5 1/4" drives come in various configurations. The most popular were
the standard 360K drives, which were then supplanted by drives which
could format both 360K and 1.2M. But there were also some drives
which could format 360K *AND* 720K (therefore useless for 1.2M), or
others that could format 720K *AND* 1.2M (therefore useless for 360K).
For obvious reasons, the last two didn't really catch on in the PC
World, although examples can still be found in my basement...

Any Atari ST can use a 5 1/4" drive that will format 360K and 720K,
although it may be necessary to construct a small interface to make
sure the signals are synching properly. (I built one of these and
should still have the instruction in my dusty crypts somewhere if anyone
is still interested.)

HD 5 1/4" drives for 1.2M disks may need the aforementioned interface
and will definitely need an ST that will format HD disks *OR* a mod
to enable a stock ST to do so, which is possible if you have (if
I remember correctly) a 1772-02 floppy controller chip. (Again, the
mod is available if anyone is still interested.)

Randy Kwak

"Oracle" (No.Return@go.away) writes:
> I have one of these enclosures for my ST,
> Unfortunatly the drive itself died many years ago and has been thrown out. i
> still have the case and powersupply.
> what type of 5.25" drive goes in there?? i tryed some old 360K drives, but
> they could only go upto 40 tracks. i know i used to be able to do 80 tracks
> and 720k.

6967. Re: ISA controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-26 16:07:55 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a7q6cr$9bm$1@nets3.rz.RWTH-Aachen.DE>
Source record: 4022

In article <3ca09ec61ecbbc0@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>outside of the STRAM. One thought, is implementing IRQ good?
>The ET4000 doesn't need it. Anyway, here is my rough GAL

Yes - it would enable you to use network cards. For this purpose, *two* ISA
slots would also be a great idea ;-)

cu
Michael

6968. ISA controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-26 17:16:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca09ec61ecbbc0@madasafish.com>
Source record: 4014

Hi,

I have started on an ISA controller, for internal fitting straight onto bus. This is for graphics card (ET4000) but should be possible to use other cards. It does not support DMA, I think the DMA on ST wouldn't work when the address is mapped outside of the STRAM. One thought, is implementing IRQ good? The ET4000 doesn't need it. Anyway, here is my rough GAL equations. S4 and S6 are the CPU states as in the 68000 PDF. CHRDY is used if waitstates are needed, by holding off DTACK. Pinouts are to be completed and the addresses.

I'm just interested if anyone else is interested ;) I know Panther exists but this isn't open source, or words to that effect. I'll be trying my design out sometime with ET4000 + NVDI 5. I guess this should be portable to the TT or Falcon, perhaps with some tweaking of the timing.

Thanks!

```
%ID ISA controller, Lyndon Amsdon

%TYP GAL20V8

%PINS

CPUCLK :1

A15 :2
A16 :3
A17 :4
A18 :5
A19 :6
A20 :7
A21 :8
A22 :9
A23 :10

AS :11
RW :
DTACK :

CHRDY :
IOW :
IOR :
MEMW :
MEMR :
```

```
S4 :
S6 :

%LOGIC

!IOW = address * !RW * !AS * !S6 ;

!IOR = address * RW * !AS ;

!MEMW = address * !RW * !AS * !S6 ;

!MEMR = address * RW * !AS ;

S4 := !IOW * CHRDY
+ !IOR * CHRDY
+ !MEMW * CHRDY
+ !MEMR * CHRDY ;

S6 := S4 ;

DTACK.OE = S4 * !AS ;
DTACK = GND ;

%END
--
Lyndon Amsdon
```

6969. Re: TT crashing

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-26 21:12:56 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca0d5301babb1@madasafish.com>
Source record: 4016

Hi John,

>I suspect the power supply, but don't want to replace it unless I'm
>sure. Anyone know the test voltages, etc? Is it a standard item,
>or will I have to call Best Electronics?

You have a mulitmeter? Try hooking it up to read voltage on the
5v supply. Run the TT for hours as you say and every now and
again check the voltage. Perhaps an osciloscope would be more
useful? Does sound like the PSU getting old or heat problem.
But you say the fan is working so I would assume the PSU too.
--
Lyndon Amsdon

6970. Re: ISA controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-27 19:25:53 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a7t6c1$g16$1@nets3.rz.RWTH-Aachen.DE>
Source record: 4024

In article <3ca2f9267e9b42@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Yes :) I believe you made a VME to ISA adaptor?

Right.

>Anyway, it was suggested to use the ACIA interupt. After the
>interupt routine has checked the ACIA status registers the
>routine should then check an address which would be the IRQ
>status for ISA. Using a single byte one could have 8 ISA IRQs.

Don't do that. Handling two ACIAs on one interrupt line is bad enough, and
reliably hooking your routine into that vector (*after* the MIDI and IKBD
routines in the OS) will not be easy.

Use a free interrupt on the CPU - either auto-vector or a vectored
interrupt.

>I also believe the ISA IRQs stay low until the card has been
>serviced which would be useful.

Correct.

cu
Michael

6971. dumped tripod in favor of geocities (temporary)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-27 22:20:24 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203271420.65731586@posting.google.com>
Source record: 4026

http://geocities.com/rtdos

6972. Re: TT crashing

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-28 01:26:54 UTC
From: HACE <atari@ev1.net>
Message-ID: <c9o4aucjacb4t2n6v97m99663fqmm5bi16@4ax.com>
Source record: 4027

Hi John,

Are you still in Houston?

Have you got the TT schematics? I have a hard copy that I could pull out if you still need the power supply voltage information. I was going to say the schematics are on line too .. but it looks like the TT schematics are the mising link there. Maybe I should scan my hard copy into a PDF file one of these days.

George Iken
Houston Atari Computer Enthusiasts

On 25 Mar 2002 20:57:32 GMT, elfsoft@mindspring.com (John Kormylo) wrote:

>My TT has started having intermittant hard crashes. It happens
>after a few hours or running, but once it starts it keeps crashing
>over and over. You have to let it cool down again before you can
>use it.
>
>I opened it up, dusted, and reseated all the socket chips. I inspected
>the power supply for leaky electrolitic capacitors, but no joy. The
>fan works fine.
>
>I suspect the power supply, but don't want to replace it unless I'm
>sure. Anyone know the test voltages, etc? Is it a standard item,
>or will I have to call Best Electronics?
>
>
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6973. Re: TT Malfunction Help

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-28 07:05:27 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3ca2d6ad@dnews.tpgi.com.au>
Source record: 4029

My MegaSTe, used to do this, 2 Bombs. It turned out to be poor filtering on the PSU. I would try a AT PSU and see how you go.

Mark

John Perez <jhperez@uhunix1.its.hawaii.edu> wrote in message news:a7god1$op8$1@news.hawaii.edu...
> rustynutt <rustynutt@hotmail.com> wrote:
> :> I've recently been trying to set up another TT030 from the parts that I
> :> have, and have been experiencing unexplained crashes. Unfortunately, I
>
> : Are you getting any bombs (to count)?
>
> Greetings,
>
> Two bombs, it is looking more and more like TT-Ram has bad simms.
>
> Thanks!

6974. Re: ISA controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-28 08:04:53 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <U8Ao8.1020$tI1.2979@nntpserver.swip.net>
Source record: 4028

Hi,

I've started working on something similar for the VME bus. (And perhaps the Falcon expansion slot).

/Peter

6975. Re: ISA controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-28 12:00:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca2f9267e9b42@madasafish.com>
Source record: 4023

Hi Michael,

>In article <3ca09ec61ecbbc0@madasafish.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>outside of the STRAM. One thought, is implementing IRQ good?
>>The ET4000 doesn't need it. Anyway, here is my rough GAL
>
>Yes - it would enable you to use network cards. For this purpose, *two* ISA
>slots would also be a great idea ;-)

Yes :) I believe you made a VME to ISA adaptor?
I have a riser card that came from a 386 pizza box dying to be
put to a good use!

Anyway, it was suggested to use the ACIA interupt. After the
interupt routine has checked the ACIA status registers the
routine should then check an address which would be the IRQ
status for ISA. Using a single byte one could have 8 ISA IRQs.
I also believe the ISA IRQs stay low until the card has been
serviced which would be useful. I think a 244 could be used to
direct all 8 IRQs to the D8-15 on CPU.

Cheers!
--
Lyndon Amsdon

6976. Graphiccard and HD Driver Tech DOCs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-28 12:27:16 UTC
From: timo helle <timo.helle@T-Online.de>
Message-ID: <a7v243$pp4$03$1@news.t-online.com>
Source record: 4030

Hi,

1.
I have a Problem, i am looking for the Original Protar Profile HD Driver Packet.
if anyone here have these Drivers please Email me.

2.
In my Mega ST1 with Pak/3 is also a Graphic Adapter with a Texas Instrument TMS34061 FNL Chip. The Name printed on the Card is :

PROTAR 4ML (B)
ST-Graphikkarte 1.1

There is a VGA-Port out and a port thats looks like a Midiport. I need a Techpaper and the drivers for this Card
please help me.

i already posted in German Newsgroups and searchin Internet for this, but nobody can help me.
if you have any Information please Email me.

cya Timo

p.s.: if anyone need a pic to ident, i can send

6977. Re: TT crashing

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-28 17:13:08 UTC
From: elfsoft@mindspring.com
Message-ID: <a7viv4$5pn$1@slb1.atl.mindspring.net>
Source record: 4031

>The TT has a standard AT powerconnector, so any AT powersupply will work
>fine. The problem is to find at AT PSU that actually fits inside the TT...
>However, you could try with a known good AT PSU for a few hours just to
>check if it really is your PSU that's dying.

I went to the local parts store, and the TT hasn't got anything even vaguely resembling a standard AT powerconnector. Sure the hard drive and floppy drive connectors are there, but the mother board connector has over twice as many pins, arranged in two rows, and using much smaller pin size. If I had pin diagrams for both connectors, I could make an adaptor and probably run the TT off an external AT PSU.

Anyway, since the cleaning my TT has been running much longer between crashes. So long as I can get it to run for at least 4 hours at a stretch, I won't worry about it.

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http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

6978. Re: ISA controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-28 17:56:37 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a7vlgl$4bk$1@nets3.rz.RWTH-Aachen.DE>
Source record: 4032

In article <3ca374e6536970@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>Hi Michael,
>
>>>Yes :) I believe you made a VME to ISA adaptor?
>>
>>Right.
>
>Got any docs about that are kicking around? :)

No - I built exactly one (which worked fine using the old TUM_TCP package),
but since I never got around to write proper drivers for the card, I never
did anything on the design - the problem is that the TUM_TCP is not really
useful today due to lots of bugs in the TCP/IP implementation.

>I looked at the spare IPL line not used, -IPL0. However, these
>seem to be used in in TT/Mega STE. I think level 3 would be
>best if I choose a direct to CPU IRQ. Anyway, auto vectors look
>fine. None of my books really say which one has what
>advantages/disadvantages but the auto vector seems better as I
>know where the vector is in memory. I guess it's just a case of
>modify the address/value at $6C in RAM and point this to my new
>ISR. ISR checks an address in memory to see which ISA IRQ
>triggered it. I think this is cascaded IRQ, similar to PC on
>IRQ2.

No. The cascading on the PC is done in hardware, so there really is one
interrupt vector for each ISA interrupt line - the interrupt routine does
not have to poll which device caused the interrupt.

If you need multiple Interrupts, I would strongly suggest using vectored
interrupts - it is quite easy on VME, and you can get a different vector for
each ISA interrupt.

cu
Michael

6979. Re: ISA controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-28 20:54:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca374e6536970@madasafish.com>
Source record: 4025

Hi Michael,

>>Yes :) I believe you made a VME to ISA adaptor?
>
>Right.

Got any docs about that are kicking around? :)

>Don't do that. Handling two ACIAs on one interrupt line is bad enough, and
>reliably hooking your routine into that vector (*after* the MIDI and IKBD
>routines in the OS) will not be easy.
>
>Use a free interrupt on the CPU - either auto-vector or a vectored
>interrupt.

I looked at the spare IPL line not used, -IPL0. However, these seem to be used in in TT/Mega STE. I think level 3 would be best if I choose a direct to CPU IRQ. Anyway, auto vectors look fine. None of my books really say which one has what advantages/disadvantages but the auto vector seems better as I know where the vector is in memory. I guess it's just a case of modify the address/value at $6C in RAM and point this to my new ISR. ISR checks an address in memory to see which ISA IRQ triggered it. I think this is cascaded IRQ, similar to PC on IRQ2.

--
Lyndon Amsdon

6980. Re: TT crashing

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-28 23:17:58 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CA3A4A0.16198B50@rogers.com>
Source record: 4034

Hi John,

I saw you reduced the crashes with a good cleaning. Have you run a virus checker on your hard disk and regularly used floppies recently? its worth a look. also if you have ataris checkdisk3 or diamond edge or one of those sort of utilities use it to see that the hard disk partitions are ok (no bad sectors, odd fat entries and so on) and that the drives are defragmented.

John Kormylo wrote:

> My TT has started having intermittant hard crashes. It happens
> after a few hours or running, but once it starts it keeps crashing
> over and over. You have to let it cool down again before you can
> use it.
>
> I opened it up, dusted, and reseated all the socket chips. I inspected
> the power supply for leaky electrolitic capacitors, but no joy. The
> fan works fine.
>
> I suspect the power supply, but don't want to replace it unless I'm
> sure. Anyone know the test voltages, etc? Is it a standard item,
> or will I have to call Best Electronics?
>
> ******** E.L.F. Software *********
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> Supporting the TT030
> 100% Microsoft free!

6981. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-29 13:39:56 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a81qrfdjs1@news6.svr.pol.co.uk>
Source record: 4035

You found a Genius Packet LAN card yet? I have been searching and can not find one. I have two DE-600-e adaptors but they do not work on it (although they should work directly under MINT in the parallel port).

Elliot...

<derryck@.NOSPAMCRAPcix.co.uk> wrote in message news:1016465806-165197AEicMi@ntlworld.com...
> From: "Mark Keates" <mark@mkeates.f9.co.uk>
> Date: Sun, 17 Mar 2002 21:21:14 -0000
>
> >I've never got around to building the Atari adapter myself
> >and would someone else like to have a go?
> >
> >http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=1340150716
>
> Elmar Hilgart still sells a ready-made and CT2-friendly ROM port adaptor
> for these ethernet adaptors at 25 Euros plus 10 Euros postage. I've just
> bought one from him.
>
>
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

6982. Re: TT crashing

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-29 13:48:57 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a81rc9$o9v$1@snipp.uninett.no>
Source record: 4036

John Kormylo <elfsoft@mindspring.com> wrote:

> I went to the local parts store, and the TT hasn't got anything even
> vaguely resembling a standard AT powerconnector. Sure the hard drive

??

> and floppy drive connectors are there, but the mother board connector
> has over twice as many pins, arranged in two rows, and using much smaller

This is really, really weird... My own TT, and every other TT I've seen,
have a standard AT powerconnector. Perhaps you're talking about the
connector on the PSU? If so, then you've seen an ATX PSU, and not an AT
one.

> pin size. If I had pin diagrams for both connectors, I could make an
> adaptor and probably run the TT off an external AT PSU.

I've made an ATX->AT adapter for my own TT, using the AT connector(s) from
my dead PSU and an ATX connector from an ATX extension cord. It is really
easy, you can find the pinouts on http://www.hardwarebook.net/.

--

```
/*
** Jo Even Skarstein http://joska.nvg.org/
*/
```

6983. Re: ISA controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-29 18:14:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca4a4f664bcf0@madasafish.com>
Source record: 4033

Hi Michael,

>If you need multiple Interrupts, I would strongly suggest using vectored
>interrupts - it is quite easy on VME, and you can get a different vector for
>each ISA interrupt.

I see now. Problem I see is when I set the -IPL lines I would
also have to watch out for the ST Glue. Also, I assume the ST
Glue isn't open collector on these lines. In the Mega ST it
seems better as they used a 8-3 line converter. The only way I
see it possible is to insert a circuit inbetween the Glues -IPL
lines and the CPU -IPL lines.

I understand the vector and auto vector techniques now and I see
that vector would be good here. I can place the IRQ code on
D0-7 (make sure there are no conflicts with the MFP vector
numbers) and each IRQ will have it's own ISR. I was diggin
about TOS 1.62 looking at where each of the CPU vectors point.
The spare ones all point to a dummy rte so I just modify the
supervisor RAM to redirect to my own routines.

I have some sketches on paper of implementing the IRQs but above
problem may require more chips :(

Thanks Michael
--
Lyndon Amsdon

6984. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-30 09:22:22 UTC
From: <>
Message-ID: <1017476762-305247AEicMi@ntlworld.com>
Source record: 4038

From: "Elliot" <stuff@recycledsteel.co.uk>
Date: Fri, 29 Mar 2002 13:39:56 -0000

>You found a Genius Packet LAN card yet? I have been searching

One advantage of being a member of CiX :-)

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

6985. Re: TT crashing

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-30 13:38:16 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca5be4a18bda0@madasafish.com>
Source record: 4037

Hi,

>> and floppy drive connectors are there, but the mother board connector
>> has over twice as many pins, arranged in two rows, and using much smaller
>
>This is really, really weird... My own TT, and every other TT I've seen,
>have a standard AT powerconnector. Perhaps you're talking about the
>connector on the PSU? If so, then you've seen an ATX PSU, and not an AT
>one.

Yes, ATX is one block, AT has two blocks. Don't get the AT
connectors around the wrong way! I never seen PSU for TT. ATX
is 2 by 10 pins, At is a single row.
--
Lyndon Amsdon

6986. Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-31 21:51:04 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a880c8iio1@thorium.cix.co.uk>
Source record: 4039

I thought the group might be interested in a monitor problem that arose at the last Cheshunt Computer Club meeting:

One of the memebrs brought along a Falcom with a Dell SVGA LCD flat-screen monitor. This had worked fine on a previous occasion, but when he connected it up this time he only got a self-test colour square floating around the screen when he switched on the Falcon. Luckily there was another Falcon there, with a normal CRT monitor. On that the machine worked fine, while the second Falcon also worked without problems on the LCD monitor.

We tried changing over the adapter leads (Falcon to SVGA) but to no avail. I took a quick look at the connection socket on the Falcon and didn't find anything wrong, but another member eventually spotted that one of the pins of the monitor socket was bent (I thought it was the one at top right, but may be wrong about that). After straightening it, all was well.

Now I am puzzlwed: What does that pin do (it obviously isn't needed with CRT monitors). And how do you trigger the self-test mode on a PC which apparently does use this pin?

Regards, /Peter/

6987. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-31 22:17:47 UTC
From: Adrian Haigh-Hutchinson <kadu.flyer@zetnet.co.uk>
Message-ID: <2002033123174768577@zetnet.co.uk>
Source record: 4040

The message <a880c8iio1@thorium.cix.co.uk>
from xlator@cix.compulink.co.uk contains these words:

> I thought the group might be interested in a monitor problem that
> arose at the last Cheshunt Computer Club meeting:

> One of the memebrs brought along a Falcom with a Dell SVGA LCD
> flat-screen monitor. This had worked fine on a previous occasion,
> but when he connected it up this time he only got a self-test
> colour square floating around the screen when he switched on the
> Falcon. Luckily there was another Falcon there, with a normal CRT
> monitor. On that the machine worked fine, while the second Falcon
> also worked without problems on the LCD monitor.

> We tried changing over the adapter leads (Falcon to SVGA) but to
> no avail. I took a quick look at the connection socket on the
> Falcon and didn't find anything wrong, but another member
> eventually spotted that one of the pins of the monitor socket
> was bent (I thought it was the one at top right, but may be wrong
> about that). After straightening it, all was well.

Hmmm - was the pin touching the casing of the socket causing a short?

Adrian tssf

--
==========
Technical Support, BlackFlag Associates
Tertiary, Society of St. Francis, Church of England.
Civil Servant
==========

6988. AERCO Easie-ST RAM Upgrade

Newsgroup: comp.sys.atari.st.tech
Date: 2002-03-31 23:08:52 UTC
From: Al Hartman <alhartman@yahoo.com>
Message-ID: <8GMp8.173290$Gf.16028943@bin2.nnrp.aus1.giganews.com>
Source record: 4042

I have an old AERCO Ram upgrade for my ST.

It has stopped working, and I can't find the manual for it.

Does anyone have the manual that they can copy and send me?

I'll pay copying and postal costs...

Al

6989. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-01 02:47:19 UTC
From: Oracle <No.Return@go.away>
Message-ID: <1OPp8.26460$uR5.59458@newsfeeds.bigpond.com>
Source record: 4043

Plasma display?

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3ca8cfaa187cf0@madasafish.com...
> Hi!
>
> >Now I am puzzlwed: What does that pin do (it obviously isn't
> >needed with CRT monitors). And how do you trigger the self-test
> >mode on a PC which apparently does use this pin?
>
> The MO pins are bottom right. Two of them, they select which
> resolution for the Falcon to boot up in to. Hi res, TV mode,
> RGB and VGA I think. It was probably booting into to a TV mode
> where the sync rate is around 15KHz. The monitor will not work
> at this frequency and the modern monitors come up with fancy
> displays and stuff. I would like to find a LCD screen that does
> work from 15KHz. At the moment, I'll have to stick to my
> mutlisync, nice but the radiation is worrying.
> --
> Lyndon Amsdon

6990. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-01 06:01:34 UTC
From: rsmac@t-online.de
Message-ID: <1f9y9x7.4lo0fh1yov7qqN%rsmac@t-online.de>
Source record: 4044

<xlator@cix.compulink.co.uk> wrote:

> Now I am puzzlwed: What does that pin do (it obviously isn't
> needed with CRT monitors). And how do you trigger the self-test
> mode on a PC which apparently does use this pin?

Falcon 030 (DB19)

Pin Beschreibung
Red 1 Rot Signal
Green 2 Grï¿½n Signal
Blue 3 Blau Signal
Mono 4 Monochrome (SM124 only!)
Ground 5 GND fï¿½r Monochrome
Red Ground 6 Rot GND
Green Ground 7 Grï¿½n GND
Blue Ground 8 Blau GND
Audio 9 Audioausgang 1Vss
Ground 10 AGND (Audio GND)
Ground 11 GND fï¿½r Composit Video
Comp. Video 12 Composit (FBAS)
Hsync 13 HYSNC.
Vsync 14 VSYNC.
Clock 15 Externer Takt
Even_Odd 16 Even/Odd
+12 17 +12 V Steuerspannung
M1 18 Videomode Selekt 1
M0 19 Videomode Selekt 0

Tell me witch pin you mean exactly. I try to describe what he does.
Normaly an TFT (LCD) (analog) use exactly the same VGA connector pin out
as CRT displays. Falcon do not make any self test on displays.

The one and only checkpoints are pin 18 and 19. While bound this pins to
GND user select the video mode of the falcon.

M1 M0
0 0 ST Monochrome
0 1 ST Color
1 0 VGA
1 1 TV

1 = connected to GND
0 = open n/c

Regards, Robert

--
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Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

6991. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-01 21:18:41 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a8airh$r26$1@thorium.cix.co.uk>
Source record: 4045

In message <1f9y9x7.4lo0fh1yov7qqN%rsmac@t-online.de>, rsmac@t-online.de said:

><xlator@cix.compulink.co.uk> wrote:
>
>> Now I am puzzlwed: What does that pin do (it obviously isn't
>> needed with CRT monitors). And how do you trigger the self-test
>> mode on a PC which apparently does use this pin?
>
>Falcon 030 (DB19)
---SNIP---
>Tell me witch pin you mean exactly. I try to describe what he does.
>Normaly an TFT (LCD) (analog) use exactly the same VGA connector pin out
>as CRT displays. Falcon do not make any self test on displays.

Thanks Robert. I had the pinouts in Atari A to Z. Unfortunately I
doin't know which pin was the problem, as I didn't see it -
someone else spotted it and bent it straight.

I realize the Falcon doesn't do self test on displays. This is a
function of the monitor. But something produced by the bent pin
must have triggered it.

>---SNIP---
>The one and only checkpoints are pin 18 and 19. While bound this pins to
>GND user select the video mode of the falcon.
>
>
>M1 M0
>0 0 ST Monochrome
>0 1 ST Color
>1 0 VGA
>1 1 TV
>
>
>1 = connected to GND
>0 = open n/c

Yes I knew that too, but couldn't see how that would produce the
self-test. But as Adrian suggested, it may have shorted a pin to
ground and as Lyndon points out, this may have triggered TV mode
which the computer couldn't handle, so went into self test. It
definitely reacted to the Falcon, because the self test only came
up once the Falcon was switched on.

Regards, /Peter/

6992. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-01 21:22:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca8cfaa187cf0@madasafish.com>
Source record: 4041

Hi!

>Now I am puzzlwed: What does that pin do (it obviously isn't
>needed with CRT monitors). And how do you trigger the self-test
>mode on a PC which apparently does use this pin?

The MO pins are bottom right. Two of them, they select which
resolution for the Falcon to boot up in to. Hi res, TV mode,
RGB and VGA I think. It was probably booting into to a TV mode
where the sync rate is around 15KHz. The monitor will not work
at this frequency and the modern monitors come up with fancy
displays and stuff. I would like to find a LCD screen that does
work from 15KHz. At the moment, I'll have to stick to my
mutlisync, nice but the radiation is worrying.
--
Lyndon Amsdon

6993. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-02 16:19:28 UTC
From: rs.mac@t-online.de
Message-ID: <1fa0wa4.15hh6ce1gku5c0N%rs.mac@t-online.de>
Source record: 4047

<xlator@cix.compulink.co.uk> wrote:

> I realize the Falcon doesn't do self test on displays. This is a
> function of the monitor. But something produced by the bent pin
> must have triggered it.

Yes, thatï¿½s posible.

> Yes I knew that too, but couldn't see how that would produce the

Thatï¿½s it. OK

Regards, Robert
--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

6994. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-02 19:55:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3caa100818d9e80@madasafish.com>
Source record: 4046

Hi,

>Yes I knew that too, but couldn't see how that would produce the
>self-test. But as Adrian suggested, it may have shorted a pin to
>ground and as Lyndon points out, this may have triggered TV mode
>which the computer couldn't handle, so went into self test. It
>definitely reacted to the Falcon, because the self test only came
>up once the Falcon was switched on.

Not, the computer, the monitor. Perhaps it was a typo? Anyway,
I have monitor here that if I force Falcon into a TV/RGB mode a
small box bounces around the screen telling me no video signal
present :) Similar thing, but what did the self test do?
--
Lyndon Amsdon

6995. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-02 21:25:06 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a8d7ji$a3j$1@thorium.cix.co.uk>
Source record: 4048

In message <a8airh$r26$1@thorium.cix.co.uk>, I said:

>But as Adrian suggested, it may have shorted a pin to
>ground and as Lyndon points out, this may have triggered TV mode
>which the computer couldn't handle, so went into self test. It
>definitely reacted to the Falcon, because the self test only came
>up once the Falcon was switched on.

On further reflection, TV mode doesn't solve the riddle. When the
faulty computer was connected to a CRT monitor it came up at
normal resolution (640*480, I think) and not in TV mode!

Regards, /Peter/

6996. Samsung syncmaster 500s monitor for Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-03 03:55:12 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <g3vkau4agv51d5e1l4ls3n6fcp0fv9tgg6@4ax.com>
Source record: 4049

I am wondering if my Samsung syncmaster 500s will work with the Atari
ST to VGA cable it seems to fit all the specs except I do no know what
TTL is .My last two Atari Monitors died a couple weeks ago :(
Here are the specs they seem close to what Best Electronics specify on
the website,

Sync :Horizontal 30khz to 55kHZ (auto)
:Vertical 50 Hz to 120 Hz (auto)

Display color : Unlimited colors

Max Resolution : Horizontal 1024 dots
: Vertical 768 lines
Active display : Horizontal 267 + 3mm (10.5" + 0.12")
: Vertical 200 + 3 mm (7.87" +0.12")
Input signal Terminated Analog 0.714 Vpp positive at 75 ohms
Separate Sync TTL Level ,positive or negative
Composite Sync TTL Level ,positive or negative

Also the cable pin out is exactly the same as specified .
It should work with a 3 Atari screen Resolutions no?
Thanks,
Bud atarikid@cox.net

6997. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-03 18:47:52 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cabf300255e00@madasafish.com>
Source record: 3951

Hi Hallvard,

>1) I can't find any specs for these. How much memory can they handle?

128 kilobytes each I think. The C is for CMOS I think, so it
would appear yours are listed at the bottom of the below list.

>2) Did TOS 2.06 come in other types of EPROM chips, or possibly also ROM
>chips like with older TOS versions?

Depends who made them. I have them in ROMs with UV window in.

>Looking at the STe circuit schematics, the section about the TOS chips,
>there's a table showing the different jumper settings for different
>EPROMs, so obviously there's provisions for using a wide variety of
>types. The following are listed:
>
>- 27-256
>- 27-512
>- 57-1001/27C-1000/53-1000
>- 27-010/57-1000/27C-1001
>
>Why did Atari make it possible to use so many different types of
>EPROM/ROM chips?

So they could use cheapest parts around. And it doesn't
complicate things on hardware. Just switchs some lines to Vcc
or GND, and the A17 (thats off the top of my head!)

>I've heard that it's possible to burn your own EPROMs with
>several TOS
>versions and even MagiC inside... interesting.

Yes.

--
Lyndon Amsdon

6998. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-03 18:55:51 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a8fj7n$m11$1@thorium.cix.co.uk>
Source record: 4050

>>Yes I knew that too, but couldn't see how that would produce the
>>self-test. But as Adrian suggested, it may have shorted a pin to
>>ground and as Lyndon points out, this may have triggered TV mode
>>which the computer couldn't handle, so went into self test. It
>>definitely reacted to the Falcon, because the self test only came
>>up once the Falcon was switched on.
>
>Not, the computer, the monitor. Perhaps it was a typo? Anyway,
>I have monitor here that if I force Falcon into a TV/RGB mode a
>small box bounces around the screen telling me no video signal
>present :) Similar thing, but what did the self test do?

A similar bouncing box with wide white, R, G and B bars but with text indicating something about self test and *not* no video signal.

But as I said elsewhere, the 'faulty' computer worked fine on a CRT monitor and did *not* come up in TV mode, but the usual 640*480 (I think, or even higher). And we tried swapping computers, monitors and even the Falcon->SVGA lead repeatedly, so it was reproducible.

Wish I knew which pin was found to be bent. I thought the guy said it was top right, but that would be Red. Perhaps he meant top left, which is one of the grounds. If this touched the composite pin at bottom left, then as comp presumably isn't used on SVGA it may be used for something else on a PC.

Regards, /Peter/

6999. Re: Samsung syncmaster 500s monitor for Atari ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-03 21:33:01 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <v3tmaucggjpedlbte656ug3up7k7lf81mt@4ax.com>
Source record: 3952

Never mind I found the answer Monochrome only as the horizontal scan
has to sync to 15.75 for low and med resolutions. Where as it will
work Mono at 35. Sorry for wasting anyones time.

B

On Wed, 03 Apr 2002 03:55:12 GMT, atarikid <atarikid@cox.net> wrote:

>I am wondering if my Samsung syncmaster 500s will work with the Atari
>ST to VGA cable it seems to fit all the specs except I do no know what
>TTL is .My last two Atari Monitors died a couple weeks ago :(
>Here are the specs they seem close to what Best Electronics specify on
>the website,
>
>Sync :Horizontal 30khz to 55kHZ (auto)
> :Vertical 50 Hz to 120 Hz (auto)
>
>Display color : Unlimited colors
>
>Max Resolution : Horizontal 1024 dots
> : Vertical 768 lines
>Active display : Horizontal 267 + 3mm (10.5" + 0.12")
> : Vertical 200 + 3 mm (7.87" +0.12")
>Input signal Terminated Analog 0.714 Vpp positive at 75 ohms
>Separate Sync TTL Level ,positive or negative
>Composite Sync TTL Level ,positive or negative
>
>Also the cable pin out is exactly the same as specified .
>It should work with a 3 Atari screen Resolutions no?
>Thanks,
>Bud atarikid@cox.net

7000. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-03 21:47:02 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1017941756.22898.0@eurus.uk.clara.net>
Source record: 3955

Hi Peter

| Wish I knew which pin was found to be bent. I thought the guy said it
| was top right, but that would be Red.

Looking at the rear of the machine with the keyboard furthest away, Top Right hand corner pin.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.344 / Virus Database: 191 - Release Date: 02/04/02

7001. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-03 21:49:59 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1017941758.22898.1@eurus.uk.clara.net>
Source record: 3954

Hi Hallvard

| Why did Atari make it possible to use so many different types of
| EPROM/ROM chips?

In order to keep up with commodity (ROM RAM EEPROM) prices

| I've heard that it's possible to burn your own EPROMs with several TOS
| versions and even MagiC inside... interesting.

My MegaSTe has EEPROMs in, and they are modified for the PAK.

| PS. yes, I know that the chips aren't written with an apostrophe (-) in
| them, but it makes for easier reading.

You mean a hyphen dont you?.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.344 / Virus Database: 191 - Release Date: 02/04/02

7002. UDS/LDS Falcon error

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-04 00:22:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <248dbc44244ae1@madasafish.com>
Source record: 3962

Hi

I have noticed what I think is an error in the Falcon COMBEL code for generating the LDS/UDS for ROM port, exp connector and so on. This would explain a number of things that fail to work on the Falcon, I believe Michael Ruge may have said something similar but my German is not that good. Anyway on the ST and Falcon I did some testing.

Three programs were written in assembler to read byte at $FB0000, a byte at $FB0001 and a word at $FB0000.

L is for a low state during ROM3, H for high state during ROM3.

ST Falcon
LDS UDS LDS UDS

Odd.b L H L L

Even.b H L L L

Word.w L L L L

Is my COMBEL dead on Rev D/C Falcon is this one of the other Falcons "features"? The ST results follow the 68000 docs perfectly. I know others have had problems trying to use the LDS/UDS to derive an A0, which was one of my first experiments.

Thanks
--
Lyndon Amsdon

7003. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-04 20:17:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <248dbc44244ae5@madasafish.com>
Source record: 3963

Hi Djordje,

>I sort of remember >that when supply voltage of (some of) those
>SRAMs is lowered to >about 3.5V the chip enters some sort of
>sleep mode with the contents >remaining preserved).

If I put right comination on the two CS lines I can go into
sleep mode. I can't remember the current drain but it was very
little. Also, the voltage can drop to something like 2.2v
before you are in danger of losing the data :) My 3.6V cell
should be fine. The only thing that holds me back is the fact
that I have so many devices needing chip selects I wonder if it
would be more economical to use one central GAL to provide all
these address, reducing amount of address lines being loaded.

>It would be interesting to know are these utilities still valid
>for the latest versions of Magic (i.e. I know they support magic
>4.* and 5.* but what about 6.* ?)

Yes, I wonder. I think it was for V5. I only have 6.01. AFAIK
it requires modify the pointer in it, to point to TOS 2.06 area.
I don't know what kind of program would be useful to use.
TT-Digger, AFAIK is only a viewer.
--
Lyndon Amsdon

7004. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-04 22:04:50 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a8iim2avl1@thorium.cix.co.uk>
Source record: 3956

In message <1fa38c9.o8hkxvc4ldsN%northstar2010@_I-hate-spam_yahoo.no>,
northstar2010@_I-hate-spam_yahoo.no said:

>EPROMs in other words.
>Did you buy yours from an Atari dealer (I'm assuming that you do indeed
>have TOS 2.06) -what kind of chips did you get?
>I'm trying to determine (for my TOS 2.06 user guide) if Atari supplied
>TOS 2.06 on the same kind of EPROM chips, or if they came in a variety
>of forms and shapes so to speak.
>
>Anyone else who has TOS 2.06? What kind of chips did they come in?

I bought mine from a dealer, and they were definitely EPROMS, with
a window which stupidly was *not* covered with the identifying
sticker!

Regards, /Peter/

7005. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-04 22:04:51 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a8iim3avm1@thorium.cix.co.uk>
Source record: 3957

In message <1017941756.22898.0@eurus.uk.clara.net>, stevesweet@freeuk.com said:

>| Wish I knew which pin was found to be bent. I thought the guy said it
>| was top right, but that would be Red.
>
>Looking at the rear of the machine with the keyboard furthest away, Top
>Right hand corner pin.

Thanks Steve!

That would be pin 10, a GROUND. Any idea what it was touching by
any chance? I mean the pin below (19 = Monitor select 0) or the
shell?

Regards, /Peter/

7006. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 07:53:30 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cad5a0c375220@madasafish.com>
Source record: 3953

Hi Hallvard,

>Did you buy yours from an Atari dealer (I'm assuming that you do indeed
>have TOS 2.06) -what kind of chips did you get?

TUS in the UK. It came in larger ROMs so that 1.62 and 2.06
existed. Simple toggle switch.

>> >I've heard that it's possible to burn your own EPROMs with
>> >several TOS
>> >versions and even MagiC inside... interesting.
>>
>> Yes.
>
>I'd like to give this a go some time.

I have my ROMs in NVRAM but still haven't really tried leaving
it for nights on end, running of the small NiCd battery. This
way I am able to put whatever I want into ROM, in an instant.
It needs Magics header modified but I think there are utilitys
around to do this.
--
Lyndon Amsdon

7007. Re: UDS/LDS Falcon error

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 13:03:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cadb1644b6e43@madasafish.com>
Source record: 3969

Hi Michael,

>>Is my COMBEL dead on Rev D/C Falcon is this one of the other
>>Falcons "features"? The ST results follow the 68000 docs
>>perfectly. I know others have had problems trying to use the
>>LDS/UDS to derive an A0, which was one of my first experiments.
>
>LDS/UDS are not meant to be a replacement for A0. Byte enables on a 16/32
>bit bus are only really needed on write accesses.

That is true. But, what I say is, the Falcon port does not
follow the same as the ST. Would this have really taken time to
implement, or is there a reason why it cannot be just like an
ST. Perhaps another reminder on the Falcon being replaced with
68030 in last minute?

Thanks.
--
Lyndon Amsdon

7008. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 17:59:54 UTC
From: vdjole@EUnet.yu
Message-ID: <a8komnopm1@news.eunet.yu>
Source record: 3959

On 2 Apr 2002 19:10:28 G, Hallvard Tangeraas wrote:
>When I bought TOS 2.06 for use with my STe I got a couple of 27-C010
>chips. I have a couple of questions regarding those chips:
>
>1) I can't find any specs for these. How much memory can they handle?

128KB each, so 256kB total for a pair of chips.

>Looking at the STe circuit schematics, the section about the TOS chips,
>there's a table showing the different jumper settings for different
>EPROMs, so obviously there's provisions for using a wide variety of
>types. The following are listed:
>
>- 27-256
>- 27-512
>- 57-1001/27C-1000/53-1000
>- 27-010/57-1000/27C-1001
>
>Why did Atari make it possible to use so many different types of
>EPROM/ROM chips?

Why not? It allows some flexibility and I suspect that Atari itself used
more than one type in different production batches of (m)STe computers.
However, I do not know how could 27256 have been used in a STe, because
eight of them would have been needed for 256kB TOSes- are there eight
sockets on the board?

Notice that there are two different settings above for 1MBit (27C-1***)
EPROM chips. I suspect, but can not be positive, that this is to allow
for different pinouts of two versions of 1MBit chips- depending on the
manufacturer, there are 1Mbit EPROM chips which are identicaly named(!)
but *with different assignment of pins* - a very unpleasant detail;
this is explained somewhere in Chips'n'tips...

>The cheapest ones would probably be the ones I got, with the lowest
>memory capacity.

Btw. 27-256 and 27-512 are 28-pin chips; 27-1001, 27-0010 etc. have 32-pins.

Another important aspect affecting the price is access time. Usually this
is written on the chip something like 27C512-150 meaning 150ns access time.
For a standard ST(e) this is not very important and I think that even chips
as slow as 250ns chips were used in Ataris, but I recall reading somewhere
that for 16MHz ROM access (as in some accelerated designs or MSte) access
time should be 150ns or 120ns.

cu;

7009. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 17:59:58 UTC
From: vdjole@EUnet.yu
Message-ID: <a8komsopm2@news.eunet.yu>
Source record: 3960

On 5 Apr 2002 08:53:30 +, "Lyndon Amsdon" wrote:

>I have my ROMs in NVRAM but still haven't really tried leaving
>it for nights on end, running of the small NiCd battery. This
>way I am able to put whatever I want into ROM, in an instant.

My estimate is that with a 60mAh NiCd battery it should hold for
a month or so. But a better estimate might be obtained by measuring
current drain when the chips are in standby-state (I sort of remember
that when supply voltage of (some of) those SRAMs is lowered to
about 3.5V the chip enters some sort of sleep mode with the contents
remaining preserved). As the battery can get recharged (if appropriate
circuit is made) every time the computer is turned on, holding time of
one month is practically forever for anyone who uses the machine
more-less regularily.

>It needs Magics header modified but I think there are utilitys
>around to do this.

It would be interesting to know are these utilities still valid
for the latest versions of Magic (i.e. I know they support magic
4.* and 5.* but what about 6.* ?)

cu;

7010. Re: Interesting monitor problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 18:52:08 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018125648.26337.0@eos.uk.clara.net>
Source record: 3973

Hi Pete

| >| Wish I knew which pin was found to be bent. I thought the guy said it
| >| was top right, but that would be Red.
| >
| >Looking at the rear of the machine with the keyboard furthest away, Top
| >Right hand corner pin.
|
| Thanks Steve!
|
| That would be pin 10, a GROUND. Any idea what it was touching by
| any chance? I mean the pin below (19 = Monitor select 0) or the
| shell?

It was shorted to the shell. My guess is that this extra height /stopped/
the plug making a contact rather than making an unwanted contact.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.344 / Virus Database: 191 - Release Date: 02/04/02

7011. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 18:58:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018125657.26337.1@eos.uk.clara.net>
Source record: 3971

Hi Hallvard

| > | Why did Atari make it possible to use so many different types of
| > | EPROM/ROM chips?
| >
| > In order to keep up with commodity (ROM RAM EEPROM) prices
|
| So did Atari actually supply TOS 2.06 in different kind of EPROMs, or
| even pre-programmed ROM chips (i.e. non-erasable)?

I have only ever seen 2.06 in EEPROM's but other TOS's in different
permutations. If you think about it, the next major TOS revision was
designed to be Upgraded (Falcom TOS)

| > | I've heard that it's possible to burn your own EPROMs with several TOS
| > | versions and even MagiC inside... interesting.
| >
| > My MegaSTe has EEPROMs in, and they are modified for the PAK.
|
| But these weren't supplied by Atari, but rather programmed by yourself,
| weren't they?

Supplied and blown by Mr PAK, but proves that patching is possible.

| > | PS. yes, I know that the chips aren't written with an apostrophe (-)
in
| > | them, but it makes for easier reading.
| >
| > You mean a hyphen dont you?.
|
| Oops. Yes, indeed.

God help us, its you writing the new bible. 8-)

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.344 / Virus Database: 191 - Release Date: 02/04/02

7012. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 19:02:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018125664.26337.2@eos.uk.clara.net>
Source record: 3972

Hi Lyndon

| >I bought mine from a dealer, and they were definitely EPROMS, with
| >a window which stupidly was *not* covered with the identifying
| >sticker!
|
| My TUS ROMs have no sticker over the window :) If I left it
| with top off in sunny day for a day or so I'd probably end up
| with blank ROMs!

It would take more than a few days sun to erase/corrupt an eeprom, but prolonged exposure would cause 'flaky bits'. I agree that was a glaring cock up for such a respected company.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.344 / Virus Database: 191 - Release Date: 02/04/02

7013. Re: "Veloce+" and other STe accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 19:08:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018125670.26337.3@eos.uk.clara.net>
Source record: 3970

Hi Hallvard

| I'm interested in looked into hardware accelerators for my STe and have
| read the specs for TUS' Veloce+ with great interest.
| Anyone using it? Any other accelerators worth looking into.

Ive only heard good about the Veloce board, but lots of bad about some
companies that fitted them.
Its got a 68020 hasnt it?.

| Depending on price I'd be interested in buying one as well -especially
| the Veloce+ as it's also got room for memory upgrades.

Is that the one with an IDE port as well,

EE&OE

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.344 / Virus Database: 191 - Release Date: 02/04/02

7014. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 19:29:37 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8ktv1$b37$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3961

In article <1fa5b0z.1jof4mpn8kh6zN%northstar2010@_XXXX_yahoo.no>,
Hallvard Tangeraas <northstar2010@_XXXX_yahoo.no> wrote:

>But I believe Atari dealers were licenced by Atari to do this, supplying
>EPROMs themselves, but paying Atari for each burnt EPROM (I would
>think). Can anyone confirm this?

Definitely, although it may be possible that some dealers had a license with
a one-for-all payment scheme, ie. without royalties for every single EPROM
set.

cu
Michael

7015. Re: "Veloce+" and other STe accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 21:16:47 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <4vor8.354$sS.80363@news2-win.server.ntlworld.com>
Source record: 3964

Hello.

"Hallvard Tangeraas" <northstar2010@_XXXX_yahoo.no> wrote in message
news:1fa6nom.e4tt7k1fargskN%northstar2010@_XXXX_yahoo.no...
> I'm interested in looked into hardware accelerators for my STe and have
> read the specs for TUS' Veloce+ with great interest.

It runs NVDI 2.5, Cubase and Notator Logic 2.5 extremely

well but NOT Notator SL.

Mega STE is better for Notator SL.

Is there an ST accelerator that will run Notator SL?

Barrie at Keychange. www.keychange.co.uk

7016. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-05 23:02:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cae2d102b81a1@madasafish.com>
Source record: 3976

Hi Djordje,

>On 4 Apr 2002 21:17:28 +, "Lyndon Amsdon" wrote:
>>The only thing that holds me back is the fact
>>that I have so many devices needing chip selects I wonder if it
>>would be more economical to use one central GAL to provide all
>>these address, reducing amount of address lines being loaded.
>
>Not a bad idea, but wouldn't a simple 74HCT154 4-to-16 line decoder do the
>job as well (15ns propagation delay; I don't know if there is a 74F154
>for faster response)? With one 74HCT154 you get 1MB segments decoded which
>would be enough for a lot of cases.

True, but I had some other options on switch. I had read/write
protect, I guess that could be done without GAL thinking about
it :) But, it was mainly a test to work out programming GALs.
As you say, it is simply a address decoder. What I may do is
use one GAL (20v8) and a 4-16 line decoder off this. I'd then
be able to have 16 chip selects, each one easily configurable to
whatever address range I want. Propogation may be a prob, and i
just checked books and it doesn't seem available, infact,
neither does HCT159. However, there is HCT154, although I'm not
sure if this is OK to be using. 1MB of address space, by using
just a 159 is too much for some things, that are in the
$F00000 to $FFFFFF area. For instance, IDE, ISA registers, SCC
just to name a few.

--
Lyndon Amsdon

7017. PC Diskdrive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-06 08:44:37 UTC
From: Rune Karlsson <rune@varberg.se>
Message-ID: <3caeb575$1@news.wineasy.se>
Source record: 3965

Is there someone who know where to find how to configure PC floppydrives for use on Atari STE.
Rune

7018. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-06 08:59:48 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3caedc7c1eda23@madasafish.com>
Source record: 3958

Hi,

>I bought mine from a dealer, and they were definitely EPROMS, with
>a window which stupidly was *not* covered with the identifying
>sticker!

My TUS ROMs have no sticker over the window :) If I left it
with top off in sunny day for a day or so I'd probably end up
with blank ROMs!
--
Lyndon Amsdon

7019. Re: "Veloce+" and other STe accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-06 11:00:04 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3caedfe69f2c70@madasafish.com>
Source record: 3980

Hi Hallvard,

>Yup, that's the one.
>So, has anyone got such a board which they would like to part with?

TUS made them in the UK. I have advert if you'd like a scan.
They were going to make 24MHz version but it never happened,
perhaps not being able to find enough 68020s @ 24MHz in quantity?
I know there was some guy on newsgroup who had a Veloce, google
groups will pick him up. When I last talked to him about it he
said he liked it and wouldn't part!

>Yeah, as an option. Along with an additional 2 or 4 Mbytes of TT FastRAM
>as far as I remember.
>Would do nicely in my 19" racked STe.

I have just the IDE part, it's good. The RAM cost a lot more,
IIRC the 0 RAM was ï¿½99, 2MB was ï¿½149 and full 4MB was ï¿½199. I
wonder if it was based on DRAM or possibly SRAM. DRAM was
cheap, although, the price of FPM/EDO as probably rocketed now :)
--
Lyndon Amsdon

7020. Re: UDS/LDS Falcon error

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-06 11:50:40 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8mneg$g20$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3966

In article <248dbc44244ae1@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>Hi
>
>I have noticed what I think is an error in the Falcon COMBEL
>code for generating the LDS/UDS for ROM port, exp connector and
>so on. This would explain a number of things that fail to work

This is not an error. It may be unfortunate if you try to do things that
these signals were not designed for (like outputting data to the ROM port),
but it is completely valid behaviour for a CPU to read more data than it
needs and throw away the unused parts - many CPUs do it that way.

I am not sure if it is the 68030 or the falcon bus logic, but since the
address areas were designed for memory devices, which be definition are
prefetcheable, this does not hurt.

If it is the 68030, it might help to declare these areas as
cache-inhibited, non-prefetcheable - I am not sure what the correct terms
for the 68030 MMU are, the 68040/68060 has a "non-cached, serialized" mode
that can be used for non-prefetchable IO spaces.

>Is my COMBEL dead on Rev D/C Falcon is this one of the other
>Falcons "features"? The ST results follow the 68000 docs
>perfectly. I know others have had problems trying to use the
>LDS/UDS to derive an A0, which was one of my first experiments.

LDS/UDS are not meant to be a replacement for A0. Byte enables on a 16/32
bit bus are only really needed on write accesses.

cu
Michael

7021. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-06 11:52:20 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8mnhk$g20$2@nets3.rz.RWTH-Aachen.DE>
Source record: 3967

In article <1fa73hc.nyc2sr8grda7N%northstar2010@_del_ete_yahoo.no>,
Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:
>2.06 user guide) is that TOS 2.06 can come in a variety of EPROM types,
>so there's no definitive single setting of the jumpers, but rather "look
>up the table (which I'm supplying in the guide) to see where the jumpers
>for your TOS 2.06 chips go?

Definitely. *I* have only seen 2.06 in 27C010 (or pin-compatible) EPROMs,
but Atari definitely used the ROMs with a different pin-outs in STE
machines.

cu
Michael

7022. H205 Harddisk -> Connecting Problems on MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-06 12:00:29 UTC
From: TheBORG <borg@mindless.com>
Message-ID: <a8mo39$ip4$00$1@news.t-online.com>
Source record: 3968

(Plz dont hit me for also posting it at comp.sys.atari.st, *.tech seems to be fitting better.. sorry)

Hi all,

I have some trouble connecting a SH205 to my MEGA ST2.

(and I am an Atari Newbie... ;)

I purchased all via eBay and got the stuff today. The cable was already connected from HARDDISK IN -> MEGA ST

When I tried to start the Atari without any Disks in the Floppy I just saw three little bombs (or whatever) on the startscreen..

So I started the Atari with an inserted Disk. GEM Desktop appeared fast... then I tried to add the Harddisk to the Desktop.... but after adding it as "C" (upper case) the computer still tells me that this drive is invalid..

During bootup the Harddisk seems to start normally (no strange noises, the "active"-light flashes... but after the boot BOTH lights on the Harddisk are ON.. always... somehow strange for my taste..

Anybody has any hints?

thanx for helping!

Dennis Knake

7023. Re: STe and genlocks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-06 18:52:24 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3caf48f090910@madasafish.com>
Source record: 3983

Hi Hallvard,

>But does this actually have anything at all do do with the STe in
>particular? I thought a genlock was more of a standalone device.
>What makes the STe more capable of this than previous ST models?

I think one pulls the GPO pin low on the monitor port and it's
then possible to feed a clock signal into the mono out pin.
This clock signal is actually feed straight into Shifter IIRC.
So, it should be around 32MHz. What this means is, it should be
possible to increase the speed of STE, in low or mdeium res,
simply by plugging a device into the monitor port.

Back to your point, you get video signal, strip it of it's sync
data and feed this into the STE. Every thing will be "in sync"
together so you can then mix the RGB data together. No software
is needed but I believe some scrollers for home video credits
etc, could do software overscanning so you get rid of the border.
--
Lyndon Amsdon

7024. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-06 21:30:33 UTC
From: vdjole@EUnet.yu
Message-ID: <a8npdmcq1@news.eunet.yu>
Source record: 3975

On 4 Apr 2002 21:17:28 +, "Lyndon Amsdon" wrote:
>The only thing that holds me back is the fact
>that I have so many devices needing chip selects I wonder if it
>would be more economical to use one central GAL to provide all
>these address, reducing amount of address lines being loaded.

Not a bad idea, but wouldn't a simple 74HCT154 4-to-16 line decoder do the job as well (15ns propagation delay; I don't know if there is a 74F154 for faster response)? With one 74HCT154 you get 1MB segments decoded which would be enough for a lot of cases.

cu;

7025. Re: H205 Harddisk -> Connecting Problems on MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-06 21:37:47 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1018128879.540763@pikachu>
Source record: 3974

Theborg,

if you've used pc's you'll find that they are somewhat similar to atari's. When you connect up the atari harddrive, it isn't formatted or partitioned or anything, so hopefully a disk came with the harddrive like "ICD Utilities" or "AHDI" This will let you format the hard drive, partition it, (make a drive C) and then install and auto booter. What this will do is cause the system to boot off the hard drive. Do you have this disk or any hard drive "drivers"?

Mark
http://atari-source.com

TheBORG wrote:

> (Plz dont hit me for also posting it at comp.sys.atari.st, *.tech seems to
> be fitting better.. sorry)
>
> Hi all,
>
> I have some trouble connecting a SH205 to my MEGA ST2.
>
> (and I am an Atari Newbie... ;)
>
> I purchased all via eBay and got the stuff today. The cable was already
> connected from HARDDISK IN -> MEGA ST
>
> When I tried to start the Atari without any Disks in the Floppy I just saw
> three little bombs (or whatever) on the startscreen..
>
> So I started the Atari with an inserted Disk. GEM Desktop appeared fast...
> then I tried to add the Harddisk to the Desktop.... but after adding it as
> "C" (upper case) the computer still tells me that this drive is invalid..
>
> During bootup the Harddisk seems to start normally (no strange noises, the
> "active"-light flashes... but after the boot BOTH lights on the Harddisk
> are ON.. always... somehow strange for my taste..
>
> Anybody has any hints?
>
> thanx for helping!
>
> Dennis Knake

7026. Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-07 03:43:59 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <UfPr8.18763$iU6.4222705@news20.bellglobal.com>
Source record: 3977

I've gotten my Atari TT out again and I notice the time isn't kept anymore. Even when I reset it it reverts back to 12:00am. I presume the battery for the clock/calendar is dead. There's no mention in the manual, other than take it to a dealer (LOL). Any folks know what type of battery, where it's located, and the way to deal with it? Thanks.

7027. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-07 10:36:11 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <a8p7erhsd1@snipp.uninett.no>
Source record: 3978

Ross Cooling <rcooling@georgian.net> wrote:
> take it to a dealer (LOL). Any folks know what type of battery, where it's
> located, and the way to deal with it? Thanks.

Any kind of 6V battery is fine. I'm using four AA-cells in mine, it's
cheap and has worked perfectly for more than three years now.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

7028. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-07 10:37:46 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb02f721fbb170@tripnet.se>
Source record: 3979

On Sat 06-04-2002 22:43 (-0500) Ross Cooling wrote:

>I've gotten my Atari TT out again and I notice the time isn't kept anymore.
>Even when I reset it it reverts back to 12:00am. I presume the battery for

If it looses time and date when you simply hit the reset button with
power still on something is wrong. The RT clock should get power from the
PSU to keep the time anyway.

If the time is lost only after a power down it's most likely the battery
that is dead.

>the clock/calendar is dead. There's no mention in the manual, other than
>take it to a dealer (LOL). Any folks know what type of battery, where it's
>located, and the way to deal with it? Thanks.

AFAIK there are two different types of batteries depending on TT model.
The older with metal shielding inside takes a 6 Volt Lithium battery. I
have replaced mine with a four AA 1.5 Volt alkaline batteries and this
works fine.

The battery is located under the metal shielding next to the external
SCSI connector, glued to the case.It's black with red and white cables
and carries the text "Lithium Battery". Easy to locate.

Newer TT's with brown paint inside the cover as shielding use another
type of battery. I'm am very interested in the voltage as I bought a
second hand TT of this type with the battery missing. I seem to recall
that it should use 3 or maybe 4.5 Volts. But maybe I havn't looked
carefully enough for small button cells on the motherboard? The old
battery connector is in the same place as on the older motherboards so I
guess I simply assumed the battery was removed...

Anyone who could explain what battery Voltages different TT motherboards
uses and how to distinguish between them?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7029. Re: UDS/LDS Falcon error

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-07 15:58:56 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cb06fb260d1c0@madasafish.com>
Source record: 3989

Hi Michael,

>In article <3cadb1644b6e43@madasafish.com>,
>Lyndon Amsdon <bindon@madasafish.com> wrote:
>>
>>That is true. But, what I say is, the Falcon port does not
>>follow the same as the ST. Would this have really taken time to
>>implement, or is there a reason why it cannot be just like an
>>ST. Perhaps another reminder on the Falcon being replaced with
>
>Not sure - I would have to look in the 68030 data sheet if this is caused by
>the 68030, or if it was just lazyness from the falcon designers.

The 68030 doesn't use the LDS/UDS but has all address pins
available, down to A0. I think it uses two lines, SIZE0 and
SIZE1. This give the possibility to use 8,16,24 and 32bit
chunks of data. I only assume that the Combel has some code to
regenerate the UDS/LDS, which in Falcon, is labbeled as xLDS and
xUDS. Perhaps so it is clear it is not a true LDS/UDS coming
direct from CPU. I think the bus is terminated with DSACK0 and
DSACK1. Similar to DTACK in ST I think. I did look over the
68030 datasheet last year. Seeing as the 68030 does have A0,
it's odd not having it on the expansion port :) Almost as good
as the Mega port with no power!

A bit OT, but it appears, in Chips'n'Chips that D0-D31 are
present on Falcon CPU, but *not* D24-D31!

And, the Falcon GAL chips are code locked! Tried it before :)
Still, I could work it out if need be, the CT2 totally replaces
these, or was it just two? I have details in a magazine.
--
Lyndon Amsdon

7030. TT crashing fixed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-07 16:16:38 UTC
From: elfsoft@mindspring.com
Message-ID: <a8prd6$s7j$1@slb6.atl.mindspring.net>
Source record: 3981

As it turned out, there was nothing wrong with my computer. I believe the problem was due to dirty contacts on my house AC circuit breaker.

Specifically, I have had a flickering overhead light for several months now. A week ago I replaced the dimmer switch, which cured both the light and reboot problem. However, the reboot problem mostly occured with the light off, so I don't really believe the switch was the cause. Since the computer and the light were on the same breaker, cycling the breaker may have been all that was needed (for both problems).

I'm not curious enough to try putting the old switch back in.

******** E.L.F. Software *********
http://elfsoft.home.mindspring.com
Supporting the TT030
100% Microsoft free!

7031. Atari SM124

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-07 17:04:58 UTC
From: rg@nospam.tempo21.demon.co.uk
Message-ID: <o1v0buk5j1h18br7va0pjb9kgm4fbjheb2@4ax.com>
Source record: 3982

Clearing out the attic I discovered an Atari SM124 monitor, complete with leads. If this is of any use to anyone I would be happy to donate it to a good home. You collect - I live in Sussex. Otherwise it goes down the dump.

Thanks

Ralph

7032. Re: UDS/LDS Falcon error

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-07 17:28:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cb083646e3fb0@madasafish.com>
Source record: 3990

Hi (replying to my last post)

>And, the Falcon GAL chips are code locked! Tried it before :)
>Still, I could work it out if need be, the CT2 totally replaces
>these, or was it just two? I have details in a magazine.

Ah, U62 is not locked, which does the LDS/UDS out of A0, SIZ0 and SIZ1. A quick bit of reverse engineering and I have the boolean logic :) I now see the place where this error is occuring. The GAL takes R/W into account. When /DS (Data Strobe) is low, and R/W is high, LDS and UDS come low. It doesn't seem to matter what the size of the transfer is or on what part of the databus it is happening. This only seems to be happening on Writes.

So, to sum it all up, the Falcon cartridge port can not be used to get an A0, or writing with address port. Although this was never a legal way of doing things on the ST, it should have been aware at the time of Falcon design. I believe there were many docs, devices out there using the port to write data by 1992. Scanners, PCM sound chips, IDE CDROMs, I'm sure a lot more.

One could patch the GAL, but I don't think it will be worth it.
--
Lyndon Amsdon

7033. Re: STe and genlocks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-07 17:35:28 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cb083646e3fb1@madasafish.com>
Source record: 3991

Hi Hallvard,

>My next question is if such a device can easily be made instead of
>buying a commercially available Genlock?
>What actually connects where when using a Genlock with an STe?

Well, I don't believe they are that easy. You need a chip that
can decode the sync data. These are available, but I wouldn't
be sure how to generate the 32MHz clock. It would be easier to
Genlock and STE to ST(E). I think all you'd do is put the 32MHz
clock from ST into STE monitor port, make it use the ST sync
rates and the two will be combined. You then use video
amplifier to mix the RGB data and feed it into whatever. But
what applications need ST genlocked to STE? :)
Amiga docs should have some stuff on genlocking.

>Yeah, getting rid of the border would be essential. I can't remember the
>standard PAL resolution, but believe it's somewhere around 570x360
>roughly. To be able to overlay something like this the screen size would
>need to be the same on the STe as on the TV (i.e. video input signal),
>so could this be done using software tricks?

I don't think it *needs* to be, it's just that if it was then
you'd be able to place text in border space. For instance, text
scrolling of credits would rise from bottom of picture, not from
a little way up :)

>Does this also mean that the genlock has its own video output connector,
>but uses the 13 pin DIN plug from the STe as one of its video sources?

Yes.
--
Lyndon Amsdon

7034. Re: UDS/LDS Falcon error

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-07 20:58:58 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8qbui$k4c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3986

In article <3cadb1644b6e43@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>That is true. But, what I say is, the Falcon port does not
>follow the same as the ST. Would this have really taken time to
>implement, or is there a reason why it cannot be just like an
>ST. Perhaps another reminder on the Falcon being replaced with

Not sure - I would have to look in the 68030 data sheet if this is caused by
the 68030, or if it was just lazyness from the falcon designers.

cu
Michael

7035. Atari SM124 Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 06:49:09 UTC
From: rg@nospam.tempo21.demon.co.uk
Message-ID: <saf2bu0bddufvr498mcjru50l2sd4cklqi@4ax.com>
Source record: 3984

Clearing out the attic I discovered an Atari SM124 monitor, complete with leads. If this is of any use to anyone I would be happy to donate it to a good home. You collect - I live in Sussex. Otherwise it goes down the dump.

Thanks

Ralph

7036. Re: PC Diskdrive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 10:50:01 UTC
From: ebaiz@skyenet.net
Message-ID: <tBes8.5841$cC5.1783323@newsfeed.slurp.net>
Source record: 3985

On 6 Apr 2002 09:44:37 +, "Rune Karlsson" wrote:
>Is there someone who know where to find how to configure PC floppydrives for
>use on Atari STE.
>Rune
>

Not too hard to do. There are jumpers in back of the drive that have to
be changed. Took me about 30 minutes before I had it right.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

7037. Re: STe and genlocks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 15:35:14 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cb1b8fa$0$19196$79c14f64@nan-newsreader-03.noos.net>
Source record: 3988

hi!

I read with attention your request about genlock
It still exist another product compagny "satellite & television"
they produce genlock for atari, amiga, mac, pc.

The genlock is "a lock frequency"to use graphic computer on real video
signal:rvb, pal, svhs:-)
The important thing is it is "luma key video effect"
All the black color are going thru to mix picture.
(At the other hand it still exist "blue box : chroma key, another subject)
It was the 2 historical "analog video classic effect", with cut&wipe:-)
applications:
generic text, logo with scroll, roll.
But a lot fun other possibility: matte/luma&mask, incrust with 256 levels of
greyscale, cartoon effect, medical effect, smog effect...., multi-layer
effect, direct paint on video in realtime,
clock effect......
With a ste, it still exist prg with genlock support.
But of course, the best is the falcon multimedia:-)
The videl have a genlock possibility too:-)
bye

Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> a crit dans le
message de news: 1faa9yy.udasdd1qo54cgN%northstar2010@_del_ete_yahoo.no...
> In ads or descriptions I've seen for the STe there's often a mention of
> it having genlock capabilities, and I've been wondering exactly what
> this means.
>
> As far as I know, a "genlock" is a device which allows you to mix two
> video signals, so as to superimpose an image from the STe on top of
> another video image. I guess this could mean that the STe could be used
> for adding credit text or something on top of another image.
>
> But does this actually have anything at all do do with the STe in
> particular? I thought a genlock was more of a standalone device.
> What makes the STe more capable of this than previous ST models?
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

7038. Re: TOS 2.06 EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 15:36:00 UTC
From: Michael Bartels <miba02@expires-2002-04-30.arcornews.de>
Message-ID: <6eb21de730bec2052ff9d10c63b884f7@ID-30321.user.dfncis.de>
Source record: 3987

Hi Hallvard,

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> schrieb:
> I'm not sure what the following translates into, but something like even
> though the TOS 1.06 ROMs have 28 pins they share the same jumper
> settings as the 27C1000. Anyone know a little more German that I do and
> can help?

I hope so maybe my english sounds a little bit strange, but I am
native german. Dont bother to correct me. Also I translate not word by
word - only the sense is there ;-)

> ---------------------
> Achtung: ATARI hat ab Werk ROM's mit 28 Pins eingesetzt, die das TOS
> 1.06 enthalten, hier gilt die Jumperbelegung fï¿½r den Typ 27C1000!
> --------------------

Attention: Atari uses ROMs with 28 Pins for TOS 1.06. You need the
Jumper-Setting of the type 27C1000

> The same seems to be repeated here, but with more detail:
>
> --------------------------------
> Desweiteren kann man verschiedene EPROM-Typen einsetzen:
> Epromtyp W102 W103 W104
> 27256 egal 1 und 2 frei
> 27512 2 und 3 2 und 3 frei
> 571001/27C1000/531000 2 und 3 2 und 3 2 und 3
> 27010/571000/27C1001 1 und 2 2 und 3 1 und 2
>
> Achtung: ATARI hat ab Werk ROMs mit 28 Pins eingesetzt, die das
> TOS 1.06 bzw. TOS 1.62 enthalten, hier gilt die Jumperbelegung fï¿½r
> den Typ 27C1000. Sind nur 28-polige Sockel vorhanden mï¿½ssen die 4
> fehlenden Sockelpins nachgerï¿½stet werden (aus einem anderen Sockel
> kurzerhand die Pins herauslï¿½sen und einloten)!
> --------------------------------

Also you can use different EPROM types:
Eprom type W102 W103 W104
27256 no difference 1 and 2 free
27512 2 and 3 2 and 3 free
571001/27C1000/531000 2 and 3 2 and 3 2 and 3
27010/571000/27C1001 1 and 2 2 and 3 1 and 2

Attention: Atari used in Production for TOS 1.06/1.62 ROMs wit 28
Pins. They will need the Jumper settings of the type 27C1000. If

there are only 28pin Sockets on the board, you must add the missing
Pins. (soldering from another socket)

> --
> Was ist eigentlich der Unterschied zwischen dem 27C1001 und 27C010
> 1MBit Eprom ?
>
> Diese EPROMS sind kompatibel Diese EPROMS sind nicht komp.
> (A16 = pin 2, OE = pin 24) (A16 = pin 24, OE = pin 2)
>
> 27010 27100
> AMD 27C010 Fujitsu 27C1000
> Hitachi 27C101 Hitachi 27C301
> Mitsubishi 27C101 Mitsubishi 27C100
> Toshiba 27C1000 Toshiba 27C1001
> NEC 27C1001 NEC 27C1000
> Intel 27010, 27C010
> SGS-Thomson 27C1001
> Texas Instr.27C010
>
>
> Diese Epromtypen werden fï¿½r den
> Einsatz in den Atari Computern
> sowie im ZyXel Modem verwendet.
> --

What is in general the differnce between the 27C1001 and 27C010 1 MBit
EPROM?

This EPROMS are kompatible This EPROMS are not
kompatible
(A16 = pin 2, OE = pin 24) (A16 = pin 24, OE = pin 2)
27010 27100
AMD 27C010 Fujitsu 27C1000
Hitachi 27C101 Hitachi 27C301
Mitsubishi 27C101 Mitsubishi 27C100
Toshiba 27C1000 Toshiba 27C1001
NEC 27C1001 NEC 27C1000
Intel 27010, 27C010
SGS-Thomson 27C1001
Texas Instr.27C010

This EPROM types are used in Atari Computer and also in Zyxel Modem.

Hope that helps

Greetings

Michael

7039. Re: "Veloce+" and other STe accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 17:02:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cb1d79eacfeb0@madasafish.com>
Source record: 3902

Hi Dave,

>Veloce Falcon (yep I did one of these to) was 32MHZ, 32 bit with
>32Meg DRAM. The bugs had been ironed out (yep the DMA in the
>Falcon was also flaky) and the first 50 PCB's had arrived when
>other systems started to appear claiming higher speeds and _stability_?.

So, surely you'd like to get some money back from those boards?
How about selling them, are they working? I assume you need to
solder them up and program chips etc.
--
Lyndon Amsdon

7040. Re: Atari 5"1/4 disks on PC drive?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 17:59:58 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.0db5a811.4efa2262.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3992

Dans le message <a7cg0ihtl1@newsreader.mailgate.org>
JT a ï¿½crit:
>Ive never seen anybody use a 5.25 drive on an ST. There was no need because
>the 3.5's were larger capacity and more easily available.
>I think perhaps you are talking about 8bit atari. That _did_ use 5.25 disks.
Uh! do you *really* believe what you write ? I have been using an
external 720k 5.25" on both my 1040 STF and - further - my MegaST4!
At this time, 5.25 floppies were about 5 times ceapper than 3.25 ones
and it was worth using them - despites their size!
Both the 3.5 and 5.25 floppies were formatted using FastCopy Pro,
which allowed up to 84 tracks / 11 sectors. I had nearly no problems
with this, except with Verbatim floppies that were highly unreliable!
And, to answer Brume's question, no, it's impossible to read TOS <1.4
formatted floppies on PCs.

J.-Luc

>Brume <pacidemo@planet-d.net> wrote in message
>news:a7aotg$666$1@wanadoo.fr...
>> Hello everyone,
>>
>> I wonder if it is possible to read 5"1/4 disks (Atari ST formatted) on a
>PC
>> with a 5"1/4 drive?
>> (sorry if this question has already been asked here many times...). I
>> received some mails from people with such disks, but I can't help them
>since
>> I never got any 5"1/4 disks on ST.

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

7041. Re: UDS/LDS Falcon error

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 18:01:54 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cb1dc36e67390@madasafish.com>
Source record: 3904

Hi Michael,

>Huh? what port are you talking about?

Mega bus.

>I am quite sure my Mega *has* power on the cartridge port. Or did you mean
>the internal port on the Mega? That one has power, too - it is an extra
>connector, with both +12V and +5V.

Oh, this is only what I heard, I never had a look inside one.
--
Lyndon Amsdon

7042. Re: UDS/LDS Falcon error

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 18:06:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cb1dc36e67391@madasafish.com>
Source record: 3905

Hi Michael,

>Right. However, without a closer look at the datasheet, we still don't know
>what kind of bus cycles the 68030 uses on a read access on the cartridge
>port: if it does in fact do a 16-bit read, even if only 8 bits are needed,
>then even a modified GAL can't generate "correct" UDS/LDS signals from that.

I had it wrong, the Combel made ROM signals, and the GAL made
UDS/LDS. I guess this is the part to emulate the 68000, or so
to speak. I don't know if you say my last post about
disassembling the GAL but it pulls LDS/UDS low on all read
cycles, no matter what size or offset of data. I think by
removing the RW line into the GAL, and tieing it to ground may
fix it. However, I haven't looked into the other areas of this
GAL, they may require the RW line too. Still, there is not much
I can do about it, and face the fact that it has to have written
data shifted up to A1 to A8 for an 8 bit write.
--
Lyndon Amsdon

7043. Re: TT crashing

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 18:11:52 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.1112b4b6.42f42282.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3993

Dans le message <a7o2vsnju1@nntp9.atl.mindspring.net>
John Kormylo a ï¿½crit:
>My TT has started having intermittant hard crashes. It happens
>after a few hours or running, but once it starts it keeps crashing
>over and over. You have to let it cool down again before you can
>use it.

>I opened it up, dusted, and reseated all the socket chips. I inspected
>the power supply for leaky electrolitic capacitors, but no joy. The
>fan works fine.

>I suspect the power supply, but don't want to replace it unless I'm
>sure. Anyone know the test voltages, etc? Is it a standard item,
>or will I have to call Best Electronics?
Take a PC PSU, rearrange the wires of P8 and P9 so they match the
order of the TT's PSU's connector. Then plug and use.

J.-Luc

>******** E.L.F. Software *********
>http://elfsoft.home.mindspring.com
> Supporting the TT030
> 100% Microsoft free!

--
ï¿½Je conviendrais volontiers que les
femmes nous sont supï¿½rieures, si ï¿½a
pouvait les dissuader de prï¿½tendre
ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

7044. Re: TT crashing

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 18:36:18 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.1584b020.49122282.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3994

Dans le message <a7viv4$5pn$1@slb1.atl.mindspring.net>
John Kormylo a ï¿½crit:

>>The TT has a standard AT powerconnector, so any AT powersupply will work
>>fine. The problem is to find at AT PSU that actually fits inside the TT...
>>However, you could try with a known good AT PSU for a few hours just to
>>check if it really is your PSU that's dying.

>I went to the local parts store, and the TT hasn't got anything even
>vaguely resembling a standard AT powerconnector. Sure the hard drive
>and floppy drive connectors are there, but the mother board connector
>has over twice as many pins, arranged in two rows, and using much smaller
>pin size. If I had pin diagrams for both connectors, I could make an
>adaptor and probably run the TT off an external AT PSU.
See my previous post : you need an old PC PSU, with the P8 and P9
connectors, or P1 & P2 or PS1 & PS2, depending of the model.
Normally RED is +5 VDC, YELLOW is +12 VDC, BLACK is GND, WHITE is
-5 VDC and I don't know about BLUE and ORANGE.

>Anyway, since the cleaning my TT has been running much longer between
>crashes. So long as I can get it to run for at least 4 hours at a
>stretch, I won't worry about it.
I think you should... :-(

J.-Luc

>******** E.L.F. Software *********
>http://elfsoft.home.mindspring.com
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--
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ï¿½tre nos ï¿½gales.ï¿½
Sacha Guitry (1885/1957)

7045. Re: TT crashing fixed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 22:03:59 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a8t44jkji1@newsg2.svr.pol.co.uk>
Source record: 3996

Your lights were on the same ring as your AC power? Sounds strange or was
it a lamp?

"John Kormylo" <elfsoft@mindspring.com> wrote in message
news:a8prd6$s7j$1@slb6.atl.mindspring.net...
> As it turned out, there was nothing wrong with my computer. I
> believe the problem was due to dirty contacts on my house AC
> circuit breaker.
>
> Specifically, I have had a flickering overhead light for several
> months now. A week ago I replaced the dimmer switch, which cured
> both the light and reboot problem. However, the reboot problem
> mostly occured with the light off, so I don't really believe the
> switch was the cause. Since the computer and the light were on
> the same breaker, cycling the breaker may have been all that
> was needed (for both problems).
>
> I'm not curious enough to try putting the old switch back in.
>
>
> ******** E.L.F. Software *********
> http://elfsoft.home.mindspring.com
> Supporting the TT030
> 100% Microsoft free!

7046. Re: "Veloce+" and other STe accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 22:11:54 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1018300335.20850.0@eos.uk.clara.net>
Source record: 3995

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1018125670.26337.3@eos.uk.clara.net...
> Hi Hallvard
>
> | I'm interested in looked into hardware accelerators for my STe and have
> | read the specs for TUS' Veloce+ with great interest.
> | Anyone using it? Any other accelerators worth looking into.
>
> Ive only heard good about the Veloce board,

wasn't your last comment 'HOBBY'

> but lots of bad about some companies that fitted them.

So you must be talking about me then, as I was the only
person who fitted them. If you have anything to say then
lets hear it in public to the group instead of your insipid
comments that only make you look foolish. The main
reason I left the Atari scene was because of people like
you.
I for one am fed up of your comments so if you have
a complaint about Veloce or it's 'FITTERS' then lets hear it
otherwise apologise to the group for your fictitious postings.

> Its got a 68020 hasnt it?.

Certainly has. Full 32Bit 0 wait state TT RAM.

Dave

maccdave@ntlworld.com

7047. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 22:13:36 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a8t4mkkvd1@newsg2.svr.pol.co.uk>
Source record: 3998

I would like to be a member but I think I would miss out as I could never
make it in time on a Wednesday for a meeting.

<derryck@.NOSPAMCRAPcix.co.uk> wrote in message
news:1017476762-305247AEicMi@ntlworld.com...
> From: "Elliot" <stuff@recycledsteel.co.uk>
> Date: Fri, 29 Mar 2002 13:39:56 -0000
>
> >You found a Genius Packet LAN card yet? I have been searching
>
> One advantage of being a member of CiX :-)
>
> --
> ____ ____ ____
> / __ \ / __ \ / __ \
> / / / / / / / / / /_/ /
> / /_/ / / /_/ / / ____/
> /_____/ /_____/ /_/ Translations
> derryck@cix.co.uk
> dennis.vermeire@gmx.net
> xlator@cix.co.uk
> http://www.cix.co.uk/~derryck/index.htm
>

7048. Re: "Veloce+" and other STe accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-08 23:12:12 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1018303943.31719.0@eurus.uk.clara.net>
Source record: 3997

Hi Hallvard,

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1faa301.sk3vcrq90qo6N%northstar2010@_del_ete_yahoo.no...
> Lyndon Amsdon <bindon@madasafish.com> wrote:
>
> > Hi Hallvard,
> >
> > >Yup, that's the one.
> > >So, has anyone got such a board which they would like to part with?
> >
> > TUS made them in the UK. I have advert if you'd like a scan.
>
> Thanks, but I already have a full article about it in an issue of "Atari
> computing". I just wanted to know if there was something in addition to
> the article that I've missed.... and hopefully find someone who has one
> for sale.
>
> Anyone know if it's possible to reach Dave (or anyone else who
> previously worked at TUS)? Who knows, they might have some old stock
> left over even though they've closed down.

Send email to maccdave@ntlworld.com or ring the old number in the
magazine. CLOSED DOWN ? nobody told me and iv'e been
answering the phones all these years.

> > They were going to make 24MHz version but it never happened,
> > perhaps not being able to find enough 68020s @ 24MHz in quantity?
> > I know there was some guy on newsgroup who had a Veloce, google
> > groups will pick him up. When I last talked to him about it he
> > said he liked it and wouldn't part!
>
> :-((too bad. But I'm sure there are people out there bit by the PC or
> Mac bug and would part with their machines (nice for the rest of us ;-))
>
>
> > >Yeah, as an option. Along with an additional 2 or 4 Mbytes of TT
FastRAM
> > >as far as I remember.
> > >Would do nicely in my 19" racked STe.
> >
> > I have just the IDE part, it's good. The RAM cost a lot more,
> > IIRC the 0 RAM was £99, 2MB was £149 and full 4MB was £199. I
> > wonder if it was based on DRAM or possibly SRAM. DRAM was
> > cheap, although, the price of FPM/EDO as probably rocketed now :)

>
> No idea. I don't recall the article saying anything about it other than
> it being a single chip (or two chips for 4 Mbytes). I'm sure that even
> with a non-RAMmed board I could just get hold of the chips and solder
> them in myself. They probably made one single PCB and had them
> populated/unpopulated with the required chips for the various functions.

A brief history about veloce+ if your interested.

It's quite easy to accelerate an STE's 68000 processor as
Motorola did quite a fine job with their processors. The difficulty
putting it into the STE was that Atari's DMA system was flaky so say the
least.
The first Veloce used a 24MHZ 68000 with cache ram and ran
smoothly but didn't give quite the speed I was looking for and
had problems with DMA so never went into production

The answer was to use a 68020 processor with it's internal cache at 16MHZ
which was very stable and ran the DMA perfectly. It also had Tos 2.06 32
bit. This was
released as the original veloce.
There was a 24MHZ version but once again the DMA problem appeared so it
wasn't released.

To get an even greater speed increase it was decided to take a veloce
and add 32 bit, 0 wait state SRAM alongside the 32 bit Tos Roms.
The 512K * 8 SRAM parts where expensive compared to DRAM
but this wasn't a problem as only a couple of megs where required
for most applications. This board was released as the Veloce+.

Further developments where ongoing including an STE Veloce+
with 68030 at 32 and 48MHZ but the market had started to shrink by
that time and the development cost was too high.
Veloce Falcon (yep I did one of these to) was 32MHZ, 32 bit with
32Meg DRAM. The bugs had been ironed out (yep the DMA in the
Falcon was also flaky) and the first 50 PCB's had arrived when
other systems started to appear claiming higher speeds and _stability_?.
I should have continued with it as at least my system was stable unlike
some others that came to light later on. (oh well)

It is nice to hear that Veloce is still talked about now and again. They
are still produced in small quantities and I have only ever had 1 back for
repair.

Enjoy your Atari's,

Dave

maccdave@ntlworld.com

7049. PCMCIA and your Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-09 06:15:06 UTC
From: lp <gfa@basic.net>
Message-ID: <B8D7FF2A.61F0%gfa@basic.net>
Source record: 3999

Hello,

For thost that have been following my PCMCIA testing, namely various types of media, I have now tested PC Card ATA Flash. I bought a 128mb card and a 256mb card and am happy to report they work fine. The 256mb card benchmarked at 1000kb/sec. All testing thus far has been on my Hades060. Anyway there you have it.

Lonny Pursell

7050. Re: UDS/LDS Falcon error

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-09 08:52:01 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8ua3h$40n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 4000

In article <3cb06fb260d1c0@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>The 68030 doesn't use the LDS/UDS but has all address pins
>available, down to A0. I think it uses two lines, SIZE0 and
>SIZE1. This give the possibility to use 8,16,24 and 32bit
>chunks of data. I only assume that the Combel has some code to
>regenerate the UDS/LDS, which in Falcon, is labbeled as xLDS and
>xUDS. Perhaps so it is clear it is not a true LDS/UDS coming

Right. However, without a closer look at the datasheet, we still don't know
what kind of bus cycles the 68030 uses on a read access on the cartridge
port: if it does in fact do a 16-bit read, even if only 8 bits are needed,
then even a modified GAL can't generate "correct" UDS/LDS signals from that.

cu
Michael

7051. Re: UDS/LDS Falcon error

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-09 09:30:22 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a8ucbe$84r$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3901

In article <3cb06fb260d1c0@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>68030 datasheet last year. Seeing as the 68030 does have A0,
>it's odd not having it on the expansion port :) Almost as good
>as the Mega port with no power!

Huh? what port are you talking about?

I am quite sure my Mega *has* power on the cartridge port. Or did you mean
the internal port on the Mega? That one has power, too - it is an extra
connector, with both +12V and +5V.

cu
Michael

7052. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-09 12:16:56 UTC
From: <>
Message-ID: <1018422532-82863AEicMi@ntlworld.com>
Source record: 3909

From: "Elliot" <stuff@recycledsteel.co.uk>
Date: Mon, 8 Apr 2002 23:13:36 +0100

>I would like to be a member but I think I would miss out as I could never
>make it in time on a Wednesday for a meeting.

Missed point alert ;-)

CiX is Compulink Information eXchange, an online community with all sorts
of interesting discussion groups plus they're an ISP.

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7053. [UPDATE]Eiffel new software

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-09 18:26:27 UTC
From: Laurent <laurent.favard@HETCnAM.libertysurf.fr>
Message-ID: <a8vbtc$j9l$2@wanadoo.fr>
Source record: 3903

http://eiffel.atari.org was just updated about a new firmware Beta version
1.0.3, some usefull documentations about IKBD, PIC and some commercials
IC from HOLTEK.

a small TOS example program eiffelcf.tos show how to program Eiffel Flash
Datas and change mouse scan-code to use the wheel under any OS, and
change map HELP/UNDO onto Print Screen/Scroll.

Best Regards
Laurent

--
Remove HETCnAM to reply
http://laurentfavard.atari.org
http://eiffel.atari.org or http://eiffelfr.atari.org

7054. Re: H205 Harddisk -> Connecting Problems on MEGA ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-09 21:05:49 UTC
From: TheBORG <borg@mindless.com>
Message-ID: <a8vl5v$2rk$00$1@news.t-online.com>
Source record: 3906

Yes! that worked! haha.. now I know more about this.. ;) thank you!

"Mark Duckworth" <mduckworth@antii-spam.atari-source.com> schrieb im
Newsbeitrag news:1018128879.540763@pikachu...
> Theborg,
>
> if you've used pc's you'll find that they are somewhat similar to atari's.
> When you connect up the atari harddrive, it isn't formatted or partitioned
> or anything, so hopefully a disk came with the harddrive like "ICD
> Utilities" or "AHDI" This will let you format the hard drive, partition
> it, (make a drive C) and then install and auto booter. What this will do
> is cause the system to boot off the hard drive. Do you have this disk or
> any hard drive "drivers"?
>
> Mark
> http://atari-source.com
>
>
> TheBORG wrote:
>
> > (Plz dont hit me for also posting it at comp.sys.atari.st, *.tech seems
to
> > be fitting better.. sorry)
> >
> > Hi all,
> >
> > I have some trouble connecting a SH205 to my MEGA ST2.
> >
> > (and I am an Atari Newbie... ;)
> >
> > I purchased all via eBay and got the stuff today. The cable was already
> > connected from HARDDISK IN -> MEGA ST
> >
> > When I tried to start the Atari without any Disks in the Floppy I just
saw
> > three little bombs (or whatever) on the startscreen..
> >
> > So I started the Atari with an inserted Disk. GEM Desktop appeared
fast...
> > then I tried to add the Harddisk to the Desktop.... but after adding it
as
> > "C" (upper case) the computer still tells me that this drive is
invalid..
> >

> > During bootup the Harddisk seems to start normally (no strange noises,
the
> > "active"-light flashes... but after the boot BOTH lights on the Harddisk
> > are ON.. always... somehow strange for my taste..
> >
> > Anybody has any hints?
> >
> > thanx for helping!
> >
> > Dennis Knake
>
>

7055. Re: "Veloce+" and other STe accelerators

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-09 22:15:59 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018459926.20984.0@eurus.uk.clara.net>
Source record: 3911

Hi Dave,

I see you still have a face like a smacked arse., howz things ooop narth,
are the sheep still worried, still signing the register?.

| > Hi Hallvard
| >
| > | I'm interested in looked into hardware accelerators for my STe and
have
| > | read the specs for TUS' Veloce+ with great interest.
| > | Anyone using it? Any other accelerators worth looking into.
| >
| > Ive only heard good about the Veloce board,
|
| wasn't your last comment 'HOBBY'

I read about the Hobbit once, but no, my last comment was as above, see, the
last comment!. Ah!, your trying to ridicule me arent you, missed me!!.

| > but lots of bad about some companies that fitted them.
|
| So you must be talking about me then, as I was the only person who fitted
them.

No you werent.

| If you have anything to say then lets hear it in public to the group
instead of your insipid
| comments that only make you look foolish.

I am speaking in an open group bollock brain, isnt that where you saw it?.

| The main reason I left the Atari scene was because of people like you.

Elsewhere you stated that you still answer the phone, i quote.

>" Send email to maccdave@ntlworld.com or ring the old number in the
>magazine. CLOSED DOWN ? nobody told me and iv'e been
>answering the phones all these years."

SO it seems youve not left the Atari scene, that Gin seems to have left its
mark. Must do some cleaning!.

| I for one am fed up of your comments so if you have
| a complaint about Veloce or it's 'FITTERS' then lets hear it
| otherwise apologise to the group for your fictitious postings.

Look bollock brain, where did you see me complain about the Veloce, i gave you a plug, i'd send you my address for the commision cheque only you already have it, i only stated ive heard bad tales about some of its fitters & fettlers, no rumours, no fiction, just public facts, so factual in fact that Ann Robinson could probably tell you a tale or two.

| > Its got a 68020 hasnt it?.
|
| Certainly has. Full 32Bit 0 wait state TT RAM.

An achievement you should be proud of.

Bye for now, say hello to ???? <oops, stop it>!!.

EO&EE
--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.345 / Virus Database: 193 - Release Date: 09/04/02

7056. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-09 22:19:56 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018459933.20984.1@eurus.uk.clara.net>
Source record: 3912

Hi Elliot

| I would like to be a member but I think I would miss out as I could never
| make it in time on a Wednesday for a meeting.

| > >You found a Genius Packet LAN card yet? I have been searching
| >
| > One advantage of being a member of CiX :-)

Derryck mentioned CIX, this is an online community, I assume you are referring to the Cheshunt Computer Club mentioned elsewhere. You would be most welcome at this venue. Why do you think you couldn't attend, what part of the world are you in?.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.345 / Virus Database: 193 - Release Date: 09/04/02

7057. Still Waiting

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-09 22:23:53 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1018391041.31710.0@eurus.uk.clara.net>
Source record: 3907

Retract or justify.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1018125670.26337.3@eos.uk.clara.net...
> Hi Hallvard
>
> | I'm interested in looked into hardware accelerators for my STe and have
> | read the specs for TUS' Veloce+ with great interest.
> | Anyone using it? Any other accelerators worth looking into.
>
> Ive only heard good about the Veloce board,

wasn't your last comment 'HOBBY'

> but lots of bad about some companies that fitted them.

So you must be talking about me then, as I was the only
person who fitted them. If you have anything to say then
lets hear it in public to the group instead of your insipid
comments that only make you look foolish. The main
reason I left the Atari scene was because of people like
you.
I for one am fed up of your comments so if you have
a complaint about Veloce or it's 'FITTERS' then lets hear it
otherwise apologise to the group for your fictitious postings.

> Its got a 68020 hasnt it?.

Certainly has. Full 32Bit 0 wait state TT RAM.

Dave

maccdave@ntlworld.com

7058. Re: PCMCIA and your Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-10 02:41:29 UTC
From: puffpuffin@aol.com
Message-ID: <20020409224129.07851.00004868@mb-mv.aol.com>
Source record: 3908

Lonny,

Have you tried booting from the card drive? I haven't had any luck myself. :(

>For thost that have been following my PCMCIA testing, namely various types
>of media, I have now tested PC Card ATA Flash. I bought a 128mb card and
>a 256mb card and am happy to report they work fine. The 256mb card
>benchmarked at 1000kb/sec. All testing thus far has been on my Hades060.

7059. Re: PCMCIA and your Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-10 18:18:13 UTC
From: lp <gfa@basic.net>
Message-ID: <B8D9FA25.625E%gfa@basic.net>
Source record: 3910

in article 20020409224129.07851.00004868@mb-mv.aol.com, PuffPuffin at puffpuffin@aol.com wrote on 4/9/02 10:41 PM:

> Have you tried booting from the card drive? I haven't had any luck myself. :(

I have not tried that yet. Sometime I will and post the result here as well.

Lonny Pursell

7060. Re: Still Waiting

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-10 18:47:53 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018473561.22038.0@iapetus.uk.clara.net>
Source record: 3913

Hi again "Dave"

Is that cream taking hold yet!.

| Retract or justify.

If you insist....

I publicly retract what i previously said about only having heard good about the Veloce product, Dave seems to be pointing out that there are problems the public should be aware of. Public beware, Dave does not want people thinking that people respect his product, check extensivly before considering any purchase.

| "Steve Sweet" <stevesweet@freeuk.com> wrote in message
| news:1018125670.26337.3@eos.uk.clara.net...
| > Hi Hallvard
| >
| > | I'm interested in looked into hardware accelerators for my STe and have
| > | read the specs for TUS' Veloce+ with great interest.
| > | Anyone using it? Any other accelerators worth looking into.
| >
| > Ive only heard good about the Veloce board,
|
| wasn't your last comment 'HOBBY'
|
| > but lots of bad about some companies that fitted them.
|
| So you must be talking about me then, as I was the only
| person who fitted them. If you have anything to say then
| lets hear it in public to the group instead of your insipid
| comments that only make you look foolish. The main
| reason I left the Atari scene was because of people like
| you.
| I for one am fed up of your comments so if you have
| a complaint about Veloce or it's 'FITTERS' then lets hear it
| otherwise apologise to the group for your fictitious postings.
|
| > Its got a 68020 hasnt it?.
|
| Certainly has. Full 32Bit 0 wait state TT RAM.
|
| Dave
|
| maccdave@ntlworld.com

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.345 / Virus Database: 193 - Release Date: 09/04/02

7061. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-11 00:27:26 UTC
From: sidcelery@cix.co.uk
Message-ID: <a92l9d$409$3@thorium.cix.co.uk>
Source record: 3914

On 6 Apr 2002 22:43:59 -, "Ross Cooling" wrote:
> I've gotten my Atari TT out again and I notice the time isn't kept anymore.
> Even when I reset it it reverts back to 12:00am. I presume the battery for
> the clock/calendar is dead. There's no mention in the manual, other than
> take it to a dealer (LOL). Any folks know what type of battery, where it's
> located, and the way to deal with it? Thanks.

Old information I'vbe got says it's a 1AA/C Lithium 3.7V 1.9Ah
battery, available from RS Components in the UK.

Alternatively you can buy a tested one from Atari Workshop. Fitting is
trivial.

rgds
Harry

7062. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-11 08:05:53 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a93g51aqc1@nets3.rz.RWTH-Aachen.DE>
Source record: 3915

In article <a92l9d$409$3@thorium.cix.co.uk>,
Harry Sideras <sidcelery@cix.co.uk> wrote:
>
>Old information I'vbe got says it's a 1AA/C Lithium 3.7V 1.9Ah
>battery, available from RS Components in the UK.

AFAIR, there are two types of TT boards: one needs a 3.6V lithium battery,
the other needs a 6V battery.

Both should be easy to replace (if you are in a hurry, use 2-4 alkaline
batteries), but you should make sure to get the right voltage.

cu
Michael

7063. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-11 08:20:26 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cb5553aa7e9b0@tripnet.se>
Source record: 3916

On Thu 11-04-2002 08:05 (GMT) Michael Schwingen wrote:

>In article <a92l9d$409$3@thorium.cix.co.uk>,
>Harry Sideras <sidcelery@cix.co.uk> wrote:
>>
>>Old information I'vbe got says it's a 1AA/C Lithium 3.7V 1.9Ah

>AFAIR, there are two types of TT boards: one needs a 3.6V lithium battery,
>the other needs a 6V battery.

But how do I know which one to use in a TT where the original is already
taken out by someone else?

I have two TT's here of the older type with metal shielding and both has
6V batteries. I got a messages from someone who has a metal shielded TT
that uses a 3.6V battery, so it looks like they changed this _before_ the
introduction of brown paint for shielding?

Are there different types of RT clocks or what?

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7064. Re: STe and genlocks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-11 22:51:21 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018565556.8164.1@iapetus.uk.clara.net>
Source record: 3917

Hi Hallvard

| I still don't understand the principle and general use of a genlock. So
| far I understand that it's a device which synchronizes two video
| sources, making seamless mixing possible.

Thats the idea, its intended that as all devices are locked to the same master sync generator, then when the souce signal is switched the outgoing frame is still syncronised. You probably remember back in the days of monochrome television that any outside broadcast switch in's resulted in a rolling picture.

Worse still, in nearer times, some televisions exploded when the line oscillator re-synced mid line.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.346 / Virus Database: 194 - Release Date: 10/04/02

7065. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-11 23:28:03 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <YZot8.19433$e64.2916468@news20.bellglobal.com>
Source record: 3918

Thanks everyone for your answers! I'll pop the case on the weekend and see what I can find, and at least be able to use a jury-rig battery if I can't easily get a replacement. Hopefully it'll be back to remembering the date and time soon!

- Ross.

7066. Still Waiting 2.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-12 09:00:18 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1018602077.20281.0@triton.uk.clara.net>
Source record: 3919

Try again with some thought.

Retract or justify.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1018125670.26337.3@eos.uk.clara.net...
> Hi Hallvard
>
> | I'm interested in looked into hardware accelerators for my STe and have
> | read the specs for TUS' Veloce+ with great interest.
> | Anyone using it? Any other accelerators worth looking into.
>
> Ive only heard good about the Veloce board,

wasn't your last comment 'HOBBY'

> but lots of bad about some companies that fitted them.

So you must be talking about me then, as I was the only
person who fitted them. If you have anything to say then
lets hear it in public to the group instead of your insipid
comments that only make you look foolish. The main
reason I left the Atari scene was because of people like
you.
I for one am fed up of your comments so if you have
a complaint about Veloce or it's 'FITTERS' then lets hear it
otherwise apologise to the group for your fictitious postings.

> Its got a 68020 hasnt it?.

Certainly has. Full 32Bit 0 wait state TT RAM.

Dave

maccdave@ntlworld.com

7067. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-12 18:38:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1018643491.90139.0@triton.uk.clara.net>
Source record: 3920

Hi Ross

| Thanks everyone for your answers! I'll pop the case on the weekend and see
| what I can find, and at least be able to use a jury-rig battery if I can't
| easily get a replacement. Hopefully it'll be back to remembering the date
| and time soon!

You are referring to just lifting the lid on the hard drive bay aren't you,
when you say pop the case its sounding a bit more dramatic!.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.346 / Virus Database: 194 - Release Date: 10/04/02

7068. Atari 1024STfm Linux/m68k

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-12 22:23:45 UTC
From: labRad <Martijn.cloos@hetnet.nl>
Message-ID: <a97ml1$ie8$1@reader05.wxs.nl>
Source record: 3921

Hi

I would like to get linux running on my atariST..
Will I be neading any extra`s to boot linux on it?
BTW I also have a magefile 30?
I would like to see it boot before adding any Alian hardware on it..
If it works I might be willing to add some Alian hardware on to one of my
ST`s.

TIA

7069. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-13 01:12:00 UTC
From: sidcelery@cix.co.uk
Message-ID: <a980ku$t6p$1@thorium.cix.co.uk>
Source record: 3922

On 12 Apr 2002 19:38:17 , "Steve Sweet" wrote:
>Hi Ross
>| Thanks everyone for your answers! I'll pop the case on the weekend
>| and see what I can find, and at least be able to use a jury-rig
>| battery if I can't easily get a replacement. Hopefully it'll be
>| back to remembering the date and time soon!
> You are referring to just lifting the lid on the hard drive bay
> aren't you, when you say pop the case its sounding a bit more
> dramatic!

That's fine if you're just replacing or checking the batteries. If you buy a battery from Atari Workshop, it comes with a lead that plugs in under the skirt around the right hand edge of the drive bay.

rgds
H

7070. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-13 08:49:28 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <RfSt8.322$Ru4.69425@news-binary.blueyonder.co.uk>
Source record: 3923

Battery from a DEskpro Compaq works fine in mine, didn't know about the voltage levels tho...wonder why?

Nick

"Harry Sideras" <sidcelery@cix.co.uk> wrote in message news:a980ku$t6p$1@thorium.cix.co.uk...
> On 12 Apr 2002 19:38:17 , "Steve Sweet" wrote:
> >Hi Ross
> >| Thanks everyone for your answers! I'll pop the case on the weekend
> >| and see what I can find, and at least be able to use a jury-rig
> >| battery if I can't easily get a replacement. Hopefully it'll be
> >| back to remembering the date and time soon!
> > You are referring to just lifting the lid on the hard drive bay
> > aren't you, when you say pop the case its sounding a bit more
> > dramatic!
>
> That's fine if you're just replacing or checking the batteries. If you
> buy a battery from Atari Workshop, it comes with a lead that plugs in
> under the skirt around the right hand edge of the drive bay.
>
> rgds
> H

7071. Re: Atari 1024STfm Linux/m68k

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-13 09:11:46 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a98soi$9u3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3924

In article <a97ml1$ie8$1@reader05.wxs.nl>,
labRad <Martijn.cloos@hetnet.nl> wrote:
>Hi
>
>I would like to get linux running on my atariST..

Full Linux/68k requires a 68030 (or maybe a 68020 + 68851 PMMU).

On a 68000, you might get uCLinux running.

cu
Michael

7072. Re: STe and genlocks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-13 09:26:58 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cb7fa2b$0$29453$79c14f64@nan-newsreader-02.noos.net>
Source record: 3925

:HELLO
>
> > I read with attention your request about genlock
> > It still exist another product compagny "satellite & television"
> > they produce genlock for atari, amiga, mac, pc.
Oops they stop this kind of activity.
For now, they sold "satellite decoder"

I find another link for you.
It is another "compatible hardware"
500 euros, it is a minimum price for correct quality.
http://www.spc-international.com/html/vinegen_ii.html
Maybe on ebay too, you can find good genlock:-)
Just respect specific technical signal.
On atari we have already rgb and genlock support, so.....

If, you decide to use "atari with a genlock"
just tell, maybe i can give you plan, "tips&tricks".....
bye

7073. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-13 14:10:02 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <O_Wt8.17062$rp4.3912056@news20.bellglobal.com>
Source record: 3926

I lifted the hard drive lid on my TT (it's one of the original in Canada, from U.S.) there's a metal shield taped down covering a circuit board. I removed the tape and no battery there. There is a metal shield at the back, angling up, which is where I understand the battery to be. My understanding is I'm going to have to take the whole cover off to get at it (I have done it a long time ago and remember twisted metal tabs hold it down. Does anyone know differently?

Thanks - Ross.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message news:1018643491.90139.0@triton.uk.clara.net...
> Hi Ross
>
> | Thanks everyone for your answers! I'll pop the case on the weekend and see
> | what I can find, and at least be able to use a jury-rig battery if I can't
> | easily get a replacement. Hopefully it'll be back to remembering the date
> | and time soon!
>
> You are referring to just lifting the lid on the hard drive bay aren't you,
> when you say pop the case its sounding a bit more dramatic!.
>
> Steve. S.

7074. Still waiting 3 ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-13 22:42:59 UTC
From: Dave <maccdave@ntlworld.com>
Message-ID: <1018737774.74763.0@triton.uk.clara.net>
Source record: 3927

Nothing to say?

Try again with some thought.

Retract or justify.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1018125670.26337.3@eos.uk.clara.net...
> Hi Hallvard
>
> | I'm interested in looked into hardware accelerators for my STe and have
> | read the specs for TUS' Veloce+ with great interest.
> | Anyone using it? Any other accelerators worth looking into.
>
> Ive only heard good about the Veloce board,

wasn't your last comment 'HOBBY'

> but lots of bad about some companies that fitted them.

So you must be talking about me then, as I was the only
person who fitted them. If you have anything to say then
lets hear it in public to the group instead of your insipid
comments that only make you look foolish. The main
reason I left the Atari scene was because of people like
you.
I for one am fed up of your comments so if you have
a complaint about Veloce or it's 'FITTERS' then lets hear it
otherwise apologise to the group for your fictitious postings.

> Its got a 68020 hasnt it?.

Certainly has. Full 32Bit 0 wait state TT RAM.

Dave

7075. TT030 Won't Boot

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-13 23:42:18 UTC
From: John Perez <jhperez@uhunix1.its.hawaii.edu>
Message-ID: <a9afoqbbf1@news.hawaii.edu>
Source record: 3928
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

Today I started up a TT030, and instead of the familiar Atari logo, all that I get are some broken blue vertical lines. Can anyone suggest a course of action? I don't have an Atari TT030 diagnostic cartridge.

Thanks,

John Perez

7076. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-14 01:00:47 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <a9akbv$dp2$1@reader1.panix.com>
Source record: 3929
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John Perez <jhperez@uhunix1.its.hawaii.edu> writes:

: Greetings,

: Today I started up a TT030, and instead of the familiar Atari logo, all
: that I get are some broken blue vertical lines. Can anyone suggest a
: course of action? I don't have an Atari TT030 diagnostic cartridge.

: Thanks,

: John Perez

If it got that far in booting, my guess is the TOS roms are either dead,
or they need a little reseating. That general pattern is what you get when
a diagnostic cartridge is testing memory, and displaying it on the
screen. That is what makes me thing that TOS is broken, or redirecting the
screen memory to some other place. Start by observing static elimination
rules, and have a go at reseating those chips.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7077. Re: Atari 1024STfm Linux/m68k

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-14 12:04:49 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a9br91$f1k$2@nets3.rz.RWTH-Aachen.DE>
Source record: 3930

In article <1fakvbi.1ao3ou01u9o6okN%northstar2010@_del_ete_yahoo.no>,
Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:
>Michael Schwingen <michaels@ccac.rwth-aachen.de> wrote:
>
>> On a 68000, you might get uCLinux running.
>
>Never heard about this. Please tell more.
>So you're saying that you can in fact install Linux on a standard ST?

Not on a ST - there is general 68k support:
http://www.uclinux.org/

It looks like there was a ST port, which was discontinued:
http://www.esat.kuleuven.ac.be/~pcoene/atari.html

I never tried it - my embedded Linux work has been on PowerPC and Hitachi
SuperH CPUs, and since these have a MMU, I used the "real" Linux.

cu
Michael

7078. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-14 16:48:13 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9cbsd$ka1$1@news.hawaii.edu>
Source record: 3932
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st Jim DeClercq <jimd@panix3.panix.com> wrote:

: If it got that far in booting, my guess is the TOS roms are either dead,
: or they need a little reseating. That general pattern is what you get when
: a diagnostic cartridge is testing memory, and displaying it on the
: screen. That is what makes me thing that TOS is broken, or redirecting the
: screen memory to some other place. Start by observing static elimination
: rules, and have a go at reseating those chips.

Thanks for the advice guys...

It does seem that it is getting into the boot process so perhaps there is
some home. I have tried hitting reset a few times, also re-seating the
existing Roms and PLCCs. I have 3 1/2 TT systems here, so I'll swap out
the ROMS and PSU to see what happens.

Aloha!

7079. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-14 17:19:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <21c6b3501ca721@madasafish.com>
Source record: 3931
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi John,

>Today I started up a TT030, and instead of the familiar Atari logo, all
>that I get are some broken blue vertical lines. Can anyone suggest a
>course of action? I don't have an Atari TT030 diagnostic cartridge.

Hmm, sounds bad. Perhaps bad PSU? Has it not been used for
long time? Perhaps the Shifter? Have you tried hitting reset a
few times?
--
Lyndon Amsdon

7080. Re: STe and genlocks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-14 22:56:42 UTC
From: Jonas Andreasson <guppy3128@hotmail.com>
Message-ID: <KOnu8.1178$p56.274512@newsb.telia.net>
Source record: 3933

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fagyxi.1qtmajgi8n3qkN%northstar2010@_del_ete_yahoo.no...
> gemtoo <persojpg@nospamm6net.fr> wrote:

> I still don't understand the principle and general use of a genlock. So
> far I understand that it's a device which synchronizes two video
> sources, making seamless mixing possible.
> Perhaps I'd understand better if you could tell me: (a) which
> connections are involved, and (b) which cables go where to get a fully
> working setup.
>
> I've done a lot of research on the web and found several Amiga related
> sites with genlocks, but they usually don't explain the practical use
> and how to set it all up.

I'm no expert on genlocks but I saw a schematic of an Amiga genlock some
years back.
If I understood it correctly it worked like this:
The genlock strips the sync from the external video feeds it to a phase
comparator, the comparators output
was fed to a low-pass filter wich in turn controlled a VCO, the VCO-output
is divided and also fed to the
comparator, thus making a 'phase locked loop', how many times the VCO
frequency is divided determines
the frequency. So basically they had made a 'master clock' just feed it to
the clock input and the amiga
would sync itself to the external video.
The amiga (and probably the STE) have a signal (/PIXSW?) that changes when
color #0 is displayed and
that is used to control what video is shown and when.

Or something like that...

7081. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-15 09:44:56 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9e7eojrl1@news.hawaii.edu>
Source record: 3934
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st Lyndon Amsdon <bindon@madasafish.com> wrote:

: Hmm, sounds bad. Perhaps bad PSU? Has it not been used for
: long time? Perhaps the Shifter? Have you tried hitting reset a
: few times?

Greetings,

Well, I swapped out the PSU and Roms, with no change. I'm not sure which IC is the shifter, or whether it is socketed on this board. This particular one doesn't have too many sockets. This really blows, since out of the 4 TT boards that I have, this is one of the two that would run Emagic Logic (thanks to the copy protection). I was really, really planning on keeping this one as a backup for my music system. Now if that fails, I will have to switch to PC (EEEEK!) since so few TT systems run Logic.

Any advice would be appreciated. I wish that I had access to a TT diagnostic cart. Anyone have a spare that they would like to trade for something?

Aloha!

John Perez

7082. Re: Atari 1024STfm Linux/m68k

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-15 14:04:58 UTC
From: vdjole@EUnet.yu
Message-ID: <a9emm9$2e6$1@news.eunet.yu>
Source record: 3935

On 13 Apr 2002 22:52:58 , Hallvard Tangeraas wrote:

>> On a 68000, you might get uCLinux running.
>
>Never heard about this. Please tell more.
>So you're saying that you can in fact install Linux on a standard ST?

Well, I have, too, seen (some years ago) some sort of linux running on a
MegaST, but I do not know which varant it was, or how useful, if at all,
it was.

cu;

7083. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-15 19:38:38 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a9fa81cgs1@newsg4.svr.pol.co.uk>
Source record: 3937

Yes I thought we were talking about CCC, do not know why.

I live in Tunbridge Wells, it is a good distance no?

Elliot...

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1018459933.20984.1@eurus.uk.clara.net...
> Hi Elliot
>
> | I would like to be a member but I think I would miss out as I could
never
> | make it in time on a Wednesday for a meeting.
>
> | > >You found a Genius Packet LAN card yet? I have been searching
> | >
> | > One advantage of being a member of CiX :-)
>
> Derryck mentioned CIX, this is an online community, I assume you are
> referring to the Cheshunt Computer Club mentioned elsewhere. You would be
> most welcome at this venue. Why do you think you couldn't attend, what
part
> of the world are you in?.
>
> --
>
>
> Steve. S.
>
>
>
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.345 / Virus Database: 193 - Release Date: 09/04/02
>
>

7084. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-15 21:03:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cbb40745424b0@madasafish.com>
Source record: 3936
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi John,

>Any advice would be appreciated. I wish that I had access to a TT
>diagnostic cart. Anyone have a spare that they would like to trade for
>something?

I'm not sure if it'll help, I think Ataris diagnosticas only
reported to screen, but perhaps wrong. It should send to RS-232
if it had any sense, and plug it into to a computer running
terminal software with null modem cable.
--
Lyndon Amsdon

7085. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-16 00:57:38 UTC
From: Don Schoengarth <atariNOSPAM@qnet.com>
Message-ID: <3CBB7702.58D02F78@qnet.com>
Source record: 3938
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The diagnostic cart will send to the rs-232 then to a computer running terminal software. Ive done it on the ST with a diagnostic cart but not on a TT since I need a TT diagnostic cart.

Don

Does anyone have a set of ROMs for the TT diagnostic cart or want to trade a ST diagnostic cart for a TT diagnostic cart?

Lyndon Amsdon wrote:

> Hi John,
>
> >Any advice would be appreciated. I wish that I had access to a TT
> >diagnostic cart. Anyone have a spare that they would like to trade for
> >something?
>
> I'm not sure if it'll help, I think Ataris diagnosticas only
> reported to screen, but perhaps wrong. It should send to RS-232
> if it had any sense, and plug it into to a computer running
> terminal software with null modem cable.
> --
> Lyndon Amsdon

7086. New Web Address for 16/32 Web Shop

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-16 10:00:13 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <MzSu8.8318$_d7.483260@news-binary.blueyonder.co.uk>
Source record: 3939
Cross-posted to: alt.atari.2600.vcs,alt.atari-jaguar,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Please note the new address for the 16/32 Web Shop

Website - http://www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

The new advantages are all prices in Sterling and Euros, SSL coming on line,
more products to be introduced. Information links between my two sites.

7087. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-16 10:50:32 UTC
From: <>
Message-ID: <1019030126-141229AEicMi@ntlworld.com>
Source record: 3948

From: "Elliot" <stuff@recycledsteel.co.uk>

>I live in Tunbridge Wells, it is a good distance no?

It's not far from J25 of the M25.

Next meeting is next Wednesday, 24th April.

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7088. Re: STe and genlocks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-16 14:10:26 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cbc3118$0$22600$79c14f64@nan-newsreader-02.noos.net>
Source record: 3940

> Let me rephrase my question: can someone please tell me which connectors
> a genlock has and where cables between it and the computer, the other
> video signal (i.e. a VCR) and the video monitor goes?
>
>For connections , it is quite simple!
in for video, pal or svhs for exemple, and the same for out.
One simple synoptic :

Vcr reader out to in video genlock
Genlock out video to Vcr recorder or scart television.
For atari computer, it is a kind of "thru"
The genlock is plug, between the computer and rvb atari monitor.
So the out signal from computer to in of the genlock
The out signal of genlock to the atari monitor.
(for monitoring.....)

3 simples switch hardware on genlock:
video, or rvb, or both
pal, computer screen, mix or key for luma key.

Without specific software, you can test the 3 options:-)

Gemtoo!

7089. Spooky TT problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-16 15:57:22 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9hhl2$85c$1@news.hawaii.edu>
Source record: 3941
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings,

For my latest trick, somehow - Magic runs on one of my TT030 machines, but produces a Gemdos error and crashes on the other. I took the hard disk from one, swapped it back and forth, and inexplicably, Magic refuses to run on one of the machines.

Ideas?

7090. Re: Spooky TT problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-16 17:55:54 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <KBZu8.1591$iB4.4659@nntpserver.swip.net>
Source record: 3942
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Strange. What else differs between these machines? Memory, extra hardware,
tos version?

Regards

/Peter

"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
news:a9hhl2$85c$1@news.hawaii.edu...
> Greetings,
>
> For my latest trick, somehow - Magic runs on one of my TT030 machines, but
> produces a Gemdos error and crashes on the other. I took the hard disk
> from one, swapped it back and forth, and inexplicably, Magic refuses to
> run on one of the machines.
>
> Ideas?
>

7091. Re: Spooky TT problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-16 18:30:36 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3cbc7a94114d710@tripnet.se>
Source record: 3943
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Tue 16-04-2002 15:57 (GMT) John Perez wrote:

>For my latest trick, somehow - Magic runs on one of my TT030 machines, but
>produces a Gemdos error and crashes on the other. I took the hard disk
>from one, swapped it back and forth, and inexplicably, Magic refuses to
>run on one of the machines.

Had similar problems with two older TT:s (with TOS 3.01). I tried and
took out the TT RAM and then MagiC runned perfect on both. Now MagiC runs
fine on one of them _with_ TT RAM. The other still only with ST RAM.

Interersting was that the same (original) TT RAM only worked in one of
them.

Just now I'm actually coping the MagiC 6.20 installation floppies from a
third TT (with HD floppy and the one I'm writing this with) to one of the
others TT's via my STinG network using BNET. Thanks to the backgound
floppy functions it works pretty well.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7092. Re: Spooky TT problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-16 20:43:33 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9i2dlopi1@news.hawaii.edu>
Source record: 3944
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In comp.sys.atari.st Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:

: Strange. What else differs between these machines? Memory, extra hardware,
: tos version?

Actually - nothing except the board revision. I tried swapping memory
boards, removing them, etc... TOS versions match. I'm stumped. I
suppose that I should test the on board RAM in case a chip is bad?

Cheers!

: "John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
: news:a9hhl2$85c$1@news.hawaii.edu...
:> Greetings,
:>
:> For my latest trick, somehow - Magic runs on one of my TT030 machines, but
:> produces a Gemdos error and crashes on the other. I took the hard disk
:> from one, swapped it back and forth, and inexplicably, Magic refuses to
:> run on one of the machines.
:>
:> Ideas?
:>

--

Aloha,
John Perez - jhperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

7093. Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-16 21:18:24 UTC
From: nurmix@spam-free.com
Message-ID: <3cbc9540.7849511@news-server.socal.rr.com>
Source record: 3945
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok. I've recently updated my studio, adding another synth module and table top sampler. So, the need for a second MIDI OUT port from my Falcon was obvious. I've had the MIDIman "Mini MacMan" box, that works through the Falcon's LAN port (using a special MROS driver) for quite some time, but never used it much, aside from testing it when I initially got it

Anyway, I got everything hooked up, and re-routed things in my MIDI patchbay. Everything appeared to be ok. Cubase launches, loads the MROS LAN port driver, after which time I plug in the Mini MacMan (since as the README file states, if you have it plugged in BEFORE the MROS driver is loaded, your Falcon basically won't boot or work).

The problem is, with it up and running, I'm getting very frequent multiple-bomb crashes while recording MIDI data. And for the record, I'm only using the Mini MacMan's MIDI OUT. All incoming MIDI data goes through the Falcon's standard MIDI IN port.

I tried running CAF under both HD Driver, and ICD Pro, and disabled _everything_ , but the crashes remained. The only thing that stopped them was unloading the MROS lanport driver, and disconnecting the Mini MacMan. So unfortunately, this solution for an extra 16 MIDI out channels isn't going to work for me.
:-(

My question is, what are my options now? What other device can be used with the Falcon and Cubase Audio to add an additional 16 MIDI out channels _reliably_?

I figure I'll be looking in the USED market for any solution to the problem, although I seem to remember discussion of some sort of serial port MIDI OUT expander from Mario Becroft; or was that ONLY for STs?

If there aren't any other options for me, I suppose I could break out the old STE, and run normal Cubase on it, synchronized to the Falcon running Cubase Audio - but this would hardly be an ideal solution! Or, if there's a viable "ST/STE-only" MIDI OUT expander, I suppose I could just use the STE for MIDI/Cubase again (although I no longer have my monochrome monitor!). This wouldn't be too bad actually, since I'm no longer using the audio portion of Cubase Audio with the Falcon. I've recently switched over to SoundPool's Audio Tracker.

Thanks for the help in advance!

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

7094. Re: Atari 1024STfm Linux/m68k

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-16 23:10:48 UTC
From: RobM <rmahlert@charter.net>
Message-ID: <ubpbf82lvk8b4f@corp.supernews.com>
Source record: 3946

Someone started a port of uclinux for the 68k ST's.. but it has been
abandoned. The source is still on the site..

http://www.esat.kuleuven.ac.be/~pcoene/atari.html

Rob
webmaster@atari-users.net
http://www.atari-users.net

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fakvbi.1ao3ou01u9o6okN%northstar2010@_del_ete_yahoo.no...
> Michael Schwingen <michaels@ccac.rwth-aachen.de> wrote:
>
> > On a 68000, you might get uCLinux running.
>
> Never heard about this. Please tell more.
> So you're saying that you can in fact install Linux on a standard ST?
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

7095. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 05:54:39 UTC
From: DylanSOB <dylansob@earthlink.net>
Message-ID: <z68v8.12825$3z3.1232494@newsread1.prod.itd.earthlink.net>
Source record: 3947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Paul,

I use a Soundpool MO4 which plugs into the printer port and give me 4 extra MIDI out ports in Cubase Audio with no problems. They may be hard to find, but worth it.

Dylan O'Brien

"Paul Nurminen" <nurmix@spam-free.com> wrote in message news:3cbc9540.7849511@news-server.socal.rr.com...
> Ok. I've recently updated my studio, adding another synth module and
> table top sampler. So, the need for a second MIDI OUT port from my
> Falcon was obvious. I've had the MIDIman "Mini MacMan" box, that
> works through the Falcon's LAN port (using a special MROS driver) for
> quite some time, but never used it much, aside from testing it when I
> initially got it

7096. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 08:19:19 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <Zdav8.36002$tZ1.7914403@news2-win.server.ntlworld.com>
Source record: 3949
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"DylanSOB" <dylansob@earthlink.net> wrote in message
news:z68v8.12825$3z3.1232494@newsread1.prod.itd.earthlink.net...
> Hi Paul,
>
> I use a Soundpool MO4 which plugs into the printer port and give me 4
extra
> MIDI out ports in Cubase Audio with no problems. They may be hard to
find,
> but worth it.

I have the Soundpool MO4 in stock.

Barrie at Keychange.

www.keychange.co.uk

7097. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 09:50:26 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019065309.8840.2@eurus.uk.clara.net>
Source record: 3853

Hi Elliot

| Yes I thought we were talking about CCC, do not know why.
|
| I live in Tunbridge Wells, it is a good distance no?
|
| Elliot...
|
| > Hi Elliot
| >
| > | I would like to be a member but I think I would miss out as I could
never
| > | make it in time on a Wednesday for a meeting.
| >
| > | > >You found a Genius Packet LAN card yet? I have been searching
| > | >
| > | > One advantage of being a member of CiX :-)
| >
| > Derryck mentioned CIX, this is an online community, I assume you are
| > referring to the Cheshunt Computer Club mentioned elsewhere. You would
be
| > most welcome at this venue. Why do you think you couldn't attend, what
part
| > of the world are you in?.

Tunbridge Wells, is that still there, I though they dug that up to make a
ramp to the M25. 8-)

Seriously, you really aren't that far away, a short drive to the M25 would
get you there in another 20 mins at this time of the day. Without knowing
exactly where you are in T.W., I'd expect to take the M20 to the M25.

The next meeting is on the 24th April, a Wednesday (as always). Check
Derryck Croker's home page and click the C.C.C. link to get a map, or just
click here http://www.cix.co.uk/~derryck

As you'll be a new member you're expected to bring offerings of free food
for the fat welshgit.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.349 / Virus Database: 195 - Release Date: 15/04/02

7098. Re: TT030 Won't Boot

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 11:01:26 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9jkm6hnc1@news.hawaii.edu>
Source record: 3950
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Okay - so if anyone's listening...

As I think back, the last thing that I was able to do with this TT was testing simms. I've been trying to weed out the defective ones.

It is slightly possible that the last time I tried to boot, one of the simms was not seated completely in the TT ram board.

Can anyone think of what I may have fried if this was the case?

Also, would a TT diagnostic card and test rig be likely to be able to diagnose this?

Thanks!

John Perez

7099. Re: STe and genlocks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 14:19:59 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cbd84d8$0$19064$79c14f64@nan-newsreader-03.noos.net>
Source record: 3851

>
> I see. I'm still not sure if I understand it, but here's what I think
> you mean, together with information I have on the pinouts of the STe 13
> pin monitor connector:
Yes, the pinout of falcon and ste is the same for the genlock"st"
this is the pineout between genlock din13 and falcon motherboard.
Maybe this can help you? left ste din 13, right falcon db19.

>
> 1 Audio Out ----------9
> 2 Composite Video ----------12
> 3 Externe Taktselektierung ----------16
> 4 Monochrome Detect/Clock Input ------15
> 5 Audio In
> 6 Farbe Gr&#65533;n----------2
> 7 Farbe rot----------1
> 8 +12V f&#65533;r Scart----------17
> 9 Horizontal Sync----------13
> 10 Farbe Blau----------3
> 11 Monochrom Video----------4
> 12 Vertikal Sync----------14
> 13 Ground----------18
> -----""----------10
---------""----------11
> ...so the following pins should be of interest for genlock use:

yes, i verify the pin, too, on ste :it is 3 and 4:-)
>
> pin 3 (external clock select) to say the computer is slave to synchro
clock from video.
> pin 4 (clock input) so "in genlock" use for standalone generation of
synchro from genlock.
(without video pal, this mode work)
>
> Do both of these connect to the genlock?

i haven't all the technical detail for this point.
But you need a prg "tsr" gem prg to initialisation
of the genlock ;

few detail i find.
resolution 625 lines
the computer is lock from video pal so genlock out use.....black burst from
video internal pal clock.
or from internal genlock clock: 32 mhz if there is no video-in;

the possibility:
direct keying: the black background of the atari picture is tranparent for
the video signal.
inverted keying:the black background of the atari is use as programmable
mask for the video picture.
3 positions:
dir overlay, you can select between black &gray level.....
key: video only
inv:inverted key

>
> So would the complete connection setup be something like this?
>
> ATARI STE GENLOCK VIDEO
> MONITOR/TV
> ----------------- RGB video out -------------------- ----------
> | video Out |----------------->|RGB video in | | |
> | | | | | |
> | | Clock enable | | | |
> | Pin 3 |<-----------------|clk. enable out |-->|video |
> | | | | |in/SCART|
> | Pin 4 |<-----------------|clock out | ---------
> | | External clock | |
> ------------------ --------------------
> | video or S-video in
> |
> |
> |
> -----------------
> | video or |
> | S-video out |
> -----------------
> VIDEO CASSETTE RECORDER,
> DVD, LASER-DISC ETC.
>
> Is this illustration correct?
i don't understand your plan?

the result normaly : you can use normaly your computer monitor.
The other result, you can see the final result on video monitor or
television.

> What I'm not sure about is the "clock enable" and "external clock" pins,
> but as far as I know, these are the two genlock relevant pins on the
> STe's monitor connector.
Yes you find the correct pin.
I find the same information as you:

So normally all the gst model for Amiga and model"st" from
"satellite television"model ST pal, st Y-C;should work in europe.
It still exist N.T.S.C model too.

last time, i give you a link usefull, for "a multimedia product"
this genlock support directly "vga", svga, xvga, so compatible with
falcon....
>
> The reason I'm asking all of these questions is because I want to make
> my recased STe "genlock ready" in a more elegant manner than having to
> make a special cable with a 13 pin connector at one end, but rather make
> separate connectors for the genlock pins.
> If there's a general standard for this (a specific connector etc.) I'd
> like to use this of course, making it compatible with any standard
> genlock instead of only Atari specific ones.

well, you can try to build patch with coaxial 75 ohms with BNC connector
R+G+B+synchro, you can find this in connectic computer shop .....
just like big station SGI monitor.

>
>bye!

7100. Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 16:55:11 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204170855.4472012e@posting.google.com>
Source record: 3852
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Has someone already tried to modify CT2 flash-memory? (If only to change the boot-screen's wonderful colors ;-P...)

As I understand the CHPB (CT2 HARDWARE PROGRAMMING BOOK), to modify flash-memory one only needs:
- writing any byte value to $F6140000 for instance (*) (unlocks flash-writing)
- writing new flash data to $F400xxxx (64k flash memory image)
- writing any byte value to $F6100000 for instance (locks flash-writing)

...is that correct??? Else if someone knows the flash image file format used by Centek, please let me know...

In fact (before doing something silly) I would like to know if there was a way to restore flash memory easily in case the modified flash code had a bug: some sort of AUTO_NVM.PRG for the flash memory...

Another question: does someone know the meaning of the value stored in the _CT2 cookie?

My goal here is to stop PMMU from doing address translation from $04xxxxxx to $01xxxxxx. (I think few *modern* programs would suffer from that, and I would be useful for a project of mine...) Memory mapping should be the only difference between TOS 4.0x and the so-called TOS 7.0x, right?

(*): BTW what use is address-bit 23 here???

7101. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 18:18:59 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0204171018.2c0c8437@posting.google.com>
Source record: 3854
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

nurmix@spam-free.com (Paul Nurminen) wrote in message
news:<3cbc9540.7849511@news-server.socal.rr.com>...
> Ok. I've recently updated my studio, adding another synth module and
> table top sampler. So, the need for a second MIDI OUT port from my
> Falcon was obvious. I've had the MIDIman "Mini MacMan" box, that
> works through the Falcon's LAN port (using a special MROS driver) for
> quite some time, but never used it much, aside from testing it when I
> initially got it

Hey Paul, Wayne from Dalton, GA. here. I had no idea that could be
done! As I read your post, I looked down at the Mini MacMan I have
laying around unused. I'm gonna try that, and I'll let you know if it
works for me!

I've heard good things about the MO-4, also steinburg made something
called SMPII, or something like that.

How are you likeing Audio Tracker?

Wayne

7102. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 18:25:06 UTC
From: DylanSOB <dylansob@earthlink.net>
Message-ID: <66jv8.14058$3z3.1327922@newsread1.prod.itd.earthlink.net>
Source record: 3855
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi Barrie,

Do you happen to have a Soundpool adat audio interface for the Falcon? If
so, what is your price?

Thanks,
Dylan O'Brien
USA

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:Zdav8.36002$tZ1.7914403@news2-win.server.ntlworld.com...
>
> "DylanSOB" <dylansob@earthlink.net> wrote in message
> news:z68v8.12825$3z3.1232494@newsread1.prod.itd.earthlink.net...
> > Hi Paul,
> >
> > I use a Soundpool MO4 which plugs into the printer port and give me 4
> extra
> > MIDI out ports in Cubase Audio with no problems. They may be hard to
> find,
> > but worth it.
>
> I have the Soundpool MO4 in stock.
>
> Barrie at Keychange.
>
> www.keychange.co.uk

7103. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 19:19:00 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0204171119.3f08879b@posting.google.com>
Source record: 3856
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey Paul, me again. What kind of cable does one use to plug the Mini MacMan into the lan of the Falcon, an where might I find one?

7104. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 20:37:09 UTC
From: Richard Rives <rives@gte.net>
Message-ID: <V1lv8.4496$93.3553@nwrddc04.gnilink.net>
Source record: 3857
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A LAN cable, one should have come with the Mini Macman.

An store that sells Apple products should have'em.

Sim to a ADB cable.

"Wayne Martz" <wmartz@firstpresdalton.org> wrote in message
news:2f399fc7.0204171119.3f08879b@posting.google.com...
> Hey Paul, me again. What kind of cable does one use to plug the Mini
> MacMan into the lan of the Falcon, an where might I find one?

7105. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 22:29:37 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdf75f.9940024@news-server.socal.rr.com>
Source record: 3858
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 17 Apr 2002 05:54:39 GMT, "DylanSOB" <dylansob@earthlink.net>
wrote:

>I use a Soundpool MO4 which plugs into the printer port and give me 4 extra
>MIDI out ports in Cubase Audio with no problems. They may be hard to find,
>but worth it.

Sounds good. Does it come with a special Cubase Audio/MROS driver?

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

7106. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 22:31:26 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdf78d.9985279@news-server.socal.rr.com>
Source record: 3859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 17 Apr 2002 09:19:19 +0100, "Barrie at Keychange"
<barrie@keychange.co.uk> wrote:

>I have the Soundpool MO4 in stock.
>
>Barrie at Keychange.
>
>www.keychange.co.uk

Great. I am in California (USA) though. What are we talking about as
far as the cost of the interface and shipping?

By the way, you can contact me through e-mail about this:

nurmix [at] nurmix [dot] com

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

7107. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 22:48:37 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdf800.10100853@news-server.socal.rr.com>
Source record: 3861
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 17 Apr 2002 11:18:59 -0700, wmartz@firstpresdalton.org (Wayne Martz) wrote:

>Hey Paul, Wayne from Dalton, GA. here. I had no idea that could be >done! As I read your post, I looked down at the Mini MacMan I have >laying around unused. I'm gonna try that, and I'll let you know if it >works for me!

Cool! It definitely works, but I think the driver is conflicting with something in my system, which is causing Cubase to crash randomly with the Mini MacMan connected when recording MIDI data. I've run a completely 'clean' system too. Maybe it doesn't get along with the Nemesis (whether it's ON or OFF)?

I'd be curious to see how it works out for you though.

>How are you likeing Audio Tracker?

So far, it's very nice. I'm still getting comfortable with it, but it seems to handle multiple audio tracks much more quickly than CAF - although it needs to take over an entire partition to create it's own special "tape" format on the drive. I don't mind because I have a drive with several empty partitions that I use for recording anyway.

And this "tape" format allows for faster recording and playback in the end. Plus you can export everything as .WAV or .AIF files when you're done anyway. And, the interface is nice too, and it works well in color, with professional and modern looking 3D dialogs.

It has a lot of sound file editing features as well, although I haven't gotten into that part of the software yet. And it can import Cubase Audio arrangements if need be.

Overall, some things about it and the way it handles audio tracks are similar to Cubase Audio, but other things, in my opinion, are better. One thing about Cubase Audio that always seemed a little overly complicated was the whole distinction between "parts", "events", "segments", "lanes", "channels", etc. It just seemed unnecessarily convoluted and inefficient to my brain. That's something they've changed and made a lot better in Cubase VST from what I understand.

I would have to say that Audio Tracker was worth the money (it was only around 65 US dollars). By the way, I ordered it directly from SoundPool - they simply e-mailed it and the manual to me.

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

7108. Re: Atari 1024STfm Linux/m68k

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 22:48:58 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <z%mv8.13945$51.473473@wards>
Source record: 3860

I've been following the uClinux mailing list for
while and would love to crack on with setting up
an Atari port but for time :-(

One of my stumbling blocks was understanding which
gnu suite would be best to build the thing? m68k-elf
appears to be the favourite, except this would require
a linker configuration for the ST. Also would gcc require
some Atari specific headers/libraries for this project, or
do the ones for a Linux kernel suffice as this is a new OS?
I guess that the m68k-atari-mint suite is not suited to this
work either?

Paul Coene's port used a mixture of a gcc linux build for
making the kernel and a coff build for user apps. Has this
all been superceded by the elf flavour? Are there advantages/
disadvantages to both coff and elf that makes one a better
choice for a more lowly 8Mhz Non-MMU 68000?

Finally, I'd hazard a guess that the 2.0.38 kernel would
be a better goal as the 2.4.x stuff is more demanding
and the source is slightly less stable?

Regards,

Mark

"RobM" <rmahlert@charter.net> wrote in message
news:ubpbf82lvk8b4f@corp.supernews.com...
> Someone started a port of uclinux for the 68k ST's.. but it has been
> abandoned. The source is still on the site..
>
> http://www.esat.kuleuven.ac.be/~pcoene/atari.html
>
> Rob
> webmaster@atari-users.net
> http://www.atari-users.net
>
>
> "Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
> news:1fakvbi.1ao3ou01u9o6okN%northstar2010@_del_ete_yahoo.no...
> > Michael Schwingen <michaels@ccac.rwth-aachen.de> wrote:
> >
> > > On a 68000, you might get uCLinux running.
> >
> > Never heard about this. Please tell more.

> > So you're saying that you can in fact install Linux on a standard ST?
> >
> >
> > Hallvard
> > --
> > Atari Launchpad : <http://launchpad.atari.org>
> > Notator/Creator SL : <http://www.notator.org>
>
>

7109. Re: Atari TT clock battery dead

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 22:59:36 UTC
From: Mitchell Benedetti <mbenedet@mosquitonet.com>
Message-ID: <3CBDFE53.7A67AC1A@mosquitonet.com>
Source record: 3862

Batteries are available from Radio Shack. search on their web site
www.radioshack.com for part number 960-0012. It is Tadiran TL 5242W
clock battery 3.6v 1900mah $12.99 it has the correct connector and
velcro strip. I got one for my TT several months back.

Nick Harlow wrote:
>
> Battery from a DEskpro Compaq works fine in mine, didn't know about the
> voltage levels tho...wonder why?

7110. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 23:00:29 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdfc00.11124482@news-server.socal.rr.com>
Source record: 3863
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 17 Apr 2002 12:19:00 -0700, wmartz@firstpresdalton.org (Wayne Martz) wrote:

>Hey Paul, me again. What kind of cable does one use to plug the Mini >MacMan into the lan of the Falcon, an where might I find one?

Your Mini MacMan didn't come with a cable?

I guess it's just a standard "Apple MAC serial cable", although it might be considered an "AppleTalk" cable? I bought the interface used from a guy a long time ago, and the cable came with it, so I never had to go looking for one. I would think any computer or electronics store that deals with MACs could help you out. Just take the interface with you and look for a cable that fits. It's the same on both ends (8 pins/male connection) with one of the pins slightly offset from the others.

Checking the MIDIman web site, it says it's a MAC serial port connection. Go here:
http://www.midiman.com/products/midiman/minimacm.php

Keep in mind that you also need the MROS driver. If you e-mail me, I can send that to you:

nurmix [at] nurmix [dot] com

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

7111. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-17 23:04:25 UTC
From: nurmix@spam-free.com
Message-ID: <3cbdff59.11981867@news-server.socal.rr.com>
Source record: 3864
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 17 Apr 2002 12:19:00 -0700, wmartz@firstpresdalton.org (Wayne
Martz) wrote:

>Hey Paul, me again. What kind of cable does one use to plug the Mini
>MacMan into the lan of the Falcon, an where might I find one?

I just checked another site, I guess the cable you are looking for is
a "MiniDIN8/MiniDIN8".

You'll find more information here:
http://www.national-tech.com/catalog/macserialcables.htm

-Paul

--

Paul Nurminen - California (USA)

http://www.nurmix.com
^Atari computing, electronic music, '80s Club Music

http://www.mp3.com/nurvis
http://www.mp3.com/varactor
^My original electronic music MP3s

E-mail: nurmix[at]nurmix[dot]com

7112. Re: Atari 1024STfm Linux/m68k

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-18 09:28:06 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <a9m3j6$gq5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3865

In article <z%mv8.13945$51.473473@wards>,
Mark Keates <mark@mkeates.f9.co.uk> wrote:
>
>One of my stumbling blocks was understanding which
>gnu suite would be best to build the thing? m68k-elf
>appears to be the favourite, except this would require
>a linker configuration for the ST. Also would gcc require

The kernel does not need to be buuilt as a TOS executable, so using a
m68k-elf toolchain should work if you load the kernel by some other means
(eg. a separate bootsector or auto program).

>some Atari specific headers/libraries for this project, or
>do the ones for a Linux kernel suffice as this is a new OS?
>I guess that the m68k-atari-mint suite is not suited to this
>work either?

It might work - ask Frank Naumann if there are differences in calling
convention.
You might have to use a different linker (ie. m68k-elf), depending on what
you are up to.

cu
Michael

7113. Re: STe and genlocks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-18 12:50:56 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cbec175$0$25844$79c14f64@nan-newsreader-02.noos.net>
Source record: 3866

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> a écrit dans le
message de news: 1fassg8.uvxi8s2dv1y4N%northstar2010@_del_ete_yahoo.no...
> gemtoo <persojpg@nospamm6net.fr> wrote:
> hello!
> > > So would the complete connection setup be something like this?
> > >
> > > ATARI STE GENLOCK VIDEO
> > > MONITOR/TV
> > > ---------- RGB video out ---------- ----------
> > > | video Out |---------->|RGB video in | | |
> > > | | | | | |
> > > | | Clock enable | | | |
> > > | Pin 3 |<----------|clk. enable out |-->|video |
> > > | | | | |in/SCART|
> > > | Pin 4 |<----------|clock out | ---------
> > > | | External clock | |
> > > ---------- ----------
> > > | video or S-video in
> > > |
> > > |
> > > |
> > > ----------
> > > | video or |
> > > | S-video out |
> > > ----------
> > > VIDEO CASSETTE RECORDER,
> > > DVD, LASER-DISC ETC.
> > >
> > > Is this illustration correct?
> > i don't understand your plan?

hi! i confirm, i don't understand!
>
> What don't you understand? I've tried to draw it as clearly as possible.

I understand you mix 3 diff érents things?

1) genlock it is video master to mix with picture computer.
On the out video, it is always vcr or video monitor.
The dvd player is a player, so it is in for genlock!
2) On atari, ste or falcon, it is support for only low, medium resolution.
(15 mhz frequency) it is the point for R.G.B.
3)The compatible atari genlock need special soft too to operate
with good plug.

>
> The above is basically what I want to know. That, and if there is a
> standard genlock connector so I can add such a connector to my STe.

Not standard, "with brodcast television in Paris we use "black-burst 75%.
(for overlay)
the standard connectic you can find on "multisynchro monitor" is
RGB+synchro
the standard atari can be find with din13 on "st genlock".
Another possibility for mega ste, is the chili card on vme bus.
This card design for atari, have internal genlock+2 dsp.....

Yes, i give you the right solution.
coaxial R.G.B, : ground+1 diff rent color for each.
one synchro coaxial 75 olm impedance for synchro.
all with bnc connectic.
It still exist very thin coaxial c ble with the right 75 olms.

If, you want to reply me on my mail:
just remove no spam.
persojpg@nospamm6net.fr
It will be a pleasure to help you to find the best "elegante"solution
with you......
I can give you details, and maybe link you haven't :-)

So if i can help you more don't hesitate.

bye!

7114. Re: Cubase Audio - extra MIDI OUT Options

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-18 14:36:50 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0204180636.8d2cbed@posting.google.com>
Source record: 3867
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>
> I just checked another site, I guess the cable you are looking for is
> a "MiniDIN8/MiniDIN8".
>

Thanks Paul & Richard! Yes, the Mini MacMan came with a cable. I guess I need to take another look at the Falcon. I didn't remember the LAN port looking like the MiniDIN. Yes Paul, I'd like the MROS Driver, I'll email ya. I've gotten the Mastering stuff from soundpool. For $69.00ish, I guess I'll have to try Audio Tracker!

I'll let you know how the Mini MacMan works out for me. I'll be trying it first on my CT2B Falcon, which, by the way, has been running great since I sent the MB to Rudolphe in France to fix my bad installation. If it works there, I'll try it on my Nemisis Falcon to see what happens. My Nemisis Falcon is destined for a CT60, when it gets here. I hope I won't have to remove the Nemisis for everything to work properly. I'll also probably be recasing that Falcon into another case.

7115. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-18 17:50:46 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <JIDv8.1853$iB4.5476@nntpserver.swip.net>
Source record: 3868
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

> In fact (before doing something silly) I would like to know if
> there was a way to restore flash memory easily in case the modified
> flash code had a bug: some sort of AUTO_NVM.PRG for the flash
> memory...

(I'm not sure here)

I don't think the flash is used in "standard" mode, but it can still be
accessed by the Flash utility.

> My goal here is to stop PMMU from doing address translation from
> $04xxxxxx to $01xxxxxx. (I think few *modern* programs would suffer
> from that, and I would be useful for a project of mine...) Memory
> mapping should be the only difference between TOS 4.0x and the
> so-called TOS 7.0x, right?

Ah. Have you upgraded the lattice code? (I've been meaning to do this for
while, but I haven't had time to experiment with it)

Perhaps there is a workaround. Boot in TOS4, and make a patchprogram for the
autofolder?

/Peter

7116. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-18 18:39:54 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <a9n5p4$6pt$1@newsg4.svr.pol.co.uk>
Source record: 3869

> Tunbridge Wells, is that still there, I though they dug that up to make a
> ramp to the M25. 8-)

Yes it is still here, the ramp goes over the top - you get used to it
quickly.

> Seriously, you really aren't that far away, a short drive to the M25 would
> get you there in another 20 mins at this time of the day. Without knowing
> exactly where you are in T.W., I'd expect to take the M20 to the M25.

It is about an hour and 15 minutes, my sister is not far form there.

I was looking for a reason to take the car for a spin, need to find out how
fast it will go. Maybe I will turn up, any entrance fee?

Elliot...

7117. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-19 08:39:15 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204190039.31967cb6@posting.google.com>
Source record: 3870
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

First many thanks for your very informative answer.

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<JIDv8.1853$iB4.5476@nntpserver.swip.net>...
> Hi,
>
> > In fact (before doing something silly) I would like to know if
> > there was a way to restore flash memory easily in case the modified
> > flash code had a bug: some sort of AUTO_NVM.PRG for the flash
> > memory...
>
> (I'm not sure here)
>
> I don't think the flash is used in "standard" mode, but it can still be
> accessed by the Flash utility.

[Assuming 'standard' mode means 'CT2 card deactivated': (it is what
you meant?)]
Well then if this is correct my problem is solved. Thanks! Will test
that before attempting anything anyway...

> > My goal here is to stop PMMU from doing address translation from
> > $04xxxxxx to $01xxxxxx. (I think few *modern* programs would suffer
> > from that, and I would be useful for a project of mine...) Memory
> > mapping should be the only difference between TOS 4.0x and the
> > so-called TOS 7.0x, right?
>
> Ah. Have you upgraded the lattice code? (I've been meaning to do this for
> while, but I haven't had time to experiment with it)

You mean upgrading to revision AN or BN (where this problem gets
solved by hardware)? I did not know this upgrade has ever been
available! But if it is will certainly upgrade!

> Perhaps there is a workaround. Boot in TOS4, and make a patchprogram for the
> autofolder?

Well if the memory-mapping is the only difference, perhaps some sort
of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
could do the trick!

I will keep you informed of my "discoveries"...

Cheers,
Guillaume

7118. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-19 11:52:42 UTC
From: <>
Message-ID: <1019219450-334099AEicMi@ntlworld.com>
Source record: 3872

From: "Elliot" <stuff@recycledsteel.co.uk>
Date: Thu, 18 Apr 2002 19:39:54 +0100

>I was looking for a reason to take the car for a spin, need to find out how
>fast it will go. Maybe I will turn up, any entrance fee?

Your first visit is free.

Thereafter it's ï¿½3 on the door every month.

Grab the map from the CCC page on my web site or use one of the online
mapping sites to look up "Windmill Lane, Cheshunt".

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7119. Re: STe and genlocks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-19 12:18:00 UTC
From: gemtoo <persojpg@nospamm6net.fr>
Message-ID: <3cc00b3c$0$16069$79c14f64@nan-newsreader-01.noos.net>
Source record: 3871

hi!

I hnow it is very difficult to forget computer.

But genlock are design for special effect video.
IT is one tool for incrustation of pictures for video.

Another difficult point is the fact that video is realtime
25 i/s and with only fix computer picture.

So, the wedding between the two industry&technologie isn't easy.
the result is :this is new concept for "computer specialist".

So, if you accept this idea, the thing is easy.

For a good visualisation of your future implementation
i give you the link for bnc: standard traditional for video.

http://www.national-tech.com/catalog/rg58bncconnectors.htm

nota bene: i use genlock with my atari for several year now

> > If, you want to reply me on my mail:
> > just remove: "no spam".
> > persojpg@nospamm6net.fr

bye! And thank you very much for the creation of yours
very goods "websites".
I just discover this now.!:-(

7120. Exciting hardware project

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-19 18:42:47 UTC
From: Chris Guelff <christopheguelff@aol.com>
Message-ID: <2002419-194247-479177@foorum.com>
Source record: 3873

Hi,

We launch an exciting project : our aim is to build a new, original, coherent
and fun computer. Of course, it will not be a "PC Killer".
The ML is opened to everybody and volunteers interrested to discuss about this
new computer concepts. It could be coolif you help us to have a Atari ST Touch...

The ML to discuss abut it : www.egroups.com/group/project-hardware

Have a nice day,
Chris

--
Use our news server 'news.foorum.com' from anywhere.
More details at: http://nnrpinfo.go.foorum.com/

7121. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-19 20:13:02 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019304101.34157.4@triton.uk.clara.net>
Source record: 3876

Hi Elliot

| > Tunbridge Wells, is that still there, I though they dug that up to make
a
| > ramp to the M25. 8-)
|
| Yes it is still here, the ramp goes over the top - you get used to it
| quickly.

Ah!, so when i go over the top and spit, thats where it lands, and i thought
it was the grass that made it green!!.

| > Seriously, you really aren't that far away, a short drive to the M25
would
| > get you there in another 20 mins at this time of the day. Without
knowing
| > exactly where you are in T.W., I'd expect to take the M20 to the M25.
|
| It is about an hour and 15 minutes, my sister is not far form there.

Sisters?, hm!, "Females", tell me more?.

| I was looking for a reason to take the car for a spin, need to find out
how
| fast it will go.

Same here, i run out of road at about 140Mph so aint managed to max out yet.

| Maybe I will turn up, any entrance fee?

First meet is free, you'l need to feed the fat welshgit as youre the newbie,
its a rule, Derryck, the membership secretary will try to convince you
otherwise though!.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

7122. HiSoft Pro BASIC

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-20 07:43:12 UTC
From: Don Holmberg <donholmberg@shaw.ca>
Message-ID: <3CC11C65.E54D79F9@shaw.ca>
Source record: 3874

Is there anyone out there that has Pro BASIC 3.0? My originals went bad after all this time. I blame data rot.

If somebody knows a place where I can download it, or if anyone has it as an image file that I can make new disks with, I'd appreciate that.

Thanks in advance,

-Don H.

7123. Replacement for internal 2,5" IDE Drive in Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-20 08:27:08 UTC
From: google@wissing.com
Message-ID: <76c4ecfc.0204200027.257878e1@posting.google.com>
Source record: 3875

The original built-in 60-MB 2,5" IDE-HD in my Falcon is dieing slowly,
so i want to replace it with an bigger actual drive.
But which actual drives run proper in the Atari Falcon?
Is the Falcon capable of working with an actual 20 GB-Drive? (lesser
capacaties are hardly found)
Other solutions like external SCSI-Drives are not an option for me.
Which Hard-Disc-Driver should be used? How to partition that?

Greetings, Chris.

7124. Re: Replacement for internal 2,5" IDE Drive in Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-20 12:25:53 UTC
From: rs.mac@t-online.de
Message-ID: <1faxxtt.1wvc8w1yhsdogN%rs.mac@t-online.de>
Source record: 3877

Tï¿½ttï¿½ <google@wissing.com> wrote:

> But which actual drives run proper in the Atari Falcon?

Older list:

Drive: Type: Size: Mech: Comments:

Hitachi DK222A-54 540 MB 2.5"
Hitachi DK212A-81 810 MB 2.5" Not for CT2
Turbo mode
Hitachi DK212A-10 1.0 GB 2.5"
Areal MD2085 80 MB 2.5"
Fujitsu M2637T 240 MB 2.5"
Fujitsu M2724TAM 1.6 GB 2.5" No multiple
read/write
Conner CFN250A 250 MB 2.5"
Conner CP2064 64 MB 2.5" No CT2

CT2 TurboMode!
Quantum Daytona 500 MB 2.5"
Seagate ST9077A 2.5" Sorry, no technical data
Quantum Europa 1.08 GB 2.5"
Toshiba MK1002MAV 1.08 GB 2.5"
Toshiba MK1924FCV 540 MB 2.5"
Toshiba MK2326FCH 330 MB 2.5"
Toshiba MK1403MAV 1.3 GB 2.5"
Toshiba MK2110MAT 2.1 GB 2.5" very silent
Toshiba MK2109MAT 2.1 GB 2.5" (8.9mm)

> Is the Falcon capable of working with an actual 20 GB-Drive? (lesser

Yes. Watch for ATA3 compatibility. Use HDDriver for that devices.
Connect it, load HDDriver, make your partitions, save driver on c: on
disk, restart and use it ;)

Regards, Robert
--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

7125. tried to save the desktop on 1040stf, but it could not find the file

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-20 16:03:43 UTC
From: Video61@webtv.net
Message-ID: <976-3CC1915F-150@storefull-2118.public.lawson.webtv.net>
Source record: 3878

i ried to save the desktop on a 1040 to loppy, but when i clicked on
the save desktop option the computer activated the disk drive for about
a second or two, then the 1040 came back at me with "this application
can't find the folder or file yuo just tried to access"
also when i format a floppy in double density it formats it, and says
that i have 907915624 bytes. a little high right.
any idea's?,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

7126. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-20 16:54:15 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <M3hw8.2031$iB4.5918@nntpserver.swip.net>
Source record: 3879
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

> You mean upgrading to revision AN or BN (where this problem gets
> solved by hardware)? I did not know this upgrade has ever been
> available! But if it is will certainly upgrade!

Yes and no. The code is available from Mr. Czuba, but the current code in the flash does not support the new fastram address.

Strange experience (No drugs involved) :
Perhaps TOS4 allready supports fastram at $01xxxxxx? One day, my machine crashed, and I rebooted in TOS4 mode. After testing my ST-RAM, for some reason, it started to test my TT-RAM (!). Ofcourse, it crashed, and locked the machine. But perhaps this is not the case with the new fastram address?

> Well if the memory-mapping is the only difference, perhaps some sort
> of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
> could do the trick!
> I will keep you informed of my "discoveries"...

Great!

Regards

/Peter

7127. Re: Replacement for internal 2,5" IDE Drive in Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-20 18:21:09 UTC
From: google@wissing.com
Message-ID: <76c4ecfc.0204201021.3eff2800@posting.google.com>
Source record: 3880

rs.mac@t-online.de (Robert Schaffner) wrote in message
news:<1faxxtt.1wvc8w1yhsdogN%rs.mac@t-online.de>...

> > Is the Falcon capable of working with an actual 20 GB-Drive?
>
> Yes. Watch for ATA3 compatibility. Use HDDriver for that devices.
> Connect it, load HDDriver, make your partitions, save driver on c: on
> disk, restart and use it ;)

Which height may the drive have? 12.5mm or 9.5? Or do both fine? I
think i will buy the IBM DSOA-21080, but it has 12.5 mm height (only
44 EUR new drive at alternate.de, but offers only 1 GB, but way enough
for all my old stuff :-).

Where to get the latest HDDriver? Is it free for download? I'm a
little bit out of date in terms of Atari.

> Regards, Robert

Gruezi, Christoph.

7128. Re: Replacement for internal 2,5" IDE Drive in Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-20 21:09:38 UTC
From: glenzabr@xmission.com
Message-ID: <a9slde$8bb$1@news.xmission.com>
Source record: 3881

In article <76c4ecfc.0204200027.257878e1@posting.google.com>, google@wissing.com
(=?ISO-8859-1?Q?T=F6tt=F6?=) wrote:
>The original built-in 60-MB 2,5" IDE-HD in my Falcon is dieing slowly,
>so i want to replace it with an bigger actual drive.
>But which actual drives run proper in the Atari Falcon?
>Is the Falcon capable of working with an actual 20 GB-Drive? (lesser
>capacaties are hardly found)
>Other solutions like external SCSI-Drives are not an option for me.
>Which Hard-Disc-Driver should be used? How to partition that?
>
>Greetings, Chris.
I have a 3.2 gig 2.5 toshiba for sale.

7129. Re: Replacement for internal 2,5" IDE Drive in Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-21 04:22:01 UTC
From: rs.mac@t-online.de
Message-ID: <1faz7m2.nedsfostsgjgN%rs.mac@t-online.de>
Source record: 3882

Tï¿½ttï¿½ <google@wissing.com> wrote:

> Which height may the drive have? 12.5mm or 9.5? Or do both fine? I

Both modells can be used on falcon. Newer hard disks als need new screw
holes on hard disk tray. Only older models from list use the same screw
holes.

> think i will buy the IBM DSOA-21080, but it has 12.5 mm height (only
> 44 EUR new drive at alternate.de, but offers only 1 GB, but way enough
> for all my old stuff :-).

Yes, thatï¿½s ok for an falcon. Used here an 2GB toshiba drive.
Enough space for all the collected stuff :)

> Where to get the latest HDDriver? Is it free for download? I'm a
> little bit out of date in terms of Atari.

HDDrive isnï¿½t free.
http://www.seimet.de/atari_english.html
Use the demo release to test your drive.

HDDriver is the best choice, it is supported.
AHDI is free, old, slow and without any support.

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

7130. Re: Replacement for internal 2,5" IDE Drive in Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-21 07:02:40 UTC
From: <>
Message-ID: <1019461512-327980AEicMi@ntlworld.com>
Source record: 3892

From: rs.mac@t-online.de (Robert Schaffner)
Date: Sun, 21 Apr 2002 06:22:01 +0200

>> Which height may the drive have? 12.5mm or 9.5? Or do both fine? I
>
>Both modells can be used on falcon. Newer hard disks als need new screw
>holes on hard disk tray. Only older models from list use the same screw
>holes.

I found that I had to completely insulate the drive from the tray in my
Falcon with insulation tape on the tray, nylon screws and a couple of
plastic spacers under the tray's mounting feet.

Cheers

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7131. Re: Replacement for internal 2,5" IDE Drive in Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-21 07:32:12 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CC26AFC.505@seimet.de>
Source record: 3883

Tï¿½ttï¿½ wrote:

> Is the Falcon capable of working with an actual 20 GB-Drive? (lesser
> capacaties are hardly found)
> Other solutions like external SCSI-Drives are not an option for me.
> Which Hard-Disc-Driver should be used? How to partition that?

It's no problem using a 20 GB drive. Note, however, that TOS limits the
maximum partition size to 1 GB. With MagiC or MINT you can have larger
partitions.
The only driver supporting IDE drives larger than 8 GB is HDDRIVER,
http://www.seimet.de/hddriver_english.html.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7132. Re: Replacement for internal 2,5" IDE Drive in Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-21 07:33:26 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CC26B46.9080401@seimet.de>
Source record: 3884

Tï¿½ttï¿½ wrote:

> Where to get the latest HDDriver? Is it free for download? I'm a
> little bit out of date in terms of Atari.

No, it's commercial. You can order it with a German manual from me or
with an English manual from Atari Workshop in the UK. Please refer to
http://www.seimet.de/hddriver_english.html for details.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7133. Re: tried to save the desktop on 1040stf, but it could not find thefile

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-21 10:28:18 UTC
From: Oracle <No.Return@go.away>
Message-ID: <Vpww8.46135$uR5.103961@newsfeeds.bigpond.com>
Source record: 3885

wow, 900mb on a floppy disk, would be good if it actualy worked tho :)

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:976-3CC1915F-150@storefull-2118.public.lawson.webtv.net...
> i ried to save the desktop on a 1040 to loppy, but when i clicked on
> the save desktop option the computer activated the disk drive for about
> a second or two, then the 1040 came back at me with "this application
> can't find the folder or file yuo just tried to access"
> also when i format a floppy in double density it formats it, and says
> that i have 907915624 bytes. a little high right.
> any idea's?,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

7134. Re: tried to save the desktop on 1040stf, b

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-21 13:38:54 UTC
From: ebaiz@skyenet.net
Message-ID: <Ohzw8.51$Mr3.85379@newsfeed.slurp.net>
Source record: 3886

On 20 Apr 2002 11:03:43 , Lance Ringquist wrote:
> i ried to save the desktop on a 1040 to loppy, but when i clicked on
>the save desktop option the computer activated the disk drive for about
>a second or two, then the 1040 came back at me with "this application
>can't find the folder or file yuo just tried to access"
> also when i format a floppy in double density it formats it, and says
>that i have 907915624 bytes. a little high right.
>any idea's?,
>thanks,
>lance

Hello Lance,

I had that happen to me a few times on my STe. If I remember correctly,
I just turned off the computer and did it again. I also remember
reformating the disk again. You can try another disk formating program.
There are many. Also try another disk. All worked for me at one time or
another.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

7135. Re: Replacement for internal 2,5" IDE Drive in Falcon 030

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-21 22:56:56 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <a9vg3o$f3d$1@thorium.cix.co.uk>
Source record: 3887

In message <76c4ecfc.0204200027.257878e1@posting.google.com>, google@wissing.com said:

>The original built-in 60-MB 2,5" IDE-HD in my Falcon is dieing slowly,
>so i want to replace it with an bigger actual drive.
>But which actual drives run proper in the Atari Falcon?
>Is the Falcon capable of working with an actual 20 GB-Drive? (lesser
>capacaties are hardly found)

I take it by 'actual' you mean 'current' or 'up-to-date'.

20 GB might be a little too much for TOS or MagiC, as TOS 4.xx can
only address partitions up to 1 GB in size. You /could/ have 20 of
these, although some file selectors will not show them as they only
cover devices A: to P: Also, with MagiC (and perhaps also MiNT),
U: is reserved for the system and it is usual to use Z: for a
CD-ROM, so there are just about enough letters available!

Note that you don't have to use 2.5" drives - you can use 3.5"
which are generally much cheaper. I put an IBM DTTA-350640 3.5"
drive in mine. There is just enough room, but you need an adapter
for connection, available from Mario Becroft in New Zealand or
Abingdon Synthesis Projects in England - contact address is
chris.crosskey@metrics.co.uk. You also have to solder 4 wires to
the power supply, which is a normal HD 4-way cable and not part of
the main ribbon lead that is used for 2.5" drives.

>Which Hard-Disc-Driver should be used? How to partition that?

HDDRIVER is far the best one going. You can download a demo from
Uwe Seimet's website http://www.seimet.de and he sells german
versions. If you want it with an English manual (by yours truly),
then try Atari Workshop (mail el@atari-workshop.co.uk).

Regards, /Peter/

7136. Mega ST Expansion port Test fixture

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-21 23:48:19 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3CC34FC3.16337A0C@qnet.com>
Source record: 3888
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have a Mega ST 4 that seems to be dead Im trying to use a MEGA ST EXZPANSION PORT TEST FIXTURE to diagnose the problem but, I dont have the manual for the unit. Can some please tell me what the lights on the test fixture mean.

Thanks,

Don

7137. Re: Mega ST Expansion port Test fixture

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-22 00:30:08 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a9vlig$1rr$1@reader1.panix.com>
Source record: 3889
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Don Schoengarth <atari@qnet.com> writes:

: I have a Mega ST 4 that seems to be dead Im trying to use a MEGA ST
: EXZPANSION PORT TEST FIXTURE to diagnose the problem but, I dont have
: the manual for the unit. Can some please tell me what the lights on the
: test fixture mean.

: Thanks,

: Don

quoting:

It tests the expansion interface, in part by software, and the remainder
by LEDs. The data and address busses and interrupt lines are tested in
software. The control lines from the CPU are tested with the LEDs. Most of
the LEDs will go off after the system is turned on and the menu appears on
the screen. Three LEDs will remain lit: BR (bus request), BG (bus grant),
and BGAC (bus grant acknowledge). These should go off after (1) the
expansion connector test is run, and (2) either the DMA test or floppy
test is run.

<skip>

--these seem to be LED ids--

Initialization (errors occurring before the title and menu appear)

I1 RAM data line is stuck
I2 RAM disturbance. location is altered by a write to another
location.
I3 RAM addressing. Wrong location is being addressed
I4 MMU Error. No DTACK after RAM access.
I5 RAM sizing error. Uppermost address fails.

Excetions (can happen at any time.)

E1-E5 not used.
E6 Autovector error. IPLO is grounded or 68000 is bad
E7 Spurious interrupt. Bus error during exception processing. Device
interrupted, but did not provide interrupt vector.
E8 internal exception, from 68000
E9 bad instruction fetch
EA address error, tried to read or write a odd address
EB buss error. device not responding

RAM

R0 error in low memory
R1 Error in RAM chip
R2 address error. bad RAM chip or memory controller
R3 Address error at 64K boundary
R4 error during video ram test.

That was more than I wanted to type, but that covers LEDs and
all the errors that a dead machine might have. I assume that you have the
necessary diagnostic cartridge, and a serial link to a VT52 terminal, such
as a working ST running vt52. If not, you need them.

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7138. Re: Mega ST Expansion port Test fixture

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-22 03:26:40 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3CC382F0.15564B8A@qnet.com>
Source record: 3890
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Jim DeClercq wrote:

> Don Schoengarth <atari@qnet.com> writes:
>
> : I have a Mega ST 4 that seems to be dead Im trying to use a MEGA ST
> : EXZPANSION PORT TEST FIXTURE to diagnose the problem but, I dont have
> : the manual for the unit. Can some please tell me what the lights on the
> : test fixture mean.
>
> : Thanks,
>
> : Don
>
>

<SNIP>

>
>
> That was more than I wanted to type, but that covers LEDs and
> all the errors that a dead machine might have. I assume that you have the
> necessary diagnostic cartridge, and a serial link to a VT52 terminal, such
> as a working ST running vt52. If not, you need them.
>
> --
>

Jim,

Thanks for the information. I do have the diagnostic cartridge (3.5 and 4.3)
, loop back board and the expansion port fixture. I connected the unit to a
vt52 terminal and nothin. So I check it out with a working ST and it worked
great as usual. I guess Ill keep messing with it. Hopefully it doesnt get the
hammer soon!

Thanks again,

Don

7139. wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-22 07:31:21 UTC
From: Bitey <no@spamless.com>
Message-ID: <gbe7cug06de41anffkd5bbloku130qb3if@4ax.com>
Source record: 3891

I have had my old atari STE sitting a box for years and its time to get it up and running again, I miss turrican...8-)
But I want to start using a hdd instead of floppies, or maybe use a networked drive off a PC(is it possible?)

Can anyone point me in the right direction to find a link 97 to suit an atari ste.
does the link 97 have a asci pass thru so I can use my old slm laser printer as well?..

will possibly trade atari slm laser printer for a link 97 and software

I am in Australia, wher there is very little atari gear(and no shops)

ther best price I have seen is
Link 97 Hostadapter HDDriver
ATAHARD0010
159,00 at http://www.woller.com/

I will be in Germany for the Octoberfest, so that might be an oportune time to pick up some atari gear...any recomemndation for a place to buy a lin97?

7140. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-22 09:56:20 UTC
From: <>
Message-ID: <1019547762-141468AEicMi@ntlworld.com>
Source record: 3897

From: Bitey <no@spamless.com>
Date: Mon, 22 Apr 2002 15:31:21 +0800

>But I want to start using a hdd instead of floppies, or maybe use a networked
>drive off a PC(is it possible?)

Not to run progs from, but you can store and retrieve data from a PC.

>does the link 97 have a asci pass thru so I can use my old slm laser printer as
>well?..

I think that the controller box for your laser has a pass-through, but it's been
a long time since I've had one of these.

The ACSI adaptor itself won't have one.

Cheers

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7141. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-22 13:12:16 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <aa127gjec1@reader1.panix.com>
Source record: 3893

Bitey <no@spamless.com> writes:

: I have had my old atari STE sitting a box for years and its time to get it up
: and running again, I miss turrican...8-)
: But I want to start using a hdd instead of floppies, or maybe use a networked
: drive off a PC(is it possible?)

Yes, and MiNT net is one solution. There are others, and if you wish to
use the PC drive as an extension of the ST, there is one for that. It is
on the Umich archive, I think, old but good.

: Can anyone point me in the right direction to find a link 97 to suit an atari
: ste.
: does the link 97 have a asci pass thru so I can use my old slm laser printer as
: well?..

No, but the SLMC804 adapter has a pass-through for a Link97.

: will possibly trade atari slm laser printer for a link 97 and software

I would not do that. It is a good printer.

I assume that price is in Euros, and amounts to about 80 Euros each, which
is not a bad price.

: I am in Australia, wher there is very little atari gear(and no shops)

: ther best price I have seen is
: Link 97 Hostadapter HDDriver
: ATAHARD0010
: 159,00 at http://www.woller.com/

: I will be in Germany for the Octoberfest, so that might be an oportune time to
: pick up some atari gear...any recomemndation for a place to buy a lin97?

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7142. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-22 15:45:19 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0204220745.7ba94f8a@posting.google.com>
Source record: 3894
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

"Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message
news:<M3hw8.2031$iB4.5918@nntpserver.swip.net>...
> Hi,
>
> > You mean upgrading to revision AN or BN (where this problem gets
> > solved by hardware)? I did not know this upgrade has ever been
> > available! But if it is will certainly upgrade!
>
> Yes and no. The code is available from Mr. Czuba, but the current code in
> the flash does not support the new fastram address.

I see. Time to disassemble the flash code I think!

>
> Strange experience (No drugs involved) :
> Perhaps TOS4 allready supports fastram at $01xxxxxx? One day, my machine
> crashed, and I rebooted in TOS4 mode. After testing my ST-RAM, for some
> reason, it started to test my TT-RAM (!). Ofcourse, it crashed, and locked

Huh? How did you know it was TT-RAM that was being tested? Did it show
a progress especially for TT-RAM or test more than 14MB?

> the machine. But perhaps this is not the case with the new fastram address?
>
> > Well if the memory-mapping is the only difference, perhaps some sort
> > of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
> > could do the trick!
> > I will keep you informed of my "discoveries"...

If I have some time this week I will try writing a simple FASTRAM.PRG
program...

7143. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-22 19:59:13 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <aa1q2m$1ap$1@newsg1.svr.pol.co.uk>
Source record: 3895

> Ah!, so when i go over the top and spit, thats where it lands, and i thought
> it was the grass that made it green!!.

Well at least we have a river now.

> Sisters?, hm!, "Females", tell me more?.

Girls are great, they can do all kinds of things that (most) men would not dream of doing. However I would have to think of some really inspired excuse to get any to come along to one of these meetings. Any ideas that does not included computers or fat (welsh) men? I do not think either are appealing to them let along together.

> Same here, i run out of road at about 140Mph so aint managed to max out yet.

I got 140 too the other day but ran out of bottle, I only had one barely legal tire at the time so..... anyway got some new ones now.

> First meet is free, you'l need to feed the fat welshgit as youre the newbie,
> its a rule, Derryck, the membership secretary will try to convince you
> otherwise though!.

Rack of lamb maybe! Actually I think I may stick with Derryck's rules.

I will have to see if I am working early on Thursday.

Elliot...

7144. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-23 01:18:05 UTC
From: Bitey <no@spamless.com>
Message-ID: <vad9cu81msfefv2v4g9qi0omkm1n34aoal@4ax.com>
Source record: 3896

On Mon, 22 Apr 2002 13:12:16 +0000 (UTC), Jim DeClercq <jimd@panix2.panix.com>
wrote:

>Yes, and MiNT net is one solution. There are others, and if you wish to
>use the PC drive as an extension of the ST, there is one for that. It is
>on the Umich archive, I think, old but good.
I will look this one up, would b nice to get it networked (catridge port
ethernet?)

>I assume that price is in Euros, and amounts to about 80 Euros each, which
>is not a bad price.

thanks for the reply,

>
>: I am in Australia, wher there is very little atari gear(and no shops)
>
>: ther best price I have seen is
>: Link 97 Hostadapter HDDriver
>: ATAHARD0010
>: 159,00 at http://www.woller.com/
>
>: I will be in Germany for the Octoberfest, so that might be an oportune time to
>: pick up some atari gear...any recomemndation for a place to buy a lin97?
>
>
>
>--

7145. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-23 07:48:46 UTC
From: Bitey <no@spamless.com>
Message-ID: <h74acu47i6h8b537r9sqmb02jfsao4tc8j@4ax.com>
Source record: 3898

>>But I want to start using a hdd instead of floppies, or maybe use a networked
>>drive off a PC(is it possible?)
>
>Not to run progs from, but you can store and retrieve data from a PC.

damn...I guess its defintely the hdd then, would be cool if you could run
program staright from web pages...the ste is no longer virus/trojan material

>I think that the controller box for your laser has a pass-through, but it's been
>a long time since I've had one of these.
>The ACSI adaptor itself won't have one.

yes you are right, I just checked it has two connetcors on the slm controller
defintely link 97 time, I just have to find some who is willing to send to
Australia..

>
>Cheers

7146. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-23 11:56:21 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <aa3i5e$kt7$1@newsg4.svr.pol.co.uk>
Source record: 3899

"Bitey" <no@spamless.com> wrote in message
news:gbe7cug06de41anffkd5bbloku130qb3if@4ax.com...
> I have had my old atari STE sitting a box for years and its time to get it
up
> and running again, I miss turrican...8-)
> But I want to start using a hdd instead of floppies, or maybe use a
networked
> drive off a PC(is it possible?)
>
> Can anyone point me in the right direction to find a link 97 to suit an
atari
> ste.
> does the link 97 have a asci pass thru so I can use my old slm laser
printer as
> well?..

Why not use a PC Style IDE disk. I think Mario Bencroft does an adaptor
and if you get a laptop 3.5 inch drive you can just about sqaush it all in
the ST case.

>
> will possibly trade atari slm laser printer for a link 97 and software
>
> I am in Australia, wher there is very little atari gear(and no shops)
>
> ther best price I have seen is
> Link 97 Hostadapter HDDriver
> ATAHARD0010
> 159,00 at http://www.woller.com/
>
> I will be in Germany for the Octoberfest, so that might be an oportune
time to
> pick up some atari gear...any recomemndation for a place to buy a lin97?
>
>

7147. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-23 19:01:30 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <5dix8.2477$iB4.7041@nntpserver.swip.net>
Source record: 3900
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

> Huh? How did you know it was TT-RAM that was being tested? Did it show
> a progress especially for TT-RAM or test more than 14MB?

I think it was for TT-RAM. The machine displayed a second progress bar, for another ram type, and I think it said "TT-RAM", but it could have said something like "Alternate RAM" too, I don't remember exactly as it is over a year ago.

I think the progress bar used the character 'X'. And yes, I know that this sounds like bull, but it happened. I have never been able to reproduce it no matter how much I try.

/Peter

7148. Re: Art and all that Jazz: it can seek once, kill daily, then converse without the dust within the highway

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-23 20:06:24 UTC
From: Jessica Felix <jessica@sifxoxe.nd.us>
Message-ID: <comp.sys.atari.st.tech.07ea45e8@sifxoxe.nd.us>
Source record: 3801

Let's love alongside the lean hairs, but don't sow the raw games.

"ART AND ALL THAT JAZZ" is a gallery on the Healdsburg Plaza
that incorporates the two passions of its owner, Jessica Felix -
art and jazz.

Jessica is an artist whose medium is jewelry. She creates what she calls
"spirited art," specializing in images from indigenous cultures around the world.

http://www.artandallthatjazz.com/index-2.shtml

119A Plaza Street
Healdsburg, CA, USA 95448
1-707-433-7900

It's very sad today, I'll shout annually or Susie will play the wrinkles.

Hassan's sauce promises through our pumpkin after we believe inside it.

7149. Link2 getting power but not recognized

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-23 22:35:21 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0204231435.2922f16f@posting.google.com>
Source record: 3802

Hello,

After soldering a lead from the 5VDC power connector to pin 26 on the
SCSI header of my Seagate ST-41200N, the Link2 is now getting power.
I had to do this because the HD would not term power to the SCSI bus
no matter which jumpers I set (vertical or horizontal).
Here's the specs for the ST-41200N:

<http://www.seagate.com/cgi-bin/view.cgi?/scsi/st41200n.txt>

However, when I run the ICD install program the Link2 is not
recognized and I get the following error:

No ICD host adapter -caching disabled!

This is my second attempt to connect a HD to my Atari STe without any
luck.
The first HD was recognized on boot after I set the proper jumper to
term power but was not recognized when I went to format.
Someone suggested using HDDriver instead of the ICD utilities but I
opted to try a second drive.

Why is the Link2 not recognized now when it's getting power as it was
recognized with the first drive I tried?

Please help!
<mailto:rezx0x@yahoo.com>

7150. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-24 00:54:31 UTC
From: Bitey <no@spamless.com>
Message-ID: <hc0ccugk12vm335e03cr7cs8of7p1qp79n@4ax.com>
Source record: 3803

On Tue, 23 Apr 2002 12:56:21 +0100, "Dave Wade"
<dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:

>> does the link 97 have a asci pass thru so I can use my old slm laser
>printer as
>> well?..
>
>Why not use a PC Style IDE disk. I think Mario Bencroft does an adaptor
>and if you get a laptop 3.5 inch drive you can just about sqaush it all in
>the ST case.
>
did not know about that one, does it work with STE?, I have a spare ide HDD,
and several spare scsi's so either will do. the cheapest and most flexinle is
what I want.
Any Idea where I can get one?

>
>>

7151. Re: Link2 getting power but not recognized

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-24 03:48:57 UTC
From: si <si@g1vrh.yourcap.demon.co.uk>
Message-ID: <1019620769.5362.0.nnrp-13.9e98e961@news.demon.co.uk>
Source record: 3804

> Why is the Link2 not recognized now when it's getting power as it was
> recognized with the first drive I tried?
>
> Please help!

I had exactly the same problem with mine a few nights ago.

It turned out that the termination was not active on the drive.

Took the jumper off, cleaned the pins, re-inserted the jumper, all was well.

TTFN

Ste

7152. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-24 05:06:08 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <aa5e9ckdo1@thorium.cix.co.uk>
Source record: 3805

You could try...

http://www.1632-sales.zenwebhosting.com/acatalog/16_32_Catalogue_Atari_Cables_and_Links_93.html

cable and link 45 Euros (27 pound UK)

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

7153. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-24 07:18:09 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <aa5m7qffg1@news7.svr.pol.co.uk>
Source record: 3806

"Bitey" <no@spamless.com> wrote in message
news:hc0ccugk12vm335e03cr7cs8of7p1qp79n@4ax.com...
> On Tue, 23 Apr 2002 12:56:21 +0100, "Dave Wade"
> <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk> wrote:
>
> >> does the link 97 have a asci pass thru so I can use my old slm laser
> >printer as
> >> well?..
> >
> >Why not use a PC Style IDE disk. I think Mario Bencroft does an adaptor
> >and if you get a laptop 3.5 inch drive you can just about sqaush it all
in
> >the ST case.
> >
> did not know about that one, does it work with STE?, I have a spare ide
HDD,
> and several spare scsi's so either will do. the cheapest and most flexinle
is
> what I want.
> Any Idea where I can get one?

There I actually a number of options. I suggested Mario because he is the
same
hemisphere as you. The page is at http://gem.win.co.nz/mb/atarihw/ide.html

I actually have an "IDEal" from Keychange in my STE. The prime factor in my
choice
was that I live near enough to Keychange to be able launch it back through
their windows should I have extreme grief with it. They are at
http://www.keychange.co.uk/
and I must say that it seems to work "as advertised" so Barrie and his glass
insurance
company can sleep easily, but I don't currently use my STe much so I am
afraid I am not a
good reference.

This might change because I hoping to get an Ethernet interface for it, from
http://hardware.atari.org
but he says he is waiting new stock.

>
>
> >
> >>
>

7154. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-24 07:47:22 UTC
From: Bitey <no@spamless.com>
Message-ID: <4qnccu4d9fu87no8d0bl6k0gnnitts2f9v@4ax.com>
Source record: 3807

>
>There I actually a number of options. I suggested Mario because he is the
>same
>hemisphere as you. The page is at http://gem.win.co.nz/mb/atarihw/ide.html

Thank you that link is very helpfull, I think I'll be getting one of those

7155. Re: Art and all that Jazz: until Brion solves the cans absolutely, Mitch won't recollect any blunt roads

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-24 19:03:36 UTC
From: Jessica Felix <jessica@zakxy.mi.us>
Message-ID: <comp.sys.atari.st.tech.30e08d2e@zakxy.mi.us>
Source record: 3808

If the cheap shopkeepers can depart cruelly, the unique diet may burn more hills.

"ART AND ALL THAT JAZZ" is a gallery on the Healdsburg Plaza
that incorporates the two passions of its owner, Jessica Felix -
art and jazz.

Jessica is an artist whose medium is jewelry. She creates what she calls
"spirited art," specializing in images from indigenous cultures around the world.

http://www.artandallthatjazz.com/index-2.shtml

119A Plaza Street
Healdsburg, CA, USA 95448
1-707-433-7900

If you'll hate Tim's stadium with bandages, it'll truly dream the jacket.

Some barbers attempt, walk, and look. Others firmly help.

7156. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-24 20:18:43 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <aa73v7aod1@news6.svr.pol.co.uk>
Source record: 3809

Sorry chaps I did not make it, wish I had.

Do you do things like "swaps", I have a few things which I can begin with, namely for (as in the title) a Genius LAN adaptor.

Maybe I can make it to the next one, I will need to get home form work much earlier though.

I hope you all had fun anyway, but what other stuff goes on?

Elliot...

"Elliot" <stuff@recycledsteel.co.uk> wrote in message news:aa1q2m$1ap$1@newsg1.svr.pol.co.uk...
> > Ah!, so when i go over the top and spit, thats where it lands, and i
> thought
> > it was the grass that made it green!!.
>
> Well at least we have a river now.
>
> > Sisters?, hm!, "Females", tell me more?.
>
> Girls are great, they can do all kinds of things that (most) men would not
> dream of doing. However I would have to think of some really inspired
> excuse to get any to come along to one of these meetings. Any ideas that
> does not included computers or fat (welsh) men? I do not think either are
> appealing to them let along together.
>
> > Same here, i run out of road at about 140Mph so aint managed to max out
> yet.
>
> I got 140 too the other day but ran out of bottle, I only had one barely
> legal tire at the time so..... anyway got some new ones now.
>
> > First meet is free, you'l need to feed the fat welshgit as youre the
> newbie,
> > its a rule, Derryck, the membership secretary will try to convince you
> > otherwise though!.
>
> Rack of lamb maybe! Actually I think I may stick with Derryck's rules.
>
> I will have to see if I am working early on Thursday.
>
> Elliot...
>
>

>
>

7157. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-24 23:52:23 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3CC74537.561EA27@qnet.com>
Source record: 3810

I have installed Mario's IDE interface in a 1040STE and it works great. It was also very easy to install. It also comes with a TOS 2.06 upgrade. I did a little review you can check it out at:

http://www.qnet.com/~dons/

Don

Bitey wrote:

> >
> >There I actually a number of options. I suggested Mario because he is the
> >same
> >hemisphere as you. The page is at http://gem.win.co.nz/mb/atarihw/ide.html
>
> Thank you that link is very helpfull, I think I'll be getting one of those

7158. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-25 08:46:44 UTC
From: <>
Message-ID: <1019810266-789430AEicMi@ntlworld.com>
Source record: 3814

From: "Elliot" <stuff@recycledsteel.co.uk>
Date: Wed, 24 Apr 2002 21:18:43 +0100

>I hope you all had fun anyway, but what other stuff goes on?

I brought a load of Atari stuff to dispose of, and Steve had his toolbox
open to sort a prospective member's SIPP problem.

HTML editing together with a demo of Hiwire and that was about it! :-)

Cheers
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7159. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-25 10:09:09 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aa8kk5$il0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3811
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <5dix8.2477$iB4.7041@nntpserver.swip.net>,
Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:
>
>I think it was for TT-RAM. The machine displayed a second progress bar, for
>another ram type, and I think it said "TT-RAM", but it could have said
>something like "Alternate RAM" too, I don't remember exactly as it is over a
>year ago.

Looks like a TT-RAM test, right. And X means the test for that block failed.

The test should be present in TOS 4.04, only the needed variables are never
set during startup, so you will never see that test during a normal startup.

cu
Michael

7160. Re: wanted link 97 + hddriver for ste

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-25 10:53:20 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <beRx8.3320$EJ.190925@news2-win.server.ntlworld.com>
Source record: 3812

Hello.

"Dave Wade" <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk

> wrote in message news:aa5m7qffg1@news7.svr.pol.co.uk....html
>
> I actually have an "IDEal" from Keychange in my STE. The prime factor in
my
> choice was that I live near enough to Keychange to be able launch it back
through
> their windows should I have extreme grief with it.

Also if anyone has a complaint I will answer it here, unlike some other
dealers.....

> http://www.keychange.co.uk/
> and I must say that it seems to work "as advertised" so Barrie and his
glass
> insurance company can sleep easily

Thanks, Dave, in the unlikely event it goes t*ts up aim for the front
bedroom window, the units' blown.

I've just supplied three more IDEals and have some more in stock, also some
' small ' IDE drives.

As users will realise, these units are nearly silent so if noise is a
problem ask other users what they think.

Barrie at Keychange.

7161. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-25 18:35:21 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <D0Yx8.2799$iB4.7581@nntpserver.swip.net>
Source record: 3813
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

> Looks like a TT-RAM test, right. And X means the test for that block
failed.
> The test should be present in TOS 4.04, only the needed variables are
never
> set during startup, so you will never see that test during a normal
startup.

In other words, it should be possible to patch TOS4.0x?

/Peter

7162. Re: STe ROM/EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-27 00:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f02a5c20@madasafish.com>
Source record: 3816

Hi Hallvard,

>Anyone have any views on this and/or can direct me to other websites
>with pinouts for ROM/EPROMs?

The manufactur of ROMs should provide a datasheet, with pinout
info. It'll be in PDf format. Big manufacturs of ROMs would be
AMD, Cypress Semiconductor and ST Microelectronics. If someone
wants to install ROMs, best thing is to get them in the right
way around, make sure HI ROM is in the HI socket (same with LO)
and install jumpers where the 0 ohm resistors are. I don't
think anything can be damaged like this.
--
Lyndon Amsdon

7163. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-27 10:12:36 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aadtik$q6f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3815
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

In article <D0Yx8.2799$iB4.7581@nntpserver.swip.net>,
Peter Persson <pepNOSPAM@mbox306.swipnet.se> wrote:
>
>In other words, it should be possible to patch TOS4.0x?

You can patch *everything*. How much of the original remains is a different
topic ;-)

Hacking in TT-RAM support for hardware that has it (on the normal addresses,
ie. $01000000 up) should not be a big deal - for the Milan, it was as simple
as setting the magic and end address variables (although we removed the
memory test in the Milan TOS - the Milan bootblock has already tested memory
when TOS takes over the system).

cu
Michael

7164. Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-28 15:15:11 UTC
From: Zedd <news@thekeep.xs4all.nl>
Message-ID: <Xns91FEAF7AA64FEnewsthekeepxs4allnl@194.109.6.74>
Source record: 3817

Hi All,

I just revived an old Atari Mega ST4 (Powersupply problems..)

It appears to work fine now and has some interresting hardeware in it. Like a Reflex 1024 graphics card by Titan Designs and a ICD AdSpeed ST accelerator.

I'm looking for the software/drivers needed to use these devices.

Any help is welcome,

Zedd.

7165. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-28 17:25:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ccc368e5ec040@madasafish.com>
Source record: 3818

Hi Zedd,

>It appears to work fine now and has some interresting hardeware in it. Like
>a Reflex 1024 graphics card by Titan Designs and a ICD AdSpeed ST
>accelerator.

Hmm, never knew Titan made a Mega ST graphics board? Is it ISA
adaptor, or custom chipset?

>I'm looking for the software/drivers needed to use these devices.

Adspeed sold vey well, someone should have the drivers here.
--
Lyndon Amsdon

7166. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-28 19:45:40 UTC
From: "J.D. van Duijn" <news@thekeep.xs4all.nl>
Message-ID: <Xns91FEDD4F8FB10newsthekeepxs4allnl@194.109.6.74>
Source record: 3819

"Lyndon Amsdon" <bindon@madasafish.com> wrote in
news:3ccc368e5ec040@madasafish.com:

> Hi Zedd,
>
<snip>
> Hmm, never knew Titan made a Mega ST graphics board? Is it ISA
> adaptor, or custom chipset?

It's a mega-bus adapter. With a Texas Instruments TMS34061FNL chipset.
It should be able to do 1024x1024 on a SM124 (interlaced) and up
to 2048x2048 on monitors that support such high resolutions.
No color, only monochrome.

>
>>I'm looking for the software/drivers needed to use these devices.
>
> Adspeed sold vey well, someone should have the drivers here.

I hope so! I couldn't find any info or drivers on www.icd.com

Greetings,
Zedd.

7167. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-28 21:12:29 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <aahoct$4ga$1@thorium.cix.co.uk>
Source record: 3820

I believe ICD last effort 6.5.1 (?) even though it doesn't state Adspeed
will manual work fine.

After that just use HDDriver.....

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

7168. Re: Looking for drivers for Reflex 1024 and

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-28 22:44:43 UTC
From: <>
Message-ID: <vX_y8.2206$W96.82396386@newssvr17.news.prodigy.com>
Source record: 3821

On 28 Apr 2002 15:15:11 , Zedd wrote:
>Hi All,
>
>I just revived an old Atari Mega ST4 (Powersupply problems..)
>
>It appears to work fine now and has some interresting hardeware in it. Like
>a Reflex 1024 graphics card by Titan Designs and a ICD AdSpeed ST
>accelerator.
>
>I'm looking for the software/drivers needed to use these devices.
>
>Any help is welcome,
>
> Zedd.
>.

I have an adspeed driver, although mine is for 1040STe. The driver may be
the same. I'll e-mail it if you like. Remember to remove the <nospam>
from my address to reply.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

7169. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-29 00:08:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ca6455c1c04fe0@madasafish.com>
Source record: 3823

Hi J.D.,

>It's a mega-bus adapter. With a Texas Instruments TMS34061FNL chipset.
>It should be able to do 1024x1024 on a SM124 (interlaced) and up
>to 2048x2048 on monitors that support such high resolutions.
>No color, only monochrome.

Ah, I just realised that Titan were formed after they developed
their first product, the Reflex card. Sounds powerful! 1024 on
a SM124 must make text *really* small!

>I hope so! I couldn't find any info or drivers on www.icd.com

Nah, their website hardly features anything on Atari. You could
poke some values in Basic if you really desperate. The
registers for turning bits of it on/off are in the memory map.
--
Lyndon Amsdon

7170. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-29 00:51:52 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ccc9932176b30@madasafish.com>
Source record: 3834

Hi Zedd,

>Ah, but my laptop (Dell) has a resolution of 1600x1200 on a 15.x inch TFT,
>and I love it. Linux runs great on it. Though running StEem in a window is
>a bit small when running a game in 320x200, but I can run a lot of them at
>the same time :-)

Heh, I bought a laptop to run emulation on too :) Mine isn't
quite a s good 1280*1024 but the Digital Ultra 2000 is supposed
to be very highly rated laptop. I picked it up as a repai job,
lots of problems on it. Almost fixed it though :)

>I also think it boots in Hi speed mode. It's a lot faster than my other
>ST4. This behavior can probably be changed with a jumper on AB
>or CD.

Find yourself Gembench, available on the web somewhere. I have
Gembench on CD, if you can't find it. Benchmark the computer,
and change some settings. I believe the Adspeed had 16MHz TOS
option, with TOS 2.06. I think it'll produce about 160%
increase, as it has cache.
--
Lyndon Amsdon

7171. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-29 04:16:25 UTC
From: Zedd <news@thekeep.xs4all.nl>
Message-ID: <Xns91FF3FCD0A9Dnewsthekeepxs4allnl@194.109.6.74>
Source record: 3822

"N Harlow" <nick@1632systems.co.uk> wrote in
news:aahoct$4ga$1@thorium.cix.co.uk:

> I believe ICD last effort 6.5.1 (?) even though it doesn't state Adspeed
> will manual work fine.
>
> After that just use HDDriver.....
>

I think you're talking about ICD SCSI or IDE interfaces here.
The ICD AdSpeed ST is a 16 Mhz processor upgrade for the ST. So I don't
think that HDdriver will work. ;-)

Zedd.

7172. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-29 08:58:02 UTC
From: <>
Message-ID: <1020152366-58682AEicMi@ntlworld.com>
Source record: 3841

From: "Lyndon Amsdon" <bindon@madasafish.com>
Date: Sun, 28 Apr 2002 18:25:10 +0100 (BST)

>>It appears to work fine now and has some interresting hardeware in it. Like
>>a Reflex 1024 graphics card by Titan Designs and a ICD AdSpeed ST
>>accelerator.
>
>Hmm, never knew Titan made a Mega ST graphics board? Is it ISA
>adaptor, or custom chipset?

The Reflex graphics card was Titan's first product. I fitted one into an STFM (quite a lot of soldering involved!). I matched it with an A4 portrait monitor and it worked very well. Titan (Now Cortex Designs IIRC, if they're still around) used to have the driver available for download from their website. IIRC you have to specify a certain screen driver in nvdi.sys if you're using it (9?) for it to work. I sold this long ago.

>>I'm looking for the software/drivers needed to use these devices.
>
>Adspeed sold vey well, someone should have the drivers here.

Shouldn't need any software, isn't it controlled with a switch?

Cheers

Derryck

--

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/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7173. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-29 11:07:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1020101128.6155.0@eos.uk.clara.net>
Source record: 3825

Yo!, Dezza

| >I hope you all had fun anyway, but what other stuff goes on?
|
| I brought a load of Atari stuff to dispose of, and Steve had his toolbox
| open to sort a prospective member's SIPP problem.
|
| HTML editing together with a demo of Hiwire and that was about it! :-)

You forgot the Annual, fornication of a virgin ceremony and the monthly
sacrifice of a new club member to the god of Atari, ceremony.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

7174. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-29 16:42:28 UTC
From: Zedd <news@thekeep.xs4all.nl>
Message-ID: <Xns91FFBE46CE9E2newsthekeepxs4allnl@194.109.6.74>
Source record: 3824

"Lyndon Amsdon" <bindon@madasafish.com> wrote in
news:3ca6455c1c04fe0@madasafish.com:

> Hi J.D.,
>
>>It's a mega-bus adapter. With a Texas Instruments TMS34061FNL chipset.
>>It should be able to do 1024x1024 on a SM124 (interlaced) and up
>>to 2048x2048 on monitors that support such high resolutions.
>>No color, only monochrome.
>
> Ah, I just realised that Titan were formed after they developed
> their first product, the Reflex card. Sounds powerful! 1024 on
> a SM124 must make text *really* small!

Ah, but my laptop (Dell) has a resolution of 1600x1200 on a 15.x inch TFT,
and I love it. Linux runs great on it. Though running StEem in a window is
a bit small when running a game in 320x200, but I can run a lot of them at
the same time :-)

>
>>I hope so! I couldn't find any info or drivers on www.icd.com
>
> Nah, their website hardly features anything on Atari. You could
> poke some values in Basic if you really desperate. The
> registers for turning bits of it on/off are in the memory map.

I found them in the list. I didn't try it yet. I still would like a copy of
the original software. Though I read somewhere that the TSR sucks...

I also think it boots in Hi speed mode. It's a lot faster than my other
ST4. This behavior can probably be changed with a jumper on AB or CD.

Greetings,
Zedd.

7175. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-29 19:01:38 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <aak53h$ge3$1@thorium.cix.co.uk>
Source record: 3826

ahh good point...
consider myself chastened

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

7176. Cheap Motorola 68060 CPUs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-29 19:18:06 UTC
From: VernalElm <vernalelm@nospam.yahoo.com>
Message-ID: <O%gz8.11$Uw4.3203@newsread1.prod.itd.earthlink.net>
Source record: 3827

We're running a special on Motorola 68060 50MHz CPUs (FULL Versions, MMU & FPU)
through May 6th, 2002. Perfect to take full advantage of the CT60
accelerator board from Czuba Tech.

Each 060 is only $79 plus $6 shipping (internationally!) including a 30-day unconditional
warranty!

Order online at http://www.vernalelm.com or http://www.68060.com

If you have questions, e-mail us at sales@NOSPAMvernalelm.com (remove NOSPAM)

Thanks for your time.

Vernal Elm LLC
Connecticut, USA
FAX: (720) 294-4128

7177. Re: Atari ST 2 meg with no memory ??

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-29 23:50:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3ccde81040fec0@madasafish.com>
Source record: 3835

Hi,

>What do you mean by "no memory"?
>
>Without memory, the machine would not boot at all.

That is true, if something appears on screen then it must have
memory. Try something like Profile 2, or Sysinfo, to see what
RAM you have. On my website there is some memory testers, under
hardware section.

Thanks.
--
Lyndon Amsdon

7178. Atari ST 2 meg with no memory ??

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 02:40:43 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <9e0scu8adndg2mmf35rarele8el7t2k88h@4ax.com>
Source record: 3828

Hi all,
Ive got a 520 ST with 1.4 tos and an Xtra Ram upgrade done by Toad
Computers, but when I boot it up GEM comes up but has no memory???. .
I dont see any loose simms or fried traces on the motherboard. Also
the Xtra Ram deluxe seems securely fitted., could it be the MMU chip
or something ? Any advice would be appreciated.
I have a backup 1040 ST but I need my machine for my music.
I am not proficient enough with electronics to determine the problem.
Are there any ST technicians around in California anymore?
Help me pleeeeeeez
atarikid@cox.net
Bwalker

7179. Re: Found an Atari 1024STe but no mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 03:14:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cce0c2a21dfb0@madasafish.com>
Source record: 3848

Hi Dave,

>>3. What are the possibilities to connect the 1024Ste in a PC network?
>
>Not much as far as I know. There is some TCP/IP stuff about so you can use
>the
>serial port to link it in, but the STe port is soem what limited by speed.
>There is some descriptions of an adaptor at hardware.atari.org but as far as
>know these are
>currently "out of stock". Well at least I am waiting for Lyndon to tell me
>he has more in...

I am trying real hard, and there are parts coming in this week,
so hopefully I can start to get some moving. I'm tied up in
exams at the moment, thus sometimes it has been a strain to fit
everything in.
--
Lyndon Amsdon

7180. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 06:40:19 UTC
From: Zedd <news@thekeep.xs4all.nl>
Message-ID: <Xns9200583104C36newsthekeepxs4allnl@194.109.6.74>
Source record: 3829

"N Harlow" <nick@1632systems.co.uk> wrote in
news:aak53h$ge3$1@thorium.cix.co.uk:

> ahh good point...
> consider myself chastened
>

In the mean time, I've got a working copy of the AdSpeed drivers (thanx to
Joseph). Still looking for the reflex 1024 drivers....

Zedd.

7181. Re: Atari ST 2 meg with no memory ??

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 08:30:28 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aalkn4$p7l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3830

In article <9e0scu8adndg2mmf35rarele8el7t2k88h@4ax.com>,
atarikid <atarikid@cox.net> wrote:
>Hi all,
>Ive got a 520 ST with 1.4 tos and an Xtra Ram upgrade done by Toad
>Computers, but when I boot it up GEM comes up but has no memory???. .

What do you mean by "no memory"?

Without memory, the machine would not boot at all.

cu
Michael

7182. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 10:22:26 UTC
From: <>
Message-ID: <1020158606-306722AEicMi@ntlworld.com>
Source record: 3831

From: Zedd <news@thekeep.xs4all.nl>
Date: 30 Apr 2002 06:40:19 GMT

>In the mean time, I've got a working copy of the AdSpeed drivers (thanx to
>Joseph). Still looking for the reflex 1024 drivers....

Did you try my suggestion of searching on the Cortex web site for the
driver? I don't know if it's still up, of course...

Cheers

Derryck
--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7183. Found an Atari 1024STe but no mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 14:04:26 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020430.14042603@mis.configured.host>
Source record: 3832

Hello,

I just found an old Atari 1024Ste with monitor. The monitor is at my brothers house, the 1024STe at mine at the moment. But now I've got a few problems..

1. I have no mouse. Is it possible to 'convert' a PC mouse to the it work with the 1024STe?
2. There's a HDD port on it. Fun, but how can I get one on it.
3. What are the possibilities to connect the 1024Ste in a PC network?
4. There's a cartridge slot on the left of the 1024STE. IS this the old 400/800/XL/XE slot?
5. No manual. Can it be downloaded somewhere?
6. No software. I wonder if there's some on the net (guess so, but where?).

I hope someone can help me out.

Reizla
-=- ICQ: 56967657
-=- http://reizla.xs4all.nl

7184. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 14:27:09 UTC
From: Zedd <news@thekeep.xs4all.nl>
Message-ID: <Xns9200A7568C372newsthekeepxs4allnl@194.109.6.74>
Source record: 3833

<derryck@.NO~SPAM~cix.co.uk> wrote in
news:1020158606-306722AEicMi@ntlworld.com:

> Did you try my suggestion of searching on the Cortex web site for the
> driver? I don't know if it's still up, of course...
>
> Cheers
>
> Derryck

I didn't see your suggestion before, but I tried it right now. They don't
have much on their site, so I dropped them an e-mail.
Now I have to wait for an answer.

Thanx for the tip.
Zedd.

7185. 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 18:06:14 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020430.18061471@mis.configured.host>
Source record: 3836

Here I am again, sorry to bother you all, but I've been using PC's far too long, and I want to get back to the old and noble Atari. I used to have the old 800XL and 65XE (the XL severely re-done to my own tastes), and now with the 'new' 1024STe I want to get thing back to were they were...

So here's the deal. The 'new' 1024STe I've found has (I presume though) only 1Mb of memory. After searching the web for the last 4 hours, I found that the 1024STe can't get over 4Mb. Coincidence wants that I have 4x4Mb (120ns EDO SIMM from an old 486DX80) lying around here. When I drop them in the 1024STe, what will happen? Nothing, only 4Mb of (hopefully) 16Mb?

Reizla
-=- ICQ: 56967657
-=- http://reizla.xs4all.nl

7186. Re: Found an Atari 1024STe but no mouse...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 18:43:29 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <aamom4$139$1@news5.svr.pol.co.uk>
Source record: 3837

>"Reizla" <reizla.NOSPAM@xs4all.nl> wrote in message
news:20020430.14042603@mis.configured.host...
>Hello,
>
>I just found an old Atari 1024Ste with monitor. The monitor is at my
>brothers house, the 1024STe at mine at the moment. But now I've got a few
>problems..
>
>
>1. I have no mouse. Is it possible to 'convert' a PC mouse to the it work
>with the 1024STe?

Yes buts its probably easier to use a conversion board. I know
Mario Becroft does one at http://gem.win.co.nz/mb/atarihw/ but there
are others. Check out the group archives at groups.google.com

>2. There's a HDD port on it. Fun, but how can I get one on it.

Ah, its not a real HD port, more a stripped down SCSI port. You need an
adaptor
for it. Or you can get adaptors to allow standard IDE drives from keychange
www.keychange.co.uk
or Mario again (as above). If you get a laptop drive you can cram it inside
the STE. Very neat.

>3. What are the possibilities to connect the 1024Ste in a PC network?

Not much as far as I know. There is some TCP/IP stuff about so you can use
the
serial port to link it in, but the STe port is soem what limited by speed.
There is some descriptions of an adaptor at hardware.atari.org but as far as
know these are
currently "out of stock". Well at least I am waiting for Lyndon to tell me
he has more in...

>4. There's a cartridge slot on the left of the 1024STE. IS this the old
400/800/XL/XE slot?

No its an ST slot. It tends to be used for additional MIDI ports, dongles,
Digitizers
and of course the LAN adaptor mentioned above.

>5. No manual. Can it be downloaded somewhere?

I don't ever recall the manual being much use. Generally you stick a floppy
in,
(a blank 720K PC floppy will be fine - it speeds the boot process) and then

just click away.
If you just want games replace blank disk with game disk....

>6. No software. I wonder if there's some on the net (guess so, but
where?).

Lots, all over the place. Possibly www.atari.org would be good place to
start.
Or the belgium FTP server. I don't have an address to hand. Again check the
list archives.

>I hope someone can help me out.

Possibly, but you know what you want, there are lots of good search engines.
If you don't find what you want after looking hard then come back and ask...

>Reizla
>-=- ICQ: 56967657
>-=- http://reizla.xs4all.nl

7187. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 18:48:31 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <aamouj$18m$1@news5.svr.pol.co.uk>
Source record: 3838

If I remember properly you end up with a dead (I think only until you remove them of course) STE. You certainl;y won't get 16 meg. The STE can only address
16 meg (its a standard 68K cpu) and some of that is taken up with other thinsg (rom, i/o)

If you want more than 4 megs then its a soldering iron job and some real hacking.

"Reizla" <reizla.NOSPAM@xs4all.nl> wrote in message news:20020430.18061471@mis.configured.host...
Here I am again, sorry to bother you all, but I've been using PC's far too long, and I want to get back to the old and noble Atari. I used to have the old 800XL and 65XE (the XL severely re-done to my own tastes), and now with the 'new' 1024STe I want to get thing back to were they were...

So here's the deal. The 'new' 1024STe I've found has (I presume though) only 1Mb of memory. After searching the web for the last 4 hours, I found that the 1024STe can't get over 4Mb. Coincidence wants that I have 4x4Mb (120ns EDO SIMM from an old 486DX80) lying around here. When I drop them in the 1024STe, what will happen? Nothing, only 4Mb of (hopefully) 16Mb?

Reizla
-=- ICQ: 56967657
-=- http://reizla.xs4all.nl

7188. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 22:19:40 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1020205182.3915.0.nnrp-13.3e31118f@news.demon.co.uk>
Source record: 3839

> You forgot the Annual, fornication of a virgin ceremony and the monthly
> sacrifice of a new club member to the god of Atari, ceremony.

Do I have to be a virgin? as we may have some problems there.

7189. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-04-30 23:14:05 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <sq6ucu8h61lg2g20of9m7o071i6bjh3q0n@4ax.com>
Source record: 3840

On Tue, 30 Apr 2002 18:06:14 GMT, Reizla <reizla.NOSPAM@xs4all.nl>
wrote:

>Here I am again, sorry to bother you all, but I've been using PC's far
>too long, and I want to get back to the old and noble Atari. I used to
>have the old 800XL and 65XE (the XL severely re-done to my own tastes),
>and now with the 'new' 1024STe I want to get thing back to were they
>were...
>
>So here's the deal. The 'new' 1024STe I've found has (I presume though)
>only 1Mb of memory. After searching the web for the last 4 hours, I found
>that the 1024STe can't get over 4Mb. Coincidence wants that I have 4x4Mb
>(120ns EDO SIMM from an old 486DX80) lying around here. When I drop them
>in the 1024STe, what will happen? Nothing, only 4Mb of (hopefully) 16Mb?
>
>Reizla
>-=- ICQ: 56967657
>-=- http://reizla.xs4all.nl
]

Umm... unless it's different in .nl it's a 1040 STe, not 1024.

Atari used that trick to overstate its 16bit computer products and
make them sound "better" than the lowly 1024 capable Amiga products.

You're correct, it only has 1024Kbytes of memory, whatever the model
number might say.

Atari 16bit computers can ONLY address 4 Mbytes of memory.

This is a hardware limitation due to the number of address lines on
the Memory Management Unit chip used in the system. There is NO EASY
way to increase the RAM address space. (There were some hacks
developed but they involved more than just plugging in a card.)

The 1040STe requires 30 pin SIMMs. Parity or non-parity, non-EDO.

There are only 4 sockets, so you MUST install 1 Mbyte SIMMS.

4 Mbyte SIMMs will not work.

(Incidentally, there really aren't many software applications that
require more than 4Megs of memory. You have to remember that software
development for the ST computer line essentially stopped well over 10
years ago, and today's "PC mentality" of "More RAM, More RAM, More
RAM" really doesn't apply.)

To answer some of your other questions- (let's see if I can remember them from your other message)

Mouse- it's FAR better to find an actual ATARI ST mouse. There ARE ways to use PC mice, but they are usually not all that successful.

The best kludge involves using a PC BUS MOUSE but those are hard to find.

You can use a PC SERIAL MOUSE but that requires loading a software driver and may not work with all software (games for instance that don't allow loading the driver before they take over the hardware).

Better to find an Atari ST mouse or clone mouse.

The "best" mouse I ever owned for my STs came from Best Electronics in California, USA. They're still in business as far as I know and may still have their mice available. Dunno their URL though.

Cartridge Slot- NO, it's not the same as the 8-bit slot.

There weren't all that many products released using the ST slot, mostly hardware enhancements, not many games or software.

There was a cartridge that allowed the ST to emulate a Macintosh computer, complete with formatting and reading actual Mac floppy discs. It was called the "Spectre GCR".

There were also a number of other Mac emulator cartridges, all of which actually contained the Mac system ROMs and worked pretty well.

Then there were disk copier cartridges which directly controlled the floppy drives to allow you to copy almost ANY copy-protected floppy disk.

There were others, you get the idea.

Network- NO

There's no easy way to put the STe on a PC network

The Atari computers were for the most part "closed systems", You got what you paid for, but had little or NO expansion abilities.

The "official" Atari company line was if you wanted more, you just threw away your current computer and bought a NEW one from them with the new capabilities you wanted... Of course that assumed that they would one day get around to releasing a computer that included those features.

Because of that, they did not make their computers easy to expand, and in a few cases actually took action to prevent users from doing it themselves. Only the last couple of "official" Atari computers had any kind of expansion abilities included, and those were almost useless in the "real world".

In other words, there's no easy way to add networking capabilities to the 1040STe.

I do think I remember hearing about someone working on an ethernet cartridge, probably from Germany, and probably VERY EXPENSIVE, if they ever finished it. (Many of the "kludges" that were developed to hack capababilities into the ST computers were produced in very limited numbers and were so expensive they were more intended for the "religious" few who would stop at nothing to expand their STs. Selling their car to pay for an ethernet cartridge would mean nothing to them.)

Hard Drive- This is fairly easy.

The hard drive port on the back of the STe will plug directly into an ATARI brand hard drive unit, or a third party hard drive unit intended for use on an ST. If you're lucky you can find people selling one of these online or on eBay.

The actual port is a "close cousin" to SCSI, but not SCSI. It's a somewhat "lite SCSI" implementation called ASCI.

You can buy adapter boards that will allow you to plug a standard SCSI hard drive into the ASCI port. You also have to provide a power supply and case to mount the hardware.

Then there is the driver software needed to operate a hard drive system. The "official" Atari drivers stopped development a long time ago, so they don't include support for modern very large hard drives. There are third-party drivers available which do address this.

However, just like memory, remember that EVERY ST program ever written would probably all fit on a 1/2 GB hard drive with lots of room to spare.

Manual- Not really needed. The Atari manuals weren't all that detailed anyway, and the system is very simple to operate. If you've used Windows, or better yet, a Mac, you already know how to do most of it.

Software- the Operating System is built-in on ROMs.

This means there are no "boot disks" needed. Just turn the system on and it boots, very quickly, to the desktop.

Then there are repositories of freeware and shareware software (and some "abandonware" commercial stuff) on the Internet.

You can download ST programs into a PC and use floppy disks to transfer the files to the ST. The two systems share an almost exactly identical disk format.

However, you must remember to format the floppy disks as 720K Double Density disks (and it's better to use genuine 720K floppies, not the common PC style 1.44Meg disks).

For compatibility it's better to format the blank floppies on the PC,
and preferably from a true DOS command line.

Good luck!

BobR

7190. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 07:45:10 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020501.7451090@mis.configured.host>
Source record: 3842

Op 01-05-2002, 01:14:05, schreef Bob Retelle <bobr1@provide.net> over het thema Re: 1024STe memory.:

> On Tue, 30 Apr 2002 18:06:14 GMT, Reizla <reizla.NOSPAM@xs4all.nl>
> wrote:

> >So here's the deal. The 'new' 1024STe I've found has (I presume though)
> >only 1Mb of memory. After searching the web for the last 4 hours, I found
> >that the 1024STe can't get over 4Mb. Coincidence wants that I have 4x4Mb
> >(120ns EDO SIMM from an old 486DX80) lying around here. When I drop them
> >in the 1024STe, what will happen? Nothing, only 4Mb of (hopefully) 16Mb?

> Umm... unless it's different in .nl it's a 1040 STe, not 1024.

You're right. I was apparently confused by 1024Kb and the 1040STe... ;-)

> Atari used that trick to overstate its 16bit computer products and
> make them sound "better" than the lowly 1024 capable Amiga products.

> You're correct, it only has 1024Kbytes of memory, whatever the model
> number might say.

> Atari 16bit computers can ONLY address 4 Mbytes of memory.

Bummer... Guess I'll have to drop the SIMM's I already have and search for 4x1Mb...

> The 1040STe requires 30 pin SIMMs. Parity or non-parity, non-EDO.

> There are only 4 sockets, so you MUST install 1 Mbyte SIMMS.

> 4 Mbyte SIMMs will not work.

> (Incidentally, there really aren't many software applications that
> require more than 4Megs of memory. You have to remember that software
> development for the ST computer line essentially stopped well over 10
> years ago, and today's "PC mentality" of "More RAM, More RAM, More
> RAM" really doesn't apply.)

Hmm. Perhaps I've been in computers too long... Indeed, PC's (mostly Windows) have a huge hunger for RAM, so I figured that an ST would need some additional RAM as well. Okay, I think I'll drop the idea of additional memory (for now...)

> To answer some of your other questions- (let's see if I can remember
> them from your other message)

> Mouse- it's FAR better to find an actual ATARI ST mouse. There ARE
> ways to use PC mice, but they are usually not all that successful.

Yeah, right. I've seen a 2nd hand mouse in the UK... 20 Pound! For that amount I can order the convertor from the guy in New Sealand and have a PC mouse...

> The best kludge involves using a PC BUS MOUSE but those are hard to
> find.

I used to have one for my (very old), but the connector card malfunctioned and I couldn't use the mouse anymore, so I tossed it away (over 5 years ago)...

> You can use a PC SERIAL MOUSE but that requires loading a software
> driver and may not work with all software (games for instance that
> don't allow loading the driver before they take over the hardware).

I already got the driver for that trick. I think that this'll be the best solution for the time being.

> The "best" mouse I ever owned for my STs came from Best Electronics in
> California, USA. They're still in business as far as I know and may
> still have their mice available. Dunno their URL though.

I found them (www.best-electronics-ca.com). They're not too expensive for new stuff, but I wonder how much shipping to Europe will be...

> Cartridge Slot- NO, it's not the same as the 8-bit slot.

I thought I've read that the ST would be possible to read the 8-bit cartridges. Suppose I'm wrong right now (or I don't remember too correctly anymore since I've last seen comments on the ST 10 years ago)

> Network- NO

> There's no easy way to put the STe on a PC network

<snip Atari sales politics>

> In other words, there's no easy way to add networking capabilities to
> the 1040STe.

> I do think I remember hearing about someone working on an ethernet
> cartridge, probably from Germany, and probably VERY EXPENSIVE, if they
> ever finished it. (Many of the "kludges" that were developed to hack
> capababilities into the ST computers were produced in very limited
> numbers and were so expensive they were more intended for the
> "religious" few who would stop at nothing to expand their STs.
> Selling their car to pay for an ethernet cartridge would mean nothing
> to them.)

I've seen that one as well. I thought they plugged in the parallel-port. And as far as I recall, it's operational.

> Hard Drive- This is fairly easy.

> Then there is the driver software needed to operate a hard drive
> system. The "official" Atari drivers stopped development a long time
> ago, so they don't include support for modern very large hard drives.
> There are third-party drivers available which do address this.

> However, just like memory, remember that EVERY ST program ever written
> would probably all fit on a 1/2 GB hard drive with lots of room to
> spare.

Hmm, the standard 540Mb limit (1024 cylinders) I suppose. I've seen a program for older PC's to get past that one, perhaps it is available for the ST as well?
On the other hand, I still have an old Olivetti Quaderno (slightly defective) with a 70Mb harddisk. Let's try to get that one inside the ST... ;-)

> Software- the Operating System is built-in on ROMs.

> This means there are no "boot disks" needed. Just turn the system on
> and it boots, very quickly, to the desktop.

> Then there are repositories of freeware and shareware software (and
> some "abandonware" commercial stuff) on the Internet.

Okay, let's search for that stuff! Anything to revive the Atari in my house again!

> You can download ST programs into a PC and use floppy disks to
> transfer the files to the ST. The two systems share an almost exactly
> identical disk format.

> However, you must remember to format the floppy disks as 720K Double
> Density disks (and it's better to use genuine 720K floppies, not the
> common PC style 1.44Meg disks).

> For compatibility it's better to format the blank floppies on the PC,
> and preferably from a true DOS command line.

I've seen this suggestion as well. Too bad I don't have ant 720 disks anymore. Perhaps my father-in-law has a few of these oldies...

> Good luck!

Thanks, I'll need it... ;-) Perhaps I'll even need to buy some soldering equipment... ;-)

Reizla
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

7191. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 09:53:22 UTC
From: <>
Message-ID: <1020245188-528498AEicMi@ntlworld.com>
Source record: 3843

From: Zedd <news@thekeep.xs4all.nl>
Date: 30 Apr 2002 14:27:09 GMT

>I didn't see your suggestion before, but I tried it right now. They don't
>have much on their site, so I dropped them an e-mail.
>Now I have to wait for an answer.

Fingers crossed...

Cheers

Derryck
--

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7192. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 10:19:07 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aaofer$sb6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3844

In article <sq6ucu8h61lg2g20of9m7o071i6bjh3q0n@4ax.com>,
Bob Retelle <bobr1@provide.net> wrote:
>
>This is a hardware limitation due to the number of address lines on
>the Memory Management Unit chip used in the system. There is NO EASY
>way to increase the RAM address space. (There were some hacks
>developed but they involved more than just plugging in a card.)

There *are* plug-in cards: the Magnum ST (requires a socketed CPU) and the
Magnum STE are plug-in and require no soldering (except the DIL CPU socket
and one cable if the machine does not already have TOS 2.06 in case of the
ST, none on the STE).

>Because of that, they did not make their computers easy to expand, and
>in a few cases actually took action to prevent users from doing it
>themselves. Only the last couple of "official" Atari computers had
>any kind of expansion abilities included, and those were almost
>useless in the "real world".

At least the MegaST, MegaSTE, TT and Falcon had expansion slots that could
be used for quite a range of additional hardware. The original ST was quite
"closed".

cu
Michael

7193. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 10:27:14 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3ccfd0e617b5a60@tripnet.se>
Source record: 3845

On Tue 30-04-2002 19:14 (-0400) Bob Retelle wrote:

>On Tue, 30 Apr 2002 18:06:14 GMT, Reizla <reizla.NOSPAM@xs4all.nl>
>wrote:
>
>>Here I am again, sorry to bother you all, but I've been using PC's far
>>too long, and I want to get back to the old and noble Atari. I used to

>>So here's the deal. The 'new' 1024STe I've found has (I presume though)
>>only 1Mb of memory. After searching the web for the last 4 hours, I found

>(Incidentally, there really aren't many software applications that
>require more than 4Megs of memory. You have to remember that software
>development for the ST computer line essentially stopped well over 10
>years ago, and today's "PC mentality" of "More RAM, More RAM, More
>RAM" really doesn't apply.)

Well, lots of sofware has come out since 1992... Most of the software I'm
running on a daily basis is definitly less than 5 years old.

But yes, 4 MB is really a lot of memory and will be all you need for most
programs. But as soon as you begin to run several programs in parallel,
using RAM-disks (essential on a one floppy only computer) you end up
using it all.

>The best kludge involves using a PC BUS MOUSE but those are hard to
>find.

I had a feeling they have become more popular again. I've got a bus mouse
with extra buttons for scrolling etc last year for my pc.

>There weren't all that many products released using the ST slot,
>mostly hardware enhancements, not many games or software.

>There were others, you get the idea.

Not to forget all various dongles for Cubase, Notator, Masterscore, etc
incl extra functions for sync, midi etc.

Also video digitizers and CD ROM drives and lately Ethernet network uses
the cartridge port.

>Network- NO
>
>There's no easy way to put the STe on a PC network

Actually I would answer yes! Remember that Atari systems use very little
RAM. A 19200 bps nullmodem tcp/ip link _is_ usefull to transfer files to

and from a pc. Remember when 2400 bps was the standard??

I have not tried it myself but a ST should be fairly easy to speed up the serial port to 38400 bps by some simple harware mod. This equals a 28800 modem that lots of people found very quick 5 years ago.

>I do think I remember hearing about someone working on an ethernet
>cartridge, probably from Germany, and probably VERY EXPENSIVE, if they

Yes and he sold a lot of them for a fair price. I paid something like US$ 65 inkluding everything 1 1/2 years ago. Unfortunately he can't sell any more as the Genius Pocket Adaptor is out of production.

>However, just like memory, remember that EVERY ST program ever written
>would probably all fit on a 1/2 GB hard drive with lots of room to
>spare.

Hm, I have a 1 GB drive full off stuff here...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7194. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 10:27:55 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aaofvb$sb6$2@nets3.rz.RWTH-Aachen.DE>
Source record: 3846

In article <20020501.7451090@mis.configured.host>,
Reizla <reizla.NOSPAM@xs4all.nl> wrote:
>> However, just like memory, remember that EVERY ST program ever written
>> would probably all fit on a 1/2 GB hard drive with lots of room to
>> spare.
>
>Hmm, the standard 540Mb limit (1024 cylinders) I suppose. I've seen a
>program for older PC's to get past that one, perhaps it is available for
>the ST as well?

The ST does not know anything about "cylinders", only logical block numbers.
The only problem is that ACSI can only use 21 bit block numbers, limiting
disc size to 1GB when using a standard ACSI-SCSI host adapter with an old
driver.

This can be overcome with some combinations ACSI host adapters and newer
drivers.

cu
Michael

7195. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 13:25:24 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <E0Sz8.806$U61.206463@news11-gui.server.ntli.net>
Source record: 3847

Hello.

"Reizla" <reizla.NOSPAM@xs4all.nl> wrote in message
news:20020501.7451090@mis.configured.host...
Op 01-05-2002, 01:14:05, schreef Bob Retelle <bobr1@provide.net> over het
Re: 1024STe memory.:

> Mouse- it's FAR better to find an actual ATARI ST mouse. There ARE
> ways to use PC mice, but they are usually not all that successful.

Yeah, right. I've seen a 2nd hand mouse in the UK... 20 Pound! For that
amount I can order the convertor from the guy in New Sealand and have a
PC mouse...

That's secondhand refurbished if you're talking about Keychange and that
includes UK Special Delivery postage.

Yes, you can order the convertor from NZ.

Don't forget to add postage and currency charges, as discussed here
recently.

Then post to let us know the total>

Barrie at Keychange. www.keychange.co.uk

7196. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 14:57:44 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd04ee4446730@madasafish.com>
Source record: 3703

Hi Barrie,

>Then post to let us know the total>

I bought mine as soon as I saw it available, from Criss
Crosskey. Not sure if he still stocks them or whatever. I also
bought a mouse for it, only ï¿½1 IIRC!
--
Lyndon Amsdon

7197. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 14:59:48 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd04ee4446731@madasafish.com>
Source record: 3704

Hi Derryck

>>Adspeed sold vey well, someone should have the drivers here.
>
>Shouldn't need any software, isn't it controlled with a switch?

It's mapped into memory map, so I assume only way to change it
is to send some data to it. It was somewhere in the middle of
the ST chip registers, up at the top end of the memory map. I
remember it collided with IDE, but didn't give compatibilty
problem I don't think.
--
Lyndon Amsdon

7198. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 16:22:43 UTC
From: Zedd <news@thekeep.xs4all.nl>
Message-ID: <Xns9201BAEEE7FAnewsthekeepxs4allnl@194.109.6.74>
Source record: 3849

<derryck@.NO~SPAM~cix.co.uk> wrote in
news:1020245188-528498AEicMi@ntlworld.com:

> From: Zedd <news@thekeep.xs4all.nl>
> Date: 30 Apr 2002 14:27:09 GMT
>
>>I didn't see your suggestion before, but I tried it right now. They
>>don't have much on their site, so I dropped them an e-mail.
>>Now I have to wait for an answer.
>
> Fingers crossed...
>

I got a response from Cortex. With v2.0 of the drivers included. I just
tried them. And it works GREAT. I'm running in 1024x960 on a SM146. It also
supports things like hardware zoom and virtual desktop.

It's a very nice card. I wish I had it 10 years ago....

Now I'll connect my TTM194 (TT-hires) to see what I can get out of that
one.

Thanks to you all for helping me out here!

Greetings,
Zedd.

7199. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 18:53:22 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aapdj2$3gv$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3850

In article <1fbicvc.1li76361tc6v5cN%northstar2010@_del_ete_yahoo.no>,
Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:
>> There *are* plug-in cards: the Magnum ST
>
>But wasn't it determined in this group a while back that they're no
>longer available?

Correct (unless you want to come here and pick one up, I might be able to
dig out some of them).

However, the point was to refute the statement that such a thing was
impossible to build.

cu
Michael

7200. 1.44Mb drive blues...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 19:44:35 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020501.19443530@mis.configured.host>
Source record: 3701

I think something went wrong upgrading my 1040STe drive to 1.44Mb...

I followed the schematics as they were. Find the WD1772-02-02 pin. Find the 16Mhz from Pin 2 on the 144-pin processor. Loosen the pin on the WD1772-02-02 and connect the hole from the 144-pin processor to the pin from the WD1772-02-02.

All went well, and then..? For some reason I'm not able to read/format the 1.44 drive.

I used an old Mitsumi drive for tis purpose, and I switched it to drive 0 (a very old drive, but it works). Then I connected the media-change pins as described and the HD switch with pin 2.

The overall result? The drive is recognised by my 1040STe (I get an format option) but inserted disks are not read, and can't be formatted.

Any hints?

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

7201. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 19:47:10 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020501.19471085@mis.configured.host>
Source record: 3702

Op 01-05-2002, 15:25:24, schreef "Barrie at Keychange"
<barrie@keychange.co.uk> over het thema Re: 1024STe memory.:

> > Mouse- it's FAR better to find an actual ATARI ST mouse. There ARE
> > ways to use PC mice, but they are usually not all that successful.

> Yeah, right. I've seen a 2nd hand mouse in the UK... 20 Pound! For that
> amount I can order the convertor from the guy in New Sealand and have a
> PC mouse...

> That's secondhand refurbished if you're talking about Keychange and that
> includes UK Special Delivery postage.

I'm not living in the UK, so I suppose you'll add postage as well. But
then again. 20 pounds (postage included) is quite a lot of money for an
old mouse (don't know if I saw the mouse on your site or someone else's).

> Yes, you can order the convertor from NZ.

> Don't forget to add postage and currency charges, as discussed here
> recently.

> Then post to let us know the total>

I'm not sure how much that'll be, but I'm considering it. If I've ordered
it (and my Atari lives to see the light after the 1.44 blues), I'll let
you know.

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

7202. Re: 1.44Mb drive blues...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 20:20:48 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd04ee4446732@madasafish.com>
Source record: 3705

Hi Reizla,

>The overall result? The drive is recognised by my 1040STe (I get an
>format option) but inserted disks are not read, and can't be formatted.

Ok, take your WD back to 8MHz by connecting the clock pin to
where you pulled it up from, out of the board. Try using a DD
dick, it should work, if not, your floppy drive has problems.
--
Lyndon Amsdon

7203. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 20:23:18 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd04ee4446733@madasafish.com>
Source record: 3706

Hi Michael,

>Correct (unless you want to come here and pick one up, I might be able to
>dig out some of them).

Would they consider giving the VHDL code away? I now working
with VHDL with CPLDs and FPGAs and that would be useful, but I
would fully understand if they didn't want to.

Thanks.
--
Lyndon Amsdon

7204. Re: FA: Genius LAN pocket adapter (UK)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 21:26:33 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1020359469.29499.0@eurus.uk.clara.net>
Source record: 3713

Hi Elliot

| > You forgot the Annual, fornication of a virgin ceremony and the monthly
| > sacrifice of a new club member to the god of Atari, ceremony.
|
| Do I have to be a virgin? as we may have some problems there.

The new member bit would qualify yourself, as few newbies admit to being cherries anyway!!, except for James that is, its mentioned on his business card in the local phone boxes..

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

7205. Re: 1.44Mb drive blues...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 21:31:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1020359472.29499.1@eurus.uk.clara.net>
Source record: 3715

Hi Reizla

I think something went wrong upgrading my 1040STe drive to 1.44Mb...

I followed the schematics as they were. Find the WD1772-02-02 pin. Find the 16Mhz from Pin 2 on the 144-pin processor. Loosen the pin on the WD1772-02-02 and connect the hole from the 144-pin processor to the pin from the WD1772-02-02.

All went well, and then..? For some reason I'm not able to read/format the 1.44 drive.

And what happens when you revert to the origonal state??.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

7206. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 21:33:04 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1020359474.29499.2@eurus.uk.clara.net>
Source record: 3714

Yo!, Dezza

| >Adspeed sold vey well, someone should have the drivers here.
|
| Shouldn't need any software, isn't it controlled with a switch?

Tsk Tsk, this is how we met!!.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

7207. Re: Atari ST 2 meg with no memory ??

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-01 22:35:19 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <evq0dugkpibs63f4htncuc7vsghrb0hd3t@4ax.com>
Source record: 3707

You guys are right after checking it out more it does recognize the
524K but not the Xtra Ram deluxe 2 MB that I paid 200 bucks for from
Toad .
I was booting it with my Neodesk 4 boot disk and it bombs with a
insufficient RAM error. Well there does not seem to be any thing wrong
with the XTra Ram thingie at least visually. I reseated the simms and
made sure the cables were tight. Anything I else I should check ?
supposedly that was one of the good Ram upgrades as far as quality.

None of my good proggies run on half a meg :(

Thanks for all the help atarikid@cox.net

On Tue, 30 Apr 2002 00:50:10 +0100 (BST), "Lyndon Amsdon"
<bindon@madasafish.com> wrote:

>Hi,
>
>>What do you mean by "no memory"?
>>
>>Without memory, the machine would not boot at all.
>
>That is true, if something appears on screen then it must have
>memory. Try something like Profile 2, or Sysinfo, to see what
>RAM you have. On my website there is some memory testers, under
>hardware section.
>
>Thanks.

7208. Re: 1.44Mb drive blues...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-02 07:21:25 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020502.7212531@mis.configured.host>
Source record: 3708

Op 01-05-2002, 22:20:48, schreef "Lyndon Amsdon" <bindon@madasafish.com>
over het thema Re: 1.44Mb drive blues...:

> Hi Reizla,

Alex that is... Reizla is just a handle... ;-)

> >The overall result? The drive is recognised by my 1040STe (I get an
> >format option) but inserted disks are not read, and can't be formatted.

> Ok, take your WD back to 8MHz by connecting the clock pin to
> where you pulled it up from, out of the board. Try using a DD
> dick, it should work, if not, your floppy drive has problems.

Want to laugh? I've taken an other drive from an old PC I have (I have 3
old PC's, thus 3 drives, but I didn't get this one because it was tightly
screwed to the case), re-jumpered the drive-select and plugged it in...

The most funny part of this all is that the drive is from an unknown
brand (Alps Electric Co. Ltd). So now it's time to get the button on the
case of the 1040STe and re-solder the connections so that I have a
720/1440Kb drive available.

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

PS. This is my 1st self done hardware hack ever!

7209. Re: 1.44Mb drive blues...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-02 09:01:42 UTC
From: vdjole@EUnet.yu
Message-ID: <aaqv9j$9kb$1@news.eunet.yu>
Source record: 3709

On 1 May 2002 19:44:35 G, Reizla wrote:

>I think something went wrong upgrading my 1040STe drive to 1.44Mb...
>I followed the schematics as they were. Find the WD1772-02-02 pin. Find
>the 16Mhz from Pin 2 on the 144-pin processor. Loosen the pin on the
>WD1772-02-02 and connect the hole from the 144-pin processor to the pin
>from the WD1772-02-02.
>
>All went well, and then..? For some reason I'm not able to read/format

I do not have a STe but, if I remember correctly what I have read somewhere, 16MHz signal is not "clean" on this machine and it is much better to use a separate 16MHz oscillator for the floppy. Besides, AFAIK at least the MEGA Ste has to have a certain version of a GAL chip in order to be able to use HD disks directly- I do not know if STe has this capability or you just made a small one-chip or two-chip 2:1 multiplexer board to switch from 8MHz to 16MHz and vv.

Speaking from experience with a MegaST, hoping that it applies to a STe:

- In order to use a HD floppy, step rate has to be changed (by software) to 6ms; with a doubled clock for WD1772 it will become the correct 3ms again; otherwise you end up with 1.5ms step rate for HD floppies which the drive can not reliably follow (warning: with 6ms step rate and DD floppies you get an awful but harmless noise from the drive).

- One can not boot from a HD floppy unless there is a special boot sector on it, with a routine that sets the step rate immediately.

>I used an old Mitsumi drive for tis purpose, and I switched it to drive
>(a very old drive, but it works). Then I connected the media-change pins
>as described and the HD switch with pin 2.

You should check with a voltmeter whether HD-detect for that particular drive is active HIGH or LOW. Some drives output this and some that, and it may be the opposite of what the HD circuit expects. Also, on some drives you have to set a jumper in order to get any output on pin2 at all.

cu;

7210. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-02 11:28:43 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <ss72dusu9un9jao7f1j5mjh0pm6boqo5sn@4ax.com>
Source record: 3710

On 1 May 2002 10:19:07 GMT, michaels@ccac.rwth-aachen.de (Michael
Schwingen) wrote:

>In article <sq6ucu8h61lg2g20of9m7o071i6bjh3q0n@4ax.com>,
>Bob Retelle <bobr1@provide.net> wrote:
>>
>>This is a hardware limitation due to the number of address lines on
>>the Memory Management Unit chip used in the system. There is NO EASY
>>way to increase the RAM address space. (There were some hacks
>>developed but they involved more than just plugging in a card.)
>
>There *are* plug-in cards: the Magnum ST (requires a socketed CPU) and the
>Magnum STE are plug-in and require no soldering (except the DIL CPU socket
>and one cable if the machine does not already have TOS 2.06 in case of the
>ST, none on the STE).
>

Unfortunately I don't consider a kludge that plugs into the CPU socket
via pins sticking out the bottom of the board as a "plug-in card".

If this is how the Magnum ST operates, I'd have a lot of trouble
trusting it.

The only memory upgrade (standard 4Meg) I ever used that I considered
reliable required you to solder a small pc board to the BOTTOM of the
motherboard, under the CPU socket. Still a kludge, but at least a
reliable kludge.

The first "plug-in" memory upgrade I used came with a piece of string
to tie the board down so it would stay in the CPU socket. I ended up
keeping the screws out of the computer case so I could easily pop the
top of the cover off and press the board back down into the socket
when it "migrated" back up out of the socket. Oh- it also came with
some pieces of double-sided "sticky tape" to help keep the board from
wandering around inside the case. Maybe the Magnum ST is improved.

>>Because of that, they did not make their computers easy to expand, and
>>in a few cases actually took action to prevent users from doing it
>>themselves. Only the last couple of "official" Atari computers had
>>any kind of expansion abilities included, and those were almost
>>useless in the "real world".
>
>At least the MegaST, MegaSTE, TT and Falcon had expansion slots that could
>be used for quite a range of additional hardware. The original ST was quite
>"closed".

Yes, the higher level Atari computers DID have a true expansion slot,
so Atari could tout that in its advertising.

However, a 3U VME slot was almost useless for most computer owners.

The few specially designed Atari related VME boards were VERY
expensive, and VERY FEW of those "thousands of available VME boards"
(the argument Atari itself used) were of any use to the typical Atari
owner.

In all my discussions with Atari people, none of them could ever tell
me WHY they went with VME instead of a more useful expansion bus like
ISA. The best any of them ever could do was that they wanted
something that was different from what IBM PCs had.

That's great if you do high-speed data collection with your computer,
or need to control a Wide Area Network (things well represented by the
VME community), but not very useful for the average Atari computer
owner.

Sorry- just some cranky old memories dredged up.

>
>cu
>Michael

BobR

7211. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-02 12:40:08 UTC
From: <>
Message-ID: <1020411676-109945AEicMi@ntlworld.com>
Source record: 3722

From: Zedd <news@thekeep.xs4all.nl>
Date: 1 May 2002 16:22:43 GMT

>> Fingers crossed...
>>
>
>I got a response from Cortex. With v2.0 of the drivers included. I just
>tried them. And it works GREAT. I'm running in 1024x960 on a SM146. It also
>supports things like hardware zoom and virtual desktop.

Great, that's a result for you! :-)

>Now I'll connect my TTM194 (TT-hires) to see what I can get out of that
>one.

I'm still trying to remember the name of the A4 portrait monitor that Titan
used to sell to go with this card!

Cheers

Derryck
--

```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```

derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7212. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-02 15:57:12 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aarnko$5vq$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3711

In article <3cd04ee4446733@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>Would they consider giving the VHDL code away? I now working
>with VHDL with CPLDs and FPGAs and that would be useful, but I
>would fully understand if they didn't want to.

The design was done in MachXL, not VHDL. I can ask Uwe, but I guess no.

cu
Michael

7213. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-02 16:03:21 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <aaro09$5vq$2@nets3.rz.RWTH-Aachen.DE>
Source record: 3712

In article <ss72dusu9un9jao7f1j5mjh0pm6boqo5sn@4ax.com>,
Bob Retelle <bobr1@provide.net> wrote:
>
>Unfortunately I don't consider a kludge that plugs into the CPU socket
>via pins sticking out the bottom of the board as a "plug-in card".
>
>If this is how the Magnum ST operates, I'd have a lot of trouble
>trusting it.

It does - The board has precision-machined pins on the bottom that are made
just for the purpose of being plugged into a precision DIL socket, and I can
assure you that they give good contact - much better than some 4MB cards
that plugged directly into the PLCC socket of the MMU chip, ruining the pins
of the socket.

>The only memory upgrade (standard 4Meg) I ever used that I considered
>reliable required you to solder a small pc board to the BOTTOM of the
>motherboard, under the CPU socket. Still a kludge, but at least a
>reliable kludge.

Huh? What's the difference if you solder on top of the CPU or on the bottom
side?

Doing it on the top side makes it easy to plug the board under the CPU in
case it is already socketed, and otherwise you can simply solder a DIL
socket on top of the CPU, which is easy, fast and reliable.

>The first "plug-in" memory upgrade I used came with a piece of string
>to tie the board down so it would stay in the CPU socket. I ended up

Sure you are talking about the CPU? That one is not even socketed in a
normal ST.

cu
Michael

7214. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-02 17:11:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd173963b53d0@madasafish.com>
Source record: 3725

Hi Michael,

>>Would they consider giving the VHDL code away? I now working
>>with VHDL with CPLDs and FPGAs and that would be useful, but I
>>would fully understand if they didn't want to.
>
>The design was done in MachXL, not VHDL. I can ask Uwe, but I guess no.

OK, no problem then, as porting a design from Mach XL might be
as difficult as designing my own. I have some example codes in
VHDL for DRAM controlling.

Thanks anyway.
--
Lyndon Amsdon

7215. Apple scsi with Atari ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-02 20:05:49 UTC
From: slax <atarimaestro@yahoo.com>
Message-ID: <sn63dukdim84itlgne2vvk094im636lv32@4ax.com>
Source record: 3716

I have a Apple Scsi 350 MB 3.5 HD from 1994. I was wondering what kind
of connection or case I would need to connect it to my ST. I need an
external case right ? I need an adapter from Scsi 1 to Acsi ? and
Drivers I imagine. Any thoughts where to get the components ?
Can I use this Hard Drive ?

Thanks Sean,

7216. Re: Atari ST 2 meg with no memory ??

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-02 21:28:02 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1020376247.9134.0@eurus.uk.clara.net>
Source record: 3717

Hi atarikid

| You guys are right after checking it out more it does recognize the
| 524K but not the Xtra Ram deluxe 2 MB that I paid 200 bucks for from
| Toad .
| I was booting it with my Neodesk 4 boot disk and it bombs with a
| insufficient RAM error. Well there does not seem to be any thing wrong
| with the XTra Ram thingie at least visually. I reseated the simms and
| made sure the cables were tight. Anything I else I should check ?
| supposedly that was one of the good Ram upgrades as far as quality.

Something is odd here, most memory expansions require the internal memory be disabled, there were some mods that allowed 2 1/2 meg , utilising the on-board 1/2 meg and the expansion 2 meg, but that required a small TSR to switch it in, i should ask questions along this line.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

7217. Re: Atari ST 2 meg with no memory ??

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-03 00:14:41 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3CD1D671.FC7503C5@qnet.com>
Source record: 3718

Steve Sweet wrote:

> Hi atarikid
>
> | You guys are right after checking it out more it does recognize the
> | 524K but not the Xtra Ram deluxe 2 MB that I paid 200 bucks for from
> | Toad .
> | I was booting it with my Neodesk 4 boot disk and it bombs with a
> | insufficient RAM error. Well there does not seem to be any thing wrong
> | with the XTra Ram thingie at least visually. I reseated the simms and
> | made sure the cables were tight. Anything I else I should check ?
> | supposedly that was one of the good Ram upgrades as far as quality.
>
> Something is odd here, most memory expansions require the internal memory be
> disabled, there were some mods that allowed 2 1/2 meg , utilising the
> on-board 1/2 meg and the expansion 2 meg, but that required a small TSR to
> switch it in, i should ask questions along this line.
>
> --
>
> Steve. S.

Steve,

With the Xtra-RAM you are able to get 2 1/2 megs without a the TSR as long as you dont have the 100109 MMU. If you do you needed to replace it. There are other memory upgrades that use 2 1/2 megs also with out a TSR. I know the Zubair, Newell, Xtra-RAM deluxe, and the Tech-specialities memory upgrade did 2 1/2 mes with out a TSr accourding to the manuals.

Don

7218. Re: Atari ST 2 meg with no memory ??

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-03 00:19:31 UTC
From: slax <atarimaestro@yahoo.com>
Message-ID: <3cl3du09079rqmvcuv4fov5ldvr2mstivj@4ax.com>
Source record: 3719

On Thu, 2 May 2002 22:28:02 +0100, "Steve Sweet"
<stevesweet@freeuk.com> wrote:

Steve,
I never used a TSR or boot loader with this upgrade. I opened it up
and checked it out. The Ram upgrade card with the Simm slots
is glued to the side of the interior and two cables come off from it,a
13 pin and a 10 pin.
The 13 pin goes to the center of the Mainboard near the CPU and has a
square little board attached beneath with pins on three sides. I
removed this and carefully pushed it back in place.
The 10 pin cable goes to the right of the board and is attached to a
little card that has a long chip on it.(Inside a box)This chip is
attached to the mainboard. I removed this card with a chip puller and
blew the dust and reseated the pins carefully.
Additionally there is one ground wire soldered to a little aluminium
box on the edge of the mainboard.So I reseated the simms, replugged
the cables,and reseated the connections to the board. Still the same
amount of memory is shown 524,288K I think. There was no
software sent with this upgrade. It's been several years stuck in my
mother's garage, but it was boxed nicely. I do know how to
troubleshoot PC's, but my ol Atari i'm kinda lost.It was I think Xtra
Ram Deluxe upgrade.

BUD

>
>Something is odd here, most memory expansions require the internal memory be
>disabled, there were some mods that allowed 2 1/2 meg , utilising the
>on-board 1/2 meg and the expansion 2 meg, but that required a small TSR to
>switch it in, i should ask questions along this line.

7219. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-03 03:29:56 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <lh04du4flhrqb0iga6phb4ck24l5u64q17@4ax.com>
Source record: 3720

On 2 May 2002 16:03:21 GMT, michaels@ccac.rwth-aachen.de (Michael
Schwingen) wrote:

>In article <ss72dusu9un9jao7f1j5mjh0pm6boqo5sn@4ax.com>,
>Bob Retelle <bobr1@provide.net> wrote:
>>
>>Unfortunately I don't consider a kludge that plugs into the CPU socket
>>via pins sticking out the bottom of the board as a "plug-in card".
>>
>>If this is how the Magnum ST operates, I'd have a lot of trouble
>>trusting it.
>
>It does - The board has precision-machined pins on the bottom that are made
>just for the purpose of being plugged into a precision DIL socket, and I can
>assure you that they give good contact - much better than some 4MB cards
>that plugged directly into the PLCC socket of the MMU chip, ruining the pins
>of the socket.
>
>>The only memory upgrade (standard 4Meg) I ever used that I considered
>>reliable required you to solder a small pc board to the BOTTOM of the
>>motherboard, under the CPU socket. Still a kludge, but at least a
>>reliable kludge.
>
>Huh? What's the difference if you solder on top of the CPU or on the bottom
>side?
>
>Doing it on the top side makes it easy to plug the board under the CPU in
>case it is already socketed, and otherwise you can simply solder a DIL
>socket on top of the CPU, which is easy, fast and reliable.
>
>>The first "plug-in" memory upgrade I used came with a piece of string
>>to tie the board down so it would stay in the CPU socket. I ended up
>
>Sure you are talking about the CPU? That one is not even socketed in a
>normal ST.
>
>cu
>Michael

Yes, you're right- sorry, I was talking about the MMU socket.

It's too bad the corporate mentality at the time didn't give us
anything better to work with. Atari wasn't the only one, Amiga and
Mac weren't any more "open" than the STs were at the time.

While I was never very satisfied with the long-term reliability of many of the solutions, I do have the utmost respect for the creative people who have found ways around that corporate mentality and gave us capabilities Atari never dreamed of.

One Atari rep actually told me they never imagined anyone would ever require more than 1 Meg of memory, so making the MMU with enough address lines to do 4 Megs was seen as a "gift" to the users.

I know he's most likely not still around, but I wonder what he'd think of the Magnum ST board.

BobR

7220. Re: Apple scsi with Atari ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-03 06:30:41 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CD22E91.1090001@seimet.de>
Source record: 3721

slax wrote:

> I have a Apple Scsi 350 MB 3.5 HD from 1994. I was wondering what kind
> of connection or case I would need to connect it to my ST. I need an
> external case right ? I need an adapter from Scsi 1 to Acsi ? and
> Drivers I imagine. Any thoughts where to get the components ?
> Can I use this Hard Drive ?

Most likely you can connect this drive like any other SCSI drive. In
this case a host adapter like the ICD Link or (better) the LINK96/97 is
required.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7221. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-03 08:01:13 UTC
From: Zedd <news@thekeep.xs4all.nl>
Message-ID: <Xns920365B663634newsthekeepxs4allnl@194.109.6.74>
Source record: 3723

<derryck@.NO~SPAM~cix.co.uk> wrote in
news:1020411676-109945AEicMi@ntlworld.com:

>
> I'm still trying to remember the name of the A4 portrait monitor that
> Titan used to sell to go with this card!
>

This is the list of special monitors in the software. Should be one of them
I guess.

Samsung A4
Samsung CAD
Hitachi MM2136
Wyse WY790
Qume QM885
NEC Monograph

Zedd.

7222. Re: Looking for drivers for Reflex 1024 and ADspeed

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-03 09:56:18 UTC
From: <>
Message-ID: <1020522798-98004AEicMi@ntlworld.com>
Source record: 3729

Hi Steve,

>| >Adspeed sold vey well, someone should have the drivers here.
>|
>| Shouldn't need any software, isn't it controlled with a switch?
>
>Tsk Tsk, this is how we met!!.

That's right, now you mention it :-)
Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7223. Re: STe ROM/EPROM types

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-03 14:37:30 UTC
From: DSF <dsf@abc.com>
Message-ID: <KgxA8.663$n3.144@nwrddc01.gnilink.net>
Source record: 3724

Depending on the type of EPROMs your going to use in the STe, there are some jumpers you need to configure. Since TOS 2.06 is 256K bytes in size, it can be split across two 27C010's (or a 128K x 8 equivilant EPROM).

From the STe schematic, here are the jumper settings:

Jumper W102 pins to be jumpered
27256 Don't Care
27512 2 and 3
571001/27C1000/531000 2 and 3
27010/571000/27C1001 1 and 2

Jumper W103 pins to be jumpered
27256 1 and 2
27512 2 and 3
571001/27C1000/531000 2 and 3
27010/571000/27C1001 1 and 2

Jumper W104 pins to be jumpered
27256 Not connected
27512 Not connected
571001/27C1000/531000 2 and 3
27010/571000/27C1001 1 and 2

To aid in indentifying the jumpers (I don't know if the silk screen is there or not to label them) here is what pin is connected to what:

W102
Pin 1 to GND
Pin 2 to pin 24 U103 (ROM chip)
Pin 3 to U100 pin 48 (68000 A17)

W103
Pin 1 to VCC (+5V)
Pin 2 to pin 3 of U102 and U103 (both ROM chips)
Pin 3 to U100 pin 49 (68000 A18)

W104
Pin 1 to U100 pin 48 (68000 A17)
Pin 2 to pin 2 of U102 and U103 (both ROM chips)
Pin 3 to GND

You should have everything there to help develop a mod.

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message news:1fbb41n.gktxr91d4qq0wN%northstar2010@_del_ete_yahoo.no...
> I'm currently trying to find some more information about some EPROM and

> ROMs suitable for use with the Atari STe as I was thinking of adding
> this information to my TOS 2.06 user-guide.
>
> The schematics list up several ROM types, and several different jumper
> settings for them. What confused me are the two following groups of
> ROMs:
>
> 571001
> 27C1000
> 531000
>
> 571000
> 27C1001
> 27010
>
>
> The "Chips'n'chips" HYP guide as well as my experience when digging
> around for information explains that there's no consitency of the
> pinouts for the 27010 and 271000 EPROMs.
> Depending on the manufacturer the signals of pins 2 and 24 can be
> exchanged ("OE" and "A16").
>
> So it's apparently not enough to know the number of the ROM, to
> determine its jumper setting. Seeing that the 53100, 571000 and 571001
> chips are pre-programmed ROMs as opposed to EPROMs and there hasn't been
> any mention of pin swapping for these I take it to be safe to start with
> them as the correct pinouts for each jumper setting.
>
> The problem is that there doesn't seem to be any consistency here
> either, to make the confusion even worse...
>
>
> I've used IC-master (http://www.icmaster.com) to get pinout information,
> but in order to figure out if the information I have is wrong or not it
> would help with a second (and possible also a third) source of similar
> information. That way I could see if the information from Atari or the
> pinout information is the source of my problems.
>
> As far as I remember, the listing would add up correctly if it was as
> follows:
>
> 571000 (not 571001 as previously listed)
> 27C1000
> 531000
>
> 571001 (not 571000 as previously listed)
> 27C1001
> 27010
>
> It looks like Atari might have exchanged two ROM types in their

> schematic diagram, but I'm still not sure.
>
> Anyone have any views on this and/or can direct me to other websites
> with pinouts for ROM/EPROMs?
>
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

7224. Re: Atari ST 2 meg with no memory ??

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-03 15:48:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd2bcbc3ad00@madasafish.com>
Source record: 3726

Hi,

>I do know how to
>troubleshoot PC's, but my ol Atari i'm kinda lost.It was I think Xtra
>Ram Deluxe upgrade.

Yes, that was the Xtra RAM Deluxe. Have you tried using just a
couple of simms? I can't remember the banks now, but if you
play around it should work. Is there some soldered wires on the
motherboard near the PSU, conencted to some resistors? If so,
the bank on the ST would have been disabled. Don't use 2.5MB!
I once tried it on my STE, and some games refused to work. 4MB
or 2MB was fine though.
--
Lyndon Amsdon

7225. Re: Atari ST 2 meg with no memory ??

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-04 02:38:42 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3CD349B2.91776C73@qnet.com>
Source record: 3727

Lyndon,

Lyndon Amsdon wrote:

> Hi,
>
> >I do know how to
> >troubleshoot PC's, but my ol Atari i'm kinda lost.It was I think Xtra
> >Ram Deluxe upgrade.
>
> Yes, that was the Xtra RAM Deluxe. Have you tried using just a
> couple of simms? I can't remember the banks now, but if you
> play around it should work. Is there some soldered wires on the
> motherboard near the PSU, conencted to some resistors? If so,
> the bank on the ST would have been disabled. Don't use 2.5MB!
> I once tried it on my STE, and some games refused to work. 4MB
> or 2MB was fine though.
> --
> Lyndon Amsdon

The 2.5mb works on the Xtra RAM deluxe and work well. Ive used it on a few systems without any problems. According to Manual the Deluxe as not to be used in a STM due to the size of the deluxe upgrade. It may be a Xtra-RAM or Xtra-RAM+2

Don

7226. Re: Atari ST 2 meg with no memory ??

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-04 09:30:36 UTC
From: Daniel Pettersson <tam@dataphone.se>
Message-ID: <Pine.GSO.4.31.0205041127560.18313-100000@nikson.dataphone.se>
Source record: 3728

On Fri, 3 May 2002, Lyndon Amsdon wrote:

> Don't use 2.5MB!
> I once tried it on my STE, and some games refused to work. 4MB
> or 2MB was fine though.

That's different as the STE interprets 2.5 MB as 4 MB, so you need a small
software hack (set som registers and reboot) in order for it not to crash.

daniel

7227. FS. Falcon and Portfolio.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-04 16:00:21 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <TzTA8.3122$9W4.1222118@news6-win.server.ntlworld.com>
Source record: 3730

Hello.

Portfolio with accessories also C-Lab Falcon Mk1 for sale.

Email for details. Sell complete or will split if all sold.

Barrie at Keychange www.keychange.co.uk

7228. FS Reflex card and FSP card.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-04 16:08:33 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <IHTA8.3153$9W4.1230404@news6-win.server.ntlworld.com>
Source record: 3731

Hello.

Reflex 1024 card and STE adaptor.

Mega ST FSP card.

Sensible offers.

Barrie at Keychange. www.keychange.co.uk

7229. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 00:00:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <12ce97f0228d10@madasafish.com>
Source record: 3744

Hi Michael,

>It is. Doing this on a 2-layer PCB might prove difficult - for a one-off
>project, you might get around to wire VCC and GND with solid wires, at least
>in some areas.
>
>Or make a proper layout for VCC and GND, put in as much signals as you can
>get, and wire the rest.

Yeah, I can get down to 2 tracks between each 0.1" pad spacing,
but it's still very difficult. I'd rather not wire too much.
I'm going to try with a 68000, as I can first program the CPLD
for 8MHZ mode, then built up, remembering not to go over about
100 versions as they loose their ability to be reprogrammed soon
after. Once I'm confident with CPLDs, I can get on with other
projects, perhaps using a 68030.
--
Lyndon Amsdon

7230. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 02:22:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd4977a6fcd0@madasafish.com>
Source record: 3748

Hi Bob,

> After the
>desktop appears, the internal drive light on the keyboard flashes dimly,
>about once per second.

That's normal.

>Anyone have have ideas as to the problem? I know both drives are good,
>they work with a 1040STfm.

Does the icon appear on desktop? It could be a blown floppy
controller, or yamaha sound chip that is used select a few
signals on the disk drive.
--
Lyndon Amsdon

7231. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 03:59:26 UTC
From: Dennis Vermeire <dennis.vermeire@gmx.net>
Message-ID: <1020576230-45647AEicMi@gmx.net>
Source record: 3732

From: Reizla <reizla.NOSPAM@xs4all.nl>
Date: Wed, 01 May 2002 07:45:10 GMT

Hi,

>Yeah, right. I've seen a 2nd hand mouse in the UK... 20 Pound! For that
>amount I can order the convertor from the guy in New Sealand and have a
>PC mouse...

Depending on where you're located in Holland, it might be worthwile to make a daytrip to Germany and visit the Peter Denk Atari shop. They've developed a keyboard & mouse convertor which is far more sophisticated and even works with the new bunch of IR mouses and keyboards. The convertor, new mouse and keyboard costs 44 Euro. Shipping to Holland is 4.95 Euro.

Peter Denk has the largest stock of used Atari hardware and software in Germany, it's like the cave of Ali Baba :-)
If you're looking for i.e the Magnum 16Mb memory expansion, this is the best place to find it. If what you're looking for is currently out of stock they will put you on a waiting list and notify you when the wanted goods are available....

Check out http://www.atari-fachmarkt.de , you can also subsctibe to a weekly mailinglist there which keeps you up to date of what's new...

Cheers from Belgium
Dennis
--

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/ /_/ / / /_/ / / /
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.compulink.co.uk
http://www.cix.co.uk/~derryck/index.htm

7232. Riebl ethernet card + MagnumST card together?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 08:27:48 UTC
From: d.w.vanderburg@student.tudelft.nl
Message-ID: <1e582fb0.0205050027.5a92e2bd@posting.google.com>
Source record: 3733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I would like to know if it is possible to use a Riebl ST ethernet board together with a MagnumST card in a Mega ST 4? (The magnumST card is a 8MB (in my case) memory expansion set which uses SIMM memory + TOS 2.06 upgrade). Both are connected onto the Mega Bus. I'm afraid that both cards want to use some overlapping memory area between 4MB and 14MB because the system won't boot (black screen) if I turn it on with both cards (with one card it's OK).

best regards,
Dennis

7233. Re: More 1.44 drive blues...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 12:15:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd522aa6b6a90@madasafish.com>
Source record: 3735

Hi Reizla,

>But when I close the cover of the 1040STe and reboot it, the drive isn't
>detected anymore?!?!?

Sounds like a short to shielding, try leaving that out? Perhaps
when you screw floppy in place, the ribbon cable is bent and not
quite making a good contact with connector?
--
Lyndon Amsdon

7234. More 1.44 drive blues...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 16:40:21 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020505.16402149@mis.configured.host>
Source record: 3734

Okay, as told. I found the right 1.44Mb drive to work with the 1040STe.
Now there's a new problem...

When I connect the drive to the 1040STe, nothing's wrong. I can read the
drive (track 0), and write it when I've loaded STEP_HD.PRG. Just like all
should be...

But when I close the cover of the 1040STe and reboot it, the drive isn't
detected anymore?!?!?

Anyone has a clue on this problem?

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

7235. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 17:23:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd56a9654bd10@madasafish.com>
Source record: 3750

Hi Bob,

>Nothing appears on the desktop. I get the menu across the top, but no
>icons. Most of the menu selections are grayed out.
>
>Are the chips obtainable?

I might have a WD somewhere, and a yamaha but chances are they
are soldered on some old ST board. Yours will also be soldered.
Unless you can use a soldering iron, you may be stuck. Where
are you in the world? Whats likely to stop the icons appearing,
YM or WD dead, anyone? The YM sometimes gets blown from
printers. IIRC hewlett and packard used to draw a lot of current
from the unbuffered printer port.
--
Lyndon Amsdon

7236. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 17:40:38 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd56e9a3e2630@madasafish.com>
Source record: 3741

Hi Michael,

>The problem in small CPLDs like a Mach210 is that you have to use
>asynchronous logic for some signals to get the right timing, since a fully
>synchronous design does not fit and/or is too slow for the device.

I will be targetting the Altera Max 7000. I'm using one of the
larger ones, as I need a lot of I/Os, I'm going to throw some
other bits inside, ISA, IDE, and act the 68000 on waitstates. I
was going to use the 68030, but the only thing that stops me is
the PCB layout! It's very difficult, as I see it. I don't know
how they made the PAK, I seen the photos of the PCB, surely it's
4 layers?! I only have access to two layer PCB maker. I know
most of the steps on using the 68030 in 68000 enviroment. The
Falcon is quite useful in that respect :)

With 68030, I was going to buy from Czuba a PGA one, good for
50MHz. With some 60ns EDO right next to it, with it's 32bit
data path close to 50MB/s could be achieved, although, some
waitstates might be needed ;) Anyway, a 68000 would be good to
try. Another advantage 68030 has is the proper co-pro support.

Back to reading my VHDL book I guess....
--
Lyndon Amsdon

7237. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 18:28:13 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020505.18281347@mis.configured.host>
Source record: 3736

Op 05-05-2002, 05:59:26, schreef Dennis Vermeire <dennis.vermeire@gmx.net>
over het thema Re: 1024STe memory.:

> >Yeah, right. I've seen a 2nd hand mouse in the UK... 20 Pound! For that
> >amount I can order the convertor from the guy in New Sealand and have a
> >PC mouse...

> Depending on where you're located in Holland, it might be worthwile to
make
> a daytrip to Germany and visit the Peter Denk Atari shop. They've
developed
> a keyboard & mouse convertor which is far more sophisticated and even
works
> with the new bunch of IR mouses and keyboards. The convertor, new mouse
and
> keyboard costs 44 Euro. Shipping to Holland is 4.95 Euro.

I'm living in Diemen (near Amsterdam), so a trip to Germany won't be made
so easely... But the convertor is kind of cheap (very cheap!). With that,
I've got a spare keyboard and mouse lying around for my laptop. So when
they're not connected I might as well use them for the STe machine...

> Peter Denk has the largest stock of used Atari hardware and software in
> Germany, it's like the cave of Ali Baba :-)

> Check out http://www.atari-fachmarkt.de , you can also subsctibe to a
weekly
> mailinglist there which keeps you up to date of what's new...

No, not on the mailing-list! It'll make me buy anything they offer... ;-)

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

7238. Re: More 1.44 drive blues...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 18:32:22 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020505.18322240@mis.configured.host>
Source record: 3737

Op 05-05-2002, 14:15:46, schreef "Lyndon Amsdon" <bindon@madasafish.com>
over het thema Re: More 1.44 drive blues...:
> >But when I close the cover of the 1040STe and reboot it, the drive isn't
> >detected anymore?!?!?

> Sounds like a short to shielding, try leaving that out? Perhaps
> when you screw floppy in place, the ribbon cable is bent and not
> quite making a good contact with connector?

A short to the shielding? That's almost impossible. The ribbon is twisted
a 180 degrees, and makes good connection (why did Atari ever make the
ribbon so short?). And the drive was already screwed in place.

Funny thing is that when I closed the cover, but removed the drive-front,
the drive worked normally... I think internally the drive was a bit
screwed... I've been toying along with the front (removing all holding
parts and the alike), and now it works with the front in place...

But please don't ask me what I've done... I don't know, but it works...
;-)

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

7239. Scsi Interface

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 19:26:47 UTC
From: The Caver! <caver99@ntlworld.com>
Message-ID: <UIfB8.1174$jL6.135655@news8-gui.server.ntli.net>
Source record: 3738

Has any one got one to sell or diagrams to buld one?

Regards

Graham
caver99@ntlworld.com

7240. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 21:49:22 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ab49d2$6pc$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3739

In article <3cd173963b53d0@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>
>OK, no problem then, as porting a design from Mach XL might be
>as difficult as designing my own. I have some example codes in
>VHDL for DRAM controlling.

If you know what you are doing, it is no big deal.

The problem in small CPLDs like a Mach210 is that you have to use
asynchronous logic for some signals to get the right timing, since a fully
synchronous design does not fit and/or is too slow for the device.

cu
Michael

7241. Re: Riebl ethernet card + MagnumST card together?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-05 21:51:59 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ab49hv$6pc$2@nets3.rz.RWTH-Aachen.DE>
Source record: 3740
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1e582fb0.0205050027.5a92e2bd@posting.google.com>,
Dennis van der Burg <d.w.vanderburg@student.tudelft.nl> wrote:
>I would like to know if it is possible to use a Riebl ST ethernet
>board together with a MagnumST card in a Mega ST 4? (The magnumST card
>is a 8MB (in my case) memory expansion set which uses SIMM memory +
>TOS 2.06 upgrade). Both are connected onto the Mega Bus. I'm afraid
>that both cards want to use some overlapping memory area between 4MB
>and 14MB because the system won't boot (black screen) if I turn it on
>with both cards (with one card it's OK).

The MagnumST used the address space from $00400000 to $00BFFFFF. I am not
sure about the Riebl card - if it lives at $00C00000, it should work, if it
is below, you are in trouble.

The MagnumSTE has a jumper to limit the memory to 6MB for such cards.

cu
Michael

7242. Cheap Motorola 68060 CPUs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-06 01:04:53 UTC
From: VernalElm <vernalelm@nospam.yahoo.com>
Message-ID: <VEkB8.1232$Uo5.65273@newsread2.prod.itd.earthlink.net>
Source record: 3742

There is only one day left for our special CPU price (regular price is $95).

Each 060 is only $79 plus $6 shipping (internationally!) including a 30-day unconditional
warranty!

Order online at http://www.vernalelm.com or http://www.68060.com
We take Visa, Mastercard, and Discover, as well as Paypal payments.

If you have questions, e-mail us at sales@NOSPAMvernalelm.com (remove NOSPAM)

Thanks for your time.

Vernal Elm LLC
Connecticut, USA
FAX: (720) 294-4128

7243. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-06 15:04:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd6b476c8722@madasafish.com>
Source record: 3758

Hi Bob,

>My first thought was that it's the floppy controller since neither drive
>connection works. Or is that works one way? The lights come on, but no
>activity.

If the internal connector was around the wrong way, the floppy
light on the floppy drive itself stays on. I'd try replacing
the floppy controller first. Does the ST print, or can you not
check this? The Yamaha also used for printing, as well as sound
and floppy disk.
--
Lyndon Amsdon

7244. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-06 20:31:48 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ab6p7k$539$2@nets3.rz.RWTH-Aachen.DE>
Source record: 3743

In article <3cd56e9a3e2630@madasafish.com>,
Lyndon Amsdon <bindon@madasafish.com> wrote:
>other bits inside, ISA, IDE, and act the 68000 on waitstates. I
>was going to use the 68030, but the only thing that stops me is
>the PCB layout! It's very difficult, as I see it. I don't know
>how they made the PAK, I seen the photos of the PCB, surely it's
>4 layers?! I only have access to two layer PCB maker. I know

It is. Doing this on a 2-layer PCB might prove difficult - for a one-off
project, you might get around to wire VCC and GND with solid wires, at least
in some areas.

Or make a proper layout for VCC and GND, put in as much signals as you can
get, and wire the rest.

cu
Michael

7245. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-07 04:54:00 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd75e08419221@madasafish.com>
Source record: 3763

Hi Bob,

>Now to find a schematic. ;-)

There is a link to schematics on my website,
http://hardware.atari.org. But, if you can not get that,
http://atarihacks.cjb.net has them, under docs IIRC. The drive
A and B select lines are from the Yamaha, and so is the track
one signal, or something similar. Access the drives and check
these DS0 and DS1 lines. The DS don't feed through any TTL
gates AFAIK, straight to the floppy shugart bus. I think I have
a floppy controller, second hand if you're interested.
--
Lyndon Amsdon

7246. WTB Falcon 030/040

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-07 10:23:00 UTC
From: The Caver! <caver99@ntlworld.com>
Message-ID: <0WNB8.1396$0h6.48224@newsfep1-win.server.ntli.net>
Source record: 3745

I am looking for an Atari Falcon 68030 or 68040 anything considered.

Will pay cash or trade, i am in the UK.

7247. Re: 1024STe memory.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-07 15:51:16 UTC
From: Peter Heitzer <peter.heitzer@rz.uni-regensburg.de>
Message-ID: <ab8t5kcdn3@rznews2.rrze.uni-erlangen.de>
Source record: 3746

The 1040STe needs 30 pin modules without parity although parity wont harm. Maximum is 4 MB if you supply 4 1MB modules.

7248. Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-07 20:01:15 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CD8328B.DDF8DEE4@one.net>
Source record: 3747

I recently picked up a 1040ste.

When it boots it doensn't recognize either the internal or external floppy drive.

First the light on the keyboard for the internal floppy comes on and then the drive light for the external floppy lights up. After the desktop appears, the internal drive light on the keyboard flashes dimly, about once per second.

Anyone have have ideas as to the problem? I know both drives are good, they work with a 1040STfm.

-Bob

7249. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-07 20:54:27 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CD83F03.1C1AF438@one.net>
Source record: 3749

Nothing appears on the desktop. I get the menu across the top, but no
icons. Most of the menu selections are grayed out.

Are the chips obtainable?

-Bob

Lyndon Amsdon wrote:
>
> Hi Bob,
>
> > After the
> >desktop appears, the internal drive light on the keyboard flashes dimly,
> >about once per second.
>
> That's normal.
>
> >Anyone have have ideas as to the problem? I know both drives are good,
> >they work with a 1040STfm.
>
> Does the icon appear on desktop? It could be a blown floppy
> controller, or yamaha sound chip that is used select a few
> signals on the disk drive.
> --
> Lyndon Amsdon

7250. Re: Ethernet questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-08 06:34:22 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cd8c6f83cc1c0@madasafish.com>
Source record: 3776

Hi Hallvard,

>Are there other ethernet adapters with both BNC and RJ-45 (the same as
>"TP" as you here refer to?) which will make my setup more compatible
>with any kind of network?

The cards supplied by me for EtherNEC have both BNC and RJ-45,
activity lights and error light.

>> If you have Telenor ADSL or UPC cable it's not that simple. In this case
>> you need a dedicated computer to act as a bridge between your LAN and the
>> internet.
>
>Actually I don't have anything at the moment, but since UPC has the
>cable TV setup here, I'm able to get such a connection if I want.
>So all in all it's not really just a matter of getting an ethernet
>adaptor and going online as a PC or Mac user would be able to do after
>having bought a networking card?

Get PC/Mac online then use it to route to your Atari machine.
Sometimes an Atari can go straight on broadband, but there are
complications sometimes depending on what way the provider
connects you. I'm not sure, broadband isn't that common in th
UK. I think Mintnet has the best for direct connection to
broadband.
--
Lyndon Amsdon

7251. mending a mylar

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-08 18:32:24 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <abbqvo$8av$1@reader1.panix.com>
Source record: 3751

I was in the midst of writing some e-mail, when my space bar died.
Since I use this TT a lot, I had simply worn out its contact spots.

So I pulled out the milar, which is simple on a TT, and harder on other
machines, and got out a little bottle of General Cement Nickel Print,
which I keep in a refrigerator with electrical tape around its top, to
keep it from evaporating too fast.

Applied one small drop to each little contact spot, waited overnight for
it to dry, re-assembled, and all keys work well again. There were many
that were worn almost-through, but the space bar failed first.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7252. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-08 20:55:19 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CD990B7.DF09FAE3@one.net>
Source record: 3753

I'm in Cincinnati, Ohio, USA.

I'm no stranger to soldering.

My first thought was that it's the floppy controller since neither drive connection works. Or is that works one way? The lights come on, but no activity.

-Bob

Lyndon Amsdon wrote:
>
> Hi Bob,
>
> >Nothing appears on the desktop. I get the menu across the top, but no
> >icons. Most of the menu selections are grayed out.
> >
> >Are the chips obtainable?
>
> I might have a WD somewhere, and a yamaha but chances are they
> are soldered on some old ST board. Yours will also be soldered.
> Unless you can use a soldering iron, you may be stuck. Where
> are you in the world? Whats likely to stop the icons appearing,
> YM or WD dead, anyone? The YM sometimes gets blown from
> printers. IIRC hewlett and packard used to draw a lot of current
> from the unbuffered printer port.
> --
> Lyndon Amsdon

7253. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-08 21:01:07 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <NhaRBAJTIZ28Ewre@atari.org.uk>
Source record: 3752

In article <3cd56a9654bd10@madasafish.com>, Lyndon Amsdon
<bindon@madasafish.com> writes
>I might have a WD somewhere, and a yamaha but chances are they
>are soldered on some old ST board. Yours will also be soldered.
>Unless you can use a soldering iron, you may be stuck. Where
>are you in the world? Whats likely to stop the icons appearing,
>YM or WD dead, anyone? The YM sometimes gets blown from
>printers. IIRC hewlett and packard used to draw a lot of current
>from the unbuffered printer port.

Connecting the interface plug the wrong way around can also give no
icons on the desktop.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7254. Re: More 1.44 drive blues...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-08 21:55:24 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.cef86b5c.5dd822e2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3755

Hello,

Dans le message <20020505.16402149@mis.configured.host>
Reizla a ï¿½crit:
>Okay, as told. I found the right 1.44Mb drive to work with the 1040STe.
>Now there's a new problem...

>When I connect the drive to the 1040STe, nothing's wrong. I can read the
>drive (track 0), and write it when I've loaded STEP_HD.PRG. Just like all
>should be...

>But when I close the cover of the 1040STe and reboot it, the drive isn't
>detected anymore?!?!?
Looks like wrong contact in the connectors :-(maybe you pulled the
cable too much :-(

>Anyone has a clue on this problem?
Try with a new cable ;-)

>Alex

J.-Luc

7255. Re: mending a mylar

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-08 22:09:26 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CD9A243.D8E783A4@rogers.com>
Source record: 3754

Hi Jim,

(see response below)

Jim DeClercq wrote:

> I was in the midst of writing some e-mail, when my space bar died.
> Since I use this TT a lot, I had simply worn out its contact spots.
>
> So I pulled out the milar, which is simple on a TT, and harder on other
> machines, and got out a little bottle of General Cement Nickel Print,
> which I keep in a refrigerator with electrical tape around its top, to
> keep it from evaporating too fast.
>
> Applied one small drop to each little contact spot, waited overnight for
> it to dry, re-assembled, and all keys work well again. There were many
> that were worn almost-through, but the space bar failed first.
>
> Jim

I had a similar problem about a year ago with the used TT I had recently acquired. In my case it was the escape key first and then some others. But I went the other route, I had so many keys that were becoming intermittant I ordered a new mylar from Best Electronics. It costs more than what you did but it still revived my TT keyboard. Still its pretty good that those keyboards can keep going for a decade before needing any work on them. Not many other computer owners would have the same computer after 10 years much less expect that it would keep going as good.

7256. CCAG 2002

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-08 22:59:44 UTC
From: James Krych <jwkrych@adelphia.net>
Message-ID: <A5iC8.2458$Ok3.1601864@news1.news.adelphia.net>
Source record: 3756

For Immediate Release to all Internet and related groups!

The Classic Computer And Gaming(CCAG) Show 2002 is on!

The Classic Computer And Gaming Show 2002 will be held
on May 25th, 2002 from 8AM till 2 PM. Vendor setup is on
the 24th from 5:30PM till 9PM, and from 6:30AM till 8AM on the
25th. Show location is at the St. John Lutheran Church,
11333 Granger Road, Garfield Hts. Ohio, 44125.

Here is our own site for more information and current status
of vendors and attendees.

www.ccagshow.com

Table rental is $5 this year, and admission is only $2.
The admission fee will also allow you to be eligeble for a
drawing at 1PM, the 25th, for an Arcade machine! (You will
need a way to take the machine home with you!)

The web site, www.ccagshow.com, has site info, table layouts,
map info, etc.

For you Atari fans, we have Nicholas Harlow of 16/32 Systems
showing up! And for the Astrocade fans, we have Adam Trionfo
of the Bally Alley site making his appearance! Lots of fun
for everyone!

We hope to see you there at the CCAG 2002!

7257. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-09 16:19:17 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <abe7i5ktn1@freenet9.carleton.ca>
Source record: 3757

In my experience, 99% of the time this type of failure is due to
poor electrical contacts. Many of the chips in the ST are plugged
in to sockets and are prone to "chip creep", which means that they
wiggle themselves out of their sockets due to warming (= computer on)
and cooling (= computer off) cycles.

You could try the Classic Atari Drop method. Unhook absolutely everything,
lift one side of the Atari about 6 inches, and let it drop on a hard
surface (i.e., your desk). Do the same with the other side. Repeat as
often as needed. I have often done this with my ST's and haven't lost one
yet. (Note: I have never tried this on a Mega!)

If you are squeamish about doing this, you can always open up your ST
and wiggle the chips back in by hand (watch our for static electrical
discharge!). I had some RV friends who swore by this method and purposely
left the cover and the RF shield of their ST unscrewed so they could
perform this operation after a hard day of driving.

Hope this helps!

Randy Kwak

Bob Ryan (ryanr@one.net) writes:
> I recently picked up a 1040ste.
>
> When it boots it doensn't recognize either the internal or external
> floppy drive.
>
> First the light on the keyboard for the internal floppy comes on and
> then the drive light for the external floppy lights up. After the
> desktop appears, the internal drive light on the keyboard flashes dimly,
> about once per second.
>
> Anyone have have ideas as to the problem? I know both drives are good,
> they work with a 1040STfm.
>
> -Bob

7258. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-09 19:45:40 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CDAD1E4.428B584A@one.net>
Source record: 3759

I have the computer taken apart on my workbench.

There's only three chips that are socketed: the two TOS chips and another one to the upper right of the OS chips. I have removed all three and re-seated them. This didn't help.

It doesn't look like I can get the floppy cable off easily. But, because both an external drive and the internal drive aren't respondong, I'm still betting on the floppy controller chip.

Are these readily available?

-Bob

Randy Kwak wrote:
>
> In my experience, 99% of the time this type of failure is due to
> poor electrical contacts. Many of the chips in the ST are plugged
> in to sockets and are prone to "chip creep", which means that they
> wiggle themselves out of their sockets due to warming (= computer on)
> and cooling (= computer off) cycles.
>
> You could try the Classic Atari Drop method. Unhook absolutely everything,
> lift one side of the Atari about 6 inches, and let it drop on a hard
> surface (i.e., your desk). Do the same with the other side. Repeat as
> often as needed. I have often done this with my ST's and haven't lost one
> yet. (Note: I have never tried this on a Mega!)
>
> If you are squeamish about doing this, you can always open up your ST
> and wiggle the chips back in by hand (watch our for static electrical
> discharge!). I had some RV friends who swore by this method and purposely
> left the cover and the RF shield of their ST unscrewed so they could
> perform this operation after a hard day of driving.
>
> Hope this helps!
>
> Randy Kwak
>
> Bob Ryan (ryanr@one.net) writes:
> > I recently picked up a 1040ste.
> >
> > When it boots it doensn't recognize either the internal or external
> > floppy drive.
> >
> > First the light on the keyboard for the internal floppy comes on and
> > then the drive light for the external floppy lights up. After the

> > desktop appears, the internal drive light on the keyboard flashes dimly,
> > about once per second.
> >
> > Anyone have have ideas as to the problem? I know both drives are good,
> > they work with a 1040STfm.
> >
> > -Bob

7259. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-09 22:33:33 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <abetftpdg1@nets3.rz.RWTH-Aachen.DE>
Source record: 3760

In article <3CDAD1E4.428B584A@one.net>, Bob Ryan <ryanr@one.net> wrote:
>
>It doesn't look like I can get the floppy cable off easily. But, because
>both an external drive and the internal drive aren't respondong, I'm
>still betting on the floppy controller chip.

Look in the schematic and start measuring signals on the FDC connector -
some floppy control signals (IIRC DS0/1 and SS) come from the sound chip, *not*
from the FDC, and run through some TTL chips. Furthermore, the interrupt
signal from the FDC passes through a LS02 which can be shot from the ACSI
port.

cu
Michael

7260. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-10 01:40:02 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CDB24F2.1EAF7E0@one.net>
Source record: 3761

Now to find a schematic. ;-)

I'll see if I can trace things, but I have no idea as to the signals.

-Bob

Michael Schwingen wrote:
>
> In article <3CDAD1E4.428B584A@one.net>, Bob Ryan <ryanr@one.net> wrote:
> >
> >It doesn't look like I can get the floppy cable off easily. But, because
> >both an external drive and the internal drive aren't respondong, I'm
> >still betting on the floppy controller chip.
>
> Look in the schematic and start measuring signals on the FDC connector -
> some floppy control signals (IIRC DS0/1 and SS) come from the sound chip, *not*
> from the FDC, and run through some TTL chips. Furthermore, the interrupt
> signal from the FDC passes through a LS02 which can be shot from the ACSI
> port.
>
> cu
> Michael

7261. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-10 09:55:23 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <abg5ebibl1@nets3.rz.RWTH-Aachen.DE>
Source record: 3762

In article <3CDB24F2.1EAF7E0@one.net>, Bob Ryan <ryanr@one.net> wrote:
>Now to find a schematic. ;-)

http://www.fortunecity.com/skyscraper/quadra/455/
should help.
The page hurts the eyes, but if you turn off images and custom colours in
Mozilla, it is readable ;-)

The quality of the scans does not seem to be worse than my original, printed
schematics.

cu
Michael

7262. Re: Scsi Interface

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-11 05:45:24 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <181.896T1200T4055053optimus@canit.se>
Source record: 3764

The Caver! skrev:

>Has any one got one to sell or diagrams to buld one?

There is a schematic at http://chimo.unimo.it/~vezz/atari/hardware/index.html

--
En ligne avec Thor 2.6a.

7263. Re: Floppy probs on 1040STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-11 20:53:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1021196934.77902.3@demeter.uk.clara.net>
Source record: 3766

Hi Hallvard

| Randy Kwak <bm827@FreeNet.Carleton.CA> wrote:
|
| > You could try the Classic Atari Drop method. Unhook absolutely
everything,
| > lift one side of the Atari about 6 inches, and let it drop on a hard
| > surface (i.e., your desk).
|
| This sounds like a very high tech repair method ;-)))
| (Yes, I've heard about this method before, but would never do it with my
| own equipment).

Its a completely crap idea that should be heavily discouraged.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.361 / Virus Database: 199 - Release Date: 07/05/02

7264. Atari Lasers

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-12 04:38:13 UTC
From: Oracle <No.Return@go.away>
Message-ID: <lfmD8.8501$b5.28748@newsfeeds.bigpond.com>
Source record: 3765

I'm just wondering if the large plug that comes of the atari laser printer controller, is just a video interface?

And as such, would it be compatible with the Video interface, that has the same plug on older SX based Canon laser printers, For which parts and cartridges are very easiliy available...

I will investigate

7265. Re: Atari Lasers

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-12 20:31:39 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <abmjfb$jt9$1@reader1.panix.com>
Source record: 3767

Oracle <No.Return@go.away> writes:

: I'm just wondering if the large plug that comes of the atari laser printer
: controller, is just a video interface?

: And as such, would it be compatible with the Video interface, that has the
: same plug on older SX based Canon laser printers, For which parts and
: cartridges are very easiliy available...

: I will investigate

And report back, please. From a SLM 804 book, that connector is a Fujitsu FCN-774J037-G/C, and what comes in to it is ST-bar, or Start, VDA-bar, or video data, AT/MN-bar, automatic or manual, and CONT-bar, or continue . That is on pins 3,7,13,34.

At the time, what distinguished the SLM printer from other printers was that the computer provided the memory, so the printer did not have to, and could be the very first laser printer that cost less than $1000 USD. I doubt that anything else about it was new. That was enough.

It would be no surprise if the SLMC804 could drive some other printers.
--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7266. Re: Ethernet questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-13 01:07:10 UTC
From: lp <gfa@basic.net>
Message-ID: <B90489FE.6DC4%gfa@basic.net>
Source record: 3768

in article 1fc33bs.1sb1nqm1g9kjx4N%northstar2010@_del_ete_yahoo.no, Hallvard Tangeraas at northstar2010@_del_ete_yahoo.no wrote on 5/12/02 8:27 PM:

> I have some questions about networking and broadband Internet as I know
> next to nothing about this sort of thing.
>
> It seems like I might be able to get a Daynalink SCSI ethernet adaptor
> with a BNC type connector for free. It would be great to add yet another
> feature to my STe, making it even more versatile than it is to begin
> with!
>
> But... with such an adapter, can I connect to a broadband Internet
> connection, such as the many provided today? As I said, I have no idea
> of what is needed. Obviously I don't expect to get the same type of
> speed as what a modern PC or Mac can, but just being able to go online
> without being charged by the minute (as I now am with a modem) would be
> great.
>
> I hear that there are different types of connectors in use. This one has
> a BNC connector, but I read that other ethernet adaptors/cards use RJ-45
> connectors. Is this just an issue of the physical connector itself, or
> altogether different standards?
>
> Any other comments to all of this?

Cable modem, or DSL or ADSL usually require ethernet, so yes once you have a reliable ethernet connection you could go broadband.
I think the BNC/RJ-45 issue can be solved with an adapter. My stuff has all RJ-45 connectiors so I'm not 100% sure on that.
I bought a Dayna (JR-45) unit to put my TT030 on broadband. The Hades is already on it and I can connect the TT to the router and share the connection.

Lonny Pursell

7267. Re: Atari Lasers

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-13 05:41:14 UTC
From: lallen@swin.edu.au
Message-ID: <2c5b844f.0205122141.28e9402a@posting.google.com>
Source record: 3769

Hey man,I'm in Melb,Australia and wondering where your at and if you know where I can find an SLM 605 ??
Cheers

7268. Re: Atari Lasers

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-13 10:33:13 UTC
From: Oracle <No.Return@go.away>
Message-ID: <8yMD8.9439$b5.32397@newsfeeds.bigpond.com>
Source record: 3770

Hi, im in Perth west australia..

I picked up my SLM 804 & SLM 605 at my local recycling centre! picked em up for $5 each..

were destined to be shredded, melted and recycled into new wheely bins.

got most of my atari collection from there, except my stfm, tt & cdrom drive.

give me shout on ICQ: 130664852 if your in need of atari relaited advice...

"cool hand" <lallen@swin.edu.au> wrote in message news:2c5b844f.0205122141.28e9402a@posting.google.com...
> Hey man,I'm in Melb,Australia and wondering where your at and if you
> know where I can find an SLM 605 ??
> Cheers

7269. Re: Atari Lasers

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-13 10:39:16 UTC
From: Oracle <No.Return@go.away>
Message-ID: <PDMD8.9448$b5.32258@newsfeeds.bigpond.com>
Source record: 3771

just as i suspected, if its got video data going through it, then in some fasion a interface or adaptor could be created to conect the SLMC 804 to a Canon LBP 8 Mark III with the optional video card installed. I've seen these at my recycling centre also. and being a canon techy, i can fix them with my eyes closed. Now, i just bet that i wont even see any there for the next 10 years.

"Jim DeClercq" <jimd@panix1.panix.com> wrote in message news:abmjfb$jt9$1@reader1.panix.com...
> Oracle <No.Return@go.away> writes:
>
> : I'm just wondering if the large plug that comes of the atari laser printer
> : controller, is just a video interface?
>
> : And as such, would it be compatible with the Video interface, that has the
> : same plug on older SX based Canon laser printers, For which parts and
> : cartridges are very easiliy available...
>
> : I will investigate
>
> And report back, please. From a SLM 804 book, that connector is a Fujitsu
> FCN-774J037-G/C, and what comes in to it is ST-bar, or Start, VDA-bar, or
> video data, AT/MN-bar, automatic or manual, and CONT-bar, or continue .
> That is on pins 3,7,13,34.
>
> At the time, what distinguished the SLM printer from other printers was
> that the computer provided the memory, so the printer did not have to, and
> could be the very first laser printer that cost less than $1000 USD. I
> doubt that anything else about it was new. That was enough.
>
> It would be no surprise if the SLMC804 could drive some other printers.
> --
> --
> /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> \ / ASCII ribbon campaign | I'm a .signature virus! |
> X against HTML mail | Copy me into your ~/.signature|
> / \ and postings | to help me spread! |
> .
>

7270. Re: Atari Lasers

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-13 10:48:32 UTC
From: Oracle <No.Return@go.away>
Message-ID: <vMMD8.9457$b5.32602@newsfeeds.bigpond.com>
Source record: 3772

Yep!

Its a standard 37 pin video interface. all looks very positive. just have to find one now, plug it in and try it!

haha, you can buy ISA video interface cards that let you use the Atari lasers on the PC too!

"Oracle" <No.Return@go.away> wrote in message news:PDMD8.9448$b5.32258@newsfeeds.bigpond.com...
> just as i suspected, if its got video data going through it, then in some
> fasion a interface or adaptor could be created to conect the SLMC 804 to a
> Canon LBP 8 Mark III with the optional video card installed. I've seen these
> at my recycling centre also. and being a canon techy, i can fix them with my
> eyes closed. Now, i just bet that i wont even see any there for the next 10
> years.
>
>
>
> "Jim DeClercq" <jimd@panix1.panix.com> wrote in message
> news:abmjfb$jt9$1@reader1.panix.com...
> > Oracle <No.Return@go.away> writes:
> >
> > : I'm just wondering if the large plug that comes of the atari laser
> printer
> > : controller, is just a video interface?
> >
> > : And as such, would it be compatible with the Video interface, that has
> the
> > : same plug on older SX based Canon laser printers, For which parts and
> > : cartridges are very easiliy available...
> >
> > : I will investigate
> >
> > And report back, please. From a SLM 804 book, that connector is a Fujitsu
> > FCN-774J037-G/C, and what comes in to it is ST-bar, or Start, VDA-bar, or
> > video data, AT/MN-bar, automatic or manual, and CONT-bar, or continue .
> > That is on pins 3,7,13,34.
> >
> > At the time, what distinguished the SLM printer from other printers was

> > that the computer provided the memory, so the printer did not have to,
and
> > could be the very first laser printer that cost less than $1000 USD. I
> > doubt that anything else about it was new. That was enough.
> >
> > It would be no surprise if the SLMC804 could drive some other printers.
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> > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
> > \ / ASCII ribbon campaign | I'm a .signature virus! |
> > X against HTML mail | Copy me into your ~/.signature|
> > / \ and postings | to help me spread! |
> > .
> >
>
>

7271. Re: Ethernet questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-13 11:29:47 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <abo83cllg1@newsg1.svr.pol.co.uk>
Source record: 3773

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fc33bs.1sb1nqm1g9kjx4N%northstar2010@_del_ete_yahoo.no...
> I have some questions about networking and broadband Internet as I know
> next to nothing about this sort of thing.
>
> It seems like I might be able to get a Daynalink SCSI ethernet adaptor
> with a BNC type connector for free. It would be great to add yet another
> feature to my STe, making it even more versatile than it is to begin
> with!
>
> But... with such an adapter, can I connect to a broadband Internet
> connection, such as the many provided today? As I said, I have no idea
> of what is needed. Obviously I don't expect to get the same type of
> speed as what a modern PC or Mac can, but just being able to go online
> without being charged by the minute (as I now am with a modem) would be
> great.
>
> I hear that there are different types of connectors in use. This one has
> a BNC connector, but I read that other ethernet adaptors/cards use RJ-45
> connectors. Is this just an issue of the physical connector itself, or
> altogether different standards?

They may or may not be different. RJ45's can be used on both 10 meg
(ethernet) and
100 meg (fast ethernet). However most 100meg cards will also work at 10 Meg.
Also BNC is a "BUS" system like SCSI whereas RJ45 is more a star and needs a
HUB
or switch if you want more than two systems linked. (for two you can use a
"cross over cable")

So provdied we are talking 10 Meg "Ethernet" the converting between RJ45 and
BNC requires
only electrical level changes. The protocols are all the same. To this end
you can often find
small 10baseT/RJ45 hubs which also have a BNC connection fairly cheaply. I
have a "Netvin"
and a "D-Link" both of which have this.

However you can not just plug a bit of coax cable between the two BNC
connectors. They
need to be terminated, just like SCSI. Somtimes the cards have small
switches
that allow this, but its more usual to get "T" (i.e. three-way) adaptors
that fit onto the
card or hub. The cards can then be linked with COAX and terminators placed

on the free
ends.

So it should be quit possible to convert the BNC cards for use with
broadband provided via RJ 45.
You would need a small hub with a single BNC, one RJ45 patch lead, one Thin
Coax Patch lead and
wo BNC terminators. Hubs with a BNC are getting a bit scarce, but you should
be able to find one.
I searched on UK googel for NETVIN and managed to find a few listed..

There are a number of gotchas. Some ADSL requires DHCP and I don't know if
the software on the ST supports
it. If the ADSL requires a browser with JAVA to configure that might also
give problems, but I am sure there
are ways round thesethings. (they might not be cheap though)..

Also some ADSL is not delivered as RJ45, in such as case you would may also
need your own modem.
Som comes with a USB modem which won't work with the ST. However even here
there may be a solution.
Vigour make devices which will allow many USB modems to be connected to an
RJ45 based network without a PC...

>
> Any other comments to all of this?
>
>

The NE2000 based solution at hardware.atari.org might be cheaper...

> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

7272. Re: Ethernet questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-13 14:36:45 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <aboj1tmua1@tyfon.itea.ntnu.no>
Source record: 3774

Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:

> It seems like I might be able to get a Daynalink SCSI ethernet adaptor
> with a BNC type connector for free. It would be great to add yet another
> feature to my STe, making it even more versatile than it is to begin
> with!

> But... with such an adapter, can I connect to a broadband Internet
> connection, such as the many provided today? As I said, I have no idea

If you use NextGenTel you can connect your STE directly to your LAN and get online. However, the Cisco router used by NextGenTel does not support BNC, only 10/100Mbps TP. So your LAN should support both BNC and TP if you want to use that Daynaport adapter. Hubs and switches with both BNC and TP costs a little bit more than pure TP ones, but not much.

When you have such a hub or switch, you simply connect the Cisco router to the uplink port on the hub/switch, and your computers to the other ports. Then set up the network the usual way, i.e. assign each computer a unique IP-address and set each computers gateway address to point to the router.

If you have Telenor ADSL or UPC cable it's not that simple. In this case you need a dedicated computer to act as a bridge between your LAN and the internet.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

7273. German TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-13 14:48:36 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <udvkpsh2repg26@corp.supernews.com>
Source record: 3775

Hi,

I was wondering about the possibility of changing my TT from German to English.

Would it be legal for me to download a copy of 3.06(UK), burn to roms then bin my old 3.06(GER)?

Actually, first off, is it possible?

Regards

Tim

7274. Re: Atari Lasers

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-14 00:59:56 UTC
From: Bitey <no@spamless.com>
Message-ID: <lbo0eu07ekuikl1077ki4c2up66vlgbhb8@4ax.com>
Source record: 3777

On Mon, 13 May 2002 18:48:32 +0800, "Oracle" <No.Return@go.away> wrote:

>Yep!
>
>Its a standard 37 pin video interface. all looks very positive. just have to
>find one now, plug it in and try it!
>
>haha, you can buy ISA video interface cards that let you use the Atari
>lasers on the PC too!

let us know if it works....

>
>"Oracle" <No.Return@go.away> wrote in message
>news:PDMD8.9448$b5.32258@newsfeeds.bigpond.com...
>> just as i suspected, if its got video data going through it, then in some
>> fasion a interface or adaptor could be created to conect the SLMC 804 to a
>> Canon LBP 8 Mark III with the optional video card installed. I've seen
>these
>> at my recycling centre also. and being a canon techy, i can fix them with
>my
>> eyes closed. Now, i just bet that i wont even see any there for the next
>10
>> years.
>>
>>
>>
>> "Jim DeClercq" <jimd@panix1.panix.com> wrote in message
>> news:abmjfb$jt9$1@reader1.panix.com...
>> > Oracle <No.Return@go.away> writes:
>> >
>> > : I'm just wondering if the large plug that comes of the atari laser
>> printer
>> > : controller, is just a video interface?
>> >
>> > : And as such, would it be compatible with the Video interface, that has
>> the
>> > : same plug on older SX based Canon laser printers, For which parts and
>> > : cartridges are very easiliy available...
>> >
>> > : I will investigate
>> >
>> > And report back, please. From a SLM 804 book, that connector is a
>Fujitsu
>> > FCN-774J037-G/C, and what comes in to it is ST-bar, or Start, VDA-bar,

>or
>> > video data, AT/MN-bar, automatic or manual, and CONT-bar, or continue .
>> > That is on pins 3,7,13,34.
>> >
>> > At the time, what distinguished the SLM printer from other printers was
>> > that the computer provided the memory, so the printer did not have to,
>and
>> > could be the very first laser printer that cost less than $1000 USD. I
>> > doubt that anything else about it was new. That was enough.
>> >
>> > It would be no surprise if the SLMC804 could drive some other printers.
>> > --
>> > --
>> > /"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
>> > \ / ASCII ribbon campaign | I'm a .signature virus! |
>> > X against HTML mail | Copy me into your ~/.signature|
>> > / \ and postings | to help me spread! |
>> > .
>> >
>>
>>
>

7275. Re: German TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-14 02:02:06 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CE0704F.FE714F12@rogers.com>
Source record: 3778

Yes its possible but its not easy unless you have access to an eprom burner and a set of eproms thats pinout compatible with the original roms. If you don't have an eprom burner then it would be easier to buy a set from someplace like best electronics or one of the other places that have a set of the original roms. Another option is to use something like neodesk or some other desktop replacement tahts available in english.

Tim Anderson wrote:

> Hi,
>
> I was wondering about the possibility of changing my TT from German to
> English.
>
> Would it be legal for me to download a copy of 3.06(UK), burn to roms then
> bin my old 3.06(GER)?
>
> Actually, first off, is it possible?
>
> Regards
>
> Tim

7276. Re: Ethernet questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-14 17:28:23 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <abrhfneas1@tyfon.itea.ntnu.no>
Source record: 3779

Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:

>> If you use NextGenTel you can connect your STE directly to your LAN and
>> get online.

> Mega STe you mean? There's no LAN connector on a plain STe.

LAN = Local Area Network. I'm not talking about the "LAN"-ports on the
MSTE, TT and Falcon.

> Are there other ethernet adapters with both BNC and RJ-45 (the same as
> "TP" as you here refer to?) which will make my setup more compatible
> with any kind of network?

BNC isn't used much anymore, but there are still a lot of PCI and ISA
cards with either just BNC or both RJ-45 and BNC.

> Actually I don't have anything at the moment, but since UPC has the
> cable TV setup here, I'm able to get such a connection if I want.
> So all in all it's not really just a matter of getting an ethernet
> adaptor and going online as a PC or Mac user would be able to do after
> having bought a networking card?

I'm not sure about UPC, but you should talk to your neighbour Geir ï¿½yvind
Vï¿½lidalo which has UPC installed and use it with all of his computers,
including his Ataris.

To share UPC broadband with several computers, you need one computer to
act as a gateway to your local network. This computer needs two network
cards, one to connect to the cable router and one to connect to your LAN.
It also needs some sort of IP masquerading installing, e.g. ICS (Internet
Connection Sharing) under windows.

--

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

7277. Re: Ethernet questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-14 19:15:53 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3CE161AD.74BDA225@village.uunet.be>
Source record: 3780

Howdy all,

Jo Even Skarstein wrote:
>
> > Actually I don't have anything at the moment, but since UPC has the
> > cable TV setup here, I'm able to get such a connection if I want.
> > So all in all it's not really just a matter of getting an ethernet
> > adaptor and going online as a PC or Mac user would be able to do after
> > having bought a networking card?
>
> I'm not sure about UPC, but you should talk to your neighbour Geir ï¿½yvind
> Vï¿½lidalo which has UPC installed and use it with all of his computers,
> including his Ataris.

As far as I know UPC cable access in Belgium, they use DHCP (which might be a problem on atari). in Belgium they provide a cable-modem with RJ-45 plug. (BTW never saw a cable or ADSL modem with BNC connectors).

> To share UPC broadband with several computers, you need one computer to
> act as a gateway to your local network. This computer needs two network
> cards, one to connect to the cable router and one to connect to your LAN.
> It also needs some sort of IP masquerading installing, e.g. ICS (Internet
> Connection Sharing) under windows.

You don't especially need a computer that acts as a gateway. You can also use a "broadband router". The SMC Barricade is a good example (+/- 175 euro). It has a WAN port (i.e. RJ45 port for the cable modem) and 4 LAN port connections (also RJ45).
If you want to share your broadband connection you need some kind of Network Address Translation tool. This is part of the Barricade and also needs to be installed on the "gateway" computer (Internet Connection Sharing and also WinRoute does this job).

I have a similar connection with cable-provider and a "gateway" PC. And it works fine...
Read more about my setup here :
http://gallery.uunet.be/saka/atari/reality/rtl8012.htm

BTW the gateway PC can also be a MAC... that also works fine... (nightowl has such a setup)

Cherio,

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

7278. Re: Ethernet questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-14 19:33:22 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <abroq1iji1@tyfon.itea.ntnu.no>
Source record: 3781

Karl Samyn <saka@village.uunet.be> wrote:

> You don't especially need a computer that acts as a gateway. You can also use
> a "broadband router". The SMC Barricade is a good example (+/- 175 euro). It

Yes, this is also an option, but you can get a cheap and Linux-capable PC
for less than this. But a proper router would probably require less work.

> Address Translation tool. This is part of the Barricade and also needs to be
> installed on the "gateway" computer (Internet Connection Sharing and also
> WinRoute does this job).

Sounds fiddly. My Cisco ADSL router takes care of everything, I don't need
to install anything on my computers.

/*
** Jo Even Skarstein http://joska.nvg.org/
*/

7279. Re: German TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-15 09:49:46 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <ue4c1jcpu92f85@corp.supernews.com>
Source record: 3782

<snip>
>Another option is to use something like neodesk or some other desktop
> replacement tahts available in english.
<snip>

Ahh, hadn't thought of that!

What you're saying then is, I could install something like Mint in English
and have a virtualy English TT?

Now that would solve my problem.

Tim

7280. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-15 10:18:19 UTC
From: guillaumed@atari.org
Message-ID: <2eb10038.0205150218.38f88f57@posting.google.com>
Source record: 3783
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st.tech

guillaumed@atari.org (=?ISO-8859-1?Q?Guillaume_D=E9flache?=) wrote in message news:<2eb10038.0204220745.7ba94f8a@posting.google.com>...
> "Peter Persson" <pepNOSPAM@mbox306.swipnet.se> wrote in message news:<M3hw8.2031$iB4.5918@nntpserver.swip.net>...
> > Hi,
> >
> > > You mean upgrading to revision AN or BN (where this problem gets
> > > solved by hardware)? I did not know this upgrade has ever been
> > > available! But if it is will certainly upgrade!
> >
> > Yes and no. The code is available from Mr. Czuba, but the current code in
> > the flash does not support the new fastram address.
>
> I see. Time to disassemble the flash code I think!

I did just that (TT-Digger rules !) and it seems that a part of it is encrypted/compressed in some way...
But apparently all Fast-RAM init related code lies untouched at the beginning of the Flash code (which follows the standard TOS-executable format BTW).
I browsed through the memory test (interesting part :-)...) and it *seems* that a simple patch could be made to make a N-revision board work. But do not expect it to work on non N-releases then!

> > > Well if the memory-mapping is the only difference, perhaps some sort
> > > of FASTRAM.PRG to declare how much Fast-RAM is available (and where)
> > > could do the trick!
> > > I will keep you informed of my "discoveries"...
>
> If I have some time this week I will try writing a simple FASTRAM.PRG
> program...

Tried to execute the following program at the beginning of the AUTO folder (I have a 32MB CT2B fitted:

```
pea superb(pc)
move #38,-(sp) ; SUPEXEC ($26)
trap #1 ; XBIOS
pea 32*1024*1024 ; 32MB
pea $04000000
move #20,-(sp) ; MADDALT ($14)
trap #1 ; GEMDOS
move d0,-(sp)
move #76,-(sp) ; PTERM ($4c)
```

```
trap #1 ; GEMDOS
superb:
sf $f7000000 ; 16/32MB SIMM CT2B (see CHPB)
rts
```

... and it bombed (very randomly) my Falcon to death... well, until the next reboot!

Any hints??? I cannot believe that programs (and TOS) could be *that* incompatible to a $04000000-starting Fast-RAM block...

I wondered if it is an XFRB/_FRB issue... As HD-Driver is started after my patch, it does not know about the Fast-RAM being available, so I guess it sets no XFRB cookie... As for the _FRB cookie, I wonder if it is useful on Falcon too (I have a SCSI drive attached)...

Perhaps there also are other Fast-RAM related issues I do not know of...

Mmmhmm... (Just though about it:) Perhaps the PMMU-tree is not properly set for >16M adresses... Will check that soon...

BTW the adress-bit #23 of $F6xx0000 seems to control whether one boots from Flash-memory or from ROM... So an emergency program to recover from a corrupt Flash code should be easy to write! :-)

7281. Re: German TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-15 19:19:50 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1021490403.3527.0.nnrp-14.3e31118f@news.demon.co.uk>
Source record: 3784

Not 100%, you sometimes get the odd message popping up that is not English, plus install MINT in German is hard work as it then converting it to English.

Some programs (such as HDDriver) detect that the machine is still German and never work (although I hear you can put a switch with it that sorts it out).

I would go for the ROMs and be done with it, I found them cheap somewhere and I also know a chap that will burn them for a small sum, mail me if you are interested.

As for how legal it is, well I think it is illegal but then no one is going to have a go at you for changing the ROM language on some chips you already have, moreover on a machine that died 10 years ago.

Elliot...

"Tim Anderson" <tanderson@ednet.co.uk> wrote in message news:ue4c1jcpu92f85@corp.supernews.com...
> <snip>
> >Another option is to use something like neodesk or some other desktop
> > replacement tahts available in english.
> <snip>
>
> Ahh, hadn't thought of that!
>
> What you're saying then is, I could install something like Mint in English
> and have a virtualy English TT?
>
> Now that would solve my problem.
>
>
> Tim
>
>

7282. Re: German TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-15 20:46:50 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <ue5i9s7i21bm11@corp.supernews.com>
Source record: 3785

> and I also know a chap that will burn them for a small sum, mail me if you
> are interested.

Sounds good to me!
I might be way off the mark here but I asked a similar question a few weeks ago on these groups and somebody got in touch offering something similar, I lost the mail. Was it you?
How much and where should I send my money?

> As for how legal it is, well I think it is illegal but then no one is
going
> to have a go at you for changing the ROM language on some chips you
already
> have

Well, I must admit, I don't know if it is legal or not but I would stretch more towards legal though, I mean when you buy software, you purchase a license to use the software, not the actual software.

Anyway, I look forward to hearing from you soon with regards to the ROMs.

Tim

7283. Re: German TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-15 22:04:49 UTC
From: Elliot <stuff@recycledsteel.co.uk>
Message-ID: <1021500291.20255.0.nnrp-10.3e31118f@news.demon.co.uk>
Source record: 3786

Could be

"Tim Anderson" <tanderson@ednet.co.uk> wrote in message
news:ue5i9s7i21bm11@corp.supernews.com...
> > and I also know a chap that will burn them for a small sum, mail me if
you
> > are interested.
>
> Sounds good to me!
> I might be way off the mark here but I asked a similar question a few
weeks
> ago on these groups and somebody got in touch offering something similar,
I
> lost the mail. Was it you?
> How much and where should I send my money?
>
>
>
> > As for how legal it is, well I think it is illegal but then no one is
> going
> > to have a go at you for changing the ROM language on some chips you
> already
> > have
>
> Well, I must admit, I don't know if it is legal or not but I would stretch
> more towards legal though, I mean when you buy software, you purchase a
> license to use the software, not the actual software.
>
>
> Anyway, I look forward to hearing from you soon with regards to the ROMs.
>
>
> Tim
>
>

7284. Re: German TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-16 05:05:02 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CE33E01.25FC997C@rogers.com>
Source record: 3787

Hi Tim

Tim Anderson wrote:

> <snip>
> >Another option is to use something like neodesk or some other desktop
> > replacement tahts available in english.
> <snip>
>
> Ahh, hadn't thought of that!
>
> What you're saying then is, I could install something like Mint in English
> and have a virtualy English TT?
>
> Now that would solve my problem.
>
> Tim

A Friend of mine had the same trouble a couple years ago, he already had
neodesk 4 so he used that and it worked fine.

7285. Re: German TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-16 08:37:16 UTC
From: William Wong <wongck@rocketmail.com>
Message-ID: <3ce36d80@post.newsfeed.com>
Source record: 3788

*** post for FREE via your newsreader at post.newsfeed.com ***

>James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3CE33E01.25FC997C@rogers.com...
>
> A Friend of mine had the same trouble a couple years ago, he already had
> neodesk 4 so he used that and it worked fine.
>

You may need to have some keyboard mapping. I remembered a German
colleauge's notebook had some keys characters swap.

rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
-----== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

7286. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-17 09:37:08 UTC
From: <>
Message-ID: <1021707916-50457AEicMi@ntlworld.com>
Source record: 3792

From: guillaumed@atari.org (Guillaume Dï¿½flache)
Date: 15 May 2002 03:18:19 -0700

>BTW the adress-bit #23 of $F6xx0000 seems to control whether one boots
>from Flash-memory or from ROM... So an emergency program to recover
>from a corrupt Flash code should be easy to write! :-)

I'm no expert - but isn't there an option to write an emergency floppy disk
from the NVRAM setup program? I've no idea what it's supposed to do though!

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7287. Re: Ethernet questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-17 22:56:06 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <2338.902T300T14363565optimus@canit.se>
Source record: 3790

Hallvard Tangeraas skrev:

>Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

>> Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:
>>
>> > It seems like I might be able to get a Daynalink SCSI ethernet adaptor
>> > with a BNC type connector for free.

>> > But... with such an adapter, can I connect to a broadband Internet
>> > connection, such as the many provided today? As I said, I have no idea
>>
>> If you use NextGenTel you can connect your STE directly to your LAN and
>> get online.

>Mega STe you mean? There's no LAN connector on a plain STe.

He means a LAN, a local area network. The LAN connector was supposed to
connect to an Apple Localtalk LAN, but software support was never realised,
Right now, we're talking about an Ethernet LAN.

>> However, the Cisco router used by NextGenTel does not support
>> BNC, only 10/100Mbps TP. So your LAN should support both BNC and TP if you
>> want to use that Daynaport adapter. Hubs and switches with both BNC and TP
>> costs a little bit more than pure TP ones, but not much.

>Are there other ethernet adapters with both BNC and RJ-45 (the same as
>"TP" as you here refer to?) which will make my setup more compatible
>with any kind of network?

Yes, there are but, I don't know if there are any of the SCSI kind which are
compatible with the ST. They're usually either/or. However, with something
like the EtherNEA and similar projects, which utilise an ISA card, you can use
cards with any kind of connector.

>> If you have Telenor ADSL or UPC cable it's not that simple. In this case
>> you need a dedicated computer to act as a bridge between your LAN and the
>> internet.

>Actually I don't have anything at the moment, but since UPC has the
>cable TV setup here, I'm able to get such a connection if I want.
>So all in all it's not really just a matter of getting an ethernet
>adaptor and going online as a PC or Mac user would be able to do after
>having bought a networking card?

UPC/Chello uses a silly thing called PPP over Ethernet, at least last time I
checked with my mates who've had Chello, but the Norwegian implementation
might differ. You'd have to use a router as an intermediary, then.

--
En ligne avec Thor 2.6a.

There are two major products that come from Berkeley: LSD and UNIX.
We don't believe this to be a coincidence.
-- Jeremy S. Anderson

7288. Re: Ethernet questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-17 22:58:57 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <267.902T2850T14386023optimus@canit.se>
Source record: 3789

Karl Samyn skrev:

>BTW the gateway PC can also be a MAC... that also works fine... (nightowl has
>such a setup)

Or an Amiga, or some kind of UNIX box. When I get my HP 9000/380 fixed, that's
going to be my gateway/router. 040 power! =)

--
En ligne avec Thor 2.6a.

7289. Ethernet Questions [new thread]

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-18 07:17:40 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <HgnF8.300$xU5.50413@wards>
Source record: 3791

Was a PCMCIA unit ever considered for building for
hooking up to the ST/STEs?
If this was done, could a standard network card
be utilised once a set of drivers were written?

Regards,

Mark

7290. Re: Ethernet Questions [new thread]

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-18 09:53:55 UTC
From: Peter Persson <pepNOSPAM@mbox306.swipnet.se>
Message-ID: <7ypF8.5008$iB4.14442@nntpserver.swip.net>
Source record: 3793

Hi,

This should be possible as PCMCIA is pretty similar to the ISA bus.
Drivers and hardware for ISA Ethernet boards is already available.

/Peter

7291. Atari floppy drives

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-18 12:32:58 UTC
From: Oracle <No.Return@go.away>
Message-ID: <IMrF8.12891$b5.45253@newsfeeds.bigpond.com>
Source record: 3794

Are you fellow atari users aware that amiga 500 & atari ST floppy drives are backwards compatible?

Well the ones with the industry standard connector, not the retarded small style connector some external amiga drives have.

found out last night when pulling apart my friends amiga and thought "what the hell" and plugged its floppy drive into my st and it worked instantly, internaly and externaly, aslong as the ID is set correctly, those pining for a floppy drive can rape amigas for them, because they work. but be aware that some 500's have 1.5 height 3.5 inch drives, and they do not have faceplates. Try to get a third party external 500 floppy drive with a regular connector, then its very easy.

is this known?

7292. Re: Modifying CT2 flash-memory?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-18 13:11:28 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1021752429.4913.2@demeter.uk.clara.net>
Source record: 3798

Hi dude

| >BTW the adress-bit #23 of $F6xx0000 seems to control whether one boots
| >from Flash-memory or from ROM... So an emergency program to recover
| >from a corrupt Flash code should be easy to write! :-)
|
| I'm no expert - but isn't there an option to write an emergency floppy
disk
| from the NVRAM setup program? I've no idea what it's supposed to do
though!

Same as with a PoCs box dude, allows you to recover from a fried BIOS,
providing the BIOS boot block isn't also fried.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.362 / Virus Database: 199 - Release Date: 07/05/02

7293. Re: Atari floppy drives

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-18 15:21:04 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <ctJVywAgFn58EwRP@atari.org.uk>
Source record: 3795

In article <lMrF8.12891$b5.45253@newsfeeds.bigpond.com>, Oracle
<No.Return@go.away> writes
>Are you fellow atari users aware that amiga 500 & atari ST floppy drives are
>backwards compatible?
>
>Well the ones with the industry standard connector, not the retarded small
>style connector some external amiga drives have.
>
>found out last night when pulling apart my friends amiga and thought "what
>the hell" and plugged its floppy drive into my st and it worked instantly,
>internaly and externaly, aslong as the ID is set correctly, those pining for
>a floppy drive can rape amigas for them, because they work. but be aware
>that some 500's have 1.5 height 3.5 inch drives, and they do not have
>faceplates. Try to get a third party external 500 floppy drive with a
>regular connector, then its very easy.
>
>is this known?
>
>

The ST's use a standard schugart interface, and use the same type of fdc
as in pc's, early Amiga (iirc) didnt use a standard interfafce, niether
did early ST's either.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7294. Re: Ethernet Questions [new thread]

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-18 15:23:33 UTC
From: Mark Duckworth <mduckworth@antii-spam.atari-source.com>
Message-ID: <1021735596.565523@pikachu>
Source record: 3796

Peter Persson wrote:

> Hi,
>
> This should be possible as PCMCIA is pretty similar to the ISA bus.
> Drivers and hardware for ISA Ethernet boards is already available.
>
> /Peter
>
>
>

But you must keep in mind, the easiest way to hook a PCMCIA bus up to an atari is through the use of a SCSI pcmcia adapter. A special drive will need to be written for these units before a (modified) version of ISA drivers can be used. It will be some work.

Mark

7295. Re: Ethernet Questions [new thread]

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-18 15:32:21 UTC
From: David Wade <dave@dwade.remove_to_reply.freeserve.co.uk>
Message-ID: <ac5s5u$cq3$1@news8.svr.pol.co.uk>
Source record: 3797

"Mark Keates" <mark@mkeates.f9.co.uk> wrote in message
news:HgnF8.300$xU5.50413@wards...
> Was a PCMCIA unit ever considered for building for
> hooking up to the ST/STEs?
> If this was done, could a standard network card
> be utilised once a set of drivers were written?

I would not like to use PCMCIA. PCMCIA cards seem to change chip sets
frequently
and are relativley expensive to obtain, so there is a real danger we would
end up in the situation
we are in with the Parralle Port adaptor. We have a driver, and a hardware
design but no
network adaptor.

The ISA adaptor Lyndon has designed at http://hardware.atari.org/ is I think
a near optimal solution.
It uses cheap and reasonably widley available components. It is reasonable
simple to build
There are drivers for some of the commonly used network stacks.

Even so I guess that ISA NE2000 clone network cards are not going to be
around for ever, so we will need a
replacment at some point in time. I would suggest that a PCI version would
be better as that
would probably offer better long term stability.

Dave.

> Regards,
>
> Mark
>
>

7296. Re: Ethernet Questions [new thread]

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-18 22:46:40 UTC
From: lp <gfa@basic.net>
Message-ID: <B90C5210.6F6D%gfa@basic.net>
Source record: 3799

in article 1021735596.565523@pikachu, Mark Duckworth at
mduckworth@antii-spam.atari-source.com wrote on 5/18/02 11:23 AM:

>> This should be possible as PCMCIA is pretty similar to the ISA bus.
>> Drivers and hardware for ISA Ethernet boards is already available.
>
> But you must keep in mind, the easiest way to hook a PCMCIA bus up to an
> atari is through the use of a SCSI pcmcia adapter. A special drive will
> need to be written for these units before a (modified) version of ISA
> drivers can be used. It will be some work.

The SCSI to PCMCIA units I have strictly mimick a HD. The firmware in these
units is limited. The manual actually states one cannot use ethernet
or modems designed for pcmcia. Perhaps there are more robust models out
there, but if so they must cost a fortune. The ones I have are not cheap,
but they do read any type of memory card quite nicely.

Lonny Pursell

7297. Re: Ethernet Questions [new thread]

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-18 23:26:47 UTC
From: Iggy Drougge <optimus@canit.se>
Message-ID: <645.904T2350T266011optimus@canit.se>
Source record: 3800

Mark Duckworth skrev:

>Peter Persson wrote:

>> This should be possible as PCMCIA is pretty similar to the ISA bus.
>> Drivers and hardware for ISA Ethernet boards is already available.

>But you must keep in mind, the easiest way to hook a PCMCIA bus up to an
>atari is through the use of a SCSI pcmcia adapter. A special drive will
>need to be written for these units before a (modified) version of ISA
>drivers can be used. It will be some work.

OTOH, if it's hooked up via SCSI, wouldn't that require more or less constant polling? That's a suboptimal solution, just like the SCSI ethernet boxes from Dayna.

--
En ligne avec Thor 2.6a.

7298. St Drive Cable...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-20 00:08:24 UTC
From: "Cesar Soto G." <galaxy@vtr.net>
Message-ID: <3CE83E77.9D8C1B52@vtr.net>
Source record: 3651

Hi, I want to make a St 3,5ï¿½ drive cable,
Anyone makes this?
if possible?
How i make, Instructions, Pins Diagrams?

Thanks so much

Cesar

Reply-to : galaxy@netline.cl
Responder a : galaxy@netline.cl

7299. Atari Tos 1.4 2 chip set

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-20 04:55:48 UTC
From: albee <albee@qwest.net>
Message-ID: <3CE881D4.6080907@qwest.net>
Source record: 3652

Does anyone know the eprom used for the 2 chip set of tos 1.4?
I know that the 27c256 is the eprom used for the 6 chip set.
both I know are 28 pin.

Thanks in advance
Al

7300. Re: St Drive Cable...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-20 06:46:12 UTC
From: rs.mac@t-online.de
Message-ID: <1fch1m3.lm5h2t18c14wyN%rs.mac@t-online.de>
Source record: 3653

Cesar Soto G. <galaxy@vtr.net> wrote:

> Hi, I want to make a St 3,5ï¿½ drive cable,
> Anyone makes this?
> if possible?
> How i make, Instructions, Pins Diagrams?

Floppy
Shugart Atari ST Signal
34 Pin external Connector Description

1-31 3,7 GND
8 4 Index
10 5 Drive Select 0
12 6 Drive Select 1
16 8 Motor On
18 9 Direction
20 10 Step
22 11 Write Data
24 12 Write Gate
26 13 Track 0
28 14 Write-Protect
30 1 Read Data
32 2 Side Select

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

7301. Re: Atari Tos 1.4 2 chip set

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-20 16:35:54 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CE9262E.2249A580@rogers.com>
Source record: 3654

Look up best electronics website in a search engine or email them at
bestelec@concentric.net

I got the 6chip set of TOS 1.4 there last year and I know they also have the 2
chip sets as well. Best is pretty good for this stuff. All the parts I've
ordered from them over the years have been spot on.

albee wrote:

> Does anyone know the eprom used for the 2 chip set of tos 1.4?
> I know that the 27c256 is the eprom used for the 6 chip set.
> both I know are 28 pin.
>
> Thanks in advance
> Al

7302. Re: St Drive Cable...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-20 16:38:58 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CE926E5.817DC357@rogers.com>
Source record: 3655

Hi Cesar.

it is possible to build one but the connectors are uncommon. Best electronics in california stocks them and the fully assembled cables too. There are some other mail order places that would have these but I cant' remember them off hand. But if you email bestelec@concentric.net or use a search engine to find one of the other ST parts dealers you should be able to find the parts. In my case I needed 3 or so of those same cables last year. I saved myself the effor of assembling them and ordered the full cables. Does cost a little bit more that way but at least you'll know they will work right away.

"Cesar Soto G." wrote:

> Hi, I want to make a St 3,5ï¿½ drive cable,
> Anyone makes this?
> if possible?
> How i make, Instructions, Pins Diagrams?
>
> Thanks so much
>
> Cesar
>
> Reply-to : galaxy@netline.cl
> Responder a : galaxy@netline.cl

7303. NE2000 based Ethernet Adaptor from http://hardware.atario.org/

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-20 23:17:29 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <acbskt$5mv$1@news8.svr.pol.co.uk>
Source record: 3656

Folks,

Seeing as Lyndon has still not finished making any adaptors, I thought I would have a go at making one myself.
After a few over-heated fingers I now have one up and running. I have documented my experiences (very roughly at) http://www.dwade.freeserve.co.uk/atari/main.html and would appreciate any feed back.

I must say I am very pleased with the adaptor, I tend not to use it on the net directly, but I stage the files on my PC then FTP them to the ST, mainly because CAB seems very slow at rendering compared to my PC.

Dave.

P.S. In order to preserve what little un-soldered areas there are on my fingers, I am now waiting for Lyndon to make me another one so I can get my MEGA on the net as well.

7304. Re: NE2000 based Ethernet Adaptor from http://hardware.atario.org/

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-20 23:19:31 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <acbsorcki1@news5.svr.pol.co.uk>
Source record: 3657

ooooppppssss the subject should of course say :- http://hardware.atari.org/

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:acbskt$5mv$1@news8.svr.pol.co.uk...
> Folks,
>
> Seeing as Lyndon has still not finished making any adaptors, I thought I
> would have a go at making one myself.
> After a few over-heated fingers I now have one up and running. I have
> documented my experiences (very roughly at)
> http://www.dwade.freeserve.co.uk/atari/main.html and would appreciate any
> feed back.
>
> I must say I am very pleased with the adaptor, I tend not to use it on the
> net directly, but I stage the files on my PC then FTP them to the ST,
mainly
> because CAB seems very slow at rendering compared to my PC.
>
> Dave.
>
> P.S. In order to preserve what little un-soldered areas there are on my
> fingers, I am now waiting for Lyndon to make me another one so I can get
my
> MEGA on the net as well.
>
>
>
>

7305. Re: NE2000 based Ethernet Adaptor from http://hardware.atario.org/

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 03:59:29 UTC
From: William Wong <wongck@rocketmail.com>
Message-ID: <3ce9c3e4@post.newsfeed.com>
Source record: 3658

*** post for FREE via your newsreader at post.newsfeed.com ***

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:acbskt$5mv$1@news8.svr.pol.co.uk...
>
> Seeing as Lyndon has still not finished making any adaptors, I thought I
> would have a go at making one myself.

Funny that you say that.
I received the adapter from Lyndon 2 weeks ago. All the way from UK and I am living in the other side of the world, in Singapore. The adapter looks some what similar to the one on your web page.

Irony is that I seems to have some difficulties in getting a RTL8019 ethernet card, the near by second hand shops don't seems to have them. It will be sometime before I can make my way down to some other 2nd hand computer shop (second-hand mean Pentium II era stuff nowadays). So I have not hook it up yet to my falcon.

Rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
------== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

7306. Re: Atari Tos 1.4 2 chip set

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 04:00:13 UTC
From: Wes Newell <w.newell@verizon.net>
Message-ID: <3CE9C64A.6010402@verizon.net>
Source record: 3659

albee wrote:
> Does anyone know the eprom used for the 2 chip set of tos 1.4?
> I know that the 27c256 is the eprom used for the 6 chip set.
> both I know are 28 pin.
>
> Thanks in advance
> Al
>

1 megabit 128Kx8bit. 100ns
There's several different numbers depending on who made/makes it, but
the most common are 27C010 and 27C1001.

7307. Re: Atari Tos 1.4 2 chip set

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 09:40:15 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <acd4lv$a09$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3660

In article <3CE881D4.6080907@qwest.net>, albee <albee@qwest.net> wrote:
>Does anyone know the eprom used for the 2 chip set of tos 1.4?
>I know that the 27c256 is the eprom used for the 6 chip set.
>both I know are 28 pin.

YOPu need 27C010, 27C1001 or similar. However, these are 32-pin and need
some adapter to plug into the 28-pin socket.

There is no 28-pin EPROM that is pin-compatible with the original ROMs.

cu
Michael

7308. Jagfest 2002

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 10:36:41 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <ZqpG8.31843$Bw6.46339@rwcrnsc51.ops.asp.att.net>
Source record: 3661
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

Just a Reminder about Jagfest 2002 on july 12th and 13th in Saint Louis,MO:

Admission cost for this event is $25.00 for those who wish to pre- pay and $30.00 for those who wish pay at the door; this cost covers for both days.
Table prices are as follows (admission price is included): Visitor tables: $35.00 before July 9th (after July 9th its $40.00),
Dealer Tables: $45.00 before July 9th (after July 9th its $50.00) (extra tables are $5.00 each).

Also for those people who want to place an ad in the fest program here are the prices:
$15.00 for quarter page
$25.00 for half page
$50.00 for full page
A listing on the back page is under $15.00
For full details on how to place your ad in the program contact Greg George.
You can pay either by paypal (greg@ataritimes.com) or by sending a Check or Money Order to Gregoary D. George, 347 Banyan Drive, Winter Haven, FL 33884
Attn. Jagfest payments
For more information On Jag fest 2k2 e-mail Greg George at greg@ataritimes.com, James Garvin at omc@omcgames.com or Daniel Iacovelli at atarivideoclub@yahoo.com or visit the Jagfest 2002 site at http://omcgames.com/jagfest/
(be sure to visit the Jag fest message board and post your ideas for this event.)
---
like to help spread the word on Jagfest2k2 e-mail me (atarivideoclub@yahoo.com) ask about getting the Jagfest Flyer to pass out at your area.

7309. Q: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 11:30:21 UTC
From: Eck <a.g.naysmith@hw.ac.uk>
Message-ID: <hdqG8.2328$df7.45260847@news-text.cableinet.net>
Source record: 3662

I would like to have a hard disk for my STE and I have been looking at previous posts to see what can be done. There seems to be 4 options available to those who want a hard disk. 1: Get an actual hard disk for the Atari off Ebay. 2: asci-scsi adaptor (Does this connect to the hard disk port on the back of the STE to some external scsi hard disk?). 3: An IDE interface in which you can have an IDE hard disk inside the STE. (requires a tos of 2.06 I understand). 4: Link 97 solution to a PC (is this just a cable and some software?).
I want a hard disk that doesn't require soldering inside my precious STE, so what is the easiest and cheapest way to do this other than buying the ST hard disk? Could someone tell me the full details of whats involved in the last 3 hard disk solutions or mention any web sites that give all this information?

thanks for reading

I'm not going to bother posting this to the other newsgroup

Alex

7310. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 14:24:09 UTC
From: Eck <a.g.naysmith@hw.ac.uk>
Message-ID: <dMsG8.2439$eH7.46306332@news-text.cableinet.net>
Source record: 3663

I have had a better look on the web and have come across a FAQ for this group. I now know there are only three ways to connect a hard disk to the ST. The most suitable for me think would be the SCSI host adaptor (Link'97,The Link2) but they are a bit pricey at $100 whatever that is in UK squids.
Oh well.

7311. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 15:26:13 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <acdld6$tp8$1@news6.svr.pol.co.uk>
Source record: 3664

"Eck" <a.g.naysmith@hw.ac.uk> wrote in message
news:hdqG8.2328$df7.45260847@news-text.cableinet.net...
> I would like to have a hard disk for my STE and I have been looking at
> previous posts to see what can be done. There seems to be 4 options
> available to those who want a hard disk.

>1: Get an actual hard disk for the Atari off Ebay.

This will connect to the port on the back of the ST. Many of this are very
small
(30 or 30 megs) and have MFM or RLL drives which may be starting to die.
Unless you can get one really cheap I would avoind this.

> 2: asci-scsi adaptor > (Does this connect to the hard disk
> port on the back of the STE to some external scsi hard disk?).

Yes thats the idea. These convert the Atari Hard Disk port
which is a kind of "cut down" SCSI to full SCSI, and allow a
some standard SCSI disks (and other SCSI peripherals, depending
on model) to be used on the STE. In the uk Atari Workshop may
have some of these in stock. (www.atari-workshop.co.uk but I can't
seem to reach it from two different ISPs.)

> 3: An IDE interface in which you can have an IDE hard disk inside the STE.
> (requires a > tos of 2.06 I understand).

Only requires TOS 2.06 if you need to autoboot. Will boot fine from a floppy
with TOS 1.6. I did not fit mine and have not looked so I don't know how
much
soldering is involved, but I think many just clip over/under the CPU chip.
I got mine from Keychange (www.keychange.co.uk) but Mario Beecroft
also does one (see http://gem.win.co.nz/mario/hardware/ide.html) which
requires
little (no) soldering.

>4: Link 97 solution to a PC (is this just a cable > and some software?).

It is a ASCI <-> SCSI adaptor as above.

> I want a hard disk that doesn't require soldering inside my precious STE,
so
> what is the easiest and cheapest way to do this other than buying the ST
> hard disk?

If your STE is an early model with a suspect DMA chip you may well
have to replace this to implement a SCSI adaptor. This is a much bigger
job than fitting the IDE adaptors.

> Could someone tell me the full details of whats involved in the
> last 3 hard disk solutions or mention any web sites that give all this
> information?
>

I think I have covered most things. Note if you want to use
other SCSI peripherals then you may need the ASCI <-> SCSI adaptor any way.

You might also check out http://www.seimet.de/hddriver_english.html for
details
of some modern driver software.

> thanks for reading
>
> I'm not going to bother posting this to the other newsgroup
>
> Alex
>
>

7312. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 15:51:04 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <acdmrm$d2b$1@news5.svr.pol.co.uk>
Source record: 3665

```
"Eck" <a.g.naysmith@hw.ac.uk> wrote in message
news:dMsG8.2439$eH7.46306332@news-text.cableinet.net...
> I have had a better look on the web and have come across a FAQ for this
> group. I now know there are only three ways to connect a hard disk to the
> ST. The most suitable for me think would be the SCSI host adaptor
> (Link'97,The Link2) but they are a bit pricey at $100 whatever that is in
UK
> squids.
> Oh well.
>
>
```

Ahah Atari Workshop is back up. £59.95 for the link 97.
Then you may need to get the DMA fixed.....
Compared with 35 quid for the IDEal from keychange....

7313. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 16:07:20 UTC
From: Eck <a.g.naysmith@hw.ac.uk>
Message-ID: <YguG8.2540$3%7.47092858@news-text.cableinet.net>
Source record: 3666

> If your STE is an early model with a suspect DMA chip you may well
> have to replace this to implement a SCSI adaptor. This is a much bigger
> job than fitting the IDE adaptors.

Anyway of finding out what kind of DMA chip I have installed?

7314. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 16:48:22 UTC
From: Eck <a.g.naysmith@hw.ac.uk>
Message-ID: <qTuG8.2598$Tc.47478965@news-text.cableinet.net>
Source record: 3668

I've actaully got my STE opened the now, could anyone tell me what is the
CPU of the three big chips at the front and where I can find the DMA? chip?
Which two are the TOS chips?

7315. Configuring jumpers on a TT-RAM expansion

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 17:11:48 UTC
From: CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.404ee5ea.52f05662.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3669

Hello,

Maybe is this the correct place to post...
I'm getting into trouble in configuring the jumpers of an Atari
TT-RAM expansion.
This is fitted with 4 SIMMs that are to be 2 MB ones. But, when
the TT boots, it only reports 4 MB of TT-RAM instead of 8.
I suppose I have to set jumpers on the board, but unfortunately i
don't own the doc. There are 6 jumpers labeled W101 to W106 on the
board. Can someone tell me how to configure them regarding to the
number and type of SIMMs one can use ?

thank-you,

J.-Luc

7316. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 17:15:02 UTC
From: Eck <a.g.naysmith@hw.ac.uk>
Message-ID: <qgvG8.2638$Tj.47788062@news-text.cableinet.net>
Source record: 3670

Ah ha, I have found the TOS chips, found underneath the floppy disk drive. And I think I have found the Processor. It's the one on the right in a black socket with the line 68000FN8 written on the middle of it by Motorola. What on earth is the middle socketed chip and where can anyone possibly stick a 2'5 hard drive?!

7317. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 17:38:55 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <acdt5u$29r$1@news6.svr.pol.co.uk>
Source record: 3667

"Eck" <a.g.naysmith@hw.ac.uk> wrote in message
news:YguG8.2540$3%7.47092858@news-text.cableinet.net...
>
> > If your STE is an early model with a suspect DMA chip you may well
> > have to replace this to implement a SCSI adaptor. This is a much bigger
> > job than fitting the IDE adaptors.
>
> Anyway of finding out what kind of DMA chip I have installed?
>
Two that I know of.

1. Take theST appart and check the number on the chip. If it says

CO25913-38
PH23-030
9H1 80

Its bad, but I don't know what a good one says.

2. Plug in a ICD ASCI adaptor and use for about 1 hour. If the drive starts
to loose data its bad.

You might also try posting the serial number.Mine which had a bad one
is A19B3007210. I also think if you have the later TOS 1.62 (which does
the Medium Res thing properly) you are probably o.k.

Dave.

7318. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 18:10:25 UTC
From: Eck <a.g.naysmith@hw.ac.uk>
Message-ID: <l4wG8.2698$NF.48952669@news-text.cableinet.net>
Source record: 3671

> You might also try posting the serial number.Mine which had a bad one
> is A19B3007210. I also think if you have the later TOS 1.62 (which does
> the Medium Res thing properly) you are probably o.k.

Ok, the serial number on the bottom of the ST case is A10BA3042961 and I
have TOS version 1.62

7319. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 19:52:59 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ace519lpd1@news5.svr.pol.co.uk>
Source record: 3672

"Eck" <a.g.naysmith@hw.ac.uk> wrote in message
news:qgvG8.2638$Tj.47788062@news-text.cableinet.net...
> Ah ha, I have found the TOS chips, found underneath the floppy disk
drive.
> And I think I have found the Processor. It's the one on the right in a
black
> socket with the line 68000FN8 written on the middle of it by Motorola.
What
> on earth is the middle socketed chip and where can anyone possibly stick a
> 2'5 hard drive?!
>

Well I had a peek in mine to see how Barry had squeezed it in and it fits
in very
sidways at the back, just over the video socket.

If you have not found the DMA its under the floppy...
>

7320. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 21:51:17 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <acef80$a0q$1@thorium.cix.co.uk>
Source record: 3673

or even 15 pound for a Link (2nd hand) from 16/32!

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

7321. Re: Configuring jumpers on a TT-RAM expansion

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 22:08:33 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <acegh1$sv0$1@reader1.panix.com>
Source record: 3674

CECCOLI Jean-Luc <Jean-Luc.Ceccoli@wanadoo.fr> writes:

: Hello,

: Maybe is this the correct place to post...
: I'm getting into trouble in configuring the jumpers of an Atari
: TT-RAM expansion.
: This is fitted with 4 SIMMs that are to be 2 MB ones. But, when
: the TT boots, it only reports 4 MB of TT-RAM instead of 8.
: I suppose I have to set jumpers on the board, but unfortunately i
: don't own the doc. There are 6 jumpers labeled W101 to W106 on the
: board. Can someone tell me how to configure them regarding to the
: number and type of SIMMs one can use ?

: thank-you,

: J.-Luc

2 MB is not listed as a possibility. 1 MB and 4MB are listed.

For four 4 MB x 8 SIMMS, W101 is jumpered 1-2, W102 is jumpered 1-2, W106
is jumpered 1-2

For four 1 MB x8 SIMMS, those three are jumpered 2-3.

W103 and W104 are jumpered 2-3, and W105 is jumpered 1-2 for non-burst
mode, and 2-3 for burst mode. That probably means jumper 1-2, unless you
can get burst-mode SIMMs.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7322. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-21 22:52:58 UTC
From: Eck <a.g.naysmith@hw.ac.uk>
Message-ID: <edAG8.3065$9J1.52114595@news-text.cableinet.net>
Source record: 3675

What is the difference between the Link1 and Link2 from ICD? And what kind of cable will I need? I have also noticed a Gaestiner SCSI Link, is that just as good?

7323. Questions on MB revisions 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-22 19:14:43 UTC
From: surfbud <atarimaestro@yahoo.com>
Message-ID: <voqneuk7qd6fe06r16rlu4cnkeej6ppf48@4ax.com>
Source record: 3676

Well I have two different 1040ST MB's one says Rev 1 and has a spot
for a blitterchip on the MB the other has a slightly different chip
layout and says Rev D. Which one is newer ? The Rev D MB has Tos 1.4
on 6 chips and the Rev 1 has 2 Tos Roms and says Atari 1987 on them.
Judging by the Roms I think that the Rev D has been upgraded ?

Thanks

7324. Re: Questions on MB revisions 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-23 09:41:38 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <6gnMRrESIL78EwEK@atari.org.uk>
Source record: 3677

In article <voqneuk7qd6fe06r16rlu4cnkeej6ppf48@4ax.com>, surfbud
<atarimaestro@yahoo.com> writes
>Well I have two different 1040ST MB's one says Rev 1 and has a spot
>for a blitterchip on the MB the other has a slightly different chip
>layout and says Rev D. Which one is newer ? The Rev D MB has Tos 1.4
>on 6 chips and the Rev 1 has 2 Tos Roms and says Atari 1987 on them.
>Judging by the Roms I think that the Rev D has been upgraded ?
>
>Thanks
>

The age old story:))

There are several revisions, i would say that rev d is the latest you
have.

Both motherboards should be able to support either 2 or 6 rom set

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7325. Re: Atari Tos 1.4 2 chip set

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-23 09:49:10 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <jg2KBrFWsL78EwnI@atari.org.uk>
Source record: 3678

In article <acd4lv$a09$1@nets3.rz.RWTH-Aachen.DE>, Michael Schwingen
<michaels@ccac.rwth-aachen.de> writes
>There is no 28-pin EPROM that is pin-compatible with the original ROMs.
>
>cu
>Michael

Strange!!! I know several people that have used standard 27 series
EPROM's in the 6 chip set???????

On the same subject... a while ago I had a chance to speak to the
developers of the EPROM programmer I have for my Atari. They also stated
that it is simple to make an adaptor to allow programming of the 32-pin
27 series EPROM, using a 28-pin socket. However that you will need to
MANUALLY switch the high banks.

Has anyone made one of these or got one for sale?

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7326. Re: Questions on MB revisions 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-23 10:26:16 UTC
From: Oracle <No.Return@go.away>
Message-ID: <vn3H8.16469$b5.57253@newsfeeds.bigpond.com>
Source record: 3679

what difference does it make how many rom chips it uses ?

"Steve Stupple" <Steve@atari.org> wrote in message
news:6gnMRrESlL78EwEK@atari.org.uk...
> In article <voqneuk7qd6fe06r16rlu4cnkeej6ppf48@4ax.com>, surfbud
> <atarimaestro@yahoo.com> writes
> >Well I have two different 1040ST MB's one says Rev 1 and has a spot
> >for a blitterchip on the MB the other has a slightly different chip
> >layout and says Rev D. Which one is newer ? The Rev D MB has Tos 1.4
> >on 6 chips and the Rev 1 has 2 Tos Roms and says Atari 1987 on them.
> >Judging by the Roms I think that the Rev D has been upgraded ?
> >
> >Thanks
> >
>
> The age old story:))
>
> There are several revisions, i would say that rev d is the latest you
> have.
>
> Both motherboards should be able to support either 2 or 6 rom set
>
> --
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7327. Re: Atari Tos 1.4 2 chip set

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-23 11:43:09 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <acikkd$n7p$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3680

In article <jg2KBrFWsL78EwnI@atari.org.uk>,
Steve Stupple <Steve@atari.org> wrote:
>In article <acd4lv$a09$1@nets3.rz.RWTH-Aachen.DE>, Michael Schwingen
><michaels@ccac.rwth-aachen.de> writes
>>There is no 28-pin EPROM that is pin-compatible with the original ROMs.
>>
>>cu
>>Michael
>
>Strange!!! I know several people that have used standard 27 series
>EPROM's in the 6 chip set???????

Please read the original article. He was asking for an EPROM replacement for
the *2*-chip set.

>On the same subject... a while ago I had a chance to speak to the
>developers of the EPROM programmer I have for my Atari. They also stated
>that it is simple to make an adaptor to allow programming of the 32-pin
>27 series EPROM, using a 28-pin socket. However that you will need to
>MANUALLY switch the high banks.

You will have to switch a *lot* of banks. 27C512 (the largest in 28 pins)
and 27C010 use different kinds of applying Vpp/program pulse, due to the pin
shortage on the 27C512, so you will have to set the programmer for 27C256
(or even smaller), which means you need at least 4 banks to switch manually.

Unless, of course, you can modify the software to drive the prommer.

I use the Junior Prommer, and the 32-pin adapter for that programmer does
everything without manual switching, since the software directly supports
the adapter.

cu
Michael

7328. Re: Q: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-23 21:24:46 UTC
From: ebaiz@skyenet.net
Message-ID: <y6dH8.187$vE4.115803@newsfeed.slurp.net>
Source record: 3681

On 21 May 2002 11:30:21 , "Eck" wrote:
>I want a hard disk that doesn't require soldering inside my precious STE, so
>what is the easiest and cheapest way to do this other than buying the ST
>hard disk? Could someone tell me the full details of whats involved in the
>last 3 hard disk solutions or mention any web sites that give all this
>information?
>thanks for reading
>I'm not going to bother posting this to the other newsgroup
>Alex

Hello Alex,

I also have a STe and have a hard disk up and running. I used the Link
II SCSI interface and it works just fine. I also have a CD ROM hooked
upto it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

7329. Re: Questions on MB revisions 1040ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-23 21:30:44 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CED5FDC.9711AA7@rogers.com>
Source record: 3682

I suspect the Rev.1 board you mention (with 1987 rom) probably contains the TOS 1.2 roms. Functionally there isn't much difference between the same verision of tos weather its on 2 or 6chips other than the obvious that the 2 chip set is easier to replace with a newer version.

surfbud wrote:

> Well I have two different 1040ST MB's one says Rev 1 and has a spot
> for a blitterchip on the MB the other has a slightly different chip
> layout and says Rev D. Which one is newer ? The Rev D MB has Tos 1.4
> on 6 chips and the Rev 1 has 2 Tos Roms and says Atari 1987 on them.
> Judging by the Roms I think that the Rev D has been upgraded ?
>
> Thanks
>

7330. Atari 2600 (CX-2600) Problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-23 23:48:39 UTC
From: "P.R." <roachpel@NOSPAMnbnet.nb.ca>
Message-ID: <rdfH8.23521$cT2.2437832@news-nb00s0.nbnet.nb.ca>
Source record: 3683

Hello,

I recently came across an Atari 2600 model CX-2600. I currently do not have any carts for it and would like to know if it is working before I bother purchasing any games that I may find.

I'm just wondering if anyone can tell me if the Atari should display anything on the television if no cart is in the unit. Currently, when I connect the video cable to the RCA jacks in the television and turn it on, nothing indicates whether it is working. No flicker in the video, no static, nothing.

Any suggestions as to what I may be doing wrong, or if I really do need a cart just to see if the unit will power on, would be greatly appreciated. Also, any information on a web site or source for Atari 2600 Repair would be nice.

Thanks!
Peter

7331. Re: Atari 2600 (CX-2600) Problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-24 00:36:30 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CED8B66.E973B31B@rogers.com>
Source record: 3684

Hi there,

First off you need a cart to display anything, otherwise the system wil not work at all. Secondly the rf cable coming from the 2600 is NOT composite video, you need one of those tv/game switchboxes to connect to the antenna (or cable) connector on the back of the tv, usually the 2600 will use channel 2 or 3, there is a switch on the back to select which.

"P.R." wrote:

> Hello,
>
> I recently came across an Atari 2600 model CX-2600. I currently do not have
> any carts for it and would like to know if it is working before I bother
> purchasing any games that I may find.
>
> I'm just wondering if anyone can tell me if the Atari should display
> anything on the television if no cart is in the unit. Currently, when I
> connect the video cable to the RCA jacks in the television and turn it on,
> nothing indicates whether it is working. No flicker in the video, no static,
> nothing.
>
> Any suggestions as to what I may be doing wrong, or if I really do need a
> cart just to see if the unit will power on, would be greatly appreciated.
> Also, any information on a web site or source for Atari 2600 Repair would be
> nice.
>
> Thanks!
> Peter

7332. Re: Atari 2600 (CX-2600) Problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-24 03:55:01 UTC
From: "P.R." <roachpel@NOSPAMnbnet.nb.ca>
Message-ID: <pQiH8.23664$cT2.2463231@news-nb00s0.nbnet.nb.ca>
Source record: 3685

Seems I'm missing the TV switch, but I believe I know where to find one.
Thanks for the quick reply and help!

Peter

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3CED8B66.E973B31B@rogers.com...
> Hi there,
>
> First off you need a cart to display anything, otherwise the system wil
not
> work at all. Secondly the rf cable coming from the 2600 is NOT composite
> video, you need one of those tv/game switchboxes to connect to the
antenna (or
> cable) connector on the back of the tv, usually the 2600 will use channel
2 or
> 3, there is a switch on the back to select which.
>
> "P.R." wrote:
>
> > Hello,
> >
> > I recently came across an Atari 2600 model CX-2600. I currently do not
have
> > any carts for it and would like to know if it is working before I bother
> > purchasing any games that I may find.
> >
> > I'm just wondering if anyone can tell me if the Atari should display
> > anything on the television if no cart is in the unit. Currently, when I
> > connect the video cable to the RCA jacks in the television and turn it
on,
> > nothing indicates whether it is working. No flicker in the video, no
static,
> > nothing.
> >
> > Any suggestions as to what I may be doing wrong, or if I really do need
a
> > cart just to see if the unit will power on, would be greatly
appreciated.
> > Also, any information on a web site or source for Atari 2600 Repair
would be
> > nice.
> >
> > Thanks!
> > Peter

>

7333. FDD controller blown up/damaged?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-24 16:46:19 UTC
From: Reizla <reizla.NOSPAM@xs4all.nl>
Message-ID: <20020524.16461955@mis.configured.host>
Source record: 3686

Hello,

Back from a while away. Basicly,. I didn't want to participate while my Atari was broken down...

but now I think I really f*cked-up... Here's the problem...

I wanted to install a 1.44M drive in my Atari STe. All went well, but I had no switch in it for 720K. So I created the auto detect circuit. With one of the chips missing, I had it replaced by a simular chip. And then the trouble started... The curcuit didn;t work, so I replaced it with a manual switch and taking 8Mhz and 16Mhz from the MoBo. When booting the Atari in HD the drive was not detected. When booting in DD mode, the drive was detected, but unable to write to it.

I figured that it would be a problem with the 16Mhz signal since I have a Ste. SO today I had time to buy a 16Mhz crystal to do the job. Soldering it all together, all shoudl work. But the problems stayed. I changed drive, but this dind't help either (twice to be exactly, even a Sony drive refused to work).

So I think I've blown up the FDD chip. Am I right with that thought?

Though nothing is lost... An old Mega ST 1 is coming my way, along with a MegFile 30...

Alex
-=- ICQ: 56967657 -=- http://reizla.xs4all.nl
-=- This is a NOSPAM address. Spamming is a violation of European law.

7334. Re: St Drive Cable...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-24 22:00:35 UTC
From: "Cesar Soto G." <galaxy@vtr.net>
Message-ID: <3CEEB803.8554E773@vtr.net>
Source record: 3687

"Cesar Soto G." wrote:

> Hi, I want to make a St 3,5ï¿½ drive cable,
> Anyone makes this?
> if possible?
> How i make, Instructions, Pins Diagrams?
>
> Thanks so much
>
> Cesar

Thank you very much for your answers, Robert Schaffner and James
Alexander!!!

--
Reply-to : galaxy@netline.cl
Responder a : galaxy@netline.cl

7335. Re: Atari 2600 (CX-2600) Problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-24 22:22:35 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <677teuga3f945hhad7fib6uto1jcd2mgjn@4ax.com>
Source record: 3688

On Fri, 24 May 2002 03:55:01 GMT, "P.R." <roachpel@NOSPAMnbnet.nb.ca>
wrote:

>Seems I'm missing the TV switch, but I believe I know where to find one.
>Thanks for the quick reply and help!
>
>Peter
>

You don't absolutely need the "RF switchbox"- its only purpose was to
allow people in the 1980s to switch between the antenna on the TV
(this was before cable TV was common) and whatever device they wanted
to connect to the TV- video game, home computer, PONG, whatever.

You DO need some kind of adapter to convert from the RCA plug on the
2600 to whatever kind of antenna input your TV has.

The RF switchbox generally did that by converting the connections to
two "spade lugs" that screwed under the VHF antenna screws on the TV.

You can get an inexpensive adapter that does the same thing, in case
you can't find a "genuine" RF switchbox.

You can also get an adapter that will connect to an "F" style cable
input in case your TV doesn't have screw terminals for the antenna
(some TVs don't have them any more).

Then just tune the TV to Channel 3 (or whatever the 2600 is set for).

As for repairs, the cost of repairing a 2600 is likely to be far
greater than just buying another one from eBay or Salvation Army
thrift stores. They're not very repairable, and replacing the chips
on the motherboard (IF you can get them) is very labor intensive.

Check on eBay for game cartridges too, if you can't find any at thrift
stores or garage sales. There are a lot of people selling them pretty
cheaply at eBay.

Good luck!

BobR

7336. Re: Atari 2600 (CX-2600) Problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-25 01:42:46 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CEEEC6B.2096791E@rogers.com>
Source record: 3689

"P.R." wrote:

> Seems I'm missing the TV switch, but I believe I know where to find one.
> Thanks for the quick reply and help!
>
> Peter

Ok Peter, shouldn't be too hard even these days. I've even seen them in those dollar stores on occasion (the equivalent to the old five and dime shops)

7337. Atari ST no drives detected HD or FD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-25 23:53:10 UTC
From: atarkid <atarimkid@cox.net>
Message-ID: <ol80fuk8udkf09ei46hilp7a96t0gan1ig@4ax.com>
Source record: 3690

My Atari ST doesn't detect my drives most of the time, Hard or Floppy
Drives. Then all of a sudden it will work for no apparent reason.
Sometimes it will detect just the floppy and not the Hard drive.
If if does detect them both there is no errors during usage. But then
I'll turn it on later and it will not be there. Should I reseat any
chips or any recommendations. Atari 520 ST Tos 1.4 4 megs.
I am starting to lose my mind.....
Thanks, Bud

7338. Re: Atari ST no drives detected HD or FD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-26 00:34:54 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cf02db630c481@madasafish.com>
Source record: 3692

Hi,

>My Atari ST doesn't detect my drives most of the time, Hard or Floppy
>Drives. Then all of a sudden it will work for no apparent reason.
>Sometimes it will detect just the floppy and not the Hard drive.
>If if does detect them both there is no errors during usage. But then
>I'll turn it on later and it will not be there. Should I reseat any
>chips or any recommendations. Atari 520 ST Tos 1.4 4 megs.
>I am starting to lose my mind.....
>Thanks, Bud

The DMA drives both floppy and hard drive. Sounds like you done
something to the DMA. Check for any dropped solder across pins,
or small pieces of wire left inside. Revert back to how the ST
was, remove the HD upgrade and try the old floppy drive again.
--
Lyndon Amsdon

7339. Re: Atari ST no drives detected HD or FD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-26 06:08:02 UTC
From: rs.mac@t-online.de
Message-ID: <1fcs4xj.1ne1ya11ly7qcaN%rs.mac@t-online.de>
Source record: 3691

atarkid <atarimkid@cox.net> wrote:

> My Atari ST doesn't detect my drives most of the time, Hard or Floppy
> Drives. Then all of a sudden it will work for no apparent reason.
> Sometimes it will detect just the floppy and not the Hard drive.

Sounds like contact problems with DMA and Floppy controller, if they are
placed on sockets on mainboard.

Regards, Robert
--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

7340. Re: Atari ST no drives detected HD or FD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-26 20:25:48 UTC
From: atarkid <atarimkid@cox.net>
Message-ID: <01h2fukqju8k3e6i4h5dh01onro8dqr1iv@4ax.com>
Source record: 3693

What I meant is Hard Disk Drive not High Density.
The only upgrades are the Xtram Ram deluxe and the Tos 1.4 chips.
If I was to find the DMA chip to reseat which would that be ????

thanks

On Sun, 26 May 2002 01:34:54 +0100 (BST), "Lyndon Amsdon"
<bindon@madasafish.com> wrote:

>
>The DMA drives both floppy and hard drive. Sounds like you done
>something to the DMA. Check for any dropped solder across pins,
>or small pieces of wire left inside. Revert back to how the ST
>was, remove the HD upgrade and try the old floppy drive again.

7341. Re: Atari ST no drives detected HD or FD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-26 21:14:58 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <gqj2fuc3fkrknulel3257n802v6d1i9dg8@4ax.com>
Source record: 3694

I found it and reseated it carefully, and no change, could it be bad.
????
I discharged static and wore a static strap to ground. Is there any
other chips perhaps that I should reseat or replace as I will order
from Best Electronics. Any other advice?

thanks

On Sun, 26 May 2002 20:25:48 GMT, atarkid <atarimkid@cox.net> wrote:

>
>What I meant is Hard Disk Drive not High Density.
>The only upgrades are the Xtram Ram deluxe and the Tos 1.4 chips.
>If I was to find the DMA chip to reseat which would that be ????
>
>thanks
>
>On Sun, 26 May 2002 01:34:54 +0100 (BST), "Lyndon Amsdon"
><bindon@madasafish.com> wrote:
>
>
>
>>
>>The DMA drives both floppy and hard drive. Sounds like you done
>>something to the DMA. Check for any dropped solder across pins,
>>or small pieces of wire left inside. Revert back to how the ST
>>was, remove the HD upgrade and try the old floppy drive again.

7342. Re: Hard disks for STEs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-28 14:26:59 UTC
From: N Harlow <nick@1632systems.co.uk>
Message-ID: <ad03qf$2rn$1@thorium.cix.co.uk>
Source record: 3695

Hmm not certain, think it's to do with addressable size of HD.....
Geastiner Link was a SCSI interface form Geastiner (hmm?) all i know is it
works but I haven't heard people jumping up and down about it.

--
Nick Harlow
16/32 Systems
Website - www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

7343. Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-29 10:20:13 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3CF4AB5D.41E79E49@madasafish.com>
Source record: 3696

Hi

So does anyone know its worth? I have a few Atari STs I should clear
out, they're taking up too much space and I don't have time to use them
all!

For reference, I have the following setups:

Atari STe 2MB
Atari Falcon 4MB 500MB internal, 500MB external hard drives
Atari 520 STM
Atari STFM 1MB
Atari SC1435 monitor
External drive x 2

Would like to keep Falcon and one ST, and try to get some money for the
rest rather than giving them away. Money buys new toys, but I see Atari
STs quite often at car boot sales going for next to nothing so I'm not
afraid I'll never see one again!

Potentially worth a lot to someone who wants to use Notator or Cubase...
;)
--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

7344. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-29 16:13:51 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ad2ukh$u9f$1@news7.svr.pol.co.uk>
Source record: 3697

Jonathan,

You have answered your own question. You see standard STs
at car boot sales and on Ebay or QXL for small amounts of cash, so
apart from the Falcon, which you want to keep I would say the rest are
worth virtually nothing.

Perhaps the STE might be salable as they can have the memory upgraded
simply, but they can have disk trouble.

As for the rest I think you will be lucky even to give them away.

Dave

"Jonathan Mortimer" <jonathanmortimer@madasafish.com> wrote in message
news:3CF4AB5D.41E79E49@madasafish.com...
> Hi
>
> So does anyone know its worth? I have a few Atari STs I should clear
> out, they're taking up too much space and I don't have time to use them
> all!
>
> For reference, I have the following setups:
>
> Atari STe 2MB
> Atari Falcon 4MB 500MB internal, 500MB external hard drives
> Atari 520 STM
> Atari STFM 1MB
> Atari SC1435 monitor
> External drive x 2
>
> Would like to keep Falcon and one ST, and try to get some money for the
> rest rather than giving them away. Money buys new toys, but I see Atari
> STs quite often at car boot sales going for next to nothing so I'm not
> afraid I'll never see one again!
>
> Potentially worth a lot to someone who wants to use Notator or Cubase...
> ;)
> --
> Jonathan Mortimer
>
> http://www.geocities.com/jonny_morrisuk/

7345. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-29 16:26:48 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <ci7J8.1201$D3.74284@news8-gui.server.ntli.net>
Source record: 3698

Hello.

"Dave Wade"
snip.

> As for the rest I think you will be lucky even to give them away.

We all have our own opinions as to the worth of the Atari, I disagree with
Dave.

Where are you, Jon?

Barrie at Keychange. www.keychange.co.uk

7346. Link2

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-29 22:29:05 UTC
From: Eck <a.g.naysmith@hw.ac.uk>
Message-ID: <RCcJ8.4045$cC6.33793235@news-text.cableinet.net>
Source record: 3699

Hello!

Got my Link2 up and running and I must say it works a treat! Had to buy
a few bits & bobs from Maplin though.
Anyway, I would like to know what would be the best set-up ideally. Should
the error map be best on SCSI or FAT? Should I enable parity checking on my
SCSI hard disk? and stuff like that to get top performance. I have set-up
one 32MB boot-drive and four 200MB BGM type drives Any advice is welcome.
Any web sites for this sort of thing?

Alex

Big thanks to Derryck.

7347. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-29 23:21:12 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <cNeNCoJW98Ewnd@atari.org.uk>
Source record: 3700

On Wed, 29 May 2002 at 17:13:51 a message from Dave Wade was created on
the subject of Original Atari Hardware.
>Jonathan,
>
>You have answered your own question. You see standard STs
>at car boot sales and on Ebay or QXL for small amounts of cash, so
>apart from the Falcon, which you want to keep I would say the rest are
>worth virtually nothing.
>
>Perhaps the STE might be salable as they can have the memory upgraded
>simply, but they can have disk trouble.
>
>As for the rest I think you will be lucky even to give them away.
>
>Dave
>

An ST useless!!!! What a load of ccccrazynesss.

Where are you? With the words like carboot sales, i can only presume you
are in the UK, but arent sure.

I'll pay postage on ANY atari software/hardware/books etc rather than
see them dumped (unless they need dumping).

Who knows maybe one day i'll make my venture pay:)))

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7348. Re: Link2

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-29 23:26:25 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <0MNP69ChOW98EwGX@atari.org.uk>
Source record: 3551

On Wed, 29 May 2002 at 22:29:05 a message from Eck was created on the
subject of Link2.
>Hello!
>
> Got my Link2 up and running and I must say it works a treat! Had to buy
>a few bits & bobs from Maplin though.
>Anyway, I would like to know what would be the best set-up ideally. Should
>the error map be best on SCSI or FAT? Should I enable parity checking on my
>SCSI hard disk? and stuff like that to get top performance. I have set-up
>one 32MB boot-drive and four 200MB BGM type drives Any advice is welcome.
>Any web sites for this sort of thing?
>
>Alex
>
Hi

Iirc the link 2 prefers parity to be switched off.

Personally speaking i didnt think much of the software that came with he
link, and went for hd driver:)) as this has more features and is still
supported:)

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7349. Re: Link2

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-30 04:27:57 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3CF5AA4D.9090806@seimet.de>
Source record: 3552

Eck wrote:

> Anyway, I would like to know what would be the best set-up ideally. Should
> the error map be best on SCSI or FAT? Should I enable parity checking on my

Modern SCSI drives replace bad sectors by other sectors automatically,
so usually bad sectors are never found, unless there are so many that
the drive cannot replace them anymore. In this case the drive has to be
formatted. Using the FAT for mapping errors is hardly required. You
don't have a choice here anyway.

> SCSI hard disk? and stuff like that to get top performance. I have set-up
> one 32MB boot-drive and four 200MB BGM type drives Any advice is welcome.

The performance depends a lot on the hard disk driver. Do not use AHDI
if you want top performance. Everything else, e. g. the partition size,
is not really relevant.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7350. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-30 07:52:40 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ad4lkkehs1@news5.svr.pol.co.uk>
Source record: 3553

Sorry Guys,
I was a little hasty, Looks like no trouble giving away.
Getting cash for them might be harder......
Dave.

"Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
news:1fcyzvt.1a9hiwjr803iuN%northstar2010@_del_ete_yahoo.no...
> Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:
>
> > As for the rest I think you will be lucky even to give them away.
>
> However.... some of the parts used in these computers can be found very
> valuable to existing Atari ST owners. Custom ICs from Atari (DMA chip
> etc.), the WD-1772 disk controller which I understand has gone out of
> production from Western Digital, the squishy little rubber thingies
> inside the Atari keyboard's keys and lots of other things.
>
> Instead of throwing them away, give them to someone else in this group
> who's interested if you can't find a buyer after a while.
>
>
> Hallvard
> --
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://www.notator.org>

7351. Re: Link2

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-30 10:43:32 UTC
From: <>
Message-ID: <1022830378-61664AEicMi@ntlworld.com>
Source record: 3555

From: "Eck" <a.g.naysmith@hw.ac.uk>
Date: Wed, 29 May 2002 22:29:05 GMT

>Got my Link2 up and running and I must say it works a treat! Had to buy
>a few bits & bobs from Maplin though.

Glad you've got it up and running :-)

>Anyway, I would like to know what would be the best set-up ideally. Should
>the error map be best on SCSI or FAT? Should I enable parity checking on my

You shouldn't format SCSI disks unless you're suffering from bad sectors.
Partitioning is enough. But your question - I think that SCSI is best, that
would keep the bad sector map in the drive and not on the disk IYSWIM.

Normally parity should be set to "off". I'm not sure that the Link2 supports
parity anyway.

>one 32MB boot-drive and four 200MB BGM type drives Any advice is welcome.

As I said, best keep to the AHDI-compatible mode. If you change to HDDriver
in the future it'll be easier to install (there is a utility to change
partitioning schemes but why risk it?).

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7352. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-30 20:27:50 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3CF68B46.AA6B9E45@madasafish.com>
Source record: 3554

No promises, but you might be able to take away an STM (with all the
bits and pieces - external power supply, external floppy drive, external
special modulator lead thingy) IF I can't sell it first. Will let you
know.
Postage could be more than the machine is worth though...

--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

7353. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-05-31 23:23:33 UTC
From: Tim Anderson <tanderson@ednet.co.uk>
Message-ID: <ad90lm$vf5b4$1@ID-136006.news.dfncis.de>
Source record: 3556

<snip>
> No promises, but you might be able to take away an STM (with all the
> bits and pieces - external power supply, external floppy drive, external
> special modulator lead thingy)
<snip>

<snip>
IF I can't sell it first.
<snip>

I'll buy it! Take this to email if you want!

Tim

7354. FS: Dr. T's Copyist DTP for Atari software

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-02 03:45:34 UTC
From: C <chris.rupert@sympatico.ca>
Message-ID: <bSdK8.15726$t97.2846132@news20.bellglobal.com>
Source record: 3557

I'm selling 2 versions of Dr.T's Copyist Professional DTP software. V1.6 (3 discs) has a problem with the backup disc; as a result, I ordered the upgrade v1.7 (3 discs), which has more features. This is a great software package with very few automatic features, which means you can put practically anything on your score that you want. I used this software for years on my Atari before going to a PC version. Some features include: importing and trascription from a sequencer, user definable fonts, user customizable macros, mouse and keyboard entering of symbols, and much more! I am including the 6 original discs plus some backup copies I made on floppy, as well as both manuals and a cardboard wall poster outlining many of the commands for reference.

I no longer have an Atari computer, so (unfortunately) I have no way of testing these discs to see if they still work. This package is therefore being sold as is, with no guarantees (sorry!).

Best offer.

--
Chris Rupert
chris.rupert@sympatico.ca
http://www3.sympatico.ca/chris.rupert
http://artists.mp3s.com/artists/192/chris_rupert.html

7355. Replacing Atari ST drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-02 17:41:09 UTC
From: Axell <noemailaddress@rogers.com>
Message-ID: <3CFA59AC.4020304@rogers.com>
Source record: 3558

I have an old Atari STFM which I want to upgrade, but it has a dud floppy drive, so I want to replace it. I researched some upgrade documents on the net so I'm hoping I am not re-asking stuff.

The floppy is an old single sided belt driven 400K drive (chinon F353AT) with an adapter board labelled C025913 that sits between the drive and the floppy cable. IIRC it had an I8048 and may be responsible for translation of some signals. Is the adapter board necessary?

The floppy port supplies both DS0 & 1 Signals, does this exist in all models?, do I have to set the drives both to DS0? or can I use an adapted PC floppy ribbon cable to put both drives outside the ST case and use the space in future for a fan, hard disk, daughter board, or whatever.

If I am stuck with the internal floppy drive, does anyone have a recommendation for a 1.44 drive that will minimize modification to the ST case.

Thanks
AXELL

7356. Re: Replacing Atari ST drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-02 19:13:38 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <addqkg$17p$1@news5.svr.pol.co.uk>
Source record: 3559

"Axell" <noemailaddress@rogers.com> wrote in message
news:3CFA59AC.4020304@rogers.com...
> I have an old Atari STFM which I want to upgrade, but it has a dud
> floppy drive, so I want to replace it. I researched some upgrade
> documents on the net so I'm hoping I am not re-asking stuff.
>
> The floppy is an old single sided belt driven 400K drive (chinon F353AT)
> with an adapter board labelled C025913 that sits between the drive and
> the floppy cable. IIRC it had an I8048 and may be responsible for
> translation of some signals. Is the adapter board necessary?
>

I don't believe modern CMOS drives need this board. Does the chinnon
have a 40 way connector, or is it one of the early one with a proprietry
interface? If the latter the board is not needed for a new drive.

> The floppy port supplies both DS0 & 1 Signals, does this exist in all
> models?,

If you mean the large connector on the back I think this may only have
one signal active. Early STs had no internal drive, the external had a
through
port, but swapped DS0 and DS1 so you could daisy chain drives.

>do I have to set the drives both to DS0? or can I use an
> adapted PC floppy ribbon cable to put both drives outside the ST case
> and use the space in future for a fan, hard disk, daughter board, or
> whatever.
>

As I said above early STs did this but not sure if modern ones actually
have both DS0 and DS1 on the external connector.... However With some
minor modifications it should be possible to have two external drives...

> If I am stuck with the internal floppy drive, does anyone have a
> recommendation for a 1.44 drive that will minimize modification to the
> ST case.
>

If you want to really keep it neat BEST Electronics probably have
originals..

> Thanks
> AXELL
>

7357. Jagfest 2002 news

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-03 11:15:06 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <_cIK8.95604$352.3707@sccrnsc02>
Source record: 3560
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

Jagfest 2002 Goes to New Dimensions

For Immediate Release:

June 1st, 2002

(St. Louis, MO.)-- In what could be considered an unprecedented move, the organizers of The Sixth Annual Atari Jaguar Festival have decided to broaden the scope of the event by showcasing not only the Atari Jaguar, but classic and next generation systems. Adding to this, Jagfest 2k2 will also provide an avenue for creators of "homebrew" software to show their creations to the world. Last years Jagfest in Milwaukee, Wisconsin set the stage by allowing non Atari systems to have a limited presence. This year that idea will be taken further by making their inclusion official.

James Garvin, owner of OMC Games and a principal organizer of this year's Jagfest, states: "Jagfest symbolizes what can happen when a group of gamers actually care about their games, and it has survived this long because of dedication from its community. Our goal is to insure that Jagfest will survive for years to come, and to do this the concept of what Jagfest stands for can be expanded to include gaming in general. The "Jag" in Jagfest won't be lost, though. It will still retain a major presence in the show, but gamers of all types should be able to share some of the same heritage that has kept the Jaguar alive after all of these years. This change is just a natural progression of the show."

Daniel Iacovelli, Founder and President of The Atari Video Club and co-organizer of this year's Jagfest also states:" The addition of old school and next generation will add a new dimension to the event. My club has seen the progression of this event since its start in 1997, from just Atari Jaguar and Lynx being shown at the first event to the addition of classic systems shown at the last year's event, it just seemed natural to continue from that plus extending it to new dimensions".

The Sixth Annual Atari Jaguar Festival (dubbed Jagfest 2k2) is being held in downtown St. Louis, Missouri at The Mayfair Wyndham Historic Hotel. (806 St. Charles Street St. Louis, Missouri 63101. Phone: 314-421-2500) on Friday, July 12th and Saturday, July 13th 2002.

For more information On Jag fest 2k2 e-mail Greg George at greg@ataritimes.com, James Garvin at omc@omcgames.com ,Daniel Iacovelli at atarivideoclub@yahoo.com or JT August at starsabre@worldnet.att.net visit the Jagfest 2002 site at http://omcgames.com/jagfest

(be sure to visit the Jag fest message board and post your ideas for this event.)

END PRESS RELEASE

7358. Digital Camera (parallel)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-03 23:16:05 UTC
From: michael.robillard@the-spa.com
Message-ID: <VMSK8.113855$Gs.11249456@bin5.nnrp.aus1.giganews.com>
Source record: 3561

I recently acquired a digital camera (local K-Mart was going out of business).The camera comes with a parallel printer cable.Is there any way I can use the camera with my Falcon.

7359. Atari Computing Museum at Midwest Classic

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-04 16:42:42 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <adiqm2$18a$1@uwm.edu>
Source record: 3562
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

June 4th, 2002 - Midwest Classic Host Large Display of Vintage Computers

Let the Midwest Classic take you back to the glory days of personal computers, when people had choices beyond a Windows or Macintosh based computer. Sponsored in conjunction with the Classic Gaming Museum, the Classic Computing Museum features a large display of 8 bit and 16 bit computers from the industry's beginnings in 1975 through to the last days of the 16 bit computers in the early 90's.

Of special note this year is a large section devoted entirely to Atari computers, and will include many hard to find Atari peripherals in their pristine condition. Visitors will also have the opportunity to leave their mark on this historical event by stopping by at the Atari 400 Guest Station, where they can enter their name and a personal saying for other visitors to read.

The Classic Computing Museum will have a large selection of items on display for visitors to see, learn about and play. Each display will contain a small description and history of the items in the display. Not all items on display will be playable. Classic computing expert and ClassicGaming.Com editor Marty Goldberg will be on hand to answer visitors questions and guide them down memory lane.

"I look forward to exposing people to a rich and vibrant history they may not be aware of." said Marty. "Likewise," he continued, "those who are old hats to the subject will be pleasantly surprised as well by the extent of the display. Definitely something for everyone."

More information about the Midwest Classic may be found at the Official Midwest Classic Web site at the GOAT Store, LLC (http://www.goatstore.com). Dan Loosen can be reached at loosen@goatstore.com and Gary Heil can be reached at heil@goatstore.com for more information on the event.

7360. AtariSTF + SH205 help need

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-05 11:40:16 UTC
From: deuler <deuler@skydsl.de>
Message-ID: <adktb0$v3f$07$1@news.t-online.com>
Source record: 3563

Hello Folks,

it is my second Cry for help. My Atari SH205 will not comunicate with the AtariST. It comunicates with the controller with SH205 but not with the harddisk. The cable from Atari i put in Input of the HD. I start the Harddisk, wait about 1 minute (thanks Robert) the green harddisk-light will shining for a while and the controller yellow light shows the comunication between Atari and harddisk-controller.
But nothing else. The driver AHDI6061 not will be loadet and tells back ASCI devices Unit0 Identification unavailable. All tree dip-switches are ON.

If i work with driver AHDI301 and try to format i get the Message Fatal Error first. Then the Software starts and i click to Unit0, then SH205. The program try to format the disk, but before i get anather Fatal Error and thats all.
But if i put a jumper to the jumper-ledge J7 between A B HDX starts without the first Fatal Error. That 50% less. But for the other 50% in need your HELP.

PU .
T .. R this should be J8
S .
and that J7 A C EG I KMO and the Jumper on the Harddisk Seagate ST-225 : : : : : : : : ?
. . . . . .
. . . . . .
B DF H J LNP

My question is how must i configure the jumper-ledges???
May be you can open your harddisk an make a photo of your configuration and send it to deuler@web.de

Many Thanks Daniel

7361. Re: Replacing Atari ST drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-05 20:51:17 UTC
From: Axell <noemailaddress@rogers.com>
Message-ID: <3CFE7AC8.70009@rogers.com>
Source record: 3564

Thanks for the info.

7362. Re: AtariSTF + SH205 help need

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-07 16:33:46 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D00E06A.83F5E8AB@madasafish.com>
Source record: 3565

If it's a scsi device it needs to be terminated, is it? On physical hard drives there are usually a few jumpers which do this, you should be able to find out info on just about every hard drive ever made (within reason!) on the internet - look to the manufacturers web site or do a search for you make + model. Alternatively you should be able to use a scsi terminator block which connects to the spare scsi port on the outside of the hard drive case.

Also check the address, as every scsi device must have a different address (1-7), there should be a jumper set with A0, A1, A2 or similar; these will be binary coded 1,2,4 so that you make the address number using one or more jumpers.

I don't personally know anything about SH205 hardware, this is just general scsi stuff.
--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

7363. Atari crashes with 3 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-07 17:55:54 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <qks1gu8vv1p84810hj2g159hekmeu11nsn@4ax.com>
Source record: 3566

I have an 520 ST with Tos 1.4 and 4 meg ram upgrade.
It does not recognize the Floppy drives and usually crashes with 3
bombs, when I boot from the Hard disk. The Ram checks out OK
when I test it. So im replacing the DMA chip ?? do I need to change
the floppy controller chip ?? What could cause the address errors of
three bombs.Thanks

Bud

7364. Re: AtariSTF + SH205 help need

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-07 18:16:47 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D00F8CF.8A9F935F@rogers.com>
Source record: 3567

Hi Johnathon

Jonathan Mortimer wrote:

> If it's a scsi device it needs to be terminated, is it? On physical
> hard drives there are usually a few jumpers which do this, you should be
> able to find out info on just about every hard drive ever made (within
> reason!) on the internet - look to the manufacturers web site or do a
> search for you make + model. Alternatively you should be able to use a
> scsi terminator block which connects to the spare scsi port on the
> outside of the hard drive case.
>
> Also check the address, as every scsi device must have a different
> address (1-7), there should be a jumper set with A0, A1, A2 or similar;
> these will be binary coded 1,2,4 so that you make the address number
> using one or more jumpers.
>
> I don't personally know anything about SH205 hardware, this is just
> general scsi stuff.
> --
> Jonathan Mortimer
>
> http://www.geocities.com/jonny_morrisuk/

the SH205 drives, yes *all* of them were MFM drives, not scsi. The only atari produced external hard drives that had scsi drive mechs were the Megafile44's which used the Syquest SA555 drive mech. Hard drives on the ST still cause the most confusion among users. Just in the past few months I've seen some pretty wild claims made about them incluidng one that any atari hard drive could handle almost any style of hard drive mech. Another pair of users I knew locally a while back got confused about it too. One kept insisting he had a 1gigabyte MFM drive (which is outright impossible) and another had an ESDI drive that he thought was SCSI. I think its long past time we atari users put together an accurate Hard disk FAQ.

7365. Re: Atari crashes with 3 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-08 00:17:50 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <68j2gusvvnt3u4qu0qucg29cui0bn15qoe@4ax.com>
Source record: 3568

On Fri, 07 Jun 2002 17:55:54 GMT, atarikid <atarikid@cox.net> wrote:

>I have an 520 ST with Tos 1.4 and 4 meg ram upgrade.
>It does not recognize the Floppy drives and usually crashes with 3
>bombs, when I boot from the Hard disk. The Ram checks out OK
>when I test it. So im replacing the DMA chip ?? do I need to change
>the floppy controller chip ?? What could cause the address errors of
>three bombs.Thanks
>
>Bud

Well I replace DMA chip and the crashes stop but the floppy is not
there. Where is the Floppy controller ?

Thanks

7366. Re: Atari crashes with 3 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-08 00:35:31 UTC
From: atarikid <atarikid@cox.net>
Message-ID: <f9k2gu4gqigut2u674368to4lffumki52e@4ax.com>
Source record: 3569

I found it and it isnt socketed also the crashes began again..
three bombs every time.

Sheesh

On Sat, 08 Jun 2002 00:17:50 GMT, atarikid <atarikid@cox.net> wrote:

>On Fri, 07 Jun 2002 17:55:54 GMT, atarikid <atarikid@cox.net> wrote:
>
>>I have an 520 ST with Tos 1.4 and 4 meg ram upgrade.
>>It does not recognize the Floppy drives and usually crashes with 3
>>bombs, when I boot from the Hard disk. The Ram checks out OK
>>when I test it. So im replacing the DMA chip ?? do I need to change
>>the floppy controller chip ?? What could cause the address errors of
>>three bombs.Thanks
>>
>>Bud
>
>Well I replace DMA chip and the crashes stop but the floppy is not
>there. Where is the Floppy controller ?
>
>Thanks

7367. Re: Atari crashes with 3 bombs

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-08 13:05:36 UTC
From: ebaiz@skyenet.net
Message-ID: <AinM8.37$WO1.45261@newsfeed.slurp.net>
Source record: 3570

On 7 Jun 2002 17:55:54 G, atarikid wrote:
>I have an 520 ST with Tos 1.4 and 4 meg ram upgrade.
>It does not recognize the Floppy drives and usually crashes with 3
>bombs, when I boot from the Hard disk. The Ram checks out OK
>when I test it. So im replacing the DMA chip ?? do I need to change
>the floppy controller chip ?? What could cause the address errors of
>three bombs.Thanks

Have you tried pressing down on all the chips. I had a ST that did the
same thing and pressing down on all the chips resulted in a good boot.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

7368. Re: Replacing Atari ST drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-09 10:21:38 UTC
From: <>
Message-ID: <1023695374-62779AEicMi@ntlworld.com>
Source record: 3573

From: Axell <noemailaddress@rogers.com>
Date: Sun, 02 Jun 2002 17:41:09 GMT

>The floppy is an old single sided belt driven 400K drive (chinon F353AT)
>with an adapter board labelled C025913 that sits between the drive and

This adaptor isn't necessary with later drives. You'll be able to plug the
ribbon cable from the Atari's motherboard into the back of a replacement
drive along with the power cable - throw this adaptor board away.

>The floppy port supplies both DS0 & 1 Signals, does this exist in all
>models?, do I have to set the drives both to DS0? or can I use an

You'll have to set the replacement drive to DS1, or use a cable with a twist.

>If I am stuck with the internal floppy drive, does anyone have a
>recommendation for a 1.44 drive that will minimize modification to the
>ST case.

You should search out Hallvard Tangeraas' modification using a Sony drive -
in the archive he describes how to change the faceplates. This is a very good
and clear document with diagrams on what to jumper etc.

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7369. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-09 17:45:13 UTC
From: Christopher Coxon <Gusbucket@btopenworld.com>
Message-ID: <ae0478ljn1@paris.btinternet.com>
Source record: 3571

Hi Jonathan,
If thats the very early one (STM 260) which I think is what you may be describing its more collectable than most of the STFM 520's and 1040's And sell on E Bay for around the twenty quid mark. Ive only seen 2 go on E Bay in the last month or so and both went around that price, one with box fetched about a tenner more.

Cheers
Chris C

"Jonathan Mortimer" <jonathanmortimer@madasafish.com> wrote in message news:3CF68B46.AA6B9E45@madasafish.com...
> No promises, but you might be able to take away an STM (with all the
> bits and pieces - external power supply, external floppy drive, external
> special modulator lead thingy) IF I can't sell it first. Will let you
> know.
> Postage could be more than the machine is worth though...
>
> --
> Jonathan Mortimer
>
> http://www.geocities.com/jonny_morrisuk/

7370. Re: Digital Camera (parallel)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-10 01:58:27 UTC
From: lp <gfa@basic.net>
Message-ID: <B9298003.72DE%gfa@basic.net>
Source record: 3572

in article VMSK8.113855$Gs.11249456@bin5.nnrp.aus1.giganews.com, Michael Robillard at michael.robillard@the-spa.com wrote on 6/3/02 7:16 PM:

> I recently acquired a digital camera (local K-Mart was going out of
> business).The camera comes with a parallel printer cable.Is there any
> way I can use the camera with my Falcon.

There is software for RS232 cameras, but that won't help you. I do not know of any such software for that type of camera. The only solution I can think of would be a SCSI PC card reader. Depending on the unit, you might need an adapter, assuming your camera has removable media.

Lonny Pursell

7371. ACSI specication...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-11 13:39:01 UTC
From: Sebastian Bartkowicz <candle@alan.umcs.lublin.pl>
Message-ID: <Pine.LNX.4.33.0206111533180.27990-100000@alan.umcs.lublin.pl>
Source record: 3574

Hi,
I'm looking for any kind of ACSI specification - especially one whit data transfer cycle and command cycle timings. I'm going to design some ide to acsi adaptor (normal ide drive, some logic, microcontroller, etc) so i could use any ide drive as native atari acsi drive..
it's going to be freeware project, so if anyone finds it intresting then please help me searching for this acsi specification...

candle'o'sin

7372. Homebrew programers wanted for Jagfest 2k2

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-11 20:40:18 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <SetN8.15513$6m5.4619@rwcrnsc51.ops.asp.att.net>
Source record: 3575
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

I am one of the organiziners of the upcoming Jagfest that is set to be held
at Saint Louis,Missouri on July 12th and 13th. We are currently changing the
direction of Jagfest from Atari only to Gaming in general,(classic and next
gen). We are looking for peoplewho develop home games to attend.
If anybody on this list is intersted e-mail me or contact greg george at
greg@ataritimes.com.

be sure to visit the jagfest 2k2 site at http://omcgames.com/jagfest
thank you
Dan Iacovelli
co-organizer of Jagfest 2002

7373. ATARIS AND MONITORS ETC FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-14 13:03:49 UTC
From: Mark <saleitemREMOVEME@hotmail.com>
Message-ID: <gSIO8.905$x96.65801@newsfep1-win.server.ntli.net>
Source record: 3576

1 X ATARI 1040STE 4 MEG
1 X ATARI 520STFM 4 MEG
1 X ATARI 520STFM 2.5 MEG
1 X ATARI 520ST
TATUNG HI RES BLACK AND WHITE MONITOR
PHILIPS CM8833 MONITOR
PHILIPS CM8833 MKII MONITOR
SYSTEM SOLUTIONS MINIS HARD DISK
SCSI HARD DISK
SCSI CD ROM DRIVE
1 X ICD LINK 2 CONNECTOR
1 X ICD LINK 1 CONNECTOR
HAND SCANNER, TABLET, TRACKBALL
ATARI MICE, AND OTHER
FAX/MODEM 14400 BPS
MANY BOXES OF SOFTWARE DISK, ST FORMAT DISKS ETC
ST FORMAT MAGAZINE
LOADS OF BOOKS
EXTRA MIDI PORT
MANY CABLES CONNECTIONS AND OTHER ODDS AND ENDS

Looking to sell as complete package.
Open to offers. Thanks.
I am based in Cheshunt, South Hertfordshire.

saleitemREMOVEME@hotmail.com

7374. Re: AtariSTF + SH205 help need

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-14 15:17:32 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <hqZqzABMkgC9EwaP@atari.org.uk>
Source record: 3577

In article <3D00F8CF.8A9F935F@rogers.com>, James Alexander
<james-m-alexander@rogers.com> writes
>the SH205 drives, yes *all* of them were MFM drives, not scsi. The only atari
>produced external hard drives that had scsi drive mechs were the Megafile44's
>which used the Syquest SA555 drive mech.

Hi all

yup the big shoe boxes were MFM drives, then Atari moved to RLL drive
mechanisms as the MFM, due to it's architecture, are limited to size.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7375. Re: ATARIS AND MONITORS ETC FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-14 15:20:24 UTC
From: Mark <saleitemREMOVEME@hotmail.com>
Message-ID: <jSnO8.31385$sC4.3781835@news6-win.server.ntlworld.com>
Source record: 3578

P.S. ALSO 2 X EXTERNAL CUMANA FLOPPY DRIVES

7376. Re: ATARIS AND MONITORS ETC FOR SALE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-14 15:45:34 UTC
From: Mark <saleitemREMOVEME@hotmail.com>
Message-ID: <UdoO8.31490$sC4.3803339@news6-win.server.ntlworld.com>
Source record: 3579

P.P.S.
Also REPLAY 16 bit audio sampler
PRINTERS
(Sorry list wasn't complete 1st time, but just come across another box)

7377. Re: AT-Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-15 02:45:10 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc2b022f0d30@madasafish.com>
Source record: 3584

Hi Dave,

>> Does anyone have any information for this, what was it designed
>> to run, DOS? I have been kindly given one and like to play
>> around with it.
>>
>
>Most of these only did CGA emulation. I guess they would run Windows
>3.0 (possibly not 3.1)

I looked up on google archives and it seems that people have
said that it runs windows 3.1 with quite a nippy speed. But
some of the answers to the questions below would be very helpful
:) Pity the old 286 is soldered as I believe some boards were
made to use 486 in a 286 socket, and these days, you'd be able
to pick one up next to nothing. Just trying to think what I can
use it for :) Maybe some DOS apps.

>> On the hardware side is it mapped into the address space on the
>> ST, can it bus master? It doesn't have any BIOS or ROM onboard
>> so I assume this is loaded into the ST RAM with software. I
>> imagine then that programs that access hardware direct, without
>> using the BIOS will fail. Looks like it has an async connection
>> to the ST too as it has a 32MHz crystal divided down to 16MHz
>> that I think feeds the AMD 80286 chip. I'm going to install it
>> this weekend I think and try the software that I found at Vezzs
>> site (it was for the megabus version but guess it'll work still)

--
Lyndon Amsdon
http://hardware.atari.org

7378. AT-Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-15 02:45:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3cfc29ba158740@madasafish.com>
Source record: 3580

Hi!

Does anyone have any information for this, what was it designed to run, DOS? I have been kindly given one and like to play around with it.

On the hardware side is it mapped into the address space on the ST, can it bus master? It doesn't have any BIOS or ROM onboard so I assume this is loaded into the ST RAM with software. I imagine then that programs that access hardware direct, without using the BIOS will fail. Looks like it has an async connection to the ST too as it has a 32MHz crystal divided down to 16MHz that I think feeds the AMD 80286 chip. I'm going to install it this weekend I think and try the software that I found at Vezzs site (it was for the megabus version but guess it'll work still)
--
Lyndon Amsdon
http://hardware.atari.org

7379. Jagfest 2002 news

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-15 11:13:21 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <ljFO8.195918$352.12005@sccrnsc02>
Source record: 3581
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

Sponsors announced for Jagfest 2002

For Immediate Release:
June 14, 2002

The organizers of The Sixth Annual Jaguar Festival (dubbed Jag fest 2k2) are pleased to announce
the current line of sponsors:

Atari Jaguar Directory:
an online directory listing of Atari Jaguar owners from around the world. E-mail: Randy@atarijaguar.net
Website:http://atarijaguardirectory.com

The Game Trader:
A St. Louis area video game dealer that sells classic and contemporary consoles and games. Located in St. Charles, Mo., at 2 Hawks Nest Plaza.
Directions: Directions: I-70 to Highway 94, south to the South Outer Road. Turn right (west), go one half mile from 94 to Hawks Nest Plaza at the Hawks Nest Drive overpass. Phone:1-636-723-0072.

Good Deal Games:
An online video game retailer that provides games for classic and orphaned systems. Their website also provides information on video gaming past.
Michael Thomasson, President
Website: http://www.gooddealgames.com

Songbird Productions:
An online video game retailer and developer of Atari Jaguar and Lynx games. Their store also hosted the third Jagfest in MN.
Carl Forhan, President
Website: http://www.songbird.atari.net

Telegames:
An online retailer and direct mail of video games for various game systems. They also develop Atari games for the Jaguar and Lynx like Zero 5, Breakout 2k and Worms for the Jaguar and Dessert Strike for the Lynx. Telegames was also one of the first sponsors of Jag fest.
Address: Telegames, PO box 1855, Desoto, TX 75123
Phone: 1-972-228-0690 E-mail: Sales@telegames.com
Website: http://www.telegames.com

Trade n Games
1057a Gravois Road, Fenton MO. 1-636-349-3113. Trade n Games is

located on the bluffs off Gravois (the s is silent) overlooking
Fenton, Mo. Reseller of video games from Pong to Gamecube.

If you represent a business that would benefit from advertising in the
Jagfest program or appearing
in the festival's dealer room to sell your product or offer live
demonstration,
e-mail Greg George at greg@ataritimes.com or
JT August at starsabre@att.net for additional details and a pricing
schedule.

For more information On Jag fest 2k2 e-mail Greg George at
greg@ataritimes.com, James Garvin
at omc@omcgames.com, Daniel Iacovelli at atarivideoclub@yahoo.com or JT
August at
starsabre@att.net or visit the Jagfest 2002 site at
http://omcgames.com/jagfest

(be sure to visit the Jag fest message board and post your ideas for this
event.)

END PRESS RELEASE

7380. Re: Atari ST no drives detected HD or FD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-15 11:57:13 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D0B2B99.397B58FF@madasafish.com>
Source record: 3582

Robert Schaffner wrote:
>
> atarkid <atarimkid@cox.net> wrote:
>
> > My Atari ST doesn't detect my drives most of the time, Hard or Floppy
> > Drives. Then all of a sudden it will work for no apparent reason.
> > Sometimes it will detect just the floppy and not the Hard drive.
>
> Sounds like contact problems with DMA and Floppy controller, if they are
> placed on sockets on mainboard.
>

Or could be dry solder joints - old well-used electronic equipment (and
some new!) suffer from this. The best thing to do is to be very handy
with a good quality soldering iron, suck away (with a solder sucker, not
your mouth!) the old solder and replace with new. Be sure not to use
too high a temperature as it could damage the chips.
Alternatively find a junked Atari with a good motherboard and swap em
over (with your upgrades if required)

--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

7381. Re: AT-Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-15 13:05:47 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024146232.106278@ananke.eclipse.net.uk>
Source record: 3583

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3cfc29ba158740@madasafish.com...
> Hi!
>
> Does anyone have any information for this, what was it designed
> to run, DOS? I have been kindly given one and like to play
> around with it.
>

Most of these only did CGA emulation. I guess they would run Windows
3.0 (possibly not 3.1)

> On the hardware side is it mapped into the address space on the
> ST, can it bus master? It doesn't have any BIOS or ROM onboard
> so I assume this is loaded into the ST RAM with software. I
> imagine then that programs that access hardware direct, without
> using the BIOS will fail. Looks like it has an async connection
> to the ST too as it has a 32MHz crystal divided down to 16MHz
> that I think feeds the AMD 80286 chip. I'm going to install it
> this weekend I think and try the software that I found at Vezzs
> site (it was for the megabus version but guess it'll work still)
> --
> Lyndon Amsdon
> http://hardware.atari.org

7382. Re: Power Computing External Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-16 10:36:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d0c6a58283161@madasafish.com>
Source record: 3595

Hi

>You could whip the case off and trace the wires - should be easy to find the
>info you want.

Yes, they usually go to a electrolytic smoothing capacitor with
the polarity marked on it.

>I'd _guess_ at centre pole positive, but do feel free to check...

I've never understood the purpose of using the wrong pins, using
the inside as negative. Just causes more problems when you do
come across old equipment with no external markings.
--
Lyndon Amsdon
http://hardware.atari.org

7383. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-16 10:36:34 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d0c6a3c1d6120@madasafish.com>
Source record: 3599

Hi Richard,

>This is true, but I think it is only picky on the 5V line--or, at least,
>loading the 5V
>line is sufficient. I used to power my floppies and a HD with one. I had
>to load
>the 5V line. I believe, from what my father had told me, the need about a
>1A load
>on the 5V line to fire-up. I used a large (> 5 watt) 5 ohm resistor from 5V
>to
>ground. I bolted it to the power-supply case so that the fan blew air
>across it.

1A seems a lot. Anyway, the only PSU I've had problem with was
the Falcon one. All my old AT ones seemed to work fine without
load. An HD should give sufficient load for a PSU.

--
Lyndon Amsdon
http://hardware.atari.org

7384. Re: Hard Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-16 10:36:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d0c6a6e47a040@madasafish.com>
Source record: 3510

Hi Mike,

>This afternoon I did a bit of skip-diving at work and managed to come up
>with a rather nice external SCSI case/Power supply. Even better, on opening
>it up I discovered it contains a Micropolis 3391NS Hard drive.
>
>A bit of Googling says this is a 9Gb, 7200RPM SCSI-3 drive. I don't know if
>this drive works yet, but it spins up when power is applied.

Hmm, must have been a good skip to find something like that!

>Now, is there any chance of hooking this thing up to my ST? I don't suppose
>my Supra host adaptor will support it?

You could always try it. Uoi might be able to use first 1GB
only though. Really for 9GB you'd be better using HDDriver.
--
Lyndon Amsdon
http://hardware.atari.org

7385. Re: Hard Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-16 10:36:36 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d0c6a40675120@madasafish.com>
Source record: 3598

Hi Mike,

>It was a Seagate ST296N drive on a Supra host adaptor. Now I'm wondering if
>it's worth keeping the Supra interface or getting a new more modern host
>adaptor.

Can you find one second hand? Small SCSI drives go quite cheap,
although not as cheap as the IDE versions. I wouldn't know how
large the Supra adaptor supports on disk size, maybe 1 GB?

>What's the biggest drive the Supra host adaptor (and software) can handle?
>I've got a stack of small (500ish Mb) IDE drives knocking about - would it
>be cheaper to buy a new IDE interface instead of trying to get hold of
>another SCSI drive?

A second hand SCSI drive will be cheaper than a IDE adaptor.
There were a couple of IDE adaptors, IDEal and Mario Becrofts
one. There were some made by C't I think but not sure.

>How does the performance of the IDE interfaces compare to ASCI?

My IDE drive on my STE is very good, don't see it being slow I
think 1.5MB/sec max. But, maybe under multitasking system
ASCI/SCSI is better as it supports DMA, where IDE in Ataris
don't.

--
Lyndon Amsdon
http://hardware.atari.org

7386. Power Computing External Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-16 14:22:23 UTC
From: The Caver! <caver99@ntlworld.com>
Message-ID: <pa1P8.453$OZ2.64738@news8-gui.server.ntli.net>
Source record: 3585

I have just got a Power Computing External 3.5 Floppy Drive for my STE but there is no psu anyone know what voltage it uses and which pin is the live i.e. inside or out?

Regards

Graham

7387. Re: AT-Speed?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-16 19:28:47 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024255610.57084@ananke.eclipse.net.uk>
Source record: 3586

Sorry I can't help any more. I gave all my Atari Mags that might had had
some technical info in away a long time ago.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3cfc2b022f0d30@madasafish.com...
> Hi Dave,
>
> >> Does anyone have any information for this, what was it designed
> >> to run, DOS? I have been kindly given one and like to play
> >> around with it.
> >>
> >
> >Most of these only did CGA emulation. I guess they would run Windows
> >3.0 (possibly not 3.1)
>
> I looked up on google archives and it seems that people have
> said that it runs windows 3.1 with quite a nippy speed. But
> some of the answers to the questions below would be very helpful
> :) Pity the old 286 is soldered as I believe some boards were
> made to use 486 in a 286 socket, and these days, you'd be able
> to pick one up next to nothing. Just trying to think what I can
> use it for :) Maybe some DOS apps.
>
> >> On the hardware side is it mapped into the address space on the
> >> ST, can it bus master? It doesn't have any BIOS or ROM onboard
> >> so I assume this is loaded into the ST RAM with software. I
> >> imagine then that programs that access hardware direct, without
> >> using the BIOS will fail. Looks like it has an async connection
> >> to the ST too as it has a 32MHz crystal divided down to 16MHz
> >> that I think feeds the AMD 80286 chip. I'm going to install it
> >> this weekend I think and try the software that I found at Vezzs
> >> site (it was for the megabus version but guess it'll work still)
> >
> > --
> > Lyndon Amsdon
> > http://hardware.atari.org

7388. Re: Power Computing External Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-17 00:17:25 UTC
From: mark <mark@computercom.com.au>
Message-ID: <aej9e4$t96$1@lust.ihug.co.nz>
Source record: 3587

Hi, should be 5 volts, use a multimeter to check the polarity....i.e check
the centre pin against sheild and see if it is open or closed circuit.

Mark

"The Caver!" <caver99@ntlworld.com> wrote in message
news:pa1P8.453$0Z2.64738@news8-gui.server.ntli.net...
> I have just got a Power Computing External 3.5 Floppy Drive for my STE but
> there is no psu anyone know what voltage it uses and which pin is the live
> i.e. inside or out?
>
>
> Regards
>
> Graham
>
>

7389. Re: Power Computing External Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-17 10:25:14 UTC
From: <>
Message-ID: <1024386936-189030AEicMi@ntlworld.com>
Source record: 3589

From: "The Caver!" <caver99@ntlworld.com>
Date: Sun, 16 Jun 2002 15:22:23 +0100

>I have just got a Power Computing External 3.5 Floppy Drive for my STE but
>there is no psu anyone know what voltage it uses and which pin is the live
>i.e. inside or out?

You could whip the case off and trace the wires - should be easy to find the
info you want.

I'd _guess_ at centre pole positive, but do feel free to check...

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7390. Re: Power Computing External Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-17 19:47:13 UTC
From: The Caver! <caver99@ntlworld.com>
Message-ID: <_0rP8.24825$gm5.4731749@news11-gui.server.ntli.net>
Source record: 3588

Thanks thats great, job dun.

"mark" <mark@computercom.com.au> wrote in message
news:aej9e4$t96$1@lust.ihug.co.nz...
> Hi, should be 5 volts, use a multimeter to check the polarity....i.e check
> the centre pin against sheild and see if it is open or closed circuit.
>
> Mark
>
>
> "The Caver!" <caver99@ntlworld.com> wrote in message
> news:pa1P8.453$OZ2.64738@news8-gui.server.ntli.net...
> > I have just got a Power Computing External 3.5 Floppy Drive for my STE
but
> > there is no psu anyone know what voltage it uses and which pin is the
live
> > i.e. inside or out?
> >
> >
> > Regards
> >
> > Graham
> >
> >
>
>

7391. PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-18 15:14:54 UTC
From: Crab Nebula <fsicuteriNO_SPAM@hotmail.com>
Message-ID: <aenk6b$o9228@intra09.infocamere.it>
Source record: 3590

Hello to everyone,
I have a 1040 ST and a 1040 STE, both with power supply burn. I gave both them to a friend to try repairing them, but, while waiting for an answer.... As far as you know, isn't possible to use a common PC power supply with my 1040? The voltage seem to be the same, 5 and 12 v., with some grounds...
I have no problems about the size of the PS, considering I want to mount the 1040 in a 2U Rack.
Any idea about this?

Thank you
Fabrizio

7392. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-18 19:03:15 UTC
From: tobias kerner <deceptor@tkware.de>
Message-ID: <3D0F83F3.5040600@tkware.de>
Source record: 3591

Crab Nebula wrote:
> Hello to everyone,
> I have a 1040 ST and a 1040 STE, both with power supply burn. I gave both
> them to a friend to try repairing them, but, while waiting for an answer....
> As far as you know, isn't possible to use a common PC power supply with my
> 1040? The voltage seem to be the same, 5 and 12 v., with some grounds...
> I have no problems about the size of the PS, considering I want to mount the
> 1040 in a 2U Rack.
> Any idea about this?
>

sure you can use a pc PS. you should use an old AT PS if you want to
mount it in a small rack.

> Thank you
> Fabrizio
>
>
>

tobi

7393. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-19 07:58:32 UTC
From: Crab Nebula <fsicuteriNO_SPAM@hotmail.com>
Message-ID: <aepeh1$oa827@intra09.infocamere.it>
Source record: 3592

Thanx
Fabrizio

"tobias kerner" <deceptor@tkware.de> ha scritto nel messaggio
news:3D0F83F3.5040600@tkware.de...
> Crab Nebula wrote:
> > Hello to everyone,
> > I have a 1040 ST and a 1040 STE, both with power supply burn. I gave
both
> > them to a friend to try repairing them, but, while waiting for an
answer....
> > As far as you know, isn't possible to use a common PC power supply with
my
> > 1040? The voltage seem to be the same, 5 and 12 v., with some grounds...
> > I have no problems about the size of the PS, considering I want to mount
the
> > 1040 in a 2U Rack.
> > Any idea about this?
> >
>
> sure you can use a pc PS. you should use an old AT PS if you want to
> mount it in a small rack.
>
>
> > Thank you
> > Fabrizio
> >
> >
> >
>
> tobi
>

7394. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-19 08:42:04 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024476003.732528@ananke.eclipse.net.uk>
Source record: 3593

One more warning point. Most AT PSU's do not like being switched on with no load. So if you want to check the voltages make sure you have the outputs plugged into into something.

"Crab Nebula" <fsicuteriNO_SPAM@hotmail.com> wrote in message news:aepeh1$oa827@intra09.infocamere.it...
> Thanx
> Fabrizio
>
> "tobias kerner" <deceptor@tkware.de> ha scritto nel messaggio
> news:3D0F83F3.5040600@tkware.de...
> > Crab Nebula wrote:
> > > Hello to everyone,
> > > I have a 1040 ST and a 1040 STE, both with power supply burn. I gave
> both
> > > them to a friend to try repairing them, but, while waiting for an
> answer....
> > > As far as you know, isn't possible to use a common PC power supply
with
> my
> > > 1040? The voltage seem to be the same, 5 and 12 v., with some
grounds...
> > > I have no problems about the size of the PS, considering I want to
mount
> the
> > > 1040 in a 2U Rack.
> > > Any idea about this?
> > >
> >
> > sure you can use a pc PS. you should use an old AT PS if you want to
> > mount it in a small rack.
> >
> >
> > > Thank you
> > > Fabrizio
> > >
> > >
> > >
> >
> > tobi
> >
>
>

7395. Hard Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-19 11:53:11 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <aeprb9$8tsgs$1@ID-97241.news.dfncis.de>
Source record: 3594

Oh dear.

I've just dug my old ST out of the cupboard (a 520STfm, 4Mb RAM, T16 accelerator, 1.4Mb Floppy etc all in a tower case with an SM125 monitor) to discover that it's hard drive has died.

It was a Seagate ST296N drive on a Supra host adaptor. Now I'm wondering if it's worth keeping the Supra interface or getting a new more modern host adaptor.

What's the biggest drive the Supra host adaptor (and software) can handle? I've got a stack of small (500ish Mb) IDE drives knocking about - would it be cheaper to buy a new IDE interface instead of trying to get hold of another SCSI drive?

How does the performance of the IDE interfaces compare to ASCI?

Oh, and I've just realised that I added an OMTI 3520 controller to the system years ago though I don't fancy using MFM drives anymore.

TIA,

MikeW

--
Want to build your own Speccy?
http://speccybob.2y.net/

7396. Re: Hard Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-19 15:48:09 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D10A78D.B5B9F3FB@rogers.com>
Source record: 3596

Hi Mike

SCSI drives are the best choice for ST's these days, have been for years.
There is one ide host adaptor from Mario becroft in new zealand which also has a
TOS 2.6 upgrade as well I think. But since you say you used a scsi drive
before, it will likelyh be less expensive to dig up another scsi drive. Where
I live (toronto canada) its fairly easy to pick up a 2 gig scsi drive for $25
with the smaller sizes costing even less.

Mike Wynne wrote:

> Oh dear.
>
> I've just dug my old ST out of the cupboard (a 520STfm, 4Mb RAM, T16
> accelerator, 1.4Mb Floppy etc all in a tower case with an SM125 monitor) to
> discover that it's hard drive has died.
>
> It was a Seagate ST296N drive on a Supra host adaptor. Now I'm wondering if
> it's worth keeping the Supra interface or getting a new more modern host
> adaptor.
>
> What's the biggest drive the Supra host adaptor (and software) can handle?
> I've got a stack of small (500ish Mb) IDE drives knocking about - would it
> be cheaper to buy a new IDE interface instead of trying to get hold of
> another SCSI drive?
>
> How does the performance of the IDE interfaces compare to ASCI?
>
> Oh, and I've just realised that I added an OMTI 3520 controller to the
> system years ago though I don't fancy using MFM drives anymore.
>
> TIA,
>
> MikeW
>
> --
> Want to build your own Speccy?
> http://speccybob.2y.net/

7397. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-19 17:31:54 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <ee3Q8.1098$rj1.98649248@newssvr13.news.prodigy.com>
Source record: 3597

This is true, but I think it is only picky on the 5V line--or, at least,
loading the 5V
line is sufficient. I used to power my floppies and a HD with one. I had
to load
the 5V line. I believe, from what my father had told me, the need about a
1A load
on the 5V line to fire-up. I used a large (> 5 watt) 5 ohm resistor from 5V
to
ground. I bolted it to the power-supply case so that the fan blew air
across it.

Richard

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:1024476003.732528@ananke.eclipse.net.uk...
> One more warning point. Most AT PSU's do not like being switched on with
no
> load. So if you want to check the voltages make sure you have the outputs
> plugged into into something.
>
> "Crab Nebula" <fsicuteriNO_SPAM@hotmail.com> wrote in message
> news:aepeh1$oa827@intra09.infocamere.it...
> > Thanx
> > Fabrizio
> >
> > "tobias kerner" <deceptor@tkware.de> ha scritto nel messaggio
> > news:3D0F83F3.5040600@tkware.de...
> > > Crab Nebula wrote:
> > > > Hello to everyone,
> > > > I have a 1040 ST and a 1040 STE, both with power supply burn. I gave
> > both
> > > > them to a friend to try repairing them, but, while waiting for an
> > answer....
> > > > As far as you know, isn't possible to use a common PC power supply
> with
> > my
> > > > 1040? The voltage seem to be the same, 5 and 12 v., with some
> grounds...
> > > > I have no problems about the size of the PS, considering I want to
> mount
> > the
> > > > 1040 in a 2U Rack.
> > > > Any idea about this?
> > > >
> > >

> > > sure you can use a pc PS. you should use an old AT PS if you want to
> > > mount it in a small rack.
> > >
> > >
> > > > Thank you
> > > > Fabrizio
> > > > >
> > > > >
> > > > >
> > > >
> > > > tobi
> > > >
> > >
> > >
>
>

7398. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-20 06:43:17 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <9QeQ8.1506$mA5.114253972@newssvr13.news.prodigy.com>
Source record: 3600

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3d0c6a3c1d6120@madasafish.com...
> Hi Richard,
>
> >This is true, but I think it is only picky on the 5V line--or, at least,
> >loading the 5V
> >line is sufficient. I used to power my floppies and a HD with one. I
had
> >to load
> >the 5V line. I believe, from what my father had told me, the need about
a
> >1A load
> >on the 5V line to fire-up. I used a large (> 5 watt) 5 ohm resistor from
5V
> >to
> >ground. I bolted it to the power-supply case so that the fan blew air
> >across it.
>
> 1A seems a lot. Anyway, the only PSU I've had problem with was
> the Falcon one. All my old AT ones seemed to work fine without
> load. An HD should give sufficient load for a PSU.
>

It didn't on mine, but there always could be variations. I probably didn't
need
to add a full 1A load, but I did need some load as I did run just the
floppies
at times. I could turn on/off the HD separately.

> --
> Lyndon Amsdon
> http://hardware.atari.org

7399. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-20 08:00:30 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024559908.753410@ananke.eclipse.net.uk>
Source record: 3501
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Lyndon,

Having toasted an AT PSU in the past I will stick with my advice. I guess modern PSUs have to cope with a wider range of loads and may be more tolerent of being unloaded. Better safe than sorry. I was going to say a disk drive should be enough, but I was not sure about modern drives....

Dave.

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message news:3d0c6a3c1d6120@madasafish.com...
> Hi Richard,
>
> >This is true, but I think it is only picky on the 5V line--or, at least,
> >loading the 5V
> >line is sufficient. I used to power my floppies and a HD with one. I had
> >to load
> >the 5V line. I believe, from what my father had told me, the need about a
> >1A load
> >on the 5V line to fire-up. I used a large (> 5 watt) 5 ohm resistor from 5V
> >to
> >ground. I bolted it to the power-supply case so that the fan blew air
> >across it.
>
> 1A seems a lot. Anyway, the only PSU I've had problem with was
> the Falcon one. All my old AT ones seemed to work fine without
> load. An HD should give sufficient load for a PSU.
>
> --
> Lyndon Amsdon
> http://hardware.atari.org

7400. Megafile Cable schematic

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-20 08:32:34 UTC
From: Fran&#65533;ois <jumping69@hotmail.com>
Message-ID: <3d11922b@news.vsnet.ch>
Source record: 3502

Hello !

I have 1 Atari 1040 STF and 1 Atari Megafile without cable.

What is the schematic of this cable ?

Thank's for your help.

;-)

Fran&#65533;ois

7401. Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-20 11:26:03 UTC
From: n! <dlacg@ic24.net>
Message-ID: <uh3encbulcu910@corp.supernews.com>
Source record: 3503

Hi there!

I want to move a couple of gigs worth of files (mostly midifiles and very large music samples) from the ATARI to the PC. Have scsi on PC but ATARI hard drives not recognised. Any suitable suggestions welcome.
Thanks
n!

7402. Re: Megafile Cable schematic

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-20 16:47:30 UTC
From: tobias kerner <deceptor@tkware.de>
Message-ID: <3D120722.3070308@tkware.de>
Source record: 3504

Franï¿½ois wrote:
> Hello !
>
> I have 1 Atari 1040 STF and 1 Atari Megafile without cable.
>
> What is the schematic of this cable ?
>
> Thank's for your help.
>
> ;-)
>
> Franï¿½ois
>
>

look at hardwarebook.net. AFAIK it's 1 to 1.

tobi

7403. Re: Megafile Cable schematic

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-20 23:48:47 UTC
From: vdjole@EUnet.yu
Message-ID: <aetpkt$j1r$1@news.eunet.yu>
Source record: 3505

On 20 Jun 2002 18:47:30 , tobias kerner wrote:
>Fran&#65533;ois wrote:
>> I have 1 Atari 1040 STF and 1 Atari Megafile without cable.
>> What is the schematic of this cable ?
>
>look at hardwarebook.net. AFAIK it's 1 to 1.

Indeed it is 1 to 1, but one should NOT use just any cable with appropriate number of leads, because data transmission errors may occur out of impedance mismatch (I once bought for that purpose a nice-looking shielded cable, but...). Original megafile cable was shielded, but I have heard some people report problems with it because that cable was shielded at both ends (loop problems). Now I use daily a hard disk connected throufh ACSI ports with a short length (30cm) of flat cable (like the one used for connecting floppy or hard disk drives) without any problems.

Btw. in some parts of the world it may be a problem to find 19-pin D-connectors for ACSI ports.

cu;

7404. Re: Hard Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-21 17:34:58 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <aevo40$9ue1u$1@ID-97241.news.dfncis.de>
Source record: 3506

Cheers for the info, just one or two more questions if you don't mind...

"Lyndon Amsdon" wrote the following:
> >It was a Seagate ST296N drive on a Supra host adaptor. Now I'm wondering
if
> >it's worth keeping the Supra interface or getting a new more modern host
> >adaptor.
> Can you find one second hand? Small SCSI drives go quite cheap,
> although not as cheap as the IDE versions. I wouldn't know how
> large the Supra adaptor supports on disk size, maybe 1 GB?

This afternoon I did a bit of skip-diving at work and managed to come up
with a rather nice external SCSI case/Power supply. Even better, on opening
it up I discovered it contains a Micropolis 3391NS Hard drive.

A bit of Googling says this is a 9Gb, 7200RPM SCSI-3 drive. I don't know if
this drive works yet, but it spins up when power is applied.

Now, is there any chance of hooking this thing up to my ST? I don't suppose
my Supra host adaptor will support it?

Cheers,
MikeW

7405. Re: Hard Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-22 01:46:57 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D13D6E8.E9564419@rogers.com>
Source record: 3507

Hi Mike

Mike Wynne wrote:

> Cheers for the info, just one or two more questions if you don't mind...
>
> "Lyndon Amsdon" wrote the following:
> > >It was a Seagate ST296N drive on a Supra host adaptor. Now I'm wondering
> if
> > >it's worth keeping the Supra interface or getting a new more modern host
> > >adaptor.
> > Can you find one second hand? Small SCSI drives go quite cheap,
> > although not as cheap as the IDE versions. I wouldn't know how
> > large the Supra adaptor supports on disk size, maybe 1 GB?
>
> This afternoon I did a bit of skip-diving at work and managed to come up
> with a rather nice external SCSI case/Power supply. Even better, on opening
> it up I discovered it contains a Micropolis 3391NS Hard drive.
>
> A bit of Googling says this is a 9Gb, 7200RPM SCSI-3 drive. I don't know if
> this drive works yet, but it spins up when power is applied.
>
> Now, is there any chance of hooking this thing up to my ST? I don't suppose
> my Supra host adaptor will support it?
>
> Cheers,
> MikeW

I dunno if the Supra adaptor will support it or not, I've never had a supra drive. but you'll need HDdriver probably to make use of all the space, Theres a program called "bigdos" which allows STs & TT's to use partitions up to 1gigabyte (if you need any that big) with HDdriver. One other thing, check the connector on the drive to see if its 50pin or 68pin (its probably 68) that will affect what cabling you need.

7406. Re: Hard Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-22 06:28:10 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D1418FA.5010304@seimet.de>
Source record: 3508

Mike Wynne wrote:

> Now, is there any chance of hooking this thing up to my ST? I don't suppose
> my Supra host adaptor will support it?

Basically you can connect any SCSI drive to the Atari. Whether SCSI-2 or
SCSI-3 does not matter. Some old host adapters, however, do not
generate parity information, which is often required by the drive. Some
drives have jumpers to switch off the parity checking.
Also note that if the Supra adapter is not ICD-compatible you cannot access
more than 1 GByte of your hard disk's capacity. For getting the full
capacity an ICD-compatible adapter and an appropriate hard disk driver
is required.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7407. Re: Atari to PC scsi hard disc transfer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-22 12:28:23 UTC
From: ebaiz@skyenet.net
Message-ID: <H3_Q8.27$tP4.61849@newsfeed.slurp.net>
Source record: 3509

On 20 Jun 2002 12:26:03 , "n!" wrote:
>Hi there!
>
>I want to move a couple of gigs worth of files (mostly midifiles and very
>large music samples) from the ATARI to the PC. Have scsi on PC but ATARI
>hard drives not recognised. Any suitable suggestions welcome.
>Thanks
>n!

There is a program called PARCP which links the PC and the ST together using the parallel printer ports. YOu would also need a special cable that you can either build or buy from the author of the program. I have used it to transfer files to and from from wife's PC and my Hades. Works great. Try the site below to get more information and download the program:

http://users.zln.cz/~pstehlik/home.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

7408. ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-22 17:30:18 UTC
From: jdplace@prodigy.net
Message-ID: <Ku2R8.1133$LK3.30294052@newssvr17.news.prodigy.com>
Source record: 3511

Anyone know if there a listing of the complete specs of the different ICD host adapters, i.e. Link II, Link 97, etc.?

```
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
```

7409. Re: ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-23 07:06:20 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D15736C.60607@seimet.de>
Source record: 3512

Joseph D. Place wrote:
> Anyone know if there a listing of the complete specs of the different ICD
> host adapters, i.e. Link II, Link 97, etc.?

The main difference between the LINK96/97 (which is not an ICD product
but from WB Systemtechnik in Germany) is initiator identification, which
is only provided by the LINK96/97. This feature provides the Atari with
a SCSI ID of its own, which is required in order to use certain SCSI
peripherals. In other words: The LINK96/97 adhere closer to the SCSI
specification than other host adapters.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7410. Re: ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-23 20:17:06 UTC
From: jdplace@prodigy.net
Message-ID: <61qR8.2019$6b5.50694297@newssvr16.news.prodigy.com>
Source record: 3513

On 23 Jun 2002 09:06:20 , Uwe Seimet wrote:

>The main difference between the LINK96/97 (which is not an ICD product
>but from WB Systemtechnik in Germany) is initiator identification, which
>is only provided by the LINK96/97. This feature provides the Atari with
>a SCSI ID of its own, which is required in order to use certain SCSI
>peripherals. In other words: The LINK96/97 adhere closer to the SCSI
>specification than other host adapters.
>
>--
>---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>
>.
Thanks for the info. I'm working on setting up a network (I'm currently
collecting the equipment), and wanted to understand why the Link 97 was
needed for the Daynaport SCSI ethernet adaptors that I am going to use.

|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|

7411. Re: Power Computing External Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-23 21:24:22 UTC
From: The Caver! <caver99@ntlworld.com>
Message-ID: <N%qR8.1826$um.176393@newsfep1-win.server.ntli.net>
Source record: 3514

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3d0c6a58283161@madasafish.com...
> Hi
>
> >You could whip the case off and trace the wires - should be easy to find
the
> >info you want.
>
> Yes, they usually go to a electrolytic smoothing capacitor with
> the polarity marked on it.
>
> >I'd _guess_ at centre pole positive, but do feel free to check...
>
> I've never understood the purpose of using the wrong pins, using
> the inside as negative. Just causes more problems when you do
> come across old equipment with no external markings.
> --
> Lyndon Amsdon
> http://hardware.atari.org

Got the psu sorted out but the dam thing wont work on the back are 2
switched one is marked (A O B) the other one is marked (I O X), and i have
tried all combos with no luck, i can get the disk to spin but not read ,
write or format?

Is the drive dead?

7412. Re: Power Computing External Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-24 01:29:18 UTC
From: mark <mark@computercom.com.au>
Message-ID: <af5s8m$98j$1@lust.ihug.co.nz>
Source record: 3515

If you are cluey, tryswapping the internal and external drives on the ST and see what happens. You won't be able to fit the drive in the case, so just try it flying by the internal lead.

Mark

"The Caver!" <caver99@ntlworld.com> wrote in message news:N%qR8.1826$um.176393@newsfep1-win.server.ntli.net...
>
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:3d0c6a58283161@madasafish.com...
> > Hi
> >
> > >You could whip the case off and trace the wires - should be easy to find
> the
> > >info you want.
> >
> > Yes, they usually go to a electrolytic smoothing capacitor with
> > the polarity marked on it.
> >
> > >I'd _guess_ at centre pole positive, but do feel free to check...
> >
> > I've never understood the purpose of using the wrong pins, using
> > the inside as negative. Just causes more problems when you do
> > come across old equipment with no external markings.
> > --
> > Lyndon Amsdon
> > http://hardware.atari.org
>
> Got the psu sorted out but the dam thing wont work on the back are 2
> switched one is marked (A O B) the other one is marked (I O X), and i have
> tried all combos with no luck, i can get the disk to spin but not read ,
> write or format?
>
> Is the drive dead?
>
>
>

7413. What's up in the Atari world?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-24 07:00:39 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d16c03d$1_4@corp.newsgroups.com>
Source record: 3516

Been awhile since I was here last...

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

7414. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-24 11:58:42 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d17097c140b60@madasafish.com>
Source record: 3520

Hi Dave,

>When I try
>anything more modern (I have tried a IBM DRS32160 and a Seagate ST32155N)
>both of which are nominally 2 GB they do not seem to work. AHDI finds the
>drives and HDX will format and partition them, the desktop finds the dirves
>and installs letters, but when I try and open a drive window the system just
>hangs. The demo of HDDRIVER also finds the partitions but also won't open a
>drive window. It just appears to ignore my clicks.

What size are you partitioning it to? I think you should try 4
or 5 partitions at about 450 MB each. TOS has a limit on the
partition size, not sure what it is with TOS 3.0x. If you want
a large partition you'll need FAT32 partition and an OS to
support it, Magic 6.2 and Mint do.

--
Lyndon Amsdon
http://hardware.atari.org

7415. Hard Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-24 17:08:56 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024938409.600075@ananke.eclipse.net.uk>
Source record: 3517

Help.......
I have recently aquired a TT with a duff internal drive and want to
replace it. I am using HDX
I have tried an old IBM WDS3100 and that works perfectly. However an IB

7416. Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-24 17:18:10 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024938963.109233@ananke.eclipse.net.uk>
Source record: 3518

Folks,

I have recently aquired a TT with a duff hard drive. I tried an old IBM WDS3100 and that works perfectly but I want more than 100 meg. When I try anything more modern (I have tried a IBM DRS32160 and a Seagate ST32155N) both of which are nominally 2 GB they do not seem to work. AHDI finds the drives and HDX will format and partition them, the desktop finds the dirves and installs letters, but when I try and open a drive window the system just hangs. The demo of HDDRIVER also finds the partitions but also won't open a drive window. It just appears to ignore my clicks. I have tried with termination on and off, also with a wide slection of parameters set on the drive, includinging Disable Parity, Disable Unit Attn (Ibm Only). I have not messed with "Term Pwr" could this be the problem?

Any other clues or suggestions.

Dave.

7417. Re: Power Computing External Floppy

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-24 18:39:57 UTC
From: dhunt@zetnet.co.uk
Message-ID: <3d176777$0$29606$4c56ba96@master.news.zetnet.net>
Source record: 3519

On 23 Jun 2002 22:24:22 , "The Caver!" wrote:

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3d0c6a58283161@madasafish.com...

Lyndons words of wisdon snipped.

>Got the psu sorted out but the dam thing wont work on the back are 2
>switched one is marked (A O B) the other one is marked (I O X), and i have
>tried all combos with no luck, i can get the disk to spin but not read ,
>write or format?

>Is the drive dead?

I have a couple of these drive units (PC 720B) and somewhere I
have a little instruction booklet that came with them but it will
take me a while to sort out where it is. Meanwhile someone else
may come up with the answer if this refreshes their memory.

The units I have were used with one of the switches to enable
copies to be made using the BLITZ method (disk also supplied).The
other switch is used to control booting from A or B drives.

Which is what Im afraid has slipped my old senile brain but I will
get the grandkids to sort through my boxes to find the booklet.

Sorry not more helpful,maybe a magazine collector can help as when
I boght the units there had been an article about them in one of
the mags.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

7418. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-24 19:11:38 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D176EEA.3060902@seimet.de>
Source record: 3521

Lyndon Amsdon wrote:

> What size are you partitioning it to? I think you should try 4
> or 5 partitions at about 450 MB each. TOS has a limit on the
> partition size, not sure what it is with TOS 3.0x. If you want

With TOS 3.0x the maximum partition size for TOS compatible partitions
(without MagiC or MiNT) is 512 MB. With MagiC or MiNT it is 1 GByte.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7419. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-24 19:13:55 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D176F73.4070300@seimet.de>
Source record: 3522

Dave Wade wrote:

> drive window. It just appears to ignore my clicks. I have tried with
> termination on and off, also with a wide slection of parameters set on the
> drive, includinging Disable Parity, Disable Unit Attn (Ibm Only). I have not
> messed with "Term Pwr" could this be the problem?

No, this cannot be the problem. As long as the drive is recognized
everything is OK as far as settings on the drive are concerned. Note,
however, that you have to ensure the termination is correct. Even if it
does not seem to make a difference whether you terminate or not, always
ensure that it's correct.
As already discussed it's quite likely that your partitions are too big
for your version of TOS. And keep in mind that AHDI is not able to
access more than the first GByte of a SCSI drive.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7420. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-24 20:07:02 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024949094.949703@ananke.eclipse.net.uk>
Source record: 3523

"Uwe Seimet" <us@seimet.de> wrote in message
news:3D176F73.4070300@seimet.de...
> Dave Wade wrote:
>
> > drive window. It just appears to ignore my clicks. I have tried with
> > termination on and off, also with a wide slection of parameters set on
the
> > drive, includinging Disable Parity, Disable Unit Attn (Ibm Only). I have
not
> > messed with "Term Pwr" could this be the problem?
>
> No, this cannot be the problem. As long as the drive is recognized
> everything is OK as far as settings on the drive are concerned. Note,
> however, that you have to ensure the termination is correct. Even if it
> does not seem to make a difference whether you terminate or not, always
> ensure that it's correct.

> As already discussed it's quite likely that your partitions are too big
> for your version of TOS. And keep in mind that AHDI is not able to
> access more than the first GByte of a SCSI drive.
>

I don't think the partition size is giving me the problem. I have tried
various sizes, with no difference. I have checked the termination. The TT
internal terminators appear to be in place and the "Termination" link is set
on the drive.

When I try and open the drive with AHDI loaded the drive light flashes and
the system hangs. With the demo version of HDDRIVER nothing happens. HDRUTIL
does find the partition tabel and correctly reports the sizes. It also
creates the correct number of drive icons. With AHDI I get fewer, but of
course it can't see the end of the drive..

What fun What joy.....

> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

7421. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-25 02:12:10 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D17D156.D0345FB3@rogers.com>
Source record: 3524

Hi Dave,

When I got my TT, then soon after HDdriver, I had to use a utility called "bigdos" to use partitions larger than 512MB. I heard mint allows this as well but when I tried freemint it crashed neodesk and just about everything else I tried to run so I put it aside for now.

Dave Wade wrote:

> Folks,
>
> I have recently aquired a TT with a duff hard drive. I tried an old IBM
> WDS3100 and that works perfectly but I want more than 100 meg. When I try
> anything more modern (I have tried a IBM DRS32160 and a Seagate ST32155N)
> both of which are nominally 2 GB they do not seem to work. AHDI finds the
> drives and HDX will format and partition them, the desktop finds the dirves
> and installs letters, but when I try and open a drive window the system just
> hangs. The demo of HDDRIVER also finds the partitions but also won't open a
> drive window. It just appears to ignore my clicks. I have tried with
> termination on and off, also with a wide slection of parameters set on the
> drive, includinging Disable Parity, Disable Unit Attn (Ibm Only). I have not
> messed with "Term Pwr" could this be the problem?
>
> Any other clues or suggestions.
>
> Dave.

7422. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-25 06:36:48 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D180F80.10006@seimet.de>
Source record: 3525

Dave Wade wrote:

> I don't think the partition size is giving me the problem. I have tried
> various sizes, with no difference. I have checked the termination. The TT
> internal terminators appear to be in place and the "Termination" link is set
> on the drive.

So how big are your partitions actually?

> When I try and open the drive with AHDI loaded the drive light flashes and
> the system hangs. With the demo version of HDDRIVER nothing happens. HDRUTIL
> does find the partition tabel and correctly reports the sizes. It also
> creates the correct number of drive icons. With AHDI I get fewer, but of
> course it can't see the end of the drive..

I guess you mean that the desktop displays the correct number of drive
icons? (HDDRUTIL does not create any icons.) If the desktop recognizes
the correct number of drives, but cannot access them, it is typcical for
partitions that are too large. Please check your partition sizes
carefully. The partitions must be smaller than 512 MB.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7423. Atari ST hardware in Australia (crosspost)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-25 07:08:36 UTC
From: Sciby <sciby@overclockers.com.au>
Message-ID: <af94tf$e2c$1@spider.cqu.edu.au>
Source record: 3526
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi guys,
I own an Atari ST 1040fm, and I'm interested in getting my hands on some more Atari gear, namely a 1040 STe, an Atari monitor and a SCSI adapter or an ASCI ext harddrive of some description.

Could someone point me in the right direction here? I've searched most of the day (in between working while the boss walks past and no luck.

Any help is greatly appreciated.
cheers
Sciby.

7424. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-25 09:04:41 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1024995753.709302@ananke.eclipse.net.uk>
Source record: 3527

"Uwe Seimet" <us@seimet.de> wrote in message
news:3D180F80.10006@seimet.de...
> Dave Wade wrote:
>
> > I don't think the partition size is giving me the problem. I have tried
> > various sizes, with no difference. I have checked the termination. The
TT
> > internal terminators appear to be in place and the "Termination" link is
set
> > on the drive.
>
> So how big are your partitions actually?
>
> > When I try and open the drive with AHDI loaded the drive light flashes
and
> > the system hangs. With the demo version of HDDRIVER nothing happens.
HDRUTIL
> > does find the partition tabel and correctly reports the sizes. It also
> > creates the correct number of drive icons. With AHDI I get fewer, but of
> > course it can't see the end of the drive..
>
> I guess you mean that the desktop displays the correct number of drive
> icons? (HDDRUTIL does not create any icons.) If the desktop recognizes
> the correct number of drives, but cannot access them, it is typcical for
> partitions that are too large. Please check your partition sizes
> carefully. The partitions must be smaller than 512 MB.
>

I tried 400 meg partitions

> --

> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

7425. Re: Hard Drive Woes

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-25 20:05:32 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <afaiea$d21cv$1@ID-97241.news.dfncis.de>
Source record: 3528

"Uwe Seimet" <us@seimet.de> wrote in message
news:3D1418FA.5010304@seimet.de...
> Basically you can connect any SCSI drive to the Atari. Whether SCSI-2 or
> SCSI-3 does not matter. Some old host adapters, however, do not
> generate parity information, which is often required by the drive. Some
> drives have jumpers to switch off the parity checking.

Oh good. After a bit more skip diving I've come up with an external 2 bay SCSI case with PSU, an old Apple CDROM drive and the Metropolis 9Gb drive I found earler. I've hooked it all up to the Adaptec 2940U in my PC and everything works fine. Both devices have links to select parity so that's a good start. So, onto the software...

> Also note that if the Supra adapter is not ICD-compatible you cannot
access
> more than 1 GByte of your hard disk's capacity. For getting the full
> capacity an ICD-compatible adapter and an appropriate hard disk driver
> is required.

Hmmm. I don't think the Supra host adaptor is ICD compatible. I remember getting a copy of the ICD software about 10 years ago and it wouldn't work :(

IIRC, the Supra software only allows 16Mb partitions - I had 6 on my 90Mb drive. While I don't mind only being able to access 1Gb of the drive, is there any free software around that'll let me use bigger partitions and possibly the CD ROM drive?

Many thanks,
Mike Wynne

--
Want to build your own ZX Spectrum?
http://speccybob.2y.net/

7426. Re: Atari ST hardware in Australia (crosspost)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-26 06:14:15 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0206252214.1518074f@posting.google.com>
Source record: 3529
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Sciby" <sciby@overclockers.com.au> wrote in message
news:<af94tf$e2c$1@spider.cqu.edu.au>...
> Hi guys,
> I own an Atari ST 1040fm, and I'm interested in getting my hands on some
> more Atari gear, namely a 1040 STe, an Atari monitor and a SCSI adapter or
> an ASCI ext harddrive of some description.
>
> Could someone point me in the right direction here?

Since STe computers haven't been made in a decade or so, I'd keep an
eye on Ebay Australia. For the SCSI adapter,
http://www.atari-workshop.co.uk/products/host_adaptors.htm is a good
place to start.

Galen

7427. Which modules for Atari TT-RAM ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-26 10:27:30 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.f2c75763.66de6982.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3530

Hello,

Which chips would have SIMMs 4MB modules to work properly on an
Atari TT-RAM card ?

Thank-you,

J.-Luc

7428. Now to add a ST CDrom ....

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-26 16:09:53 UTC
From: Bud Walker <atarikid@cox.net>
Message-ID: <8epjhu05nam8r9b1t40m18nqf9ncctchjj@4ax.com>
Source record: 3532

Well I got a Hard disk working with my Atari ST. Now I'd like
to add a Cdrom. I have an external case with an ICD adsci +, and a 200
meg Scsi Harddrive. There are two Dma connectors on the back of the
case. Do in need another adaptor ? The cable in the case has a free
connector. Id like to get the Susy B and Compedium CD's working.

Thanks Bud,

7429. Re: Which modules for Atari TT-RAM ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-26 16:57:52 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1025110542.985990@ananke.eclipse.net.uk>
Source record: 3531

"Jean-Luc CECCOLI" <Jean-Luc.Ceccoli@wanadoo.fr> wrote in message
news:WS3.f2c75763.66de6982.Jean-Luc.Ceccoli@wanadoo.fr...
> Hello,
>
> Which chips would have SIMMs 4MB modules to work properly on an
> Atari TT-RAM card ?
>

Assuming you have a CA401058-xxx I think most any 4Meg 30 Pin SIM would work. Mine had 70ns 1 Megs in, and I replaced them with 4Meg 70ns which seem to work fine, but they have not had much testing. The speed is usually appended to part number so you will usually see "-70" for 70 ns chips, or "-60" for 60 ns. Just make sure you reset the board to "Non-Burst" if it has burst mode chips in at present, and reset the other links for 4Meg chips as per

http://pp.fishpool.fi/~q-funk/TT030/tt-ram.htm#CA401058

> Thank-you,
>
> J.-Luc
>

7430. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-27 06:45:58 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D1AB4A6.7010508@seimet.de>
Source record: 3533

Dave Wade wrote:

> I tried 400 meg partitions

In this case it's most likely that something is wrong with the cables or the termination. 400 MB per partition definitely do work with TOS 2.0x and newer. Do not forget to check the terminators on the TT's motherboard, which must be installed if only one drive (internal or external) is present. They must be removed if both an internal and an external drive are connected.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7431. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-27 17:56:40 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D1B51D8.7043432F@madasafish.com>
Source record: 3534

Crab Nebula wrote:
>
> Hello to everyone,
> I have a 1040 ST and a 1040 STE, both with power supply burn. I gave both
> them to a friend to try repairing them, but, while waiting for an answer....
> As far as you know, isn't possible to use a common PC power supply with my
> 1040? The voltage seem to be the same, 5 and 12 v., with some grounds...
> I have no problems about the size of the PS, considering I want to mount the
> 1040 in a 2U Rack.
> Any idea about this?
>
> Thank you
> Fabrizio

I used a moderatetly old PC PSU (circa 1997) when my STFM PSU gave up,
but a friend fixed the original power board and all is well again in the
world! It was a large resistor thing that had gone open circuit, if
that helps.
Just be careful though, as some PC PSU units have 240v live exposed at
the switch...
As a tip, I used an old connector from a PC so that I could connect the
PSU when I wanted to (i.e. it wasn't permanently soldered to the
computer motherboard)
Also make sure that it is set to 240v and not 110v! I made that mistake
once... bang!

--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

7432. Re: Atari ST hardware in Australia (crosspost)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-27 18:01:43 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <DP$yapBHM1G9Ewt5@atari.org.uk>
Source record: 3535
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <926a9946.0206252214.1518074f@posting.google.com>, Galen
<ekaljuma@mtsac.edu> writes
>Since STe computers haven't been made in a decade or so, I'd keep an
>eye on Ebay Australia. For the SCSI adapter,
>http://www.atari-workshop.co.uk/products/host_adaptors.htm is a good
>place to start.
>
>Galen

A scsi adaptor, like link & link 2, shouldn't cost that much to be
posted to you as they are relatively light.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7433. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-28 19:32:44 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d1cb679$1_3@corp.newsgroups.com>
Source record: 3536

> Also make sure that it is set to 240v and not 110v! I made that mistake
> once... bang!

Huh? Out here in the USA, we use 110v, not 220v (well, there are case where we do use 220v (like our Spa), but not normal household wiring. Unless you live in European countries and such, wouldn't you set it for 110v and not 220v, to insure your power supply doesn't... OOPS!

"Aw, poor little power supply fall down, go B A N G ! ! !" :-)

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

7434. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-28 21:51:52 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <1025300979.877886@ananke.eclipse.net.uk>
Source record: 3537

"Uwe Seimet" <us@seimet.de> wrote in message
news:3D1AB4A6.7010508@seimet.de...
> Dave Wade wrote:
>
> > I tried 400 meg partitions
>
> In this case it's most likely that something is wrong with the cables or
> the termination. 400 MB per partition definitely do work with TOS 2.0x
> and newer.

I thought that but my old 100 Meg IBM works fine on the same cables. And
the drive works fine
in a PC on an old(ish) 16-Bit SCSI card. Could it be to do with Sync
Negotiation or the like?

> Do not forget to check the terminators on the TT's
> motherboard, which must be installed if only one drive (internal or
> external) is present. They must be removed if both an internal and an
> external drive are connected.

These are in place.

>
> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

7435. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-29 10:44:50 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1025350924.6901.1@demeter.uk.clara.net>
Source record: 3538

Hi "Jared Falvo"

Why oh why couldn't you have been in one of those towers on the 11th.
You asshole, this guy was participating in a serious thread, something you
never have.

> "Aw, poor little power supply fall down, go B A N G ! ! !" :-)

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

7436. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-29 11:44:58 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D1D9DBA.30308@seimet.de>
Source record: 3539

Dave Wade wrote:

> I thought that but my old 100 Meg IBM works fine on the same cables. And
> the drive works fine
> in a PC on an old(ish) 16-Bit SCSI card. Could it be to do with Sync
> Negotiation or the like?

That's very unlikely. But just try to switch it off, most drives have a
jumper for that. Current versions of HDDRIVER, by the way, automatically
tell the drive not to use synchroneous but only asynchroneous transfers.
Also note that the fact that another drive works with your cables does
not necessarily prove anything. Different drives can react diffenently
if SCSI signales are not tranferred properly.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7437. Amazing Business Opportunity worldwide! 246

Newsgroup: comp.sys.atari.st.tech
Date: 2002-06-30 15:04:08 UTC
From: qrndpc@aol.com
Message-ID: <3d1f1de8$22@news.mhogaming.com>
Source record: 3540

http://www.onlinecash.p.cx
glvtdmddttqppvhnlopksivkqbmhrtsnmimk

7438. Re: PC power supply with a 1040?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-01 20:55:13 UTC
From: Jonathan Mortimer <jonathanmortimer@madasafish.com>
Message-ID: <3D20C1B1.15F46109@madasafish.com>
Source record: 3541

Steve Sweet wrote:
>
> Hi "Jared Falvo"
>
> Why oh why couldn't you have been in one of those towers on the 11th.
> You asshole, this guy was participating in a serious thread, something you
> never have.
>
> > "Aw, poor little power supply fall down, go B A N G ! ! !" :-)
>
> --
>
> Regards, Steve S.
>
> ---
> Outgoing mail has been scanned by AVG and is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

The fool has a point - I assumed people were in the UK. Well, 240v for
the UK and whatever else for your own country...
Though some PSUs do auto switch. And then again I assume some will only
be for one supply rating. Be sure before turning on!
--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

7439. Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-01 22:45:48 UTC
From: Graham Prout <caver99@ntlworld.com>
Message-ID: <YX4U8.916$752.42112@news8-gui.server.ntli.net>
Source record: 3542

Were there ever any eprom blowers for the ST?

7440. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 09:36:14 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d2174e62c80d2@madasafish.com>
Source record: 3550

Hi Michael,

>Multiple. I know of an old c't EPROM burner that was attached to the c't
>universal I/O port, then the "EasyPrommer", its Successor "JuniorPrommer"
>and the clone called "Vesuv". All were published in german magazine
>articles.

I might have asked this before, but were the schematics
complicated, or just lots of TTL? Would I need to know German
to assemble one, or just follow the schematics? I don't have a
EPROMer but could be useful. Thanks, damn should have bought
the 32pin ZIF I saw real cheap :)
--
Lyndon Amsdon
http://hardware.atari.org

7441. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 11:04:28 UTC
From: <>
Message-ID: <1025603534-908379AEicMi@ntlworld.com>
Source record: 3543

From: "Graham Prout" <caver99@ntlworld.com>

>Were there ever any eprom blowers for the ST?

I believe there was, the "Prommer"? Maybe someone will have one for sale.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7442. Joystick problem - any ideas?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 12:18:51 UTC
From: Schumey@btinternet.com
Message-ID: <bbc34d22.0207020418.1ac4a630@posting.google.com>
Source record: 3544

Hi, the joystick on mt Atari ST 520 FM appears to have ceased working. Sometimes games will recognise the fire button, or VERY small movements, but apart from that there is no movement. I don't think the joystick itself is broken, as I have the same problem with a joypad - the mouse however, works perfectly. Any ideas? Thanks in advance

7443. Re: Joystick problem - any ideas?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 12:51:00 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0207021448400.1062-100000@feanor.schunter.etc.tu-bs.de>
Source record: 3545

Hi, Andy!

AC> Sometimes games will recognise the fire button, or VERY small
AC> movements, but apart from that there is no movement.

Sounds like a mouse was expected by the game - you should switch to
joystick control within that game. (You are using the joystick in the
mouse port, right?)

Greetings,

Alexander

7444. Re: Joystick problem - any ideas?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 14:21:09 UTC
From: Jon Lassen <infinite@noline.no>
Message-ID: <pFiU8.1682$HR.22455@news4.ulv.nextra.no>
Source record: 3546

"Andy Crome" <Schumey@btinternet.com> wrote
news:bbc34d22.0207020418.1ac4a630@posting.google.com...
> Hi, the joystick on mt Atari ST 520 FM appears to have ceased working.
> Sometimes games will recognise the fire button, or VERY small
> movements, but apart from that there is no movement. I don't think the
> joystick itself is broken, as I have the same problem with a joypad -
> the mouse however, works perfectly. Any ideas? Thanks in advance

It's typical for the ST joystick ports to stop functioning - they could need
re-soldering.

Jon

7445. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 15:13:08 UTC
From: Jonas Andreasson <guppy3128@hotmail.com>
Message-ID: <8qjU8.46002$n4.10978908@newsc.telia.net>
Source record: 3547

"Graham Prout" <caver99@ntlworld.com> wrote in message
news:YX4U8.916$752.42112@news8-gui.server.ntli.net...
> Were there ever any eprom blowers for the ST?
>
>
>
Maxon Junior Prommer was a pretty good one with software for Atari ST, Amiga
and DOS.

7446. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 15:15:52 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <afsg38mlv1@nets3.rz.RWTH-Aachen.DE>
Source record: 3548

In article <YX4U8.916$752.42112@news8-gui.server.ntli.net>,
Graham Prout <caver99@ntlworld.com> wrote:
>Were there ever any eprom blowers for the ST?

Multiple. I know of an old c't EPROM burner that was attached to the c't
universal I/O port, then the "EasyPrommer", its Successor "JuniorPrommer"
and the clone called "Vesuv". All were published in german magazine
articles.

The last three can be used with my "Pinatubo" driver software, which is now
freeware. However, Software and magazine articles are only in German.

cu
Michael

7447. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 15:17:34 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <afsg6emlv2@nets3.rz.RWTH-Aachen.DE>
Source record: 3549

In article <8qjU8.46002$n4.10978908@newsc.telia.net>,
Jonas Andreasson <guppy3128@hotmail.com> wrote:
>Maxon Junior Prommer was a pretty good one with software for Atari ST, Amiga
>and DOS.

Note, however that the original Maxon software will only work correctly on
unmodified 8MHz STs - on faster machines, the programming timing is wrong.

That was one of the reasons why I started writing my own software.

cu
Michael

7448. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 19:32:59 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1025638242.124775@ananke.eclipse.net.uk>
Source record: 3451

"Uwe Seimet" <us@seimet.de> wrote in message
news:3D1D9DBA.30308@seimet.de...
> Dave Wade wrote:
>
> > I thought that but my old 100 Meg IBM works fine on the same cables.
And
> > the drive works fine
> > in a PC on an old(ish) 16-Bit SCSI card. Could it be to do with Sync
> > Negotiation or the like?
>
> That's very unlikely. But just try to switch it off, most drives have a
> jumper for that. Current versions of HDDRIVER, by the way, automatically
> tell the drive not to use synchroneous but only asynchroneous transfers.
> Also note that the fact that another drive works with your cables does
> not necessarily prove anything. Different drives can react diffenently
> if SCSI signales are not tranferred properly.
>

Just to be trebly (3 times) sure I tried the cable from my PC in the TT. As
expected (but not as hoped) it makes no difference.

> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

7449. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 19:44:28 UTC
From: Jonas Andreasson <guppy3128@hotmail.com>
Message-ID: <wonU8.46037$n4.10991530@newsc.telia.net>
Source record: 3452

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3d2174e62c80d2@madasafish.com...
> Hi Michael,
>
> >Multiple. I know of an old c't EPROM burner that was attached to the c't
> >universal I/O port, then the "EasyProммer", its Successor "JuniorProммer"
> >and the clone called "Vesuv". All were published in german magazine
> >articles.
>
> I might have asked this before, but were the schematics
> complicated, or just lots of TTL? Would I need to know German
> to assemble one, or just follow the schematics? I don't have a
> EPROMer but could be useful. Thanks, damn should have bought
> the 32pin ZIF I saw real cheap :)
> --

It's pretty easy just a few 40xx cmos and a TL494, don't know if there is
any pcb layout floating around tho.
I have the manual here somewhere and the schematics were in it, I can scan
it and send it to you if you want.

7450. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 21:14:25 UTC
From: Graham Prout <caver99@ntlworld.com>
Message-ID: <rIoU8.2155$du.141512@news8-gui.server.ntli.net>
Source record: 3453

That would be great, if you could please.

"Jonas Andreasson" <guppy3128@hotmail.com> wrote in message
news:wonU8.46037$n4.10991530@newsc.telia.net...
>
> "Lyndon Amsdon" <bindon@madasafish.com> wrote in message
> news:3d2174e62c80d2@madasafish.com...
> > Hi Michael,
> >
> > >Multiple. I know of an old c't EPROM burner that was attached to the
c't
> > >universal I/O port, then the "EasyPrommer", its Successor
"JuniorPrommer"
> > >and the clone called "Vesuv". All were published in german magazine
> > >articles.
> >
> > I might have asked this before, but were the schematics
> > complicated, or just lots of TTL? Would I need to know German
> > to assemble one, or just follow the schematics? I don't have a
> > EPROMer but could be useful. Thanks, damn should have bought
> > the 32pin ZIF I saw real cheap :)
> > --
>
> It's pretty easy just a few 40xx cmos and a TL494, don't know if there is
> any pcb layout floating around tho.
> I have the manual here somewhere and the schematics were in it, I can scan
> it and send it to you if you want.
>
>
>
>

7451. Re: Joystick problem - any ideas?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-02 22:31:22 UTC
From: Schumey@btinternet.com
Message-ID: <bbc34d22.0207021431.1acb1d72@posting.google.com>
Source record: 3454

Thanks for your replies. I have changed the games to joystick control
but there is still no change - and the joystick is plugged into the
Mouse\Joystick port.
If the ports had broken, why would the Y\X axis on the mouse work?

7452. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-03 03:13:47 UTC
From: glenzab@xmission.com
Message-ID: <aftq59$399$3@terabinaries.xmission.com>
Source record: 3455

In article <1025638242.124775@ananke.eclipse.net.uk>, "Dave Wade"
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:
>
>"Uwe Seimet" <us@seimet.de> wrote in message
>news:3D1D9DBA.30308@seimet.de...
>> Dave Wade wrote:
>>
>> > I thought that but my old 100 Meg IBM works fine on the same cables.
>And
>> > the drive works fine
>> > in a PC on an old(ish) 16-Bit SCSI card. Could it be to do with Sync
>> > Negotiation or the like?
>>
>> That's very unlikely. But just try to switch it off, most drives have a
>> jumper for that. Current versions of HDDRIVER, by the way, automatically
>> tell the drive not to use synchroneous but only asynchroneous transfers.
>> Also note that the fact that another drive works with your cables does
>> not necessarily prove anything. Different drives can react diffenently
>> if SCSI signales are not tranferred properly.
>>
>
>Just to be trebly (3 times) sure I tried the cable from my PC in the TT. As
>expected (but not as hoped) it makes no difference.
>
>

The scsi cable has to be extremely short in the MEGA STE and TT for its
internal HD, something like 6-8 inches max.

>> --
>> --
>> Dr. Uwe Seimet mailto:us@seimet.de
>> http://www.seimet.de
>>
>
>

7453. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-03 07:17:12 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d22a85a44c3e0@madasafish.com>
Source record: 3458

Hi Jonas,

>It's pretty easy just a few 40xx cmos and a TL494, don't know if there is
>any pcb layout floating around tho.
>I have the manual here somewhere and the schematics were in it, I can scan
>it and send it to you if you want.

If you send them to me, I'll put them on my website as it seems
some others might want them. Thanks!

Or is the material copyrighted? I'll have to see....
--
Lyndon Amsdon
http://hardware.atari.org

7454. Re: Joystick problem - any ideas?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-03 11:27:49 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0207031307100.1351-100000@feanor.schunter.etc.tu-bs.de>
Source record: 3456

Hi, Andy!

AC> I have changed the games to joystick control but there is still no
AC> change - and the joystick is plugged into the Mouse\Joystick port.

Hmm - so you'll have to check the ports...

Hold your joystick constantly into one direction and move the plug (in the
mouse/joystick port) carefully around. Do you find a "working position"
for at least one direction?

AC> If the ports had broken, why would the Y\X axis on the mouse work?

Maybe its not a soldering problem, but a contact problem plug-port?

Otherwise: re-soldering of the ports is not such a hard job to do...

Greetings,

Alexander

7455. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-03 11:51:41 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <b0zEUuBNVuI9EwN0@atari.org.uk>
Source record: 3457

In article <YX4U8.916$752.42112@news8-gui.server.ntli.net>, Graham Prout
<caver99@ntlworld.com> writes
>Were there ever any eprom blowers for the ST?
>
>
>

Hi

Yup, there were a couple produced. The one I have is called 'Unison
programmer' and plugs into the cartridge port.

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7456. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-03 15:22:08 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d23da8a26c670@madasafish.com>
Source record: 3465

Hi Michael,

>>Or is the material copyrighted? I'll have to see....
>^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>Yes, I think ist is.

Who should I contact? It's currently on my website, but is it
Maxons copyright work? Someone please advise.
--
Lyndon Amsdon
http://hardware.atari.org

7457. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-03 19:43:18 UTC
From: mlimb@gmx.de
Message-ID: <3d23494c.1437808@news.t-online.de>
Source record: 3459

Lyndon Amsdon worte:

>Or is the material copyrighted? I'll have to see....
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Yes, I think ist is.

Michael

7458. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-03 19:58:48 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1025726190.143984@ananke.eclipse.net.uk>
Source record: 3460

```
"GMAN" <glenzab@xmission.com> wrote in message
news:aftq59$399$3@terabinaries.xmission.com...
> In article <1025638242.124775@ananke.eclipse.net.uk>, "Dave Wade"
<dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:
> >
> >"Uwe Seimet" <us@seimet.de> wrote in message
> >news:3D1D9DBA.30308@seimet.de...
> >> Dave Wade wrote:
> >>
> >> > I thought that but my old 100 Meg IBM works fine on the same cables.
> >And
> >> > the drive works fine
> >> > in a PC on an old(ish) 16-Bit SCSI card. Could it be to do with Sync
> >> > Negotiation or the like?
> >>
> >> That's very unlikely. But just try to switch it off, most drives have a
> >> jumper for that. Current versions of HDDRIVER, by the way,
automatically
> >> tell the drive not to use synchroneous but only asynchroneous
transfers.
> >> Also note that the fact that another drive works with your cables does
> >> not necessarily prove anything. Different drives can react diffenently
> >> if SCSI signales are not tranferred properly.
> >>
> >
> >Just to be trebly (3 times) sure I tried the cable from my PC in the TT.
As
> >expected (but not as hoped) it makes no difference.
> >
> >
>
> The scsi cable has to be extremely short in the MEGA STE and TT for its
> internal HD, something like 6-8 inches max.
>
>

THe original cable cable is of the order of 9". The new cable is longer but
the originqal 100 Meg IBM works with it. I don't beleive its a cable probem
at all. I think the drice does something the TT does not like....

> >> --
> >> ------------------------------------------------------------------
> >> Dr. Uwe Seimet mailto:us@seimet.de
> >> http://www.seimet.de
> >>
```

> >
> >

7459. Re: IDE Master or Slave

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-04 05:16:58 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d23da8a26c671@madasafish.com>
Source record: 3466

Hi Michael,

>I have a Falcon Computer with a Maxtor 80gb internal hard drive
>and a cendyne internal cd-rw drive.
>Both are connected to the Wizztronics IDE Hard DRive adaptor.
>
>The Maxtor is the master and CD-RW is the slave.
>
>Would the CD-RW Drive work/operate better if it was set as the master
>and the Maxtor as the Slave Drive.
>
>The Maxtor drive is also my boot drive.

I don't think you'd be able to boot from the Hard drive if it
was Slave.

>Both Drive's manuals state that each should be master.

Maybe it means in a PC. On PC you should use one IDE chain for
hard drive, andthe other for CD ROM. This makes copying between
two much quicker.
--
Lyndon Amsdon
http://hardware.atari.org

7460. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-04 05:51:35 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D23E267.6020509@seimet.de>
Source record: 3461

Dave Wade wrote:

> THe original cable cable is of the order of 9". The new cable is longer but
> the originqal 100 Meg IBM works with it. I don't beleive its a cable probem
> at all. I think the drice does something the TT does not like....

That's unlikely because the TT has a standard SCSI bus. Up to know any
drive has worked with it, be it old or new. Note that it might also be
possible that there is simply something wrong with your TT's hardware.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7461. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-04 09:19:33 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <1025774233.907448@ananke.eclipse.net.uk>
Source record: 3462

"Uwe Seimet" <us@seimet.de> wrote in message
news:3D23E267.6020509@seimet.de...
> Dave Wade wrote:
>
> > THe original cable cable is of the order of 9". The new cable is longer
but
> > the originqal 100 Meg IBM works with it. I don't beleive its a cable
probem
> > at all. I think the drice does something the TT does not like....
>
> That's unlikely because the TT has a standard SCSI bus. Up to know any
> drive has worked with it, be it old or new. Note that it might also be
> possible that there is simply something wrong with your TT's hardware.
>

Sorry should hawve included that option...

> --
> ---
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

7462. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-04 09:32:50 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1025775031.255870@ananke.eclipse.net.uk>
Source record: 3463

"Uwe Seimet" <us@seimet.de> wrote in message
news:3D23E267.6020509@seimet.de...
> Dave Wade wrote:
>
> > THe original cable cable is of the order of 9". The new cable is longer
but
> > the originqal 100 Meg IBM works with it. I don't beleive its a cable
probem
> > at all. I think the drice does something the TT does not like....
>
> That's unlikely because the TT has a standard SCSI bus. Up to know any
> drive has worked with it, be it old or new. Note that it might also be
> possible that there is simply something wrong with your TT's hardware.
>

I thought that too, but It is real odd it works with some, but not other
peripherals..

> --
> --
> Dr. Uwe Seimet mailto:us@seimet.de
> http://www.seimet.de
>

7463. IDE Master or Slave

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-04 11:55:28 UTC
From: michael.robillard@the-spa.com
Message-ID: <QIWU8.272104$_j6.13308468@bin3.nnrp.aus1.giganews.com>
Source record: 3464

I have a Falcon Computer with a Maxtor 80gb internal hard drive
and a cendyne internal cd-rw drive.
Both are connected to the Wizztronics IDE Hard DRive adaptor.

The Maxtor is the master and CD-RW is the slave.

Would the CD-RW Drive work/operate better if it was set as the master
and the Maxtor as the Slave Drive.

The Maxtor drive is also my boot drive.

Both Drive's manuals state that each should be master.

Thank You
Mike

7464. Re: IDE Master or Slave

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-04 14:38:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d2460543b6682@madasafish.com>
Source record: 3469

Hi Dave,

>> Maybe it means in a PC. On PC you should use one IDE chain for
>> hard drive, andthe other for CD ROM. This makes copying between
>> two much quicker.
>
>I have not noticed this. I would have thought that in general for most CD/HD
>combinations the speed of the CD drive is much slower than the hard drive
>and dominates perormance.... (but I am prepared to be convinced by
>benchmarks..)

It's so that when you copy from CD to HD, the IDE controller
doesn't have to read from CD, stop, then write that data to HD.
I believe with two IDE chains it simply streams across, less CPU
overhead?
--
Lyndon Amsdon
http://hardware.atari.org

7465. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-04 14:39:50 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d2460543b6683@madasafish.com>
Source record: 3470

Hi Dave,

>Still having fun, especially with META DOS. I never thought that would
>work.... And thanks for all the suggestions to date..

Spin is good too, I used to use that when I had an IDE CD rom on
my STE!
--
Lyndon Amsdon
http://hardware.atari.org

7466. Re: IDE Master or Slave

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-04 19:23:21 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <1025810461.622367@ananke.eclipse.net.uk>
Source record: 3467

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3d23da8a26c671@madasafish.com...
> Hi Michael,
>
> >I have a Falcon Computer with a Maxtor 80gb internal hard drive
> >and a cendyne internal cd-rw drive.
> >Both are connected to the Wizztronics IDE Hard DRive adaptor.
> >
> >The Maxtor is the master and CD-RW is the slave.
> >
> >Would the CD-RW Drive work/operate better if it was set as the master
> >and the Maxtor as the Slave Drive.
>

How do you mean "work better". Are you producing "coasters", or do you have
to burn at reduced speed?

> >The Maxtor drive is also my boot drive.
>
> I don't think you'd be able to boot from the Hard drive if it
> was Slave.
>
> >Both Drive's manuals state that each should be master.
>

They always do, but if that is the case why do they bother to put slave
jumpers on them? If you only have a single IDE interface then I think as
Lyndon says you don't have any choice. The hardrive must be the "Master" to
boot and the CD-RW there fore has to be the slave. I also seem to recall
being told many years ago that for IDE you should always place the faster,
higer performance drive as the master as other wise the system could be
slowed. I assume in this case that the hard drive is the quicker and so
should be master. However modern IDE drives do not seem to have this
problem.

> Maybe it means in a PC. On PC you should use one IDE chain for
> hard drive, andthe other for CD ROM. This makes copying between
> two much quicker.

I have not noticed this. I would have thought that in general for most CD/HD
combinations the speed of the CD drive is much slower than the hard drive
and dominates perormance.... (but I am prepared to be convinced by
benchmarks..)

> --
> Lyndon Amsdon

> http://hardware.atari.org

Dave.

7467. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-04 19:23:21 UTC
From: Dave Wade <dave.no.spam.please@spam.is.bad.dwade.freeserve.co.uk>
Message-ID: <1025810461.962602@ananke.eclipse.net.uk>
Source record: 3468

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:1025775031.255870@ananke.eclipse.net.uk...
> "Uwe Seimet" <us@seimet.de> wrote in message
> news:3D23E267.6020509@seimet.de...
> > Dave Wade wrote:
> >
> > > THe original cable cable is of the order of 9". The new cable is
longer
> but
> > > the originqal 100 Meg IBM works with it. I don't beleive its a cable
> probem
> > > at all. I think the drice does something the TT does not like....
> >
> > That's unlikely because the TT has a standard SCSI bus. Up to know any
> > drive has worked with it, be it old or new. Note that it might also be
> > possible that there is simply something wrong with your TT's hardware.
> >
>
> I thought that too, but It is real odd it works with some, but not other
> peripherals..
>

Sorry for the ramblings. I have now had a further play....

- Some one metioned they had problems with their PSU so I checked the
voltages and they seem o.k.

- I have tried two small (about 100 meg) drives and they both work fine and
they use more power than the 2Gig units (could be the 2 gigs are more
sensitive)

-I wondered if the internal termination ws duff so I removed it and tried an
external terminator, with no noticable change.

- I fipped into vandal mode and I popped a cable with two connectors, (so
its too long) onto the TT MBO , and plugged in one of the 100 Meg drives and
a SCSI CD drive (which some one gave me from their junk box) in via a disk
drive power splitter (so the PSU is well loaded) and both seem to work fine.
(using METADOS and AHDI and its the first time I even tried METADOS)...

So I still think its the drive being odd, but on the other hand none of the
above are "performance" devices so it could still be the TT.

Still having fun, especially with META DOS. I never thought that would
work.... And thanks for all the suggestions to date..

Dave.

```
>
>
> > --
> > ------------------------------------------------------------------
> > Dr. Uwe Seimet mailto:us@seimet.de
> > http://www.seimet.de
> >
>
>
```

7468. TT and external ZIP

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-04 22:44:05 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D24CF8C.4B32364@chello.nl>
Source record: 3471

Hello

I laid my hands on a SCSI ZIP100 drive.
The drive can be told to terminate by a jumper.

Now I want to remove the termination on my TT's motherboard, because with
this termination, no SCSI devices are seen at all.

I see 3 red strips in the rightt rear orner close to the SCSI socket.

The TT is one with the brown paint in stead of metal shield.

Are these 3 strips the terminator?
Do I have to mark how they were placed?

There never has been any room for electronics in my brains ;-)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

7469. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 00:36:31 UTC
From: mlimb@gmx.de
Message-ID: <3d24e680.7613219@news.t-online.de>
Source record: 3472

Lyndon Amsdon schrieb:

>Who should I contact? It's currently on my website, but is it
>Maxons copyright work? Someone please advise.

I have the Junior-Prommer manual from 1991. In this manual Maxon wrote
that they have the copyright for hardware and software.

Michael

7470. Re: TT and external ZIP

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 01:39:20 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D24F8AB.CDAF481A@rogers.com>
Source record: 3473

Henk Robbers wrote:

> Hello
>
> I laid my hands on a SCSI ZIP100 drive.
> The drive can be told to terminate by a jumper.
>
> Now I want to remove the termination on my TT's motherboard, because with
> this termination, no SCSI devices are seen at all.
>
> I see 3 red strips in the rightt rear orner close to the SCSI socket.
>
> The TT is one with the brown paint in stead of metal shield.
>
> Are these 3 strips the terminator?
> Do I have to mark how they were placed?
>
> There never has been any room for electronics in my brains ;-)

Hi Henk,

Yes thos 3 "strips" are the terminating resistors. you can remove them with tweezers or needle nose pliers carefully to have both an internal and external drive, since they're not polarized and are essentially 3 of the same component you dont have to put them back in (if you wanted to) the same way as they came out.

7471. Re: IDE Master or Slave

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 05:58:20 UTC
From: Don <atari@qnet.com>
Message-ID: <3D25357C.9F830F9@qnet.com>
Source record: 3474

Lyndon,

Lyndon Amsdon wrote:

>
>
> It's so that when you copy from CD to HD, the IDE controller
> doesn't have to read from CD, stop, then write that data to HD.
> I believe with two IDE chains it simply streams across, less CPU
> overhead?
> --
> Lyndon Amsdon
>

I dont believe that is true. Each drive has its own controller but the Master is the one that tells the Slave to wait or to go ahead. It would be the same with the secondary Master, it would tell the Secondary Slave to wait or go ahead. And if I remember correctly the the CPU usage would be very high. If it was SCSI it would be a wham bam done.

Don

7472. Re: IDE Master or Slave

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 06:05:09 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D253715.70502@seimet.de>
Source record: 3475

Lyndon Amsdon wrote:

> It's so that when you copy from CD to HD, the IDE controller
> doesn't have to read from CD, stop, then write that data to HD.
> I believe with two IDE chains it simply streams across, less CPU
> overhead?

This is possible, but only with SCSI peripherals. The SCSI standard
defines ways for two devices to transfer data directly, without using
the computer's main memory. IDE/ATAPI devices cannot do that.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7473. Re: TT and external ZIP

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 08:49:02 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.0ad4af70.7c421542.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3476

Dans le message <3D24CF8C.4B32364@chello.nl>
Henk Robbers a ï¿½crit:

>Hello

>I laid my hands on a SCSI ZIP100 drive.
>The drive can be told to terminate by a jumper.

>Now I want to remove the termination on my TT's motherboard, because with
>this termination, no SCSI devices are seen at all.

>I see 3 red strips in the rightt rear orner close to the SCSI socket.

>The TT is one with the brown paint in stead of metal shield.

>Are these 3 strips the terminator?
Yes :-)

>Do I have to mark how they were placed?
No. They all are the same. When you plug them in, just place them
with the point on them in front of the mark on the MoBo.
Should you plug them reversed, you could experience strange things
happening ;-)

>There never has been any room for electronics in my brains ;-)

J.-Luc

7474. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 09:06:06 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.0f49aaed.71861562.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3477

Dans le message <1025810461.962602@ananke.eclipse.net.uk>
Dave Wade a ï¿½crit:
>"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
>news:1025775031.255870@ananke.eclipse.net.uk...
>> "Uwe Seimet" <us@seimet.de> wrote in message
>> news:3D23E267.6020509@seimet.de...
>> > Dave Wade wrote:
>> >
>> > [...]
>>

>Sorry for the ramblings. I have now had a further play....

>- I have tried two small (about 100 meg) drives and they both work fine and
>they use more power than the 2Gig units (could be the 2 gigs are more
>sensitive)

>-I wondered if the internal termination ws duff so I removed it and tried an
>external terminator, with no noticable change.
I once used an active terminator, but then this caused HD-D (8.03, I
didn't try with 8.11) to hang. I fixed this plugging a terminated
external device to the TT.

>- I fipped into vandal mode and I popped a cable with two connectors, (so
>its too long) onto the TT MBO , and plugged in one of the 100 Meg drives and
>a SCSI CD drive (which some one gave me from their junk box) in via a disk
>drive power splitter (so the PSU is well loaded) and both seem to work fine.
>(using METADOS and AHDI and its the first time I even tried METADOS)...

>So I still think its the drive being odd, but on the other hand none of the
>above are "performance" devices so it could still be the TT.
If "Check peripherals" or "ID Check" (depending on the software you
use) does detect the drive, then it is a problem with jumpers.
For instance, some IBM drives need the SPIN UP jumper to be set when
driven with HD-D (8.03 - didn't try with 8.11), though HUSHI doesn't
need it. And so with Disable TI Sync.
Just go to the manufacturer's site and grab information about the
model you try to use.

>Still having fun, especially with META DOS. I never thought that would
>work.... And thanks for all the suggestions to date..

>Dave.

J.-Luc

7475. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 10:01:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d257ce8cedf0@madasafish.com>
Source record: 3480

Hi Hallvard,

>I've tried contacting Maxon before (they still exist apparently, but
>sell PC software now), but couldn't help me with their Atari software (I
>asked about releasing their PCB design software as freeware since it's
>no longer sold/supported) but was told that the author retained the
>copyright or something. And I haven't been able to get in touch with the
>author, so not much more I could do about it.

Do you know the URL for this Maxon? I tried searching for maxon
but there seems to a lot of other comapnies with the same name.
--
Lyndon Amsdon
http://hardware.atari.org

7476. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 10:01:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d257ce8cedf1@madasafish.com>
Source record: 3481

Hi Michael,

>In article <3d24e680.7613219@news.t-online.de>,
>Michael Limburg <mlimb@gmx.de> wrote:
>>
>>I have the Junior-Prommer manual from 1991. In this manual Maxon wrote
>>that they have the copyright for hardware and software.
>
>Definitely - that's why I was never able to put the schematics in the
>archive with my software (which is not (C) Maxon, of course).

OK, I've removed it but I'll see if I can contact them.
--
Lyndon Amsdon
http://hardware.atari.org

7477. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 11:26:03 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ag3vob$am9$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3478

In article <3d24e680.7613219@news.t-online.de>,
Michael Limburg <mlimb@gmx.de> wrote:
>
>I have the Junior-Prommer manual from 1991. In this manual Maxon wrote
>that they have the copyright for hardware and software.

Definitely - that's why I was never able to put the schematics in the
archive with my software (which is not (C) Maxon, of course).

cu
Michael

7478. Re: IDE Master or Slave

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 11:51:12 UTC
From: Mark Bedingfield <atari@nospam.tpg.com.au>
Message-ID: <3d2587df$0$14695$afc38c87@news.optusnet.com.au>
Source record: 3479

Just a quick note to answer a lot of questions. IDE is a fifo type controller, that means each device takes a turn on the bus during use. If you copy from the hard drive to the burner it can become congested and fail a burn. CDr's need a continuous stream of data to work reliably. In the PC world the crappiest drive on a single bus(i.e. master or slave), will hold it back to roughly that level of performance. Hence don't stick a ata133 hard drive on the same bus as a pio mode 3 cdr and expect lightning speeds out of your new drive. It makes absolutely no difference which drive is master or slave, but I would suggest that leaving the hard drive as master would be a good idea, as it should be faster to boot. When I build pc's at work, I always put the cdroms on the secondary bus to let the hard drive run full pelt.

Mark Bedingfield

"Michael Robillard" <michael.robillard@the-spa.com> wrote in message news:QIWU8.272104$_j6.13308468@bin3.nnrp.aus1.giganews.com...
> I have a Falcon Computer with a Maxtor 80gb internal hard drive
> and a cendyne internal cd-rw drive.
> Both are connected to the Wizztronics IDE Hard DRive adaptor.
>
> The Maxtor is the master and CD-RW is the slave.
>
> Would the CD-RW Drive work/operate better if it was set as the master
> and the Maxtor as the Slave Drive.
>
> The Maxtor drive is also my boot drive.
>
> Both Drive's manuals state that each should be master.
>
> Thank You
> Mike

7479. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 13:59:16 UTC
From: vdjole@EUnet.yu
Message-ID: <ag48nh$5ac$3@news.eunet.yu>
Source record: 3607

On 2 Jul 2002 10:36:14 +, "Lyndon Amsdon" wrote:

>I might have asked this before, but were the schematics
>complicated, or just lots of TTL? Would I need to know German
>to assemble one, or just follow the schematics?

Hi;

I suppose one can still find somewhere on the Net the schematics for an EPROM programmer by Pera Putnik, with accompanying software. Or else I can send them to you... (I didn't build it, just have the files...)

As for the components needed for Pera Putniks's device:

>Epromprogrammer for parallel port
>
>This programmer can program all standard 8 bit EPROMs in range
>from 2716 (2KByte, 24 pin) up to 278001 (1 MByte, 32 pin). It uses
>standard and cheap chips, most expensive part is Textool socket. Of
>course it's not indispensable using especially this type of socket.
>
> Component list:
>
>IC : TL497 - 1 ; 74HC00 - 1 ; 74HC14 - 1 ; 74LS06 - 1 ; 74HC377 - 4
>74HC541 -1 74HC574 - 2 ; CD 4555 -1 . Total 12 IC-s.
>
>Transistor : NPN- 6 ; PNP -11 .
>You may put on this positions practically any low power silicon
>transistor, only polarity is important. Characteristics should be
>about: max. current: 100mA or more, max. voltage: 30V or more.
>Examples: NPN: BC237, BC548, BC337. PNP:BC307, BC558, BC327 etc.
>
>LED : 2 piece .
>
>Diode : 1N4148 - 11 ; Germanium or schottky -2 .
>
>Zener diode : 3V - 4 ; 6V8 -1 ; 14V -1 ; 22V -1 ; 26V-1 ; 33V -2 .

cu;

7480. Help!! No colour on Mega ST 2

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 21:04:29 UTC
From: Chin-Whan Choi <st003488@hrz1.hrz.tu-darmstadt.de>
Message-ID: <3D2609DD.9020702@hrz1.hrz.tu-darmstadt.de>
Source record: 3483

Hi there,

i am using an Atari Mega ST 2 for my MIDI stuff. I also own some old games and wanted to play some on weekend. So, i connected the Mega ST with a colour screen cable to my TV-Set, normaly it should work fine. But, it is very difficult to see anything. I opened the eyes and i can hardly see the desktop on the TV screen. It is a very dark screen i get. And, i cannot recognize any colours. I tried two different cables and TV-sets, but the problem remains. I am using TOs 2.06. Does anybody know this problem? Is this a severe hardware problem? In 640*400 Mode on a Atari SM 124, it works without any problem.

Thanks for your help!

7481. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 21:08:22 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ag51eaudf1@newsg4.svr.pol.co.uk>
Source record: 3482

> If "Check peripherals" or "ID Check" (depending on the software you
> use) does detect the drive, then it is a problem with jumpers.
> For instance, some IBM drives need the SPIN UP jumper to be set when
> driven with HD-D (8.03 - didn't try with 8.11), though HUSHI doesn't
> need it. And so with Disable TI Sync.
> Just go to the manufacturer's site and grab information about the
> model you try to use.

I think the relevant jumpers on the drive are

"Disable Auto Spin" which stops it working all together,
"SCSI Term ON" which again stops it working if not set properly,
"Disable Unit Attn" which makes no difference
"Disable Parity" which seems to make no difference

There are some to set the "Auto Start Delay" but I think those are where you want to power up an array of drives in sequence. And in answer to BillF the drive works fine in my PC on an old Adaptec clone card.

On the TT HDX will detect format and partition the drive, and on a re-boot it can read the partition table. The demo version of HD Driver also finds this partition table. Are any other (free) disk drivers worth trying?

>
> >Still having fun, especially with META DOS. I never thought that would
> >work.... And thanks for all the suggestions to date..
>
> >Dave.
>
> J.-Luc
>

7482. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 22:41:47 UTC
From: Jonas Andreasson <guppy3128@hotmail.com>
Message-ID: <LgpV8.14890$p56.4871646@newsb.telia.net>
Source record: 3484

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3d257ce8cedf0@madasafish.com...
> Hi Hallvard,
>
> >I've tried contacting Maxon before (they still exist apparently, but
> >sell PC software now), but couldn't help me with their Atari software (I
> >asked about releasing their PCB design software as freeware since it's
> >no longer sold/supported) but was told that the author retained the
> >copyright or something. And I haven't been able to get in touch with the
> >author, so not much more I could do about it.
>
> Do you know the URL for this Maxon? I tried searching for maxon
> but there seems to a lot of other comapnies with the same name.

http://www.maxon.de/

7483. Re: TT and external ZIP

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 23:08:34 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D2626C8.79AAECF7@chello.nl>
Source record: 3485

Jean-Luc CECCOLI wrote:
>
> Dans le message <3D24CF8C.4B32364@chello.nl>
> Henk Robbers a ï¿½crit:
>
> >Hello
>
> >I laid my hands on a SCSI ZIP100 drive.
> >The drive can be told to terminate by a jumper.
>
> >Now I want to remove the termination on my TT's motherboard, because with
> >this termination, no SCSI devices are seen at all.
>
> >I see 3 red strips in the rightt rear orner close to the SCSI socket.
>
> >The TT is one with the brown paint in stead of metal shield.
>
> >Are these 3 strips the terminator?
> Yes :-)
>
> >Do I have to mark how they were placed?
> No. They all are the same. When you plug them in, just place them
> with the point on them in front of the mark on the MoBo.
> Should you plug them reversed, you could experience strange things
> happening ;-)
>
> >There never has been any room for electronics in my brains ;-)
>
> J.-Luc

Thanks for the replies.

I sense a slight difference in opinion about how to put them back.
So I'll take no risk.

My TT was the last of my computers without a zip drive.
This gives the verb 'zip' a whole new meaning.
I dont need to zip anymore, in stead I just zip.

I can move data around my computers without the need to have them all switched on
at the same time. A condition very beneficial to my ears, the temperature in
the room, the state of my nerves and the mess on the floor.

Also, my computers, who all speak different languages, dont have to talk to
each other.

The two meanings of the word zip in this respect remind me of a obscure philosopher whose name I cant remember who stated that the universe is not expanding but that everything in it is shrinking.

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

7484. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-05 23:51:22 UTC
From: mlimb@gmx.de
Message-ID: <3d262d68.18699799@news.t-online.de>
Source record: 3486

Lyndon Amsdon schrieb:

>Do you know the URL for this Maxon? I tried searching for maxon
>but there seems to a lot of other comapnies with the same name.
www.maxon.de
www.maxon.net
www.maxoncomputer.com

Michael

7485. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-06 02:56:02 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d265d522888b0@madasafish.com>
Source record: 3488

Hi Jonas,

>> Do you know the URL for this Maxon? I tried searching for maxon
>> but there seems to a lot of other comapnies with the same name.
>
>http://www.maxon.de/

Thankyou!

--
Lyndon Amsdon
http://hardware.atari.org

7486. Re: TT and external ZIP

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-06 08:50:32 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d26b01021b390@madasafish.com>
Source record: 3490

Hi Jean-Luc,

>The resistors are 9 pins SIL components, PIN 1 beeing common and
>connected to 0v, and 2 through 9 to the signals. It's the same as
>8 resistors with one side each connected to 0v and the other to
>a signal. It only takes less space.
>Plugging the SILs reversed will not be hazardous for the hardware.
>I got my Falcon with all three terminators plugged reversed, and
>it only became a problem when I connected a streamer : this caused
>the system to hang many times, before I discovered the reason.

On the Falcon it's more than just resistors, might be same for
TT. On Falcon it's a resistor and capacitor. Can't remember
how they're conencted, in series or might be one going to Vcc
and one to ground.
--
Lyndon Amsdon
http://hardware.atari.org

7487. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-06 09:12:32 UTC
From: <>
Message-ID: <1025939882-542089AEicMi@ntlworld.com>
Source record: 3487

From: "Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Date: Fri, 5 Jul 2002 22:08:22 +0100

>On the TT HDX will detect format and partition the drive, and on a re-boot
>it can read the partition table. The demo version of HD Driver also finds
>this partition table. Are any other (free) disk drivers worth trying?

CBHD by Steffen Engle. Some parts of the archive are available for download from
the MISC section of my web site.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7488. Re: TT and external ZIP

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-06 12:57:14 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.12fab75e.7e4e19c2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3489

Dans le message <3D2626C8.79AAECF7@chello.nl>
Henk Robbers a ï¿½crit:
>Jean-Luc CECCOLI wrote:
>>
>> Dans le message <3D24CF8C.4B32364@chello.nl>
>> Henk Robbers a ï¿½crit:
>>
>> >Hello
>>
>> >I laid my hands on a SCSI ZIP100 drive.
>> >The drive can be told to terminate by a jumper.
>>
>> >Now I want to remove the termination on my TT's motherboard, because with
>> >this termination, no SCSI devices are seen at all.
>>
>> >I see 3 red strips in the rightt rear orner close to the SCSI socket.
>>
>> >The TT is one with the brown paint in stead of metal shield.
>>
>> >Are these 3 strips the terminator?
>> Yes :-)
>>
>> >Do I have to mark how they were placed?
>> No. They all are the same. When you plug them in, just place them
>> with the point on them in front of the mark on the MoBo.
>> Should you plug them reversed, you could experience strange things
>> happening ;-)
>>
>> >There never has been any room for electronics in my brains ;-)
>>
>> J.-Luc

>Thanks for the replies.

>I sense a slight difference in opinion about how to put them back.
>So I'll take no risk.
The resistors are 9 pins SIL components, PIN 1 beeing common and
connected to 0v, and 2 through 9 to the signals. It's the same as
8 resistors with one side each connected to 0v and the other to
a signal. It only takes less space.
Plugging the SILs reversed will not be hazardous for the hardware.
I got my Falcon with all three terminators plugged reversed, and
it only became a problem when I connected a streamer : this caused
the system to hang many times, before I discovered the reason.
Then, I discovered that most of the data on my hard disk was cor-

rupted as well :-(fortunately, I could retrieve most of them
from older backups I made with my MegaST before I bought my Falcon.
Pin 1 is marked on the TT's MoBo as well as on the resistors.
So, don't worry, go on!

>My TT was the last of my computers without a zip drive.
>This gives the verb 'zip' a whole new meaning.
>I dont need to zip anymore, in stead I just zip.

>I can move data around my computers without the need to have them all switch
>ed on
>at the same time. A condition very beneficial to my ears, the temperature in
>the room, the state of my nerves and the mess on the floor.

>Also, my computers, who all speak different languages, dont have to talk to
>each other.

>The two meanings of the word zip in this respect remind me of a obscure phil
>osopher
>whose name I cant remember who stated that the universe is not expanding but
> that
>everything in it is shrinking.
That sounds great!

>--
>Groeten; Regards.
>Henk Robbers. mailto:h.robbers@chello.nl
> http://members.ams.chello.nl/h.robbers/Home.html
>A free multitasking GEM for MiNT: XaAES (heavily under construction);
> http://xaaes.atari.org
>Interactive disassembler: TT-Digger; http://digger.atari.org
>A Home Cooked teXt editor: AHCX

Er... YOU are TT-Digger's author ? I think then I'll send you a mail
to submit some points because of which I don't use it :-(

J.-Luc

7489. Re: TT and external ZIP

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-06 22:12:11 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ag7phmqkq1@news8.svr.pol.co.uk>
Source record: 3491

"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
news:3d26b01021b390@madasafish.com...
> Hi Jean-Luc,
>
> >The resistors are 9 pins SIL components, PIN 1 beeing common and
> >connected to 0v, and 2 through 9 to the signals. It's the same as
> >8 resistors with one side each connected to 0v and the other to
> >a signal. It only takes less space.
> >Plugging the SILs reversed will not be hazardous for the hardware.
> >I got my Falcon with all three terminators plugged reversed, and
> >it only became a problem when I connected a streamer : this caused
> >the system to hang many times, before I discovered the reason.
>
> On the Falcon it's more than just resistors, might be same for
> TT. On Falcon it's a resistor and capacitor. Can't remember
> how they're conencted, in series or might be one going to Vcc
> and one to ground.
> --

In the TT its just SIL resistors.....

> Lyndon Amsdon
> http://hardware.atari.org

7490. Re: Internal SCSI Drives on TT

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-06 22:19:43 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <ag7pvq$lq3$1@news7.svr.pol.co.uk>
Source record: 3492

Folks,

Just to follow up on this I went to the local computer fair today an bought a selection of small SCSI hard drives, 2 x 1Gig and 2 x 2Gig. Total cost £18.00 plus entrance. I tried a 1 Gig first and that seems to work fine. I have not run extensive tests but I can open drive windows and copy files to it, no trouble.

Thanks again for the help

Dave.

P.S. I also bought a couple of SCSI cables, total cost £12.00, stupid or what ....

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message
news:ag51eaudf1@newsg4.svr.pol.co.uk...
>
>
> > If "Check peripherals" or "ID Check" (depending on the software you
> > use) does detect the drive, then it is a problem with jumpers.
> > For instance, some IBM drives need the SPIN UP jumper to be set when
> > driven with HD-D (8.03 - didn't try with 8.11), though HUSHI doesn't
> > need it. And so with Disable TI Sync.
> > Just go to the manufacturer's site and grab information about the
> > model you try to use.
>
> I think the relevant jumpers on the drive are
>
> "Disable Auto Spin" which stops it working all together,
> "SCSI Term ON" which again stops it working if not set properly,
> "Disable Unit Attn" which makes no difference
> "Disable Parity" which seems to make no difference
>
> There are some to set the "Auto Start Delay" but I think those are where
you
> want to power up an array of drives in sequence. And in answer to BillF
the
> drive works fine in my PC on an old Adaptec clone card.
>
> On the TT HDX will detect format and partition the drive, and on a re-boot
> it can read the partition table. The demo version of HD Driver also finds
> this partition table. Are any other (free) disk drivers worth trying?
>
> >
> > >Still having fun, especially with META DOS. I never thought that would

> > >work.... And thanks for all the suggestions to date..
> >
> > >Dave.
> >
> > J.-Luc
> >
>
>

7491. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-07 10:43:14 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d281abc1c0151@madasafish.com>
Source record: 3494

Hi Thierry,

>>Who should I contact? It's currently on my website, but is it
>>Maxons copyright work? Someone please advise.
>
>Schematics, pcb and gfa listing was published in STCOMPUTER EXTRA
>01/1990 page 53
>Same for Gal prommer page 90

I guess that the magazine is still copyrighted. I have just
sent an email so I'll have to wait and see. One interestting
point is that Maxon in the UK have the same address as Hisoft
used (still?) have.

Isn't there a CD rom with all the C't and ST computer stuff, or
is it only a few of the articles that were done?

Thanks.
--
Lyndon Amsdon
http://hardware.atari.org

7492. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-07 15:15:21 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3d2859c3.23997246@news.free.fr>
Source record: 3493

Le Wed, 03 Jul 2002 16:22:08 +0100 (BST), "Lyndon Amsdon"
<bindon@madasafish.com> crit:

>Who should I contact? It's currently on my website, but is it
>Maxons copyright work? Someone please advise.

Schematics, pcb and gfa listing was published in STCOMPUTER EXTRA
01/1990 page 53
Same for Gal prommer page 90

Does this help?
-
Attention, adresse anti-spam

7493. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-07 20:46:29 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3d28a4af.43177055@news.free.fr>
Source record: 3495

Le Sun, 07 Jul 2002 11:43:14 +0100 (BST), "Lyndon Amsdon"
<bindon@madasafish.com> crit:

>Isn't there a CD rom with all the C't and ST computer stuff, or
>is it only a few of the articles that were done?

C't was selling CD rom with all articles by year starting from 1990.

Take a look at http://www.heise.de/ct/ (I don't understand german)

>--
>Lyndon Amsdon
>http://hardware.atari.org

-
Attention, adresse anti-spam

7494. New Double Density floppy disks available cheap!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-07 21:25:57 UTC
From: Bob Retelle <bobr1@provide.net>
Message-ID: <mpbhiuk5p79o5vtjn35gbpiq8mg6e37jpf@4ax.com>
Source record: 3496

I know the question comes up from time to time about where to buy
Double Sided, Double Density floppy disks, since they've become pretty
rare in the marketplace.

I spotted this page while browsing around for other things- they have
DSDD 3.5inch floppies at $20.00 for a package of 500 disks.

Yeah, who needs that many, but at only 8 cents each don't complain..!

(Shipping is $18.50 (ouch) for 500, but it's still cheaper than I've
ever paid for floppies.)

And- they say they ship in the US only. Sorry about that..!

These are on "clearance" so who knows how long they'll have them.

http://store.yahoo.com/cdrdvdrmedia/500pcsflopdi.html

BobR

7495. Re: TT and external ZIP

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-07 23:52:03 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1026148391.56941.2@dyke.uk.clara.net>
Source record: 3497

Hi James

These SIL resistor packs most certainly ARE polarised.
With the lettering towards you the hot pin is on your left and usually
marked with a dot.

> Yes thos 3 "strips" are the terminating resistors. you can remove them
with
> tweezers or needle nose pliers carefully to have both an internal and
> external drive, since they're not polarized and are essentially 3 of the
> same component you dont have to put them back in (if you wanted to) the
same
> way as they came out.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.373 / Virus Database: 208 - Release Date: 02/07/2002

7496. Re: TT and external ZIP

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-08 22:48:36 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D2A168A.D4CAAEC9@chello.nl>
Source record: 3498

Steve Sweet wrote:
>
> Hi James
>
> These SIL resistor packs most certainly ARE polarised.
> With the lettering towards you the hot pin is on your left and usually
> marked with a dot.
>
> > Yes thos 3 "strips" are the terminating resistors. you can remove them
> with
> > tweezers or needle nose pliers carefully to have both an internal and
> > external drive, since they're not polarized and are essentially 3 of the
> > same component you dont have to put them back in (if you wanted to) the
> same
> > way as they came out.
>

Well, the 3 red thingies I pulled out have nothing written on them.
All 3 have 8 pins.

Besides, without them and without anything connected to the SCSI plug
my TT just starts up without a problem.
But I suppose I better put them back.

I think this whole termination annoyment is a serious design flaw in the SCSI.
;-)

The zip doesnt work :-(
It is recognized by the ide scan.
It doesnt pop up in the partition dialogue.
(I want to put a DOS/TOS compatible partition on the media)

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

7497. Re: TT and external ZIP

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-09 05:15:21 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <3D2A7169.1060700@seimet.de>
Source record: 3499

Henk Robbers wrote:

> I think this whole termination annoyment is a serious design flaw in the SCSI.
> ;-)

:-) Not at all. It is well defined which devices has to be terminated
and which device must not be terminated. This has worked fine since SCSI
was introduced ages ago.

> (I want to put a DOS/TOS compatible partition on the media)

You tried to partition the media according to the HDDRIVER manual?
Please send me the serial number of your HDDRIVER, as you are not yet a
registered user. Thank you.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7498. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-09 11:55:37 UTC
From: Chance Hooper <chance@cybertrophic.com>
Message-ID: <ageivp$gm3$1@paris.btinternet.com>
Source record: 3500

if you are interested in selling the falcon at all, let me know and I'll pay handsomely....
I *need* one for a home studio desperately...

"Dave Wade" <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote in message news:ad4lkkehs1@news5.svr.pol.co.uk...
> Sorry Guys,
> I was a little hasty, Looks like no trouble giving away.
> Getting cash for them might be harder......
> Dave.
>
>
> "Hallvard Tangeraas" <northstar2010@_del_ete_yahoo.no> wrote in message
> news:1fcyzvt.1a9hiwjr803iuN%northstar2010@_del_ete_yahoo.no...
> > Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk> wrote:
> >
> > > As for the rest I think you will be lucky even to give them away.
> >
> > However.... some of the parts used in these computers can be found very
> > valuable to existing Atari ST owners. Custom ICs from Atari (DMA chip
> > etc.), the WD-1772 disk controller which I understand has gone out of
> > production from Western Digital, the squishy little rubber thingies
> > inside the Atari keyboard's keys and lots of other things.
> >
> > Instead of throwing them away, give them to someone else in this group
> > who's interested if you can't find a buyer after a while.
> >
> >
> > Hallvard
> > --
> > Atari Launchpad : <http://launchpad.atari.org>
> > Notator/Creator SL : <http://www.notator.org>
>
>

7499. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-09 13:00:27 UTC
From: Chance Hooper <chance@cybertrophic.com>
Message-ID: <agempb$l05$1@paris.btinternet.com>
Source record: 3601

if you are interested in selling the falcon at all, let me know - I'm
desperate to get hold of one...

"Jonathan Mortimer" <jonathanmortimer@madasafish.com> wrote in message
news:3CF4AB5D.41E79E49@madasafish.com...
> Hi
>
> So does anyone know its worth? I have a few Atari STs I should clear
> out, they're taking up too much space and I don't have time to use them
> all!
>
> For reference, I have the following setups:
>
> Atari STe 2MB
> Atari Falcon 4MB 500MB internal, 500MB external hard drives
> Atari 520 STM
> Atari STFM 1MB
> Atari SC1435 monitor
> External drive x 2
>
> Would like to keep Falcon and one ST, and try to get some money for the
> rest rather than giving them away. Money buys new toys, but I see Atari
> STs quite often at car boot sales going for next to nothing so I'm not
> afraid I'll never see one again!
>
> Potentially worth a lot to someone who wants to use Notator or Cubase...
> ;)
> --
> Jonathan Mortimer
>
> http://www.geocities.com/jonny_morrisuk/

7500. Jagfest 2002 news

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-09 23:05:17 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <N_JW8.341196$6m5.354148@rwcrnsc51.ops.asp.att.net>
Source record: 3602
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

```
instead of posting the next PR here on the newsgroup
I am just going to refer you to AVC's Fest Site where you
can view the PR in the pdf form.
AVC's Fest Site= http://avc.atari.users.net/Events/Fest.html
only 3 days and counting.
Daniel Iacovelli
Co-organizer of Jagfest 2002
```

7501. Re: Jagfest 2002 news

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-09 23:10:30 UTC
From: "Dan@AVC" <atarivideoclub@yahoo.com>
Message-ID: <G3KW8.341243$6m5.354176@rwcrnsc51.ops.asp.att.net>
Source record: 3603
Cross-posted to:
alt.games.video.classic,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st.tech,rec.games.video.atari

> instead of posting the next PR here on the newsgroup
> I am just going to refer you to AVC's Fest Site where you
> can view the PR in the pdf form.
> AVC's Fest Site= http://avc.atari.users.net/Events/Fest.html
> only 3 days and counting.
> Daniel Iacovelli
> Co-organizer of Jagfest 2002
the correct url is
http://avc.atari-users.net/Events/Fest.html
sorry about that

7502. PCMCIA

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-10 16:04:10 UTC
From: lp <gfa@basic.net>
Message-ID: <B951D33A.7BF7%gfa@basic.net>
Source record: 3604

For those wondering about PCMCIA. I bought a SanDisk 880mb PCMCIA Flashdisk ATA card. Works great with the SCSI->PCMCIA device in my Hades060.

Lonny Pursell

7503. Gratis Atari SM124 monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-11 07:17:09 UTC
From: Johan De Wit <witjo@rsd.bel.alcatel.be>
Message-ID: <3D2D30F5.466B421B@rsd.bel.alcatel.be>
Source record: 3605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hoi,

Af te halen in Stekene Koewacht.

Kan niet testen, maar zou moeten werken.

Voor afspraak : johan.dewit@easynet.be

7504. Re: IDE Master or Slave

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-11 09:56:44 UTC
From: michael.robillard@the-spa.com
Message-ID: <wDcX8.36434$iX5.1499259@bin3.nnrp.aus1.giganews.com>
Source record: 3606

On 4 Jul 2002 19:23:21 G, "Dave Wade" wrote:
>Subject: Re: IDE Master or Slave
>Lines: 52
>X-Priority: 3
>X-MSMail-Priority: Normal
>X-Newsreader: Microsoft Outlook Express 6.00.2600.0000
>X-MIMEOLE: Produced By Microsoft MimeOLE V6.00.2600.0000
>Organization: Ye 'Ol Disorganized NNTPCache groupie
>Message-ID: <1025810461.622367@ananke.eclipse.net.uk>
>Cache-Post-Path: ananke.eclipse.net.uk!unknown@213-152-54-233.dsl.eclipse.net.uk
>X-Cache: nntpcache 2.4.0b5 (see http://www.nntpcache.org/)
>Date: Thu, 04 Jul 2002 19:23:21 GMT
>NNTP-Posting-Host: 212.104.129.36
>X-Complaints-To: newsmaster@kpnqwest.net
>X-Trace: nreader1.kpnqwest.net 1025810601 212.104.129.36 (Thu, 04 Jul 2002 21:23:21 MET
DST)
>NNTP-Posting-Date: Thu, 04 Jul 2002 21:23:21 MET DST
>Xref: nntp3.aus1.giganews.com comp.sys.atari.st.tech:20912
>
>"Lyndon Amsdon" <bindon@madasafish.com> wrote in message
>news:3d23da8a26c671@madasafish.com...
>> Hi Michael,
>>
>> >I have a Falcon Computer with a Maxtor 80gb internal hard drive
>> >and a cendyne internal cd-rw drive.
>> >Both are connected to the Wizztronics IDE Hard DRive adaptor.
>> >
>> >The Maxtor is the master and CD-RW is the slave.
>> >
>> >Would the CD-RW Drive work/operate better if it was set as the master
>> >and the Maxtor as the Slave Drive.
>>
>
>How do you mean "work better". Are you producing "coasters", or do you have
>to burn at reduced speed?

My original problem was with Aniplayer freezing during a video or
audio file from the cd-rw drive.Aniplayer did not have this problem
when the file was on the hard drive.

PLEASE NOTE I HAVE NOT YET CONTACTED ANODYNE SOFTWARE ABOUT THE
FOLLOWING PROBLEMS.

When creating audio cds I have no problem with just 1 track everything
goes fine.When I try creating a cd with two or more audio tracks

that's when I have trouble.During the second track the following might occur.The CD-RW writing light will no longer come on.CDWriter basically freezes and I have to do a ALT-SHIFT-DEL boot.
OR During the second track I will get an Alert telling me try a lower speed even when I'm at the lowest I can go.

Sometimes after a complete simulation during the actual writing I will receive the speed to high alert

Thanks
Mike

7505. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-11 11:00:46 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d2d65a0553f71@madasafish.com>
Source record: 3621

Hi Djordje,

>I suppose one can still find somewhere on the Net the schematics for an
>EPROM programmer by Pera Putnik, with accompanying software. Or else I can
>send them to you... (I didn't build it, just have the files...)
>
>As for the components needed for Pera Putniks's device:

I know of this one but the Junior Prommer is a lot easier to
build. Maybe it has more features, I haven't comapred the two.
Also the software maybe better for Junior Prommer, I'd be able
to use it on my PC and ST.
--
Lyndon Amsdon
http://hardware.atari.org

7506. Re: IDE Master or Slave

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-11 13:57:51 UTC
From: lp <gfa@basic.net>
Message-ID: <B953071F.7C3E%gfa@basic.net>
Source record: 3608

in article wDcX8.36434$iX5.1499259@bin3.nnrp.aus1.giganews.com, Michael
Robillard at michael.robillard@the-spa.com wrote on 7/11/02 5:56 AM:

> Sometimes after a complete simulation during the actual writing I will
> receive the speed to high alert

Make sure you do not have some screen saver or TSR installed that
might interrupt the burning process. I have had great success
with the Anodyne software myself.

Lonny Pursell

7507. Re: FS. Falcon and Portfolio.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-11 17:12:33 UTC
From: Chance Hooper <chance@cybertrophic.com>
Message-ID: <agkea1$q9d$1@helle.btinternet.com>
Source record: 3609

assuming the C-Lab Falcon is basically a normal Atari flacon (ST-style
case, etc) with the fixes C-Labs implemented (as far as I can gather) -
how much are you looking for?

"Barrie at Keychange" <barrie@keychange.co.uk> wrote in message
news:TzTA8.3122$9W4.1222118@news6-win.server.ntlworld.com...
> Hello.
>
> Portfolio with accessories also C-Lab Falcon Mk1 for sale.
>
> Email for details. Sell complete or will split if all sold.
>
> Barrie at Keychange www.keychange.co.uk
>
>
>

7508. Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-12 13:17:53 UTC
From: Richard Brooks <richardbrooks@kdbanglia.freeserve.co.uk>
Message-ID: <agmkti$ge0$1@news6.svr.pol.co.uk>
Source record: 3610

Does anyone know the rating of the fuse on the internal PSU ?

Reading the ends it's rated at 240V (as I'm in the UK of course) but the F2L bit puzzles me as they're printed with 2A for 2 amps.

Is it a 2 amp rated slow blow?

Many thanks,

Richard Brooks.

Outgoing mail is certified Virus Free.
Checked by Expert Anti-Virus.
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/02

7509. Re: Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-12 14:05:56 UTC
From: rs.mac@t-online.de
Message-ID: <1ff7ttp.mm8r8j1h1f4hiN%rs.mac@t-online.de>
Source record: 3611

Richard Brooks <richardbrooks@kdbanglia.freeserve.co.uk> wrote:

> Is it a 2 amp rated slow blow?

Yes

Regards, Robert

--
-= Home of DOIT-Archive =-

Atari und Macintosh Hardware FAQs
http://www.doitarchive.de

7510. Re: Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-12 17:27:23 UTC
From: Richard Brooks <richardbrooks@kdbanglia.freeserve.co.uk>
Message-ID: <agn3hbpfe1@news7.svr.pol.co.uk>
Source record: 3612

"Robert Schaffner" <rs.mac@t-online.de> wrote in message
news:1ff7ttp.mm8r8j1h1f4hiN%rs.mac@t-online.de...
> Richard Brooks <richardbrooks@kdbanglia.freeserve.co.uk> wrote:
>
> > Is it a 2 amp rated slow blow?
>
> Yes
>
> Regards, Robert

Thanks Robert!

The Atari is not mine and used by a mate as some sort of music studio
editor.

He said it went "pop", I looked inside and was surprised that for the first
time in history they've finally designed a computer power supply whereby the
fuse is not protected by the other components.

In the past I've had to send PSUs away with a perfectly safe fuse as
supplied new by the manufacturers but with other components burnt out.

Invention, eh? ;-)

Richard.

Outgoing mail is certified Virus Free.
Checked by Expert Anti-Virus.
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/02

7511. Re: Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-12 20:00:51 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1026559716.31107.1@dyke.uk.clara.net>
Source record: 3614

Hi Richard

Hm!, something doesn't sound right there, i suspect that the fuse must have
been short circuit before it blew.

> In the past I've had to send PSUs away with a perfectly safe fuse as
> supplied new by the manufacturers but with other components burnt out.
>
> Invention, eh? ;-)
>
>
> Richard.

> ---
> Outgoing mail is certified Virus Free.
> Checked by Expert Anti-Virus.
> Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/02

AVG is Way out of date dude.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.375 / Virus Database: 210 - Release Date: 10/07/2002

7512. The restoration of Atari...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-13 01:58:47 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d2f85db$1_4@corp.newsgroups.com>
Source record: 3613

Just for the sake of humoring me and/or seeing if such an idea is even remotely possible, would anyone here mind doing a short 30 second "spot" animation along the following guidelines:

1) Dark (black) screen; the only sound is the distant high-pitched sound of someone having flatlined.
2) Suddenly, "Beep!" (very faint image of the Atari logo in grey); more flatline. Atari logo fades to darkness.
3) Another beep. (Atari logo reappears, more clearly now, and with a hint of color). Flatline.
4) The beeps get closer together and louder, and as the do, the Atari logo grows clearer and more colorful.
5) The beeps are now backed by a strong heartbeat and the Atari logo appears steady in all of it's colorful glory.
6) The words and narration of "We're back!" appear.

Don't ask me why I'm back clamoring about this crap again. It's probably the fact that Amiga, Inc. is alive (with AmigaOne computers and AmigaOS 4 in the wings) and Atari Corp. is dead and gone that has me all bothered. Maybe it's the fact that *BECAUSE* Amiga, Inc. is back, I figure "WHY THE HELL CAN'T ATARI COME BACK?" There's really NO reason!

I will present this animation to Infogrames along with a serious, well-detailed business plan. The worst they can do is say "No."

Needless to say, I figure this animation would be spread via the Internet, not shown on TV (too expensive).

If they say "Yes.", here is a snippet of what the preliminary gameplan is:

You've seen those cheap little handheld touchpad thingies that hold dates and Email addresses and such? They're usually well under $50 and many times are $20 or so. There was one in grey that made me REALLY want it (just as a mock idea for what I'm thinking about). There was one for only $11 that even had a QWERTY keypad!

Imagine if such a device were "evolvable" (feature upgradable). Suppose there were about 5 or 6 different ones (maybe more), with different functions. But, you could "evolve" yours to have the features that someone else's had (shared evolution), just by putting them together (I'm thinking IR communication would be neat, but an interface cable could be nice too). You could also do a 'straight across trade' of functions (you get theirs and they get yours) You can also download new features/games from the special website when you had maximized your "Evolutionary Cycle" (obtained the features of all the different models). It's a tool! It's a toy! It's... BOTH!

And it's from Atari!

This would be, but the first step, towards restoring Atari as a hardware company and getting it out of the utterly meaningless "labelville", as it is today.

Jared

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

7513. Re: PCMCIA

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-13 15:24:58 UTC
From: ebaiz@skyenet.net
Message-ID: <eDXX8.1009$o83.108624@newsfeed.slurp.net>
Source record: 3615

On 10 Jul 2002 12:04:10 , lp wrote:
>For those wondering about PCMCIA. I bought a SanDisk 880mb PCMCIA Flashdisk
>ATA card. Works great with the SCSI->PCMCIA device in my Hades060.
>
>-------------
>Lonny Pursell

Hello Lonny,

Yes, I heard you mention that before. Where did you purchase it and how much?
Explain the operation and just how it hooks up in the Hades. I assume it
hooks up to the PCI bus, correct? I could use something like that to backup
my Mint partition since Extendos does not function too well under Mint.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

7514. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-13 15:25:01 UTC
From: ebaiz@skyenet.net
Message-ID: <hDXX8.1010$o83.108957@newsfeed.slurp.net>
Source record: 3616

On 12 Jul 2002 18:58:47 , "Jared Falvo" wrote:

> Don't ask me why I'm back clamoring about this crap again. It's probably
>the fact that Amiga, Inc. is alive (with AmigaOne computers and AmigaOS 4 in
>the wings) and Atari Corp. is dead and gone that has me all bothered. Maybe
>it's the fact that *BECAUSE* Amiga, Inc. is back, I figure "WHY THE HELL
>CAN'T ATARI COME BACK?" There's really NO reason!

Hello Jared,

I would just wait for the new Coldfire Atari-clone computer to come out and
get that. Or pick yourself up a Hades060 like me. Someone was selling one not
too long ago. The company Atari may not be around, but there are plenty of
followers still alive and kicking.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

7515. Re: PCMCIA

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-14 05:22:34 UTC
From: lp <gfa@basic.net>
Message-ID: <B95682DA.7CBC%gfa@basic.net>
Source record: 3617

in article eDXX8.1009$o83.108624@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 7/13/02 11:24 AM:

> Yes, I heard you mention that before. Where did you purchase it and how much?
> Explain the operation and just how it hooks up in the Hades. I assume it
> hooks up to the PCI bus, correct? I could use something like that to backup
> my Mint partition since Extendos does not function too well under Mint.

It's hooked to the scsi bus. The machine sees it as just another HD on the chain. It's best described as working like a zip drive but with no moving parts whatsoever. It works with the usual the HD software as is. No special drivers or PCI cards required. I got one on the TT as well. I can format a card on the Hades, load it full of data, pop it into the TT, power up, click the drive icon and read/write it like any HD. Just like a HD you need only format it once.

The 880mb card cost me $211.50 on ebay. The scsi readers vary, I've got several now ranging from $26, $45, to $100 for a dual card reader.
I've got 2 dual units in my hades, for a total of 4 pcmcia slots.
Goto my web page for a snap shot of my TT and a list of all my goodies.
With adapters I can read compactflash or sony memory sticks and smartmedia just as easily. Smartmedia and compactflash I've actually tested, in fact that is how I get the images off my camera, like in 2 seconds! ;-)

http://www.q1.net/~atari/

Lonny Pursell

7516. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-14 05:27:43 UTC
From: lp <gfa@basic.net>
Message-ID: <B956840F.7CBD%gfa@basic.net>
Source record: 3618

in article hDXX8.1010$o83.108957@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 7/13/02 11:25 AM:

> On 12 Jul 2002 18:58:47 , "Jared Falvo" wrote:
>
>> Don't ask me why I'm back clamoring about this crap again. It's probably
>> the fact that Amiga, Inc. is alive (with AmigaOne computers and AmigaOS 4 in
>> the wings) and Atari Corp. is dead and gone that has me all bothered. Maybe
>> it's the fact that *BECAUSE* Amiga, Inc. is back, I figure "WHY THE HELL
>> CAN'T ATARI COME BACK?" There's really NO reason!

I agree you are clamoring crap. Might be the first sane thing you've ever said. The name "Atari" means nothing these days, it's a silly marketing tactic and frankly since it almost always denotes "games" or "gaming" I'd prefer to be rid of it.

Well buy an amiga then... do something more than yap...

Lonny Pursell

7517. Re: The restoration of Atari...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-14 06:29:24 UTC
From: lp <gfa@basic.net>
Message-ID: <B9569284.7CF8%gfa@basic.net>
Source record: 3619

Just as side note, I actually registered a plate for my car as "MR ATARI". Sure I thought it was cool and so did a few people on IRC who are into Atari computers. However, in the real world, driving through town, at work, nobody here gets it. I got funny looks, and even laughter. I got comments like 'oh i remember the 2600' or 'you must be heavy into games'. Not one person at work has a clue about the computers. ;-(

Trying to inform them only made me appear to come from some other planet. If I have to explain it, something is wrong. Totally not the image I wanted to project, needless to say the plate on the car is gone. I replaced it with something more personal, something not game related. See my web page for a pic of the car with yet another plate. ;-P

Just to educate the masses about Atari computers would take a media campain so huge and expensive, the likes of which even microsoft has never seen!

If you sit back and think about it, only the people you really know even know about the computers, it's either cause they are freinds with similar interests or they are family members who watched you grow up on them. Once you branch out, outside this small circle most people are utterly clueless.

Lonny Pursell

7518. Re: Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-14 09:43:36 UTC
From: Richard Brooks <richardbrooks@kdbanglia.freeserve.co.uk>
Message-ID: <agrh1uhld1@newsg1.svr.pol.co.uk>
Source record: 3620

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1026559716.31107.1@dyke.uk.clara.net...
> Hi Richard
>
> Hm!, something doesn't sound right there, i suspect that the fuse must
have
> been short circuit before it blew.

Sorry Steve, it was a kind of a joke.

Later PSUs had "crowbarring" a term I assume came from the railways whereby
the guardsman carried a crowbar in his van and in case of an emergency would
have to drop this across the live line and earthed line to trip the ciruit
down the line.

Before that even the IBM PSUs would crap out leaving the fuse intact.

I am talking of the days when one had upto 4 colours on screen and had to
wait ages for the on-screen memory check!

Richard.

>
> > In the past I've had to send PSUs away with a perfectly safe fuse as
> > supplied new by the manufacturers but with other components burnt out.
> >
> > Invention, eh? ;-)
> >
> >
> > Richard.
>
> > ---
> > Outgoing mail is certified Virus Free.
> > Checked by Expert Anti-Virus.
> > Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/02
>
> AVG is Way out of date dude.
>
>
> --
>
>
> Regards, Steve S.
>
>
> ---

> Outgoing mail has been scanned by AVG and is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.375 / Virus Database: 210 - Release Date: 10/07/2002
>
>

Outgoing mail is certified Virus Free.
Checked by Expert Anti-Virus.
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/02

7519. Re: Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-14 13:28:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1026654863.13528.2@iapetus.uk.clara.net>
Source record: 3622

Hi Richard

> > Hm!, something doesn't sound right there, i suspect that the fuse must
> >have been short circuit before it blew.

> Sorry Steve, it was a kind of a joke.

I think you'll find the joke is at your expense!.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.375 / Virus Database: 210 - Release Date: 10/07/2002

7520. Atari Janus Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-14 14:04:42 UTC
From: Bernd Kopriva <bernd@kopriva.de>
Message-ID: <e513juk37js2091bsoj3l3doqhh4mnq297@4ax.com>
Source record: 3623
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
does anybody know the author of the software part of the Janus
Emulator ?

Thanks Bernd

7521. Re: Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-14 18:16:13 UTC
From: Richard Brooks <richardbrooks@kdbanglia.freeserve.co.uk>
Message-ID: <agsf33llb1@newsg2.svr.pol.co.uk>
Source record: 3624

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1026654863.13528.2@iapetus.uk.clara.net...
> Hi Richard
>
> > > Hm!, something doesn't sound right there, i suspect that the fuse must
> > >have been short circuit before it blew.
>
> > Sorry Steve, it was a kind of a joke.
>
> I think you'll find the joke is at your expense!.

Not really, none of them were my PSUs and I never designed them! ;-)

Richard.

Outgoing mail is certified Virus Free.
Checked by Expert Anti-Virus.
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/02

7522. Atari Swap and Sale

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-14 23:23:53 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <dKnY8.166480$%U3.5348457@twister.columbus.rr.com>
Source record: 3625

2002 *** Atari Enthusiasts of Columbus, Ohio Annual Swap and Sale *** 2002
All Atari, used computing and game platforms, electronics, etc. are invited

September 14, 2002
Oakland Park Community Center
980 Lenore Ave.
Columbus, Ohio

9:00 a.m. through 3:00 p.m. Eastern Daylight Time

Admission $4.00/ person to maximum of $8/ family
Sales tables: $8.00, which includes one admission

http://www.angelfire.com/oh4/acec/acec.html

Please contact rarenz@columbus.rr.com if you wish to be placed on/ remain on
our mailing lists. We are trimming mailing costs.

Please contact for further information.

7523. Re: Atari Janus Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-15 00:30:46 UTC
From: lp <gfa@basic.net>
Message-ID: <B9578FF6.7D11%gfa@basic.net>
Source record: 3626
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

in article e513juk37js2091bsoj3l3doqhh4mnq297@4ax.com, Bernd Kopriva at bernd@kopriva.de wrote on 7/14/02 10:04 AM:

> Hi,
> does anybody know the author of the software part of the Janus
> Emulator ?
>
> Thanks Bernd
>

Sorry I don't. Perhaps this site may help...

http://www.vhf.de/hardware/janus/janus_gb.html

Lonny Pursell

7524. Re: Atari Janus Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-15 16:21:03 UTC
From: Bernd Kopriva <bernd@kopriva.de>
Message-ID: <6gt5jus3rsgn4c4rvp4gunkr6d2ggedor3@4ax.com>
Source record: 3627
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Hi Lonny,
:
>>
>
>Sorry I don't. Perhaps this site may help...
>
>http://www.vhf.de/hardware/janus/janus_gb.html
>
>-------------
>Lonny Pursell
>
:
thanks for that link ...
... i already asked them, but they only told me, that they are not in
business with the developers anymore, but they didn't give me any
name/address :-(

Bernd
```

7525. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-15 17:21:44 UTC
From: Jonathan Mortimer <jonathanmortimer@bigbus.vispa.com>
Message-ID: <3D3304A8.9C7D7F64@bigbus.vispa.com>
Source record: 3628

Chance Hooper wrote:
>
> if you are interested in selling the falcon at all, let me know - I'm
> desperate to get hold of one...
>
Sorry I don't want to sell the Falcon or 1040 STE just yet.
The only things I am selling are the 520 STM and 1040 STF
I'm still in the process of sorting out suitable packaging should anyone
want to have something posted to them (postage paid for by buyer!)

What is so desperate about having a Falcon, if you don't mind me asking?

--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

7526. Re: Now to add a ST CDrom ....

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-15 17:28:54 UTC
From: Jonathan Mortimer <jonathanmortimer@bigbus.vispa.com>
Message-ID: <3D330656.B3879A19@bigbus.vispa.com>
Source record: 3629

Bud Walker wrote:
>
> Well I got a Hard disk working with my Atari ST. Now I'd like
> to add a Cdrom. I have an external case with an ICD adsci +, and a 200
> meg Scsi Harddrive. There are two Dma connectors on the back of the
> case. Do in need another adaptor ? The cable in the case has a free
> connector. Id like to get the Susy B and Compedium CD's working.
>
> Thanks Bud,

I connected a CDROM drive (external) to my Falcon no problem, just like an additional external hard drive. I downloaded a special CDROM driver (probably a boot app, I don't remember) from an ftp site, but it was a few years ago so I don't remember where.
By DMA connectors I assume you mean SCSI 1 ports? You should be able to just chain to this external hard drive without another adaptor, as this should serve as an interface to the scsi chain and not just one device. You need to make sure the CDROM is terminated (usually a jumper on the CDROM drive itself) and that the hard drive is NOT terminated, and that both devices have different SCSI addresses. (jumpers on the hard drive/CDROM drive, or a switch in the external case if wired up correctly)

Hope you can understand all that, and that it helps!

--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

7527. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-15 18:16:30 UTC
From: Chance Hooper <chance@cybertrophic.com>
Message-ID: <agv3htpij1@venus.btinternet.com>
Source record: 3630

what's so desperate? well a couple of things - I'm trying to set up a midi studio, having used Atari and apple stuff when I was younger, I preffered the Atari kit... I like the specs of the falcon and the greater RAM, internal disk, etc... and I wanted one a whole lot more as a kid and could never afford one - kind of allows me to fulfil childhood dreams and a gaping hole in the MIDI setup in one fell swoop... :-)

"Jonathan Mortimer" <jonathanmortimer@bigbus.vispa.com> wrote in message news:3D3304A8.9C7D7F64@bigbus.vispa.com...
> Chance Hooper wrote:
> >
> > if you are interested in selling the falcon at all, let me know - I'm
> > desperate to get hold of one...
> >
> Sorry I don't want to sell the Falcon or 1040 STE just yet.
> The only things I am selling are the 520 STM and 1040 STF
> I'm still in the process of sorting out suitable packaging should anyone
> want to have something posted to them (postage paid for by buyer!)
>
> What is so desperate about having a Falcon, if you don't mind me asking?
>
> --
> Jonathan Mortimer
>
> http://www.geocities.com/jonny_morrisuk/
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

7528. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-15 19:53:14 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3d3327e1.121623925@news.free.fr>
Source record: 3631

Le Thu, 11 Jul 2002 12:00:46 +0100 (BST), "Lyndon Amsdon"
<bindon@madasafish.com> &#65533;crit:
>...
>Also the software maybe better for Junior Prommer, I'd be able
>to use it on my PC and ST.

Do you know where to find PC software version?

Thierry
-
Attention, adresse anti-spam

7529. Re: Atari Janus Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-15 20:40:48 UTC
From: lp <gfa@basic.net>
Message-ID: <B958AB90.7D6A%gfa@basic.net>
Source record: 3632
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

in article 6gt5jus3rsgn4c4rvp4gunkr6d2ggedor3@4ax.com, Bernd Kopriva at bernd@kopriva.de wrote on 7/15/02 12:21 PM:

> thanks for that link ...
> ... i already asked them, but they only told me, that they are not in
> business with the developers anymore, but they didn't give me any
> name/address :-(

It's often a policy not to give out employee info or ex-employee info such as address and telephone number. They could of at least gave a name so you could do some google searches.

Lonny Pursell

7530. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-16 02:20:06 UTC
From: Lyndon Amsdon <bindon@madasafish.com>
Message-ID: <3d338b748ddd71@madasafish.com>
Source record: 3635

Hi Thierry,

>Le Thu, 11 Jul 2002 12:00:46 +0100 (BST), "Lyndon Amsdon"
><bindon@madasafish.com> ï¿½crit:
>>...
>>Also the software maybe better for Junior Prommer, I'd be able
>>to use it on my PC and ST.
>
>Do you know where to find PC software version?

Sorry I don't, its probably on FTP somewhere.
--
Lyndon Amsdon
http://hardware.atari.org

7531. questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-16 07:57:26 UTC
From: Marcel Meihuizen <mmeihuizen@hetnet.nl>
Message-ID: <GlQY8.113606$2C1.11110465@amsnews02.chello.com>
Source record: 3633

Hi everyone,

I have a few questions that maybe somebody can answer.
1) my falcon has an network connector can I get him to my home network and share my cable internet?

2)does anyone know where to find drivers voor a HP DJ850 for SpeedoGdos and some fonts for Speedo

I hope somebody could tell

Thanks,

7532. Re: questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-16 09:23:20 UTC
From: Dave Wade <dave@_spam_is_Bad_dwade.freeserve.co.uk>
Message-ID: <1026811246.712455@ananke.eclipse.net.uk>
Source record: 3634

"Marcel Meihuizen" <mmeihuizen@hetnet.nl> wrote in message
news:GlQY8.113606$2C1.11110465@amsnews02.chello.com...
> Hi everyone,
>
> I have a few questions that maybe somebody can answer.
> 1) my falcon has an network connector can I get him to my home network and
> share my cable internet?
>

This connector is for AppleTalk. Assuming your home network is TCP/IP and
Etherent then you will need an Ethernet Adaptor. I think the solution at
http://hardware.atari.org/ will work in the Falcon, but I have only tried it
on an STE and a TT. There are other options such as SCSI adaptor and In
which case try
(http://www.anodynesoftware.com/ethernet/main.htm
has some info)

> 2)does anyone know where to find drivers voor a HP DJ850 for SpeedoGdos
and
> some fonts for Speedo
>

Outside my expertese. .....

7533. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-16 11:42:12 UTC
From: Jonas Andreasson <guppy3128@hotmail.com>
Message-ID: <oETY8.16231$p56.5251753@newsb.telia.net>
Source record: 3636

"Thierry A.C" <somewhereinworld@runfaster.com> wrote in message
news:3d3327e1.121623925@news.free.fr...
> Le Thu, 11 Jul 2002 12:00:46 +0100 (BST), "Lyndon Amsdon"
> <bindon@madasafish.com> crit:
> >...
> >Also the software maybe better for Junior Prommer, I'd be able
> >to use it on my PC and ST.
>
> Do you know where to find PC software version?
>

I got a DOS software here: http://www.hobby-elektronik.de/page11l.html
the link to the zip seems dead now, but if you want it I can ul it
somewhere.

7534. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-16 11:47:50 UTC
From: Jonas Andreasson <guppy3128@hotmail.com>
Message-ID: <GJTY8.16233$p56.5251880@newsb.telia.net>
Source record: 3637

"Jonas Andreasson" <guppy3128@hotmail.com> wrote in message
news:oETY8.16231$p56.5251753@newsb.telia.net...
>
> "Thierry A.C" <somewhereinworld@runfaster.com> wrote in message
> news:3d3327e1.121623925@news.free.fr...
> > Le Thu, 11 Jul 2002 12:00:46 +0100 (BST), "Lyndon Amsdon"
> > <bindon@madasafish.com> crit:
> > >...
> > >Also the software maybe better for Junior Prommer, I'd be able
> > >to use it on my PC and ST.
> >
> > Do you know where to find PC software version?
> >
>
> I got a DOS software here: http://www.hobby-elektronik.de/page11l.html
> the link to the zip seems dead now, but if you want it I can ul it
> somewhere.
>
try: http://www.hobby-elektronik.de/download.htm

7535. Re: Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-16 12:03:08 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1026858494.66855.4@dyke.uk.clara.net>
Source record: 3641

Hi Richard

> > > > Hm!, something doesn't sound right there, i suspect that the fuse
must
> > > >have been short circuit before it blew.
> >
> > > Sorry Steve, it was a kind of a joke.
> >
> > I think you'll find the joke is at your expense!.
>
> Not really, none of them were my PSUs and I never designed them! ;-)

You've really lost the plot, read the thread from the beginning. 8-)

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 15/07/2002

7536. Re: Now to add a ST CDrom ....

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-16 12:21:28 UTC
From: vdjole@EUnet.yu
Message-ID: <ah1346$g6t$2@news.eunet.yu>
Source record: 3638

On 15 Jul 2002 18:28:54 , Jonathan Mortimer wrote:
>Bud Walker wrote:
>> to add a Cdrom. I have an external case with an ICD adsci +, and a 200
>> meg Scsi Harddrive. There are two Dma connectors on the back of the
>> case. Do in need another adaptor ? The cable in the case has a free
>> connector.
>...
>By DMA connectors I assume you mean SCSI 1 ports?

Apparently not- read carefully the original post. It appears that his
box is one of those which have two atari-dma (ACSI) ports on the outside,
(one input and one output, possibly with some buffering inside) the purpose
of which is to daisy-chain several ACSI (not SCSI) devices.

On the other hand, he says that the cable *in the case* has a free connector.
This loks like a description of a cable with a free SCSI-connector inside
the box (though AFAIK one should not leave unterminated pieces of SCSI
cable dangling around in the circuit). If there is indeed a free SCSI
connector in the box, that is the place to connect another device.

>You need to make sure the CDROM is terminated
>...

All your other remarks on termination etc. are quite valid.

cu;

7537. Re: Eproms

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-16 14:56:40 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3d3433f6.20660588@news.free.fr>
Source record: 3639

>...
>try: http://www.hobby-elektronik.de/download.htm

I got it, thanks.
-
Attention, adresse anti-spam

7538. Re: Now to add a ST CDrom ....

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-16 18:21:22 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.f7b8521c.75564282.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3640

Hello,

Dans le message <ah1346$g6t$2@news.eunet.yu>
Djordje Vukovic a ï¿½crit:
>On 15 Jul 2002 18:28:54 , Jonathan Mortimer wrote:
>>Bud Walker wrote:
>>> to add a Cdrom. I have an external case with an ICD adsci +, and a 200
>>> meg Scsi Harddrive. There are two Dma connectors on the back of the
>>> case. Do in need another adaptor ? The cable in the case has a free
>>> connector.
>>...
>>By DMA connectors I assume you mean SCSI 1 ports?

>Apparently not- read carefully the original post. It appears that his
>box is one of those which have two atari-dma (ACSI) ports on the outside,
>(one input and one output, possibly with some buffering inside) the purpose
>of which is to daisy-chain several ACSI (not SCSI) devices.

>On the other hand, he says that the cable *in the case* has a free connector.
>This loks like a description of a cable with a free SCSI-connector inside
>the box (though AFAIK one should not leave unterminated pieces of SCSI
>cable dangling around in the circuit). If there is indeed a free SCSI
>connector in the box, that is the place to connect another device.

AFAIR, those interfaces can drive at least 2 units - my ICD Micro-I-
don't-remember-what could only handle 2, and perhaps can Bud's adscsi+
handle up to 7. Anyway, he only wants to ad a cd-rom unit, so just
has to plug it in the free connector, and maybe recase the whole
stuff (unless the original case can handle both HD and CD-rom).
Don't forget to set the ID to 1 (IDs > 1 may not work with some
DMA-SCSI stuff). As driver, you could use Betados + Spin, which IMO
are better than Metados.

Good luck,

J.-Luc

7539. Re: Original Atari Hardware

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-17 10:44:46 UTC
From: Jonathan Mortimer <jonathanmortimer@bigbus.vispa.com>
Message-ID: <3D354A9E.C2F89F7@bigbus.vispa.com>
Source record: 3642

Chance Hooper wrote:
>
> what's so desperate? well a couple of things - I'm trying to set up a midi
> studio, having used Atari and apple stuff when I was younger, I preffered
> the Atari kit... I like the specs of the falcon and the greater RAM,
> internal disk, etc... and I wanted one a whole lot more as a kid and could
> never afford one - kind of allows me to fulfil childhood dreams and a gaping
> hole in the MIDI setup in one fell swoop... :-)

I quite understand :) So you will understand why I don't want to sell
it just yet ;)
I'm sure there are better falcons out there than mine - I always wanted
the 14MB Falcon Wing ram upgrade but could never afford it. Got an FPU
though :D

--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

7540. Re: Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-17 21:27:29 UTC
From: Richard Brooks <richardbrooks@kdbanglia.freeserve.co.uk>
Message-ID: <ah4ndnrc1@newsg4.svr.pol.co.uk>
Source record: 3643

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1026858494.66855.4@dyke.uk.clara.net...
> Hi Richard
>
> > > > > > Hm!, something doesn't sound right there, i suspect that the fuse
> must
> > > > > >have been short circuit before it blew.

This is where the plot was lost and I don't think the above was my text.

The joke (first typed by me) was based on manufacturers PSUs that seemed to be designed to destroy any other component in that PSU and save that little glass tube with the metal thread and this happened without (pardon the pun) fail.

> > >
> > > > > Sorry Steve, it was a kind of a joke.
> > >
> > > I think you'll find the joke is at your expense!.
> >
> > Not really, none of them were my PSUs and I never designed them! ;-)
>
> You've really lost the plot, read the thread from the beginning. 8-)
>
> --
>
> Regards, Steve S.

You're not living on that big island on the left hand side of the Atlantic are you? :-0

Richard.

Outgoing mail is certified Virus Free.
Checked by Expert Anti-Virus.
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/02

7541. Re: Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-17 21:32:20 UTC
From: Richard Brooks <richardbrooks@kdbanglia.freeserve.co.uk>
Message-ID: <ah4nmq$r26$1@newsg3.svr.pol.co.uk>
Source record: 3644

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1026559716.31107.1@dyke.uk.clara.net...

Top posted stuff moved to correct place. Y'know, like the way books are
read!

<sarcasm on>

> > In the past I've had to send PSUs away with a perfectly safe fuse as
> > supplied new by the manufacturers but with other components burnt out.

> >
> > Invention, eh? ;-)

</sarcasm (also available outside Europe) >

> Hi Richard
>
> Hm!, something doesn't sound right there, i suspect that the fuse must
have
> been short circuit before it blew.

I did not write the above paragraph where the plot was first lost.

Richard.

Outgoing mail is certified Virus Free.
Checked by Expert Anti-Virus.
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/02

7542. Re: Fuse rating Atari 1040ST ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-17 23:12:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1027012098.63789.3@iapetus.uk.clara.net>
Source record: 3646

Hi Richard

> > > > > > Hm!, something doesn't sound right there, i suspect that the
fuse
> > > > > >must have been short circuit before it blew.
>
> This is where the plot was lost and I don't think the above was my text.

No it was my text, and yes this is where you lost it.

> The joke (first typed by me) was based on manufacturers PSUs that seemed
to
> be designed to destroy any other component in that PSU and save that
little
> glass tube with the metal thread and this happened without (pardon the
pun)
> fail.

And my reply referred to the fuse having been short circuit prior to the
fault.

Tell me, what is the resistance of a working fuse??.

> > > > > Sorry Steve, it was a kind of a joke.
> > > > >
> > > > > I think you'll find the joke is at your expense!.
> > > >
> > > > Not really, none of them were my PSUs and I never designed them! ;-)
> > >
> > You've really lost the plot, read the thread from the beginning. 8-)

> You're not living on that big island on the left hand side of the Atlantic
> are you? :-0

I'm not living at all, I'm from the beyond.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.377 / Virus Database: 211 - Release Date: 16/07/2002

7543. Re: FA: Officially Licensed ATARI ST Developers Kit from Atari H.Q.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-18 01:21:11 UTC
From: lp <gfa@basic.net>
Message-ID: <B95B9047.7DCC%gfa@basic.net>
Source record: 3645

in article uin9ju0fpb0ckvoua77i8it8oa6ucjpv5b@4ax.com, John at
contact_me@ebay.com wrote on 7/16/02 11:06 PM:

> This is the real original "Official Licensed ST Developers Kit" as
> used by Electronic Arts, Mindscape, Microprose, Activision, and other
> 3rd party developers to create commercial games and application
> software for the Atari ST
>
> Officially Licensed ATARI ST Developers Kit from Atari Headquarters!
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2039466585

Anyone could get one of these devkits, I got one directly from Atari
and I never was a big name game company. In fact I had 2 identical
devkits, sold one for next to nothing. They are horribly out dated
and most of that stuff is on the web if you look hard enough.
Good luck!

Lonny Pursell

7544. Re: FA: Officially Licensed ATARI ST Developers Kit from AtariH.Q.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-19 12:14:10 UTC
From: Jonathan Mortimer <jonathanmortimer@bigbus.vispa.com>
Message-ID: <3D380292.D1A87234@bigbus.vispa.com>
Source record: 3647

lp wrote:
>
> in article uin9ju0fpb0ckvoua77i8it8oa6ucjpv5b@4ax.com, John at
> contact_me@ebay.com wrote on 7/16/02 11:06 PM:
>
> > This is the real original "Official Licensed ST Developers Kit" as
> > used by Electronic Arts, Mindscape, Microprose, Activision, and other
> > 3rd party developers to create commercial games and application
> > software for the Atari ST
> >
> > Officially Licensed ATARI ST Developers Kit from Atari Headquarters!
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2039466585
>
> Anyone could get one of these devkits, I got one directly from Atari
> and I never was a big name game company. In fact I had 2 identical
> devkits, sold one for next to nothing. They are horribly out dated
> and most of that stuff is on the web if you look hard enough.
> Good luck!
>
> -------------
> Lonny Pursell

Yes but it's niiiiiice to have. ;)

Couldn't you see it on your book shelf? You could dust it daily, in the
sound knowledge that you're preserving a piece of Atari history...
--
Jonathan Mortimer

http://www.geocities.com/jonny_morrisuk/

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

7545. Re: FA: Officially Licensed ATARI ST Developers Kit from AtariH.Q.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-19 13:46:22 UTC
From: lp <gfa@basic.net>
Message-ID: <B95D906E.7E64%gfa@basic.net>
Source record: 3648

in article 3D380292.D1A87234@bigbus.vispa.com, Jonathan Mortimer at jonathanmortimer@bigbus.vispa.com wrote on 7/19/02 8:14 AM:

>
> Yes but it's niiiiiice to have. ;)
>
> Couldn't you see it on your book shelf? You could dust it daily, in the
> sound knowledge that you're preserving a piece of Atari history...
> --
> Jonathan Mortimer

But if you read my original post I had 2 identical devkits. I still have an original devkit neatly arranged on my book shelves preserved in all it's glory. I was registered with Atari and got updates, I'll be it minor, just a few extra news letters came along before they went bust. ;o)

Lonny Pursell

7546. 2 Ataris via SCC (LAN) port

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-19 19:52:48 UTC
From: Jean-Luc CECCOLI <Jean-Luc.Ceccoli@wanadoo.fr>
Message-ID: <WS3.c3b26616.7d304ea2.Jean-Luc.Ceccoli@wanadoo.fr>
Source record: 3649

Hello,

I intend to build a cord for connecting my Falcon to a TT via SCC,
but I don't know which pins are relevant.
Can this be enough :

3->-\/-<-3
5-<-/\->-5

6->-\/-<-6
8-<-/\->-8

or do I have to do this too ?

1->-\/-<-1
2-<-/\->-2

Thanks for any answear,

J.-Luc

7547. Help with Sound system

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-20 16:53:42 UTC
From: peter.slegg@===ANTI-SPAM===scubadivers.co.uk
Message-ID: <1027180422.1028.1@iris.uk.clara.net>
Source record: 3650

Hi all,

More or less ever since I have had this Milan I have had a
problem with the sound system.

It works perfectly most of the time and then suddenly with no
error message and with no obvious cause it stops working and there
is no more sound output.

For example. If I play sound files via Aniplayer it suddenly stops
making sound but otherwise it continues playing files as though
everything is working. The only hint of a problem comes from the
percentage indicator in the Aniplayer window which starts displaying
values like 15%, 109%, 14%, 127%, etc.

It's not just Aniplayer that is affected though, once the sound
system is broken, GEMJing is silent too. I have found that I can
usually cause the problem to appear by moving the slider in the
Aniplayer window but it also appears when using GEMJing.

The only thing that fixes the problem is a reboot which obviously
re-initialises something.

I feel that the problem is in the software between the application
and the hardware. I tried upgrading to a later version of the
MilanBlaster software but that made no difference.

I increased the amount of ST-Ram to 14Mb as I read that using less
could cause problems with the Soundblaster driver.

I am using Mint and NAES 1.2, do either of these have any affect
on the sound system?

This may be unrelated but I see on acp.atari.org that there is a new
pci-bios for the Hades is there any benefit in using this on the Milan?

All ideas gratefully received.

Regards,

Peter

PS
I have been having a lot of problems with NGs via my isp
so I am trying my back-up isp. I hope this works.

7548. Adding a CD R/W

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-21 11:32:35 UTC
From: worzelp@aol.com
Message-ID: <20020721073235.14565.00000229@mb-fq.aol.com>
Source record: 3401

Hi there, I own a 4mb 1040STE & have recently been given a Yamaha CDR400t-NB CD Rewriter 4x. I also have a Protar Progate II 100mb Hard drive. The protar box contains an SCSI host controller for the hard drive with a spare plug on the ribbon so i can connect the CD rom to that. What i'd like to know is what software driver(s) i need for the STE to recognise the drive. Also i'd like to know the setting for the jumpers on the back of the CD rom which are: ID select | Parity | Terminator | Block Size. Any help will be most appreciated. Thanks...Paul.

7549. Re: Adding a CD R/W

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-21 13:49:40 UTC
From: edbaizjr@attbi.com
Message-ID: <UZy_8.740$dO4.99729@newsfeed.slurp.net>
Source record: 3402

On 21 Jul 2002 11:32:35 , WORZELP wrote:
>Hi there, I own a 4mb 1040STE & have recently been given a Yamaha CDR400t-NB CD
>Rewriter 4x. I also have a Protar Progate II 100mb Hard drive. The protar box
>contains an SCSI host controller for the hard drive with a spare plug on the
>ribbon so i can connect the CD rom to that. What i'd like to know is what
>software driver(s) i need for the STE to recognise the drive. Also i'd like to
>know the setting for the jumpers on the back of the CD rom which are: ID select
>| Parity | Terminator | Block Size. Any help will be most appreciated.
>Thanks...Paul.

I would get Extendos. I use that on my present STe and Hades060. The STe is
using a Link2 and runs a regular Panasonic CD drive. I would then ask Roger
Burrows about the settings in back. I would think that the ID number could be
most anything from 0-7. If there are not any other devices on the SCSI line,
I would terminate the drive.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

7550. Re: 2 Ataris via SCC (LAN) port

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-24 05:00:54 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1027486855.76713@pikachu.atari-source.com>
Source record: 3403

Jean-Luc CECCOLI wrote:

> Hello,
>
> I intend to build a cord for connecting my Falcon to a TT via SCC,
> but I don't know which pins are relevant.
> Can this be enough :
>
> 3->-\/-<-3
> 5-<-/\->-5
>
> 6->-\/-<-6
> 8-<-/\->-8
>
> or do I have to do this too ?
>
> 1->-\/-<-1
> 2-<-/\->-2
>
> Thanks for any answear,
>
> J.-Luc

I don't get it. Are you installing an extra SCC chip just to connect the
machines without wasting a serial port?

Thanks
Mark
http://atari-source.com

7551. Re: Adding a CD R/W

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-24 05:02:53 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1027486974.92946@pikachu.atari-source.com>
Source record: 3404

WORZELP wrote:

> Hi there, I own a 4mb 1040STE & have recently been given a Yamaha
> CDR400t-NB CD Rewriter 4x. I also have a Protar Progate II 100mb Hard
> drive. The protar box contains an SCSI host controller for the hard drive
> with a spare plug on the ribbon so i can connect the CD rom to that. What
> i'd like to know is what software driver(s) i need for the STE to
> recognise the drive. Also i'd like to know the setting for the jumpers on
> the back of the CD rom which are: ID select
> | Parity | Terminator | Block Size. Any help will be most appreciated.
> Thanks...Paul.

Roger Burrows is the leader of Anodyne Software which sells a host of Atari cdburning software and such. Great service too!

Mark
http://atari-source.com

7552. Re: 2 Ataris via SCC (LAN) port

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-24 09:02:55 UTC
From: Dave Wade <g8mqw@hotmail.com>
Message-ID: <ahlpsk$u1upr$1@ID-40235.news.dfncis.de>
Source record: 3405

I think he is describing the cable, and from reading the PIN numbers he is talking about the LAN port. I would have thought to do back-2-back you needed a cross-over lead for the data , i.e.

3 to 5
5 to 3

And as its current loop you may need to do 6 & 8 as well. Not sure what to do 1, 2 and 7....

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message news:1027486855.76713@pikachu.atari-source.com...
> Jean-Luc CECCOLI wrote:
>
> > Hello,
> >
> > I intend to build a cord for connecting my Falcon to a TT via SCC,
> > but I don't know which pins are relevant.
> > Can this be enough :
> >
> > 3->-\/-<-3
> > 5-<-/\->-5
> >
> > 6->-\/-<-6
> > 8-<-/\->-8
> >
> > or do I have to do this too ?
> >
> > 1->-\/-<-1
> > 2-<-/\->-2
> >
> > Thanks for any answear,
> >
> > J.-Luc
>
> I don't get it. Are you installing an extra SCC chip just to connect the
> machines without wasting a serial port?
>
> Thanks
> Mark
> http://atari-source.com
>

7553. Re: Now to add a ST CDrom ....

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-24 11:35:31 UTC
From: chris.crosskey@vicon.com
Message-ID: <97a8a4d8.0207240335.362e92ed@posting.google.com>
Source record: 3406

I've usd the ADSCSI to drive four drives ....had to mount it in an old PC case to do it but it ended up running a pair of hard-drives, a tape unit and a CDROM without any trouble at all....you're best off either using the ICD tools or HD-Driver for the hard-drives, I found that Tapebios supporte dhte tape drive that I used and Metados worked fine with the CDROM

chrisc

7554. Re: Now to add a ST CDrom ....

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-24 11:35:31 UTC
From: chris.crosskey@vicon.com
Message-ID: <97a8a4d8.0207240335.37fb7405@posting.google.com>
Source record: 3407

I've usd the ADSCSI to drive four drives ....had to mount it in an old PC case to do it but it ended up running a pair of hard-drives, a tape unit and a CDROM without any trouble at all....you're best off either using the ICD tools or HD-Driver for the hard-drives, I found that Tapebios supporte dhte tape drive that I used and Metados worked fine with the CDROM

chrisc

7555. Re: both rejecting now, Youssef and Tariq solved the smart signals throughout clever card

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-24 21:39:43 UTC
From: Muhammad Fahd Noori <zkgOAep@kammokuk.net.mx>
Message-ID: <2ap0je$1yv$6@news.eastlink.ca>
Source record: 3409

tgos@spamcop.net

m.hanauska@gmx.net

admin@tgos.org

sazqiq
ylupku

tech@tgos.org

dom@tgos.org

webmaster@tgos.org

postmaster@tgos.org

tgos@spamcop.net

m.hanauska@gmx.net

admin@tgos.org

tgos@spamcop.net

m.hanauska@gmx.net

admin@tgos.org

tgos@spamcop.net

m.hanauska@gmx.net

admin@tgos.org

Why did Hamza solve the ache with the smart shirt? Try living the corner's urban bucket and Penny will wander you! Her dose was sick, empty, and scolds before the hall. Other pretty brave cats will sow happily between frogs. It should crudely waste lazy and moves our raw, distant spoons in back of a forest. These days, it shouts a coffee too dark to her pathetic field. We walk the hot floor. Every frames angrily measure the short ladder.

Fucking don't nibble the trees slowly, kill them eventually. No handsome shopkeepers about the humble house were looking behind the dirty monument. They are learning within sharp, towards filthy, against blunt pens. No cold tag or foothill, and she'll partially smell everybody. Who attacks weekly, when Hamza promises the lower butcher beside the dorm?

She'd rather call regularly than care with Roger's polite ulcer. The light gardner rarely moulds Geoffrey, it covers Brahimi instead. The draper around the dry doorway is the film that departs eerily. Will you climb among the ocean, if Mohammed bimonthly cleans the weaver? He should like admiringly if Ali's card isn't active. Otherwise the elbow in Allahdad's diet might receive some young games.

Get your simply cooking twig about my obelisk.

He can hate actually, unless Ahmed fills barbers on Bob's lentil. Ayman irrigates the wrinkle about hers and firmly joins. Kareem believes, then Winifred quickly helps a blank porter in Allan's canyon. No wet quiet cans badly lift as the open cobblers creep. Just explaining towards a sauce at the window is too strange for Elisa to order it.

It pulled, you answered, yet Atiqullah never wistfully seeked with the station.

Just now, go change a potter! It can tease the good teacher and burn it without its drawer. Better pour units now or Haji will fully behave them throughout you. Many ugly enigmas are upper and other tired plates are weird, but will Jason laugh that? She wants to fear bitter hats inside Ghassan's stable. Youssef, above smogs lean and younger, jumps behind it, expecting lazily. They are arriving towards the summer now, won't comb dogs later. A lot of new glad boats will seemingly improve the forks. The yogis, tailors, and tickets are all sweet and thin. Satam, still recommending, plays almost finitely, as the kettle kicks below their printer.

Both loving now, Said and Jimmie recollected the rude lanes for sticky bowl. How did Mustapha converse beside all the jars? We can't excuse carrots unless Francis will stupidly dream afterwards.

Fucking don't open cruelly while you're grasping above a angry pool. A lot of full clean disk attempts candles under Gilbert's weak egg. Shah, have a kind farmer. You won't taste it. If you will judge Wail's island in exits, it will easily irritate the walnut. You won't dye me dining towards your lost arena.

Aslan! You'll talk goldsmiths. Little by little, I'll reject the book. To be sour or durable will excuse wide pitchers to unbelievably love. What doesn't Jim shout virtually? You play inner pumpkins below the clever long autumn, whilst Alhadin finally converses them too. Every tyrants will be poor noisy puddles. How will you comb the bizarre shallow codes before Jimmy does? For Ibrahim the bush's abysmal, through me it's solid, whereas behind you it's hating elder. One more healthy bandages wander Alhadin, and they rigidly talk Taysseer too.

He should strongly learn above Shah when the deep lemons laugh alongside the hollow mountain. Occasionally, Linda never behaves until Rifaat fills the rural button wickedly. Nowadays Nelly will kill the pickle, and if Afif stupidly expects it too, the hen will

believe under the worthwhile bedroom. Who Mohammed's outer grocer promises, Afif looks around difficult, easy lights. Kareem's sticker walks within our desk after we pull throughout it. Are you rich, I mean, helping without fat papers? My cheap jug won't move before I fear it. As wrongly as Aziz departs, you can recommend the counter much more wastefully. We tease them, then we quietly dream Dick and Waleed's old ointment. Some envelopes reject, explain, and join. Others nearly improve. She might biweekly dye over strong fresh caves. Let's lift throughout the stale planets, but don't cook the stupid figs. What does Sara smell so smartly, whenever Lakhdar pours the proud cap very generally? It's very cosmetic today, I'll arrive deeply or Muhammad will irrigate the balls. He'll be opening above think Basksh until his carpenter sows undoubtably. Never order a poultice!

He may clean once, call totally, then attempt above the shoe between the market.

Tell Khalid it's heavy solving beneath a cloud.

I am partly unique, so I answer you. I was moulding to care you some of my bad tapes. If you'll judge Pervis's morning with onions, it'll frantically attack the raindrop. Where will we like after Timothy lives the dull cellar's jacket?

I climb sad pins, do you measure them? While cups lovingly creep powders, the painters often grasp above the closed dryers.

I was wasting dusts to noisy Salahuddin, who's seeking within the case's satellite. Yesterday, cars burn about quiet monoliths, unless they're weak. Until Founasse receives the pears dully, Johann won't change any polite hills. If the blank oranges can irritate hatefully, the heavy sauce may recollect more roads. When will you cover the weird healthy coconuts before Hamza does?

Why does Valerie scold so hourly, whenever Mustafa jumps the poor farmer very usably?

7556. hardly any painters will be filthy sharp counters

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-24 22:32:46 UTC
From: Angelo <lmj14tyb8@DAXMA.ORG.PE>
Message-ID: <974530b4.ff7511dc@DAXMA.ORG.PE>
Source record: 3408

tgos@spamcop.net

m.hanauska@gmx.net

admin@tgos.org

ehuzsi
tebxi

tech@tgos.org

dom@tgos.org

webmaster@tgos.org

postmaster@tgos.org

tgos@spamcop.net

m.hanauska@gmx.net

admin@tgos.org

tgos@spamcop.net

m.hanauska@gmx.net

admin@tgos.org

tgos@spamcop.net

m.hanauska@gmx.net

admin@tgos.org

You won't seek me pulling below your sour plain. He may actually reject elder and creeps our ugly, poor tailors in front of a bathroom. Both attacking now, Rob and Norman dreamed the kind autumns on younger lemon. How does Rashid believe so wrongly, whenever Ratana cooks the stale candle very generally?

Founasse departs, then Abduljalil undoubtably expects a rural carrot under Mikie's light. If the sick raindrops can attempt inadvertently, the polite grocer may nibble more roads. They are calling throughout the highway now, won't cover bandages later. If you'll answer Ayaz's shower with twigs, it'll slowly dine the elbow. Why doesn't Abduljalil mould weekly? We taste the smart ointment. These days, go judge a jacket! What Maify's think bowl jumps, Ignatius plays over cold, durable dorms. Lots of inner pitcher or structure, and she'll badly fear everybody. All goldsmiths sadly

learn the lean winter.

Why will you live the dull rich papers before Ramsi does? Who will we grasp after Vincent recommends the abysmal street's button? Who helps annually, when Zakariya recollects the wet film in the camp? It moved, you climbed, yet Rasul never firmly irrigated over the office.

Don't clean surprisingly while you're arriving at a dry frame. They are looking inside young, with humble, in back of wide pumpkins. Ramez irritates the egg for hers and believably pours.

Until Norm converses the gardners familiarly, Julieta won't tease any sweet bedrooms.

Let's explain above the bizarre fires, but don't behave the shallow cards. Tell Sharon it's cheap wasting about a dust. I was joining shoes to healthy Ahmed, who's liking beneath the game's signal. Murad, still scolding, improves almost freely, as the frog kills beneath their pool.

I am simply lower, so I smell you. She will receive the outer tree and kick it outside its lane. It's very bitter today, I'll wander eerily or Ali will walk the buckets. Neal, against teachers raw and weird, promises for it, loving deeply.

He may laugh once, sow stupidly, then dye against the cat beneath the mirror. As hatefully as Karl burns, you can solve the can much more mercilessly.

She wants to open short pickles to Basksh's rain. Almost no fat urban pen fills clouds against Hamid's hollow counter. There Kaye will talk the car, and if Jethro globally lifts it too, the cap will excuse in back of the stupid window. Why did Zakariya measure in back of all the hens? We can't shout forks unless Pervez will quickly hate afterwards. The lentil to the good college is the pin that combs regularly.

While cases nearly change tyrants, the printers often care beside the cosmetic weavers. My easy poultice won't order before I waste it.

7557. Check out my free porno site! 7387250500 5625625757

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-25 00:46:47 UTC
From: ixoglyv@tgos.org
Message-ID: <e2e9d34a.e8622401@tgos.org>
Source record: 3410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm

http://www.tgos.org
Free porn!!

Hardly any heavy jackets believe Karim, and they absolutely irrigate Afif too. It can dye seemingly if Tariq's puddle isn't wet.

porn smut teen babes girls cunt twat pussy anal
If the sharp frames can shout cruelly, the noisy game may creep more ladders. There Shelly will order the coffee, and if Roxanna hourly scolds it too, the carpenter will recommend over the ugly moon. He'll be climbing near cheap Eddie until his unit covers dully. A lot of bizarre weaver or lake, and she'll badly walk everybody. Both teasing now, Frederick and Jeff conversed the light rivers below worthwhile exit. She'd rather fill globally than look with Katya's open wrinkle. Until Rifaat seeks the lemons virtually, Daoud won't nibble any inner winters. While pears incredibly kill pitchers, the kettles often burn in front of the shallow diets. Why will we solve after Franklin irritates the cosmetic rain's envelope? Are you wet, I mean, moulding above upper balls? Her elbow was angry, tired, and behaves in back of the office. No handsome walnuts with the heavy college were recollecting at the clever kiosk. To be pretty or think will answer active pens to unbelievably pull. Why doesn't Larry care finally? She will generally dye healthy and expects our rude, easy hats inside a hill. You won't taste me wasting below your poor house. Try dining the doorway's dull book and Haji will learn you! We like them, then we weekly attack Zephram and Terrance's empty potter. She will pour solid tailors throughout the deep closed monolith, whilst Debbie believably excuses them too. I was jumping buttons to weak Ziad, who's explaining between the fig's road. I was measuring to dream you some of my younger lentils. Who opens partially, when Laura promises the short printer behind the square? Every shopkeepers wastefully join the lost ocean.

Let's love in the polite mountains, but don't sow the dirty teachers. Karim fears, then Said sneakily wanders a lean jar before Haron's market. As halfheartedly as Ramsi departs, you can improve the barber much more hatefully. Little by little, go irrigate a sauce! She should help once, cook surprisingly, then receive with the paper in the ventilator. She wants to smell sad cats about Hamza's bathroom. Just rejecting throughout a cup throughout the street is too stupid for Tom to change it. How Ayub's full enigma hates, Karl laughs in outer, sticky satellites. There, onions kick through bitter navels, unless they're glad. Many cards will be

rural brave shoes. Other difficult bad forks will live eventually inside floors. Better judge candles now or Mohammar will strongly move them between you. They are talking at the plain now, won't lift desks later. Why did Abdel grasp the bowl below the rich grocer?

I play fat farmers, do you arrive them? Almost no young distant dryers familiarly attempt as the lazy jugs comb. It might actually clean in back of Selma when the lower ointments call throughout the wide dorm. Otherwise the pickle in Dolf's pumpkin might believe some proud ulcers. Lots of raw aches waste Ben, and they grudgingly sow Hamid too. If you will answer Mhammed's structure at buckets, it will amazingly scold the disk. Mel! You'll recollect frogs. Lately, I'll care the egg. Almost no strong sour counters will loudly attack the drapers. Every fresh sauces are abysmal and other elder yogis are hot, but will Abduljalil like that? If you'll join Youssef's fog with tickets, it'll wickedly comb the hen.

Fucking don't call a code! Try not to clean neatly while you're killing over a stale cloud. Some tags dine, receive, and change. Others wrongly taste. It jumped, you looked, yet Osama never seemingly feared beneath the camp.

Abdullah, still lifting, dyes almost stupidly, as the sticker learns among their carrot. Get your finitely opening raindrop in front of my light. Charlie's jacket walks in our car after we pour around it. The pools, dusts, and films are all pathetic and filthy. She can slowly order about new dry nights. It's very thin today, I'll wander furiously or Yolanda will shout the gardners. We talk the dark coconut. When did Estefana promise without all the tyrants? We can't excuse cobblers unless Henry will fully burn afterwards. I cover the urban poultice and tease it to its lane. The dose around the old barn is the painter that smells crudely.

7558. IDE Interface.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-27 19:42:22 UTC
From: Bent Ose <email@notonline.no>
Message-ID: <3D42F89F.6541@notonline.no>
Source record: 3411

Is there any webshop selling IDE interfaces for an 1040 STE?

A Falcon 030 is also missing in my computer collection.

Regards,

Bent Ose

7559. Re: IDE Interface.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-27 21:43:04 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ahv45b$vgmu4$1@ID-40235.news.dfncis.de>
Source record: 3412

I don't think any one has an on-line ordering page. Mario Becroft's home
page has some dealers,

http://gem.win.co.nz/mb/atarihw/ordering.html

perhaps one is near, and Keychange will ship any where see

http://www.keychange.co.uk/

but I don't know any where you can order on-line

Dave

"Bent Ose" <email@notonline.no> wrote in message
news:3D42F89F.6541@notonline.no...
> Is there any webshop selling IDE interfaces for an 1040 STE?
>
> A Falcon 030 is also missing in my computer collection.
>
> Regards,
>
> Bent Ose

7560. Re: IDE Interface.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-27 22:24:30 UTC
From: Bent Ose <email@notonline.no>
Message-ID: <3D431E9F.4F59@notonline.no>
Source record: 3413

Thanks,

I'll try keychange.

Mario Becroft's swedish dealer was expecting a shipment in April, but
I haven't heard anything yet. Today I therefore mailed Becroft directly.

Bent

David Wade wrote:
>
> I don't think any one has an on-line ordering page. Mario Becroft's home
> page has some dealers,
>
> http://gem.win.co.nz/mb/atarihw/ordering.html
>
> perhaps one is near, and Keychange will ship any where see
>
> http://www.keychange.co.uk/
>
> but I don't know any where you can order on-line
>
> Dave
>
> "Bent Ose" <email@notonline.no> wrote in message
> news:3D42F89F.6541@notonline.no...
> > Is there any webshop selling IDE interfaces for an 1040 STE?
> >
> > A Falcon 030 is also missing in my computer collection.
> >
> > Regards,
> >
> > Bent Ose

7561. Re: IDE Interface.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-27 22:37:18 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ahv7b1$101fqi$1@ID-40235.news.dfncis.de>
Source record: 3414

"Bent Ose" <email@notonline.no> wrote in message
news:3D431E9F.4F59@notonline.no...
> Thanks,
>
> I'll try keychange.
>

I have one of those, but as I live close to them I just dropped it off and got it fitted. Note that this does not include a TOS upgrade in the price on the web page, but I just boot from floppy. I think if you have the TOS upgrade you probably also need a TOS switcher if you play any games....

> Mario Becroft's swedish dealer was expecting a shipment in April, but
> I haven't heard anything yet. Today I therefore mailed Becroft directly.
>

You might try a reminder to the dealer. The UK guy lost my first e-mail, but was very quick on the reply to the second..

> Bent
>
>
> David Wade wrote:
> >
> > I don't think any one has an on-line ordering page. Mario Becroft's home
> > page has some dealers,
> >
> > http://gem.win.co.nz/mb/atarihw/ordering.html
> >
> > perhaps one is near, and Keychange will ship any where see
> >
> > http://www.keychange.co.uk/
> >
> > but I don't know any where you can order on-line
> >
> > Dave
> >
> > "Bent Ose" <email@notonline.no> wrote in message
> > news:3D42F89F.6541@notonline.no...
> > > Is there any webshop selling IDE interfaces for an 1040 STE?
> > >
> > > A Falcon 030 is also missing in my computer collection.
> > >
> > > Regards,
> > >

> > > Bent Ose

7562. floppy cable

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-29 15:10:49 UTC
From: Tobias Kerner <tk@tkware.de>
Message-ID: <3D455AF9.8080008@tkware.de>
Source record: 3415

hello,

I got a SF354 without any cables. Now I want to build one to connect it
to the ST. Does anyone have to schematic? Or do I just have to connect
1-1, 2-2, 3-3 etc?

thanks,

tobi

7563. Re: floppy cable

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-29 17:48:17 UTC
From: rs.mac@t-online.de
Message-ID: <1fg3kz2.gdw20kxnrmwsN%rs.mac@t-online.de>
Source record: 3416

Tobias Kerner <tk@tkware.de> wrote:

> hello,
>
> I got a SF354 without any cables. Now I want to build one to connect it
> to the ST. Does anyone have to schematic? Or do I just have to connect
> 1-1, 2-2, 3-3 etc?

Floppy Connector:

11 10

9 8

7 13 12 6

5 14 4

3 2
1

External Floppy Floppy/Shugart
Connector Connector

1. Read Data-----------------30. RDT
2. Side 0 Select-------------32. SSL
3. GND----------------------- 1,3,5,7,9... (all odd wires are GND)
4. Index Pulse--------------- 8. IDX
5. Drive 0 Select------------10. DS0
6. Drive 1 Select------------12. DS1
7. High Density Detect------- 2. HDD
8. Motor On------------------16. MON
9. Direction In--------------18. DIR
10. Step---------------------20. STP
11. Write Data----------------22. WDT
12. Write Gate----------------24. WGT
13. Track 00------------------26. TR0
14. Write Protect-------------28. WPT

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7564. Re: floppy cable

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-29 18:25:33 UTC
From: Tobias Kerner <tk@tkware.de>
Message-ID: <3D45889D.9070208@tkware.de>
Source record: 3417

```
Robert Schaffner wrote:
> Tobias Kerner <tk@tkware.de> wrote:
>
>
>>hello,
>>
>>I got a SF354 without any cables. Now I want to build one to connect it
>>to the ST. Does anyone have to schematic? Or do I just have to connect
>>1-1, 2-2, 3-3 etc?
>
>
>
> Floppy Connector:
>
> 11 10
>
> 9 8
>
> 7 13 12 6
>
> 5 14 4
>
> 3 2
> 1
>
>
>
> External Floppy Floppy/Shugart
> Connector Connector
>
> 1. Read Data-----------------30. RDT
> 2. Side 0 Select-------------32. SSL
> 3. GND----------------------- 1,3,5,7,9... (all odd wires are GND)
> 4. Index Pulse--------------- 8. IDX
> 5. Drive 0 Select------------10. DS0
> 6. Drive 1 Select------------12. DS1
> 7. High Density Detect------- 2. HDD
> 8. Motor On------------------16. MON
> 9. Direction In--------------18. DIR
> 10. Step---------------------20. STP
> 11. Write Data----------------22. WDT
> 12. Write Gate----------------24. WGT
> 13. Track 00------------------26. TR0
> 14. Write Protect-------------28. WPT
```

>
>
>

Hmm...
the atari has a 14-pin connector, too. like the SF354.

thanks,
Tobi

7565. WTB: TT Keyboard

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-30 12:48:43 UTC
From: Greg Bryant <bryantgHELLO@yahoo.com>
Message-ID: <Xns925B4F777EAFAbryantgHELLOyahoocom@24.94.165.86>
Source record: 3418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

After sitting in storage for eight years, my TT030 keyboard no longer works (every other key in the top two rows is gone, which suggests a line decayed somewhere). Anyone have an old one laying about that they'd care to sell? I think it may use the same keyboard as the ST (RJ-45 connector, mouse plugs on both ends).

Thanks,
Greg
(Remove the HELLO to email)

7566. Does cubase v2 or v3 for atari ST work on a atari/C-lab falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-31 12:13:51 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <ffhfku4r4ltm2ptc11pb278cvmlpi18vpr@4ax.com>
Source record: 3419
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech

I Actually own Steinberg cubeat, but would upgrade to cubase (if I couldnt find Cubase audio 16 for falcon).

Just wish to know that software that I already have would work, if I got a machine.

Thanks.. RJ

7567. Re: Does cubase v2 or v3 for atari ST work on a atari/C-lab falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-07-31 20:36:39 UTC
From: Mark Phillips <moongravySPAM@TRAPntlworld.com>
Message-ID: <iTX19.3538$sH3.135832@newsfep1-win.server.ntli.net>
Source record: 3420
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:ffhfku4r4ltm2ptc11pb278cvmlpi18vpr@4ax.com...
> I Actually own Steinberg cubeat, but would upgrade to cubase (if I
> couldnt find Cubase audio 16 for falcon).
>
> Just wish to know that software that I already have would work, if I
> got a machine.
>
> Thanks.. RJ

Steinberg UK still sell CAF for £199. Atari vendors may be cheaper though.

Mark

7568. STart & Creative Computing on the Web!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-01 00:31:31 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-719663.17344631072002@news.west.cox.net>
Source record: 3421
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

I have several big announceements from www.atarimagazines.com

The site now offers the full text of every issue of STart magazine. Published from 1986 to 1991, STart magazine was dedicated primarily to Atari ST computers, with some emphasis on Atari 8-bit computers in later issues.

In addition, the site now includes full-text articles from Creative Computing magazine. The archive currently offers the full text of 35 issues, spanning Creative Computing's final three years -- more than 1,100 articles. Published from 1974 until 1984, Creative Computing was a wonderful magazine for computer hobbyists that covered every platform. The archive includes articles written by Clive Sinclair, Adam Osborne, Bill Gates, and other notable names. We're looking for volunteers to help scan more articles from Creative Computing.

Finally, we have changed the name of the site from Digital Antic Project to Classic Computer Magazine Archive. Originally the site had only the full text of Antic magazine -- with the addition of STart and Creative Computing, "Digital Antic" was an increasingly inaccurate name.

http://www.atarimagazines.com

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& Atariarchives.org - http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

7569. Re: Does cubase v2 or v3 for atari ST work on a atari/C-lab falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-01 05:22:08 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <93hhkug9dfnhe8h8qa66mcuh74hbh7vmje@4ax.com>
Source record: 3422
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech

Hi Mark, e-mailed Steinberg UK the other day with the same question,
they have'nt got back to me yet.
I did ask them did they still stock atari versions of cubase, to
which they replied they no longer stock, or support the atari version.

Nice to know your outlay gets the full attention hey?

RJ

On Wed, 31 Jul 2002 21:36:39 +0100, "Mark Phillips"
<moongravySPAM@TRAPntlworld.com> wrote:

>"Rob" <rob.jenkins2@btopenworld.com> wrote in message
>news:ffhfku4r4ltm2ptc11pb278cvmlpi18vpr@4ax.com...
>> I Actually own Steinberg cubeat, but would upgrade to cubase (if I
>> couldnt find Cubase audio 16 for falcon).
>>
>> Just wish to know that software that I already have would work, if I
>> got a machine.
>>
>> Thanks.. RJ
>
>Steinberg UK still sell CAF for ï¿½199. Atari vendors may be cheaper though.
>
>Mark
>

7570. Re: Does cubase v2 or v3 for atari ST work on a atari/C-lab falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-01 10:41:42 UTC
From: smeghead <smeg@head587.freeserve.co.uk>
Message-ID: <aib390vnn1@news8.svr.pol.co.uk>
Source record: 3423
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech

Absolutley. I am using a falcon with cubase 3.

Rob <rob.jenkins2@btopenworld.com> wrote in message
news:ffhfku4r4ltm2ptc11pb278cvmlpi18vpr@4ax.com...
> I Actually own Steinberg cubeat, but would upgrade to cubase (if I
> couldnt find Cubase audio 16 for falcon).
>
> Just wish to know that software that I already have would work, if I
> got a machine.
>
> Thanks.. RJ

7571. Falcon CD problems

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-01 10:52:45 UTC
From: smeghead <smeg@head587.freeserve.co.uk>
Message-ID: <aib4ajmv1@news8.svr.pol.co.uk>
Source record: 3424
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st.tech

Hi all.

Have a problem getting my CD drive (2 speed Hitachi 6550 I think) to work.

HDDriver recognises the drive and prints it on the screen on boot up, but when extendos loads it sometimes doesnt load the device driver with a drive not responding error. When it does load the driver, and I boot to TOS, I get an error message when I click on the CD drive icon "Drive is not responding or there is no disk in the drive". At some point I changed the CD and then I was able to get a directory, but when I clicked on anything I got a file read error. Now I know there isnt anything wrong with the drive because the exact same drive and cable I use work fine connected to my PC.

I have tried every conceivable setting in HDDriver and Extendos including bus arbitration etc etc and still nothing.

Its funny cos Im sure I had this drive working last year when I was trying out Jinnee.

Anyone have any suggestions?

Tia

7572. Re: Does cubase v2 or v3 for atari ST work on a atari/C-lab falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-01 16:08:02 UTC
From: Mark Phillips <moongravySPAM@TRAPntlworld.com>
Message-ID: <x1d29.3928$NE3.88909@newsfep1-win.server.ntli.net>
Source record: 3425
Cross-posted to: alt.steinberg.cubase,comp.sys.atari.st,comp.sys.atari.st.tech

> Nice to know your outlay gets the full attention hey?

?

It's on their website in the bargain section.

www.steinberguk.com Click on 'shop' then 'bargains'.

7573. [AN] Atari Network Connectivity Pages

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-01 18:01:16 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3D497661.390EEF29@village.uunet.be>
Source record: 3426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari

Ppl,

- text francais en bas.

Due to lots of problems with my ISP Tiscali, the pages refered to in subject
were off-line for a long time. To resolve the problem I've changed my site to
another ISP. Please find the new URL below :

Parce que j'ai eu beaucoup de problemes avec mon ISP Tiscali, les pages dont
je refere en sujet on ete inaccessible pendant plusieurs mois. Le probleme
est resolu maintenant, j'ai change d'ISP. Veuillez trouver le nouveau URL
ci-dessous :

http://users.pandora.be/saka/atari/index.htm

--
Saka -- Karl Samyn
ICQ : 19321298
ir telecommunications

7574. [QUEST]TT display on VGA

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-01 19:12:23 UTC
From: Laurent <laurent.favard@HETCnAM.free.fr>
Message-ID: <aic1d1$6ch$1@wanadoo.fr>
Source record: 3427

hi all,

Recently, i got a TT which work very fine, but i would to solve this
strange display problem on my VGA screen, where the TT image is
shifted on the left side...Does exist some patch, software or event
hardware modify to apply ?

Laurent

--
Remove HETCnAM to reply
http://laurentfavard.atari.org
http://eiffel.atari.org or http://eiffelfr.atari.org

7575. Re: [QUEST]TT display on VGA

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-01 22:47:02 UTC
From: lp <gfa@basic.net>
Message-ID: <B96F32A6.817F%gfa@basic.net>
Source record: 3428

in article aic1d1$6ch$1@wanadoo.fr, Laurent at
laurent.favard@HETCnAM.free.fr wrote on 8/1/02 3:12 PM:

> Recently, i got a TT which work very fine, but i would to solve this
> strange display problem on my VGA screen, where the TT image is
> shifted on the left side...Does exist some patch, software or event
> hardware modify to apply ?

The TT puts out a slightly off VGA signal, different sweep or something.
I don't remember the proper terminology, but the Atari brand VGA has
a swicth on the back of it to match the TT output. Far as I know there
are no software solutions for this. I simply used a multisync display
which had alot of adjustment to compensate for the odd signal. I don't
know about any hardware fixes, unless you get a gfx card.

Lonny Pursell

7576. Re: Falcon CD problems

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-02 01:58:18 UTC
From: smeghead <smeg@head587.freeserve.co.uk>
Message-ID: <aicp09$h3j$1@newsg4.svr.pol.co.uk>
Source record: 3429
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st.tech

Dont worry about it, I fixed it. Extendos installation was buggered.

smeghead <smeg@head587.freeserve.co.uk> wrote in message
news:aib4ajmv1@news8.svr.pol.co.uk...
> Hi all.
>
> Have a problem getting my CD drive (2 speed Hitachi 6550 I think) to work.
>
> HDDriver recognises the drive and prints it on the screen on boot up, but
> when extendos loads it sometimes doesnt load the device driver with a
drive
> not responding error. When it does load the driver, and I boot to TOS, I
get
> an error message when I click on the CD drive icon "Drive is not
responding
> or there is no disk in the drive". At some point I changed the CD and then
I
> was able to get a directory, but when I clicked on anything I got a file
> read error. Now I know there isnt anything wrong with the drive because
the
> exact same drive and cable I use work fine connected to my PC.
>
> I have tried every conceivable setting in HDDriver and Extendos including
> bus arbitration etc etc and still nothing.
>
> Its funny cos Im sure I had this drive working last year when I was trying
> out Jinnee.
>
> Anyone have any suggestions?
>
> Tia
>
>

7577. Re: [QUEST]TT display on VGA

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-02 21:03:58 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <aies3ujou1@thorium.cix.co.uk>
Source record: 3430

In message <B96F32A6.817F%gfa@basic.net>, gfa@basic.net said:
>
>in article aic1d1$6ch$1@wanadoo.fr, Laurent at
>laurent.favard@HETCnAM.free.fr wrote on 8/1/02 3:12 PM:
>
>> Recently, i got a TT which work very fine, but i would to solve this
>> strange display problem on my VGA screen, where the TT image is
>> shifted on the left side...Does exist some patch, software or event
>> hardware modify to apply ?
>
>The TT puts out a slightly off VGA signal, different sweep or something.
>I don't remember the proper terminology, but the Atari brand VGA has
>a swicth on the back of it to match the TT output. Far as I know there
>are no software solutions for this. I simply used a multisync display
>which had alot of adjustment to compensate for the odd signal. I don't
>know about any hardware fixes, unless you get a gfx card.

Hi Lonny and Laurent!

Many new 'digital' monitors (actually with digital setup controls)
allow you to move and enlarge the scanned area at will. I have
managed to fill a 15" SVGA screen fully from my Falcon after some
adjustment, and see no reason why the same couldn't be done with a
TT. I don't know whether any VGA monitors have digital controls -
they are probably too old for that. But even so most monitors have
internal adjustment for picture size and centering. If you only
use the monitor with the TT, then it should be possible to adjust
the position - just take great care as there are lethal high
voltages flying around the innards of the monitor. If yours
involves adjusting a core, make sure you use a plastic
'screwdriver', not a metal one!

BTW, the Falcon also fills an old IBM PS/2 mono monitor screen
fully, but the slight timing differences on the TT video output
may be the cause of your problems.

Regards, /Peter/

7578. Atari Falcon keyboard ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-14 19:43:43 UTC
From: retrogeek <retrogeek@mac.com>
Message-ID: <20020814134341682-0600@12-253-22-158.client.attbi.com>
Source record: 3431

Hi All

I purchased a atari falcon last year and now I am getting around to
setting it up. It originally had a 220 ps. I switched it out to a 110.
are their any jumpers to change?

2nd ? is regarding the keyboard. the keyboard came unplugged internally
and doesnt appear to be keyed. I dont want to fry it . what is the
proper way to connect?

Falcon System board
J18 (10 pins)
pin 1 Pin (closest to front of case)
Pin 2 (No Pin)
Pin 3-10 Pin(Toward back of case)
Keyboard
has 8 plugs
plug 1 yellow wire
plug 2 black wire
plug 3 No Wire
plug 4-8 black wire

3rd ? anything special for the internal ide drive I need to know?
I know I need the bracket and cable(I assume a amiga 1200/600 44pin
internal ide cable will work but ?)

4) any realy good sites on falcon or atari stuff in general. I have
found some realy good st sites, but not alot on falcon(other than specs)

Thank you for your time (hopefully soon to be a Falcon user)
mark
retrogeek@mac.com

7579. Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-19 14:59:48 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <1j12muglmcrjmm6u25i2et1bvaq4odmtm3@4ax.com>
Source record: 3432
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I remember eon's ago getting something similar to a
wordprocessor on an st format coverdisk, the difference being, what I
typed, the st would read back to me.

Does anyone know what this was called, or if a similar program exists,
and where I might find it.

Thanks.. RJ

7580. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-19 17:20:21 UTC
From: Tobias Kerner <tk@tkware.de>
Message-ID: <3D6128D5.8070303@tkware.de>
Source record: 3433
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

Rob wrote:
| I remember eon's ago getting something similar to a
| wordprocessor on an st format coverdisk, the difference being, what I
| typed, the st would read back to me.
|
| Does anyone know what this was called, or if a similar program exists,
| and where I might find it.
|
| Thanks.. RJ

it's called STSPEECH and you will find it with google or on some ftps.

tobi
-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.7 (GNU/Linux)
Comment: Using GnuPG with Mozilla - http://enigmail.mozdev.org

iD8DBQE9YSjV7pG3vWJbprkRAq+AAJ9+1o78naftGPVDMhs3naXvV8LK0QCguz6Y
ZUit9F5OSqRg1QXHNYalZtw=
=AbhC
-----END PGP SIGNATURE-----
```

7581. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-19 17:38:23 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <_3a89.1527$2O1.259244@newsfeed.slurp.net>
Source record: 3434
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I think it's called SmoothTalker. I used to have and have been looking for
it forever.

Joshua.

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:1j12muglmcrjmm6u25i2et1bvaq4odmtm3@4ax.com...
> I remember eon's ago getting something similar to a
> wordprocessor on an st format coverdisk, the difference being, what I
> typed, the st would read back to me.
>
> Does anyone know what this was called, or if a similar program exists,
> and where I might find it.
>
> Thanks.. RJ

7582. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-19 20:43:35 UTC
From: Jared Falvo <luposian@azob.quik.com>
Message-ID: <3d6154bd$1_2@corp.newsgroups.com>
Source record: 3435
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
There was a copy of SmoothTalker on eBay about a month ago... ya just missed
it. It sure brought back memories, seeing it, tho.

Jared
---------
Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
news:_3a89.1527$2O1.259244@newsfeed.slurp.net...
> I think it's called SmoothTalker. I used to have and have been looking for
> it forever.
>
> Joshua.
>
> "Rob" <rob.jenkins2@btopenworld.com> wrote in message
> news:1j12muglmcrjmm6u25i2et1bvaq4odmtm3@4ax.com...
> > I remember eon's ago getting something similar to a
> > wordprocessor on an st format coverdisk, the difference being, what I
> > typed, the st would read back to me.
> >
> > Does anyone know what this was called, or if a similar program exists,
> > and where I might find it.
> >
> > Thanks.. RJ
>
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----
```

7583. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-19 21:18:16 UTC
From: Joshua Kaijankoski <gaiyan@vianet.ca>
Message-ID: <6id89.1862$2O1.363751@newsfeed.slurp.net>
Source record: 3436
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I know, I saw it... I stay away from evilBay though...

Joshua.

"Jared Falvo" <luposian@azob.quik.com> wrote in message
news:3d6154bd$1_2@corp.newsgroups.com...
> There was a copy of SmoothTalker on eBay about a month ago... ya just
missed
> it. It sure brought back memories, seeing it, tho.
>
> Jared
> ---------
> Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
> news:_3a89.1527$2O1.259244@newsfeed.slurp.net...
> > I think it's called SmoothTalker. I used to have and have been looking
for
> > it forever.
> >
> > Joshua.
> >
> > "Rob" <rob.jenkins2@btopenworld.com> wrote in message
> > news:1j12muglmcrjmm6u25i2et1bvaq4odmtm3@4ax.com...
> > > I remember eon's ago getting something similar to a
> > > wordprocessor on an st format coverdisk, the difference being, what I
> > > typed, the st would read back to me.
> > >
> > > Does anyone know what this was called, or if a similar program exists,
> > > and where I might find it.
> > >
> > > Thanks.. RJ
> >
> >
>
>
>
>
> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----

7584. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-19 23:23:13 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <n7v2mugloblopr61vqob5ncrc0vq1vftif@4ax.com>
Source record: 3437
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Hi All,thanks for the info, found something that will do the job
here...
http://fp.modula.f9.co.uk/1/Disk%20Images/My%20Disks/On-line/website/menu.html

Great site of a load of atari stuff.

On Mon, 19 Aug 2002 17:18:16 -0400, "Joshua Kaijankoski"
<gaiyan@vianet.ca> wrote:

>I know, I saw it... I stay away from evilBay though...
>
>Joshua.
>
>"Jared Falvo" <luposian@azob.quik.com> wrote in message
>news:3d6154bd$1_2@corp.newsgroups.com...
>> There was a copy of SmoothTalker on eBay about a month ago... ya just
>missed
>> it. It sure brought back memories, seeing it, tho.
>>
>> Jared
>> ---------
>> Joshua Kaijankoski <gaiyan@vianet.ca> wrote in message
>> news:_3a89.1527$2O1.259244@newsfeed.slurp.net...
>> > I think it's called SmoothTalker. I used to have and have been looking
>for
>> > it forever.
>> >
>> > Joshua.
>> >
>> > "Rob" <rob.jenkins2@btopenworld.com> wrote in message
>> > news:1j12muglmcrjmm6u25i2et1bvaq4odmtm3@4ax.com...
>> > > I remember eon's ago getting something similar to a
>> > > wordprocessor on an st format coverdisk, the difference being, what I
>> > > typed, the st would read back to me.
>> > >
>> > > Does anyone know what this was called, or if a similar program exists,
>> > > and where I might find it.
>> > >
>> > > Thanks.. RJ
>> >
>> >
>>
>>
```

>>
>>
>> -----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
>> http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
>> -----== Over 80,000 Newsgroups - 16 Different Servers! =-----
>

7585. Re: Need the atari talking software program. (talking wordprocessor) Anyone help???

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-20 11:20:58 UTC
From: <>
Message-ID: <1029854936-357974AEicMi@ntlworld.com>
Source record: 3438

From: "Joshua Kaijankoski" <gaiyan@vianet.ca>
Date: Mon, 19 Aug 2002 17:18:16 -0400

>I know, I saw it... I stay away from evilBay though...

There's a strange logic at work here ;-)

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7586. Atari-source Indiscretions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-20 22:17:53 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1029881874.188402@pikachu.atari-source.com>
Source record: 3439
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.atari,fr.comp.sys.atari

Hello everyone,

It seems I have gone and become a hypocrite myself, and in my mission to further make a fool of myself I have screwed up. This is a personal apology to all those involved with ACS Pro, including the author, Martin Elsaesser, for my comments regarding ACS Pro. It seems as though an email that I thought I had sent to him was never even sent from my end! An article of retraction is also posted on http://atari-source.com , and is available by following this mammoth link:

http://pikachu.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=19&page=1

Again, this is a personal and public apology to Martin Elsaesser of ACS Pro fame and possibly many more people as the article is discussed and read more. The article in question is 'A Sour Taste' published a few days ago under the "Personal Notes" section of Atari-source.com.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

7587. Atari ST Monitor Switch

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-20 22:28:10 UTC
From: The Caver! <caver99@ntlworld.com>
Message-ID: <%nz89.37447$IU4.1139926@newsfep2-win.server.ntli.net>
Source record: 3440

Anyone got the info needed to make a colour-mono switcher box?

7588. Re: Atari ST Monitor Switch

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-21 09:01:09 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <IEI89.942$nJ.7455@newsfep3-gui.server.ntli.net>
Source record: 3441

Hello.
"The Caver!" <caver99@ntlworld.com> wrote in message
news:%nz89.37447$IU4.1139926@newsfep2-win.server.ntli.net...
> Anyone got the info needed to make a colour-mono switcher box?

Got one in stock, yours for a tenner, the bits will cost you more! (Yes,
they will)

Barrie at Keychange.

7589. Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-21 14:38:16 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>
Source record: 3442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Hi, apologies if this is dead obvious.Only recently got a falcon and trying to figure out my way round the atari os again after 11 years away.

What it is, is that in future, I'll be getting zero-X, which is an audio program that can handle wav files. Very useful to ba able to transfer between my PC and falcon, on the same disk (and my sampler too for that matter).

Also, all the software I'm currently getting, off the net, it's a bit of a ball ache transferring it onto floppy disk to go and put it on the falcon.
Is there a way I can make both the Falcon and the PC read the same iomega zip disk so that I can bump everything onto it and transfer it over like that.

(For info purposes, I have HD Driver 8 which I'm using to format the zip disks on currently)

Thanks if anyone can offer up some pointers... RJ

7590. Re: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-21 16:36:59 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <4kP89.2532$nJ.17356@newsfep3-gui.server.ntli.net>
Source record: 3443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com...
> Hi, apologies if this is dead obvious.

> Is there a way I can make both the Falcon and the PC read the same
> iomega zip disk so that I can bump everything onto it and transfer it
> over like that.

HDDriver v7 manual, page 17........

Barrie at Keychange.

www.keychange.co.uk

7591. Re: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-21 20:19:01 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0208211219.7c84548f@posting.google.com>
Source record: 3444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Rob <rob.jenkins2@btopenworld.com> wrote in message
news:<s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>...
> Is there a way I can make both the Falcon and the PC read the same
> iomega zip disk so that I can bump everything onto it and transfer it
> over like that.
I believe that HDriver has that option. Have you checked the manual?

Galen

7592. Re: Is there a way I can make my FALCON and PC read the same zip disk.... (iomega type)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-23 18:39:09 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ak5vgd$ie6$1@thorium.cix.co.uk>
Source record: 3445
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In message <s297mus974qk1ueplj753m5b8si4qgn37j@4ax.com>, rob.jenkins2@btopenworld.com said:

>Hi, apologies if this is dead obvious.Only recently got a falcon and
>trying to figure out my way round the atari os again after 11 years
>away.
...SNIP...
>Is there a way I can make both the Falcon and the PC read the same
>iomega zip disk so that I can bump everything onto it and transfer it
>over like that.
>
>(For info purposes, I have HD Driver 8 which I'm using to format the
>zip disks on currently)

Hi Rob!

Yes you should be able to do that. There should be no need to format the Iomega - just partition it with HDDRIVER and make sure that in 'Compatibility' the 'Windows' radio button is switched on and the 'TOS & Windows combined' checkbox is crossed. Note that this will only work with a single partition, but that shouldn't be a problem in your case.

As you may have seen earlier in c.s.a.st, I use a similar arrangement with SyQuest EZ135, using an Adaptec USB<->SCSI adapter. Originally I was going to move the drive from one machine to the other, but I managed to get a second drive cheap and now have one connected to either computer, so only need to move the carts. I see no reason why an Iomega should be different.

Regards, /Peter/

7593. STOCK FOR SALE - Atari 520/1040ST & associated items

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-25 14:54:32 UTC
From: nor999@aol.com
Message-ID: <3ab4b9f9.0208250654.7410d2ea@posting.google.com>
Source record: 3446

Small supplier/repair outfit closing and forced to sell stock.

Various 520/1040ST computers - working & non-working units, Memory upgrade kits (new) and memory chips, mice, monitor adaptor cables, switch boxes, spares and various bits and pieces etc. Hi-Res Monitors. Midi cables (new)

Ideal for person involved in training college or studio/s for CUBASE, Notator sequencing systems to enhance their repair/upgrade/service kit, service manuals also included.

Lot for sale, do not wish to seperate. Buyer collects. Email for list of items for disposal to nor999@aol.com.

Many thanks - Rick.

7594. CUBASE HANDBOOKS & ATRAI COMPUTING Magazines for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-28 11:36:53 UTC
From: nor999@aol.com
Message-ID: <3ab4b9f9.0208280336.c9579d4@posting.google.com>
Source record: 3447

The following training manuals/video are for sale and all in new
condition:

'The Complete CUBASE Handbook' by Udo Weyers & GC Carstensen, pp423.
Reprinted 1995. Designed for Atari ST, Apple Mac & MS-DOS platforms.
(when new ï¿½29.95)

'The Fast Guide to CUBASE' by Simon Millard, pp132
Reprinted 1988. Designed for all thre platforms. (when new ï¿½10.95)

'Steinburg CUBASE' Video Training Manual, Presented by Chris West.
100mins Produced 1995. VIDEO in PAL VHS format.(when new ï¿½29.99)

==========

'Atari Computing' Magazines for Sale
Issues 1 to 13, ie Sept '96 - April '99
All copies in very good condition. (when new ï¿½3.00 - ï¿½3.50 each)

All the above are available in Croydon, Surrey, UK.
If you are interested please email nor999@aol.com
Many thanks
Rick

7595. Atari Janus Emulator

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-31 17:47:49 UTC
From: Bernd Kopriva <bernd@kopriva.de>
Message-ID: <l802nuge77vlvg5c96hkjjkhgdcn4jqblo@4ax.com>
Source record: 3448
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
does anybody know the author of the software part of the Janus
Emulator (the old distributor couldn't help me) ?

Thanks Bernd

7596. Falcon Audio

Newsgroup: comp.sys.atari.st.tech
Date: 2002-08-31 19:10:33 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <pj8c9.12574$FJ1.667380@e3500-atl1.usenetserver.com>
Source record: 3449

My Falcon's audio inputs aren't working.
At first I thought it was the mini phono plug itself, so I opened the bird and began to probe around with my circut tester. Just off the phono plug are two round bushing looking things with wire coiled around them...from that point on the board (L35 & L33?) are orange looking butter bean components of some type marked B 102k which are then soldered onto the negative end of C56 in a Y like fashion.

Is this something original to the Falcon or has it been added (no telling who all has owned this CT2 Falcon before me)? Also, what are these 'butter bean' things exactly? I assume they are resisters of some sort...but what type exactly? I notice when I test identical looking components elsewhere in the Falcon with the circut tester set to the ohms setting (with falcon powered OFF), they give a 'consistent' reading between 100 and 102...but these two cause the reading to constantly jump erratically. Does this mean they are BAD? Should I replace them? If so...what on earth are they and how would I go about ordering them? I suspect this is the problem, as I accidentally discovered when probing around the phono jack with jumper wire that bypassing these butterbean things allows an audio input signal. For just a second with a very low audio level...I touched jumpers to bypass these two butter beans, and had crystal clear audio. I don't wanna blow anything...so just wondering what to do to get it working 'safely' again.

Here at the house I have a batch of 100ohm 1/4 watt %5 tolerence resisters (brown black brown gold). Would these work safely in place of the 102k orange butter beans?

Finally...I'd really like to have the Cubase patches done...maybe they've already been done...but how do I tell? I grabbed the schematics for the audio part of the falcon, but don't see most of the circuts listed at all...are they on the underside of the motherboard?

Thanks,
Brian

7597. Re: Falcon Audio

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-01 02:41:31 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D717E94.F93371A3@rogers.com>
Source record: 3450

Brian Roland wrote:

> My Falcon's audio inputs aren't working.
> At first I thought it was the mini phono plug itself, so I opened the bird
> and began to probe around with my circut tester. Just off the phono plug
> are two round bushing looking things with wire coiled around them...from
> that point on the board (L35 & L33?) are orange looking butter bean
> components of some type marked B 102k which are then soldered onto the
> negative end of C56 in a Y like fashion.
>
> Is this something original to the Falcon or has it been added (no telling
> who all has owned this CT2 Falcon before me)? Also, what are these 'butter
> bean' things exactly? I assume they are resisters of some sort...but what
> type exactly? I notice when I test identical looking components elsewhere
> in the Falcon with the circut tester set to the ohms setting (with falcon
> powered OFF), they give a 'consistent' reading between 100 and 102...but
> these two cause the reading to constantly jump erratically. Does this mean
> they are BAD? Should I replace them? If so...what on earth are they and
> how would I go about ordering them? I suspect this is the problem, as I
> accidentally discovered when probing around the phono jack with jumper wire
> that bypassing these butterbean things allows an audio input signal. For
> just a second with a very low audio level...I touched jumpers to bypass
> these two butter beans, and had crystal clear audio. I don't wanna blow
> anything...so just wondering what to do to get it working 'safely' again.
>
> Here at the house I have a batch of 100ohm 1/4 watt %5 tolerence resisters
> (brown black brown gold). Would these work safely in place of the 102k
> orange butter beans?
>
> Finally...I'd really like to have the Cubase patches done...maybe they've
> already been done...but how do I tell? I grabbed the schematics for the
> audio part of the falcon, but don't see most of the circuts listed at
> all...are they on the underside of the motherboard?
>
> Thanks,
> Brian

The "orange butter beans" as you call them sound like capacitors, the 102k value sounds like a 1 nanoFarad capacitor. The resistor is a 100 ohm value (brown black brown), the gold band is tolerance (5%).

7598. Re: Falcon Audio

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-01 05:54:55 UTC
From: rs.mac@t-online.de
Message-ID: <1fhtley.1tiy2w0za3d8kN%rs.mac@t-online.de>
Source record: 3351

Brian Roland <BJRoland@bellsouth.net> wrote:

> My Falcon's audio inputs aren't working.

Most of the problems you described based on shitty soldered smt parts
down mainboard. Sometimes bad capacitors and/or resistors block or
scrap the audio signal on one or both channels. DOITF030 contains in his
audio part the fitting of in german language with detail schematics.

Regards, Robert

--
-= Home of DOIT-Archive =-
____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7599. Atari ST for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-01 11:30:32 UTC
From: arie nagel <a.p.nagel@tm.tue.nl>
Message-ID: <akstn6$3mj$1@news.tue.nl>
Source record: 3352

Atari ST, 1 Mb, Arie Nagel (Eindhoven, Netherlands), Euro 15

Also: need a newer TOS.IMG (software) for emulation of the Atari on my PC
I have now on disk the first TOS (1985)
I don't think it is illegal (any more) to copy this, because Atari's are not
produced anymore, or?

7600. Re: Atari ST for sale

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-02 06:12:49 UTC
From: Laurent Vogel <lvl@club-internet.fr>
Message-ID: <3D730161.B637896C@club-internet.fr>
Source record: 3353

arie nagel wrote:
>
> Atari ST, 1 Mb, Arie Nagel (Eindhoven, Netherlands), Euro 15
>
> Also: need a newer TOS.IMG (software) for emulation of the Atari on my PC
> I have now on disk the first TOS (1985)
> I don't think it is illegal (any more) to copy this, because Atari's are not
> produced anymore, or?

it is still, technically, illegal.
browse the web for illegal ROM images, or download a legal open-source
TOS replacement called EmuTOS at

http://sourceforge.net/project/showfiles.php?group_id=36560&release_id=106479

The Netherlands internationalisation hasn't been done for EmuTOS yet,
but if you want you can contribute quite easily.

Laurent.

7601. Falcon030 hard drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-02 14:28:59 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <3d7371fc$1_3@corp.newsgroups.com>
Source record: 3354

I just recently bought a Falcon030 at an ebay auction. The problem is the Falcon030 cannot read from the harddrive after about 45 minutes to an hour. I then turn the compter off for about a half hour then turn it back on and the hard drive again can be accessed. I have an internal Conner 84MB CP2084R hard drive. I was wondering if any one out there has had a similar problem and how they solved it. Is this a hard drive issue or a power supply problem?

Thanks for all and any help.

Claude Bourgoin

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

7602. Re: Falcon030 hard drive problem

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-03 17:19:35 UTC
From: Peter Persson <pep@mbox306.swipnet.se>
Message-ID: <mc6d9.27400$t4.21929@nntpserver.swip.net>
Source record: 3355

Hi,

I had a similar problem. The original Conner 84mb drive SUCK badly.
I changed mine and the problem went away.

/Peter

7603. Mouse scheme

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-04 09:06:33 UTC
From: jb <jb.jb@mageos.com>
Message-ID: <3D75CD19.FCD41DBA@mageos.com>
Source record: 3356

Hello

I search the Atari mouse electronic scheme.
Is there someone who know where i can find it?

Thanks for your help.

Jacques

7604. Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-04 14:13:10 UTC
From: dogmeat <IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk>
Message-ID: <pTnd9.18$AP7.5054650@news.nnrp.ca>
Source record: 3357

Hi,

A while ago I bought Falcon with no HDD. Then I bought Falcon HDD
installation kit, and then 2.5" IBM HDD for 3GB.

Questions:

What do I do with it? TOS does not see it.

Do I need some sort of special drivers or something?

How do I find which is the version of my TOS? It just says (c) 1993 Atari...
No version number.

Thank you in advance!

7605. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-04 17:28:41 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D764308.87EC0F2C@rogers.com>
Source record: 3358

dogmeat wrote:

> Hi,
>
> A while ago I bought Falcon with no HDD. Then I bought Falcon HDD
> installation kit, and then 2.5" IBM HDD for 3GB.
>
> Questions:
>
> What do I do with it? TOS does not see it.
>
> Do I need some sort of special drivers or something?
>
> How do I find which is the version of my TOS? It just says (c) 1993 Atari...
> No version number.
>
> Thank you in advance!

Hi there,

Yes you need hard disk drivers. if you look in a search engine for HDdriver or Uwe seimet (the guy who created HDdriver) thats one of the Hard disk drivers thats popular. or perhaps someone could email you the AHDI (ataris oder hard disk drivers) that could work. You'll also need something like bigdos if you want to use really large (say over 512meg) partitions (which works well with HDDriver, I'm using that combination). Once youve run the hard disk driver and partitions ready you'll also hafta install the desktop icons for each partition.

7606. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-05 06:02:08 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3D76F360.5C6D0755@siemens.at>
Source record: 3359

James Alexander wrote:

> ... You'll also need something like bigdos if you
> want to use really large (say over 512meg) partitions (which works well with
> HDDriver, I'm using that combination)....

The partition size limit on the falcon is 1 GB with or without
bigdos. bigdos is only needed if you want to have more than 14
partitions.

Gerhard

7607. 2002 Atari Annual Swap and Sale Columbus OH USA

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-05 11:55:33 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <VCHd9.73168$ja.14760051@twister.columbus.rr.com>
Source record: 3360

2002 *** Atari Enthusiasts of Columbus, Ohio Annual Swap and Sale *** 2002
All Atari, used computing and game platforms, electronics, etc. are invited

September 14, 2002
Oakland Park Community Center
980 Lenore Ave.
Columbus, Ohio

9:00 a.m. through 3:00 p.m. Eastern Daylight Time

Admission $4.00/ person to maximum of $8/ family
Sales tables: $8.00, which includes one admission

http://www.angelfire.com/oh4/acec/acec.html

Please contact rarenz@columbus.rr.com if you wish to be placed on/ remain on
our mailing lists. We are trimming mailing costs.

Please contact for further information.

7608. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-05 13:13:51 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3D77588F.72691FDC@siemens.at>
Source record: 3362

dogmeat wrote:

> So, with Falcon, I will always need a floppy with driver to kick harddrive
> support? Kind of sad ;)

No. You need the floppy only for installation of the driver.
After that your Falcon will boot from the C partition until
the next HD crash ;-)

Gerhard

7609. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-05 13:59:37 UTC
From: dogmeat <IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk>
Message-ID: <XMId9.69$8y5.28464170@news.nnrp.ca>
Source record: 3361

Thanks, man! I didn't found HDDriver, only demo version. But I found CBHD502.TOS. I'll try it later on today.

So, with Falcon, I will always need a floppy with driver to kick harddrive support? Kind of sad ;)

What about TOS version? How do I find it? I suspect I have 4.04, but not sure...

> > A while ago I bought Falcon with no HDD. Then I bought Falcon HDD
> > installation kit, and then 2.5" IBM HDD for 3GB.
> >
> > Questions:
> >
> > What do I do with it? TOS does not see it.
> >
> > Do I need some sort of special drivers or something?
> >
> > How do I find which is the version of my TOS? It just says (c) 1993 Atari...
> > No version number.
> >
> > Thank you in advance!
>
> Hi there,
>
> Yes you need hard disk drivers. if you look in a search engine for HDdriver or
> Uwe seimet (the guy who created HDdriver) thats one of the Hard disk drivers
> thats popular. or perhaps someone could email you the AHDI (ataris oder hard
> disk drivers) that could work. You'll also need something like bigdos if you
> want to use really large (say over 512meg) partitions (which works well with
> HDDriver, I'm using that combination). Once youve run the hard disk driver and
> partitions ready you'll also hafta install the desktop icons for each partition.

7610. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-06 02:37:08 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D781515.1347363F@rogers.com>
Source record: 3363

Janka Gerhard wrote:

> James Alexander wrote:
>
> > ... You'll also need something like bigdos if you
> > want to use really large (say over 512meg) partitions (which works well with
> > HDDriver, I'm using that combination)....
>
> The partition size limit on the falcon is 1 GB with or without
> bigdos. bigdos is only needed if you want to have more than 14
> partitions.
>
> Gerhard

On me TT030 I needed bigdos to run partitions bigger than 512Megs, then it can go up to 1gig per partition. REalistically thats about as I need for recording cd's. Nothing else I do needs that much space in a single partition.

7611. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-06 05:43:38 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <al9f6d$1o1v90$1@ID-27442.news.dfncis.de>
Source record: 3364

dogmeat wrote:

> Thanks, man! I didn't found HDDriver, only demo version. But I found
> CBHD502.TOS. I'll try it later on today.

As HDDRIVER is commercial, supported software, you can only find the
demo version in the. The full version can be ordered from me or Atari
Workshop in the UK. Please refer to
http://www.seimet.de/hddriver_english.html for more information.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7612. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-06 05:44:56 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <al9f8r$1o1v90$2@ID-27442.news.dfncis.de>
Source record: 3365

James Alexander wrote:

> On me TT030 I needed bigdos to run partitions bigger than 512Megs, then it can go
> up to 1gig per partition. REalistically thats about as I need for recording
> cd's. Nothing else I do needs that much space in a single partition.

TOS 3.0x only supports 512 MB per partition without additional software.
TOS 4.0x supports 1 GB per partition without additional software.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7613. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-06 10:58:54 UTC
From: <>
Message-ID: <1031385466-62769AEicMi@ntlworld.com>
Source record: 3376

From: "dogmeat" <IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk>
Date: Thu, 5 Sep 2002 08:59:37 -0500

>Thanks, man! I didn't found HDDriver, only demo version. But I found
>CBHD502.TOS. I'll try it later on today.

There are some English files for CBHD in the Misc section of my web site if you
woulld like to try them.

Uwe's HDDriver is the preferred choice however.

Cheers

Derryck

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____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7614. Atari Reference Books on ebay uk

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-06 11:32:48 UTC
From: chris.crosskey@vicon.com
Message-ID: <97a8a4d8.0209060332.5488a307@posting.google.com>
Source record: 3366
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi folks,

I've stuck an Atari COmpendium, the Abacus Guide to ST Internals and
two copies of the Compute! technical reference to Atari TOS on ebay
UK.
chrisc

7615. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-06 13:28:00 UTC
From: dogmeat <IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk>
Message-ID: <gp1e9.107$7F2.49283190@news.nnrp.ca>
Source record: 3367

Dear Mr. Dr.,

You can keep your excellent commercial driver in your greedy commercial fingers. I am really sorry for you. You try to rip off owners of 10+ years old computer equipment. I'm really glad Open Source will eventually eliminate your type of mentality. You are history. There is no place for you in modern world. Bye bye.

> > Thanks, man! I didn't found HDDriver, only demo version. But I found
> > CBHD502.TOS. I'll try it later on today.
>
> As HDDRIVER is commercial, supported software, you can only find the
> demo version in the. The full version can be ordered from me or Atari
> Workshop in the UK. Please refer to
> http://www.seimet.de/hddriver_english.html for more information.

7616. Can two floppy drives be attached to the internal Mega floppy connector?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-06 18:41:43 UTC
From: dglish@execpc.com
Message-ID: <655cdc62.0209061041.67507b1@posting.google.com>
Source record: 3368

Can two floppy drives be attached to the internal floppy connector in a Mega-ST? The internal cable is a standard 34 pin IBM type of cable and the drive uses a standard IBM type power connection.

I am putting this Mega into an IBM type of case and would rather bring both the A and B drives off of the internal connector instead of running a cable from the B drive in the back of the motherboard to the front of the case.

I will have to make a floppy cable extension since the cable that comes with the Mega is soldered onto the motheroboard and is way to short to go to the front of the case.

I have the system up and running now, except for the floppy drives being hooked up

Dave Glish

7617. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-06 18:49:02 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d7906a21f27090@tripnet.se>
Source record: 3369

On Fri 06-09-2002 08:28 (-0500) dogmeat wrote:

>You can keep your excellent commercial driver in your greedy commercial
>fingers. I am really sorry for you. You try to rip off owners of 10+ years
>old computer equipment. I'm really glad Open Source will eventually

He, he, you seem to have got a few things wrong... On 10+ years hardware
you really have no use for Hddriver in the first place. AHDI and a
software cache will do the job just fine on a 40 MB harddisk or whatever
size yours is.

>eliminate your type of mentality. You are history. There is no place for you
>in modern world. Bye bye.

I would think mr Seimet already is aware of that but nevertheless he
still support his product without gaining very much income from it.

You may think of us Atari users as a museum of the past. If so, welcome
in and enjoy the visit. But don't forget to pay the entrance fee, because
we are soo comercial in here... :-)

>> > Thanks, man! I didn't found HDDriver, only demo version. But I found
>> > CBHD502.TOS. I'll try it later on today.
>>
>> As HDDRIVER is commercial, supported software, you can only find the
>> demo version in the. The full version can be ordered from me or Atari
>> Workshop in the UK. Please refer to
>> http://www.seimet.de/hddriver_english.html for more information.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7618. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-06 19:15:29 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <alaush$56a$1@thorium.cix.co.uk>
Source record: 3370

In message <gp1e9.107$7F2.49283190@news.nnrp.ca>, IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk said:

>Dear Mr. Dr.,
>
>You can keep your excellent commercial driver in your greedy commercial
>fingers. I am really sorry for you. You try to rip off owners of 10+ years
>old computer equipment. I'm really glad Open Source will eventually
>eliminate your type of mentality. You are history. There is no place for you
>in modern world. Bye bye.

Seems to me that it's more than just spam you hate! Why do you expect to get the fruit of a lot of work for free? Specially as Uwe has kept on improving and updating HDDRIVER, and is also extremely helpful to all c.s.a.st users when questions about hard drives are raised.

It's your and kindred peoples' attitude that has helped to kill the Atari software market. The Atari software available (with one or 2 exceptions such as Calamus) is remarkably cheap. NO ONE can now make a living from the platform, but every little income helps those who have spent many hours producing it. So grow up, or piss off!

/Peter/

7619. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-06 22:15:06 UTC
From: dogmeat <IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk>
Message-ID: <s79e9.127$PJ1.78529578@news.nnrp.ca>
Source record: 3371

> Why do you expect to get the fruit of a lot of work for free?

I don't. I'll stay happy with AHDI. Or reverse-engine and improve it, if AHDI is not good enough for my needs - under GNU license. Like a normal person. And all greedy lost souls will burn in hell ;)

7620. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-07 01:27:27 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <kpce9.33465$%P6.7254968@e3500-atl1.usenetserver.com>
Source record: 3372

"dogmeat" <IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk> wrote in message
news:gp1e9.107$7F2.49283190@news.nnrp.ca...
> Dear Mr. Dr.,
>
> You can keep your excellent commercial driver in your greedy commercial
> fingers. I am really sorry for you. You try to rip off owners of 10+ years
> old computer equipment. I'm really glad Open Source will eventually
> eliminate your type of mentality. You are history. There is no place for you
> in modern world. Bye bye.

Greedy? RipOff?
I've purchaced every major version revision of HDDriver since 1995 or so, and estimate this has cost me well under $200 US...that's including any over seas transactions I've had to take care of. It is hardly a rip off if you intend on using any modern devices with various platform compatability and supporting large partitions.

The day people like him are history in what's left of Atari progress, will be the day many Atari machines are suitable for little more than a door stop.

Case in point:
My Falcon's IDE hard disk died once.
I began searching for a suitable replacement.
The new/fast drives were pennys per meg, while the few places that still had drives under say...20gig wanted dollars per meg...for a slower...often reburbished unit even. So...thanks to HDDriver, I was able to buy a brand spanking new 30gig, under warrenty, whispering quiet, credit card sized, power conserving, 2.5" type hard drive, plug it right in with no need for special made cables or power supply hacks, and access EVERY SINGLE byte of space. Even if you include the price of HDDriver (which is quite inexpensive), it still comes out a better deal than scouraging and over paying for obsolete hardware.

These drivers offer access to a range of SCSI devices that no other product for Atari....Paid or FREE can even see. I.E. The XHDI and SCSI Driver support make it possible to see and use Ethernet devices, SCANNERS, Flash RAM devices, and much more.

There is nothing greedy about his small fees for excellent software.
Some people are not made out of money, and have the good sense to ask those who need/appreciate their talents to kick in on the light bill. If this guy were truly greedy...he certianly would not waste time coding for a dead platform, and trying his best to support a product he introduced YEARS ago. Most software developers left Atari years ago. It's extremely HIGH personal ethics that keeps this man offering to attempt any Atari support in the first place.

Case in point:
If Uwe were truly greedy, he would unplug his Atari Machine(s) and toss them in the garbage bin, then have his government provide him with a single PC. He would stop supporting HDDriver period...because chances are, it cost him more time, grief, and resources than he ever recieves any compensation for...in messing with registrations, reporting taxes, and any possible royalties he might owe for including various patented technolgies in the software. Then, he would load his new PC with groovy Open Source code, and spend his spare time having fun, posting deragatory crap about people with the know how to get things DONE. He would come out with one or two simple products for the PeeCee that steal copy writed material and join a few chain mail/parymid schemes. He'd make a few IE cookies that can pinpoint how many yards of toilet paper you use in a month and sell it to Proctor and Gamble for outrageous fees. He'd invent 'open source' ideas and flood the market with it, then decide to start charging for all his 'groovy free code'. And the list goes on.

Consider this:
To make software that supports particular hardware:
1. You must gather information about the hardware in question.
This means phone calls and development kits. These often are NOT free! Even if they are free...they still require considerable costs in phone calls, shipping, and TIME.
2. If you have at least a PHD Degree, and people all over the world are willing to pay you thousands of dollars an hour to set up 30min presentations, and you have the knowledge and understanding of software and hardware to code for any OS, with user interfaces in 2 or more languages, and you have family and friends that actually like to spend a few a days a year with you, and even if you charge a few bucks for a piece of code you do for a dead platform you're loosing time money on...then why the hell would you even bother to support it at ALL?

You really need to get a clue about open source software, its purpose, and the practical applications for it. I'm all for opensource...but at the same time, there is a time and place for it. The majority of it comes from university students and is quite limited in what it can do/support. It's usually at least 3 years BEHIND the REAL WORLD in terms of hardware/protocol support.

Once these very same students have done their 'home-work' and paid their governments or private schools to 'learn how' to code for these open source projects...they do have to move on and find PAYING WORK to survive and feed their families.

Almost ALL of your glorious FREE stuff is dependent on the TAX dollars of the so called GREEDY people who work for a living. A rather healthy chunck of the World Economy is based on computer hardware/software sales and activity. Take any 3 of the giant companies that everyone hates so much (I.E. IBM, MicroSoft) out of the equasion, and well...there's goes enough world TAX revenu to fund a hundred and ten of your glorious Government Funded Opensource projects.

Nothing is FREE!
You're underestimating the value of persons like Uwe, and overestimating your glorious pie in the sky OpenSource dream universe. Yeah, that's right. If Uwe were truly so greedy...he wouldn't waste his time on Atari, and his lifestyle and chosen career would be about as unethical as your own (as demonstrated here

in the newsgroups).

Case In Point:
CueBase Audio for Falcon is Ancient! It's no longer supported.
Yet, there's nothing from OpenSource that comes even CLOSE to this product.
There likely NEVER will be. Those with the ability and resources to make such
complex products are...well...busy making a living.

If you don't wish to buy HDDriver...that's all fine. Attacking Uwe is highly
uncalled for however.

Nuff Said!
Brian

7621. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-07 01:54:34 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D795C9D.D8B541A9@rogers.com>
Source record: 3373

Brian Roland wrote:

> "dogmeat" <IHATESPAMd0gm3a7@yahooSPAM.coSPAM.uk> wrote in message
> news:gp1e9.107$7F2.49283190@news.nnrp.ca...
> > Dear Mr. Dr.,
> >
> > You can keep your excellent commercial driver in your greedy commercial
> > fingers. I am really sorry for you. You try to rip off owners of 10+ years
> > old computer equipment. I'm really glad Open Source will eventually
> > eliminate your type of mentality. You are history. There is no place for you
> > in modern world. Bye bye.
>
> Greedy? RipOff?
> I've purchaced every major version revision of HDDriver since 1995 or so, and
> estimate this has cost me well under $200 US...that's including any over seas
> transactions I've had to take care of. It is hardly a rip off if you intend on
> using any modern devices with various platform compatability and supporting
> large partitions.
>
> The day people like him are history in what's left of Atari progress, will be
> the day many Atari machines are suitable for little more than a door stop.

While I still use a lot of older software, I do realize Uwe Seimets HDdriver, and other software for the Atari systems are valuable. I got HDdriver in the fall of last year for my TT030 and it works fine and is worth the money. Definately better than my experiences with microsoft software for example. For that matter its less costly and works better than some other atari software I've used over the years.

7622. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-07 04:47:11 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <alc08h$1oo282$1@ID-27442.news.dfncis.de>
Source record: 3374

dogmeat wrote:

> You can keep your excellent commercial driver in your greedy commercial
> fingers. I am really sorry for you. You try to rip off owners of 10+ years
> old computer equipment. I'm really glad Open Source will eventually
> eliminate your type of mentality. You are history. There is no place for you
> in modern world. Bye bye.

Bye. Nobody is forced to use my software, indeed. :-). Fortunately there
are a lot of other non-commercial drivers for the Atari with much better
support, or am I wrong? :)

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7623. Re: Can two floppy drives be attached to the internal Mega floppy connector?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-07 06:43:13 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <5ehe9.930$Ke5.56167574@newssvr14.news.prodigy.com>
Source record: 3375

Hi Dave,

"Dave Glish" <dglish@execpc.com> wrote in message
news:655cdc62.0209061041.67507b1@posting.google.com...
> Can two floppy drives be attached to the internal floppy connector in
> a Mega-ST? The internal cable is a standard 34 pin IBM type of cable
> and the drive uses a standard IBM type power connection.
>
> I am putting this Mega into an IBM type of case and would rather bring
> both the A and B drives off of the internal connector instead of
> running a cable from the B drive in the back of the motherboard to the
> front of the case.
>
> I will have to make a floppy cable extension since the cable that
> comes with the Mega is soldered onto the motheroboard and is way to
> short to go to the front of the case.
>
> I have the system up and running now, except for the floppy drives
> being hooked up
>
> Dave Glish

I put my Mega into a big tower a long time ago. I am running both floppies
off of the internal connector. I don't remember having to do anything
special for it. If you use a straight cable you need to set the drive select
jumber on the second drive for DS1 (DS2 if numbers start from 1). You can
also use a IBM style floppy cable, with the twist in it, and you shouldn't
have to change the drive select.

As I said, I don't think I had to modify anything. However, it has been quite
a while since I did this. If I did modify anything, it was a simple jumper of the
drive select from the external floppy connector to the second drive select of
the internal one. Just give it a try. If you have any problems, I can check my
to see what I did.

Richard Anderson

7624. Re: Can two floppy drives be attached to the internal Mega floppy connector?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-07 14:27:57 UTC
From: dglish@execpc.com
Message-ID: <655cdc62.0209070627.42736d86@posting.google.com>
Source record: 3377

"Richard Anderson" <richard_anderson@pacbell.net> wrote in message
news:<5ehe9.930$Ke5.56167574@newssvr14.news.prodigy.com>...
> Hi Dave,
>
> "Dave Glish" <dglish@execpc.com> wrote in message
news:655cdc62.0209061041.67507b1@posting.google.com...
> > Can two floppy drives be attached to the internal floppy connector in
> > a Mega-ST? The internal cable is a standard 34 pin IBM type of cable
> > and the drive uses a standard IBM type power connection.
> >
> > I am putting this Mega into an IBM type of case and would rather bring
> > both the A and B drives off of the internal connector instead of
> > running a cable from the B drive in the back of the motherboard to the
> > front of the case.
> >
> > I will have to make a floppy cable extension since the cable that
> > comes with the Mega is soldered onto the motheroboard and is way to
> > short to go to the front of the case.
> >
> > I have the system up and running now, except for the floppy drives
> > being hooked up
> >
> > Dave Glish
>
> I put my Mega into a big tower a long time ago. I am running both floppies
> off of the internal connector. I don't remember having to do anything
> special for it. If you use a straight cable you need to set the drive select
> jumber on the second drive for DS1 (DS2 if numbers start from 1). You can
> also use a IBM style floppy cable, with the twist in it, and you shouldn't
> have to change the drive select.
>
> As I said, I don't think I had to modify anything. However, it has been quite
> a while since I did this. If I did modify anything, it was a simple jumper of the
> drive select from the external floppy connector to the second drive select of
> the internal one. Just give it a try. If you have any problems, I can check my
> to see what I did.
>
> Richard Anderson

Thanks for the reply. Do you remember how you handled the short
internal cable problem. I'm leary about trying to remove the original
cable and put a new cable directly onto the motherboard. I'm working
on making a cable with a male end on it to plug into the existing
short cable.

Dave Glish

7625. Re: Can two floppy drives be attached to the internal Mega floppy connector?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-07 17:09:52 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.d8557df1.92741e62.chongdochongdo@ichongdo.com>
Source record: 3378

Hello,

Dans le message <655cdc62.0209070627.42736d86@posting.google.com>
Dave Glish a ï¿½crit:
>"Richard Anderson" <richard_anderson@pacbell.net> wrote in message news:<5eh
>e9.930$Ke5.56167574@newssvr14.news.prodigy.com>...
>> Hi Dave,
>>
>> > [2 internal FDD for MegaST]
>>
>> I put my Mega into a big tower a long time ago. I am running both
>> floppies off of the internal connector. I don't remember having to do
>> anything special for it. If you use a straight cable you need to set
>> the drive select jumber on the second drive for DS1 (DS2 if numbers
>> start from 1). You can also use a IBM style floppy cable, with the
>> twist n it, and you shouldn't have to change the drive select.
>>
>> As I said, I don't think I had to modify anything. However, it has
>> been quite a while since I did this. If I did modify anything, it was
>> a simple jumper of the drive select from the external floppy connector
>> to the second drive select of the internal one. Just give it a try.
>> If you have any problems, I can check my to see what I did.

I agree : nothing else to do, than setting a jumper or using a PC
twisted cable.

>Thanks for the reply. Do you remember how you handled the short
>internal cable problem. I'm leary about trying to remove the original
>cable and put a new cable directly onto the motherboard. I'm working
>on making a cable with a male end on it to plug into the existing
>short cable.

I desoldered the original connector and replaced it with with a male one.
But I think what you plan will work : FDD isn't as sensitive as SCSI!

J.-Luc

--
+=====+ ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de spammeurs. Pour
|eC.cu|r| me rï¿½pondre, lire mon adresse en partant du centre vers
|c+=+L|f| l'extï¿½rieur de la spirale ci-contre, en sens inverse de
|c|J|-|.| celui des aiguilles d'une montre.
|o|ean|o| -=oOo=-
|l+===+o| "From" and "Reply-To" are spammers' adresses. If you wish
|i@wanad| to contact me, read my adress going counterclockwise from
+=======+ centre to outside the spiral on the left.

7626. Re: Falcon HDD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-08 01:29:46 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D7AA84E.87143213@rogers.com>
Source record: 3379

Uwe Seimet wrote:

> dogmeat wrote:
>
> > You can keep your excellent commercial driver in your greedy commercial
> > fingers. I am really sorry for you. You try to rip off owners of 10+ years
> > old computer equipment. I'm really glad Open Source will eventually
> > eliminate your type of mentality. You are history. There is no place for you
> > in modern world. Bye bye.
>
> Bye. Nobody is forced to use my software, indeed. :-). Fortunately there
> are a lot of other non-commercial drivers for the Atari with much better
> support, or am I wrong? :)

As I've said before I dont mind HDdriver being commercial. its not as expensive as others and does work rather well once its setup ok. This guy also forgets that you've done a few other programs as shareware or freeware.

7627. Re: Can two floppy drives be attached to the internal Mega floppy connector?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-08 06:57:57 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <VxCe9.1522$v_1.25747818@newssvr13.news.prodigy.com>
Source record: 3380

Dave,

"Dave Glish" <dglish@execpc.com> wrote in message
news:655cdc62.0209070627.42736d86@posting.google.com...
> "Richard Anderson" <richard_anderson@pacbell.net> wrote in message
news:<5ehe9.930$Ke5.56167574@newssvr14.news.prodigy.com>...
> > Hi Dave,
> >
> > "Dave Glish" <dglish@execpc.com> wrote in message
news:655cdc62.0209061041.67507b1@posting.google.com...
> > > Can two floppy drives be attached to the internal floppy connector in
> > > a Mega-ST? The internal cable is a standard 34 pin IBM type of cable
> > > and the drive uses a standard IBM type power connection.
> > >
> > > I am putting this Mega into an IBM type of case and would rather bring
> > > both the A and B drives off of the internal connector instead of
> > > running a cable from the B drive in the back of the motherboard to the
> > > front of the case.
> > >
> > > I will have to make a floppy cable extension since the cable that
> > > comes with the Mega is soldered onto the motheroboard and is way to
> > > short to go to the front of the case.
> > >
> > > I have the system up and running now, except for the floppy drives
> > > being hooked up
> > >
> > > Dave Glish
> >
> > I put my Mega into a big tower a long time ago. I am running both floppies
> > off of the internal connector. I don't remember having to do anything
> > special for it. If you use a straight cable you need to set the drive select
> > jumber on the second drive for DS1 (DS2 if numbers start from 1). You can
> > also use a IBM style floppy cable, with the twist in it, and you shouldn't
> > have to change the drive select.
> >
> > As I said, I don't think I had to modify anything. However, it has been quite
> > a while since I did this. If I did modify anything, it was a simple jumper of the
> > drive select from the external floppy connector to the second drive select of
> > the internal one. Just give it a try. If you have any problems, I can check my
> > to see what I did.
> >
> > Richard Anderson
>
> Thanks for the reply. Do you remember how you handled the short

> internal cable problem. I'm leary about trying to remove the original
> cable and put a new cable directly onto the motherboard. I'm working
> on making a cable with a male end on it to plug into the existing
> short cable.
>
> Dave Glish

Right now my machine is not out, so it is not convenient for me to check it.
I believe I did just what your proposing. I know that you can get a male
insulation displacement 34 pin plug connector, but I didn't see it in my
Jameco catalog. I do remember that it was one of the pricier connectors.
I've used them for a couple of different projects. I also once soldered
all of the ribbon cable wires to a PCB-mount plug to make an adapter
to use 8" drives on my 8-bit Atari, but that can be a real pain.

Richard Anderson

7628. FontGDOS FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-09 05:55:19 UTC
From: michxel.robillxrd@the-spa.com
Message-ID: <bJWe9.521781$m91.20834508@bin5.nnrp.aus1.giganews.com>
Source record: 3381

Does FONTGDOS work with the Falcon
When I run FONTGDOS from the auto folder I get the message that theres
is an illegal device in ASSIGN.SYS and that FONTGDOS is not Installed

When I check ASSIGN.SYS I noticed that device id 41 or 42 has been
added.I cannot delete 41 or 42 using the Driver Installation under the
Printer Selector CPX.

Thanks
Mike
x=a

7629. Re: FontGDOS FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-09 07:53:57 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <psYe9.11204$_I1.28212@news-server.bigpond.net.au>
Source record: 3382

Sorry, wont work. You need speedo gdos or better..

Mark

<michxel.robillxrd@the-spa.com> wrote in message
news:bJWe9.521781$m91.20834508@bin5.nnrp.aus1.giganews.com...
> Does FONTGDOS work with the Falcon
> When I run FONTGDOS from the auto folder I get the message that theres
> is an illegal device in ASSIGN.SYS and that FONTGDOS is not Installed
>
> When I check ASSIGN.SYS I noticed that device id 41 or 42 has been
> added.I cannot delete 41 or 42 using the Driver Installation under the
> Printer Selector CPX.
>
> Thanks
> Mike
> x=a

7630. Re: FontGDOS FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-09 09:51:44 UTC
From: <>
Message-ID: <1031558202-324256AEicMi@ntlworld.com>
Source record: 3383

From: michxel.robillxrd@the-spa.com
Date: Mon, 09 Sep 2002 05:55:19 GMT

>Does FONTGDOS work with the Falcon

Don't know, but there's no reason to think that it doesn't.

>When I check ASSIGN.SYS I noticed that device id 41 or 42 has been
>added.I cannot delete 41 or 42 using the Driver Installation under the
>Printer Selector CPX.

What is the device as a matter of interest?

Anyway, forget the CPX. Load ASSIGN.SYS into a text editor and remove the line
yourself, save (as ASCII) and reboot.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7631. Cubase problem - can't select different banks and patches.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-09 10:20:53 UTC
From: info_seeker <rob.jenkins2@btopenworld.com>
Message-ID: <tmsonu0kql44i36b14625ijn94icpt8ifc@4ax.com>
Source record: 3384
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st.tech

Before you all wonder why I don't read the manual, it's because it's in german, and I can't.

I've seen on the PC version how I do it,but I can't seem to select alternative banks from my synth (JX305) in atari cubase 3.

Can anyone point me in the right direction.

In my list of outputs at the moment, I've got a choice of AX60, D110, S-10 and a few others, but no sort of general patch allowance. I can play my synth if all I want to do is use the standard sounds in bank 1, but I want to be able to use others from other banks. (which would go the same for by drum machine also)

Any advice.

7632. Re: FontGDOS FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-09 13:27:16 UTC
From: michael.robillard@the-spa.com
Message-ID: <Uk1f9.414039$Aw4.17312439@bin2.nnrp.aus1.giganews.com>
Source record: 3385

On 9 Sep 2002 08:51:44 -, <derryck@.NOT~THIS~cix.co.uk> wrote:
>From: michxel.robillxrd@the-spa.com
>Date: Mon, 09 Sep 2002 05:55:19 GMT
>
>>Does FONTGDOS work with the Falcon
>
>Don't know, but there's no reason to think that it doesn't.
>
>>When I check ASSIGN.SYS I noticed that device id 41 or 42 has been
>>added.I cannot delete 41 or 42 using the Driver Installation under the
>>Printer Selector CPX.
>
>What is the device as a matter of interest?
>
>Anyway, forget the CPX. Load ASSIGN.SYS into a text editor and remove the line
>yourself, save (as ASCII) and reboot.
>
>
>Cheers
>
>Derryck
I tried to recreate the problem and noticed that the warning actual
says illegal workstation in ASSIGN.SYS

I used the cpx modules to create new assign and extend sys files.
I then loaded assign.sys into text editor and saved as ascii

For some reason 41 or 42 is not being added but if I recall it was
either META or MEMORY (but I'm not sure)

7633. Re: Cubase problem - can't select different banks and patches.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-09 13:29:45 UTC
From: info_seeker <rob.jenkins2@btopenworld.com>
Message-ID: <vc8pnu8hue09484pl4b1mbi1bcri8mu98q@4ax.com>
Source record: 3386
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st.tech

Having found a bit of info, I realise I can get rid of the AX60 and
D110 (which I don't own) by deleting them, but still can't find
anything on bank selection.
As a thought, can I use sattelite to switch banks, or is that only for
synths that have been edited using synthworks.

On Mon, 9 Sep 2002 10:20:53 +0000 (UTC), info_seeker
<rob.jenkins2@btopenworld.com> wrote:

>Before you all wonder why I don't read the manual, it's because it's
>in german, and I can't.
>
>I've seen on the PC version how I do it,but I can't seem to select
>alternative banks from my synth (JX305) in atari cubase 3.
>
>Can anyone point me in the right direction.
>
>In my list of outputs at the moment, I've got a choice of AX60, D110,
>S-10 and a few others, but no sort of general patch allowance. I can
>play my synth if all I want to do is use the standard sounds in bank
>1, but I want to be able to use others from other banks. (which would
>go the same for by drum machine also)
>
>Any advice.

7634. Re: Cubase problem - can't select different banks and patches.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-09 15:10:11 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <rQ2f9.1828$Ni4.15945@newsfep3-gui.server.ntli.net>
Source record: 3387
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st.tech

Hello.

> On Mon, 9 Sep 2002 10:20:53 +0000 (UTC), info_seeker
> <rob.jenkins2@btopenworld.com> wrote:
>
> >Before you all wonder why I don't read the manual, it's because it's
> >in german, and I can't.

No doubt some one will post the procedure but try
http://www.freetranslation.com/

This will give you an idea.

Here's a clue, it involves control changes, read the manual for the synth.

Barrie at Keychange.

7635. Re: Can two floppy drives be attached to the internal Mega floppy connector?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-09 23:30:45 UTC
From: dglish@execpc.com
Message-ID: <655cdc62.0209091530.732ff956@posting.google.com>
Source record: 3388

"Richard Anderson" <richard_anderson@pacbell.net> wrote in message
news:<VxCe9.1522$v_1.25747818@newssvr13.news.prodigy.com>...
> Dave,
>
> "Dave Glish" <dglish@execpc.com> wrote in message
news:655cdc62.0209070627.42736d86@posting.google.com...
> > "Richard Anderson" <richard_anderson@pacbell.net> wrote in message
news:<5ehe9.930$Ke5.56167574@newssvr14.news.prodigy.com>...
> > > Hi Dave,
> > >
> > > "Dave Glish" <dglish@execpc.com> wrote in message
news:655cdc62.0209061041.67507b1@posting.google.com...
> > > > Can two floppy drives be attached to the internal floppy connector in
> > > > a Mega-ST? The internal cable is a standard 34 pin IBM type of cable
> > > > and the drive uses a standard IBM type power connection.
> > > >
> > > > I am putting this Mega into an IBM type of case and would rather bring
> > > > both the A and B drives off of the internal connector instead of
> > > > running a cable from the B drive in the back of the motherboard to the
> > > > front of the case.
> > > >
> > > > I will have to make a floppy cable extension since the cable that
> > > > comes with the Mega is soldered onto the motheroboard and is way to
> > > > short to go to the front of the case.
> > > >
> > > > I have the system up and running now, except for the floppy drives
> > > > being hooked up
> > > >
> > > > Dave Glish
> > >
> > > I put my Mega into a big tower a long time ago. I am running both floppies
> > > off of the internal connector. I don't remember having to do anything
> > > special for it. If you use a straight cable you need to set the drive select
> > > jumber on the second drive for DS1 (DS2 if numbers start from 1). You can
> > > also use a IBM style floppy cable, with the twist in it, and you shouldn't
> > > have to change the drive select.
> > >
> > > As I said, I don't think I had to modify anything. However, it has been quite
> > > a while since I did this. If I did modify anything, it was a simple jumper of the
> > > drive select from the external floppy connector to the second drive select of
> > > the internal one. Just give it a try. If you have any problems, I can check my
> > > to see what I did.
> > >
> > > Richard Anderson

> >
> > Thanks for the reply. Do you remember how you handled the short
> > internal cable problem. I'm leary about trying to remove the original
> > cable and put a new cable directly onto the motherboard. I'm working
> > on making a cable with a male end on it to plug into the existing
> > short cable.
> >
> > Dave Glish
>
> Right now my machine is not out, so it is not convenient for me to check it.
> I believe I did just what your proposing. I know that you can get a male
> insulation displacement 34 pin plug connector, but I didn't see it in my
> Jameco catalog. I do remember that it was one of the pricier connectors.
> I've used them for a couple of different projects. I also once soldered
> all of the ribbon cable wires to a PCB-mount plug to make an adapter
> to use 8" drives on my 8-bit Atari, but that can be a real pain.
>
> Richard Anderson

I will try using the twisted cable. I decided to take a chance and
remove the old cable from the connector on the Motherboard and attach
a new, longer cable. It worked. Now I just have to find that second
double density drive that I have lying around somewhere.

Otherwise the system is working great. I have a 240mb drive, CDrom
drive and an Exabyte tape backup unit in the computer. I don't have
the CDrom drive working yet. I have to find the ICD driver disk that
allows the use of the CDrom. Next I am making a cable to allow me to
use an old Multisync monitor with the computer. I have all of the
parts, just need to solder it all together.

Dave Glish

7636. Re: FontGDOS FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-10 00:00:27 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <vCaf9.13511$_I1.37110@news-server.bigpond.net.au>
Source record: 3389

The problem (from memory), is that GDOS and FontGDOS does not support Falcon screen drivers. That is why Atari released the Falcon with Speedo, which does. There are only 2 versions of Gdos that work Speedo and NVDI.

Mark

"Michael Robillard" <michael.robillard@the-spa.com> wrote in message news:Uk1f9.414039$Aw4.17312439@bin2.nnrp.aus1.giganews.com...
> On 9 Sep 2002 08:51:44 -, <derryck@.NOT~THIS~cix.co.uk> wrote:
> >From: michxel.robillxrd@the-spa.com
> >Date: Mon, 09 Sep 2002 05:55:19 GMT
> >
> >>Does FONTGDOS work with the Falcon
> >
> >Don't know, but there's no reason to think that it doesn't.
> >
> >>When I check ASSIGN.SYS I noticed that device id 41 or 42 has been
> >>added.I cannot delete 41 or 42 using the Driver Installation under the
> >>Printer Selector CPX.
> >
> >What is the device as a matter of interest?
> >
> >Anyway, forget the CPX. Load ASSIGN.SYS into a text editor and remove the line
> >yourself, save (as ASCII) and reboot.
> >
> >
> >Cheers
> >
> >Derryck
> I tried to recreate the problem and noticed that the warning actual
> says illegal workstation in ASSIGN.SYS
>
> I used the cpx modules to create new assign and extend sys files.
> I then loaded assign.sys into text editor and saved as ascii
>
> For some reason 41 or 42 is not being added but if I recall it was
> either META or MEMORY (but I'm not sure)

7637. Re: FontGDOS FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-10 11:52:06 UTC
From: <>
Message-ID: <1031731106-86981AEicMi@ntlworld.com>
Source record: 3393

From: michael.robillard@the-spa.com (Michael Robillard)
Date: Mon, 09 Sep 2002 13:27:16 GMT

>I tried to recreate the problem and noticed that the warning actual
>says illegal workstation in ASSIGN.SYS

I'm not totally sure if FontGDOS works the same way as the original GDOS,
but devices listed in ASSIGN.SYS are only loaded when they are needed,
unless you specify otherwise.

Perhaps FontGDOS isn't Falcon-friendly after all as Mark has suggested.

>For some reason 41 or 42 is not being added but if I recall it was
>either META or MEMORY (but I'm not sure)

Devices are grouped into a range of numbers (this from my NVDI
installation!):

21 PCL.SYS
22 ESCP2.SYS
31 META.SYS
61 MEMORY.SYS
81 STFAXSPD.SYS
91 IMG.SYS

I can't remember what sort of device is assigned to the range 40-49.

If you can, I would strongly recommend using NVDI instead as it will also
give you a worth-while increase in screen redraw speed as well as access to
newer printers and a wide range of PostScript, TTF and Speedo fonts.

Cheers

Derryck

--

____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7638. Re: Can two floppy drives be attached to the internal Mega floppy connector?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-10 12:17:14 UTC
From: chris.crosskey@vicon.com
Message-ID: <97a8a4d8.0209100417.79f92f9b@posting.google.com>
Source record: 3390

If you get a double-sided piece of header (I used to have some somewhere, can't remember where it is now but I can look for it tonight), then you can use it to attach a PC floppy cable (with the twist) to the standard cable in the Atari...Iv'e seen it done and it worked OK...floppy isn't that cable sensitive...

chrisc

7639. PRO-24 III HELP NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-10 16:25:58 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0209100825.2655b248@posting.google.com>
Source record: 3392

HERE'S MY SETUP:

ATARI 1040 STF
ATARI SC1224
STEINBERG PRO-24 III

AFTER CREATING A "WORKABLE COPY" FROM MY ORIGINAL DISK, THE COPY BOOTS FINE AND THE PROGRAM WILL RUN FOR HOURS.

AFTER A FEW BOOTS, THE DISK BECOMES CORRUPT AND I GET THE FOLLOWING ERROR:

DATA ON THE DISK MAY BE DAMAGED...

CANCEL
RETRY

ALSO, ON REBOOT THE DESKTOP IS IN LOW-REZ MODE AND THE FLOPPY HAS LESS BYTES USED.

ARE MY DISKS BECOMING CORRUPT OR AM I JUST USING A BAD BATCH OF FLOPPIES?
IS MY FLOPPY CONTROLLER DEAD? (OTHER DISKS WORK FINE).

THX IN ADVANCE!

7640. Atari as a MIDI interface for the Mac and PC

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-10 17:25:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <15070_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 3391

As it is easy to write a piece of software to make an ST or TT able to become a wire between its MIDI ports and one serial port, has anyone ever tryed to use it as a MIDI interface for the Mac ? What procedure would you take to use it with Mac programs, special drivers needed ? Is it enough to tell the software you are using a midi interface on the modem/printer port ?

And what about the PC ? Is it possible to install a driver for windows ? Is there any MIDI interface to connect on the serial port that you can use ?

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
COBOL - Completely Obsolete Business Oriented Language

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

7641. Re: FontGDOS FALCON

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-11 08:12:37 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <almtls$24u2$1@news.comnet.co.nz>
Source record: 3394

<derryck@.NOT~THIS~cix.co.uk> wrote ...
> From: michxel.robillxrd@the-spa.com
> Date: Mon, 09 Sep 2002 05:55:19 GMT
>
> > Does FONTGDOS work with the Falcon
>
> Don't know, but there's no reason to think that it doesn't.
>
> > When I check ASSIGN.SYS I noticed that device id 41 or 42 has been
> > added.I cannot delete 41 or 42 using the Driver Installation under
the
> > Printer Selector CPX.
>
> What is the device as a matter of interest?

According to the Compendium, the standard for device numbers is:

1-10 Screen
11-20 Plotters
21-30 Printers
31-40 Metafile
41-50 Camera
51-60 Tablets
61-70 Memory
71+ (Other)

(It's detailed on page 7.4 "VDI" in my copy)

> Anyway, forget the CPX. Load ASSIGN.SYS into a text editor and
remove the line
> yourself, save (as ASCII) and reboot.

--

Download the latest DLL manager for the Atari ST. Visit
http://www.atari.net.nz/gem/software/tlbx.html and download the
Toolbox today!

--

Quote for the month

"Towaway parking only"
(Sign seen painted on a wall)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an intermediary: gem at gem win co nz. I apologise to the genuine respondents that this may inconvenience.

7642. Re: PRO-24 III HELP NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-11 09:11:47 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <5y+edOCTjwf9EwR6@atari.org.uk>
Source record: 3395

In article <5851020c.0209100825.2655b248@posting.google.com>,
"rezx0x@yahoo.com" <rezx0x@yahoo.com> writes
>HERE'S MY SETUP:
>
>ATARI 1040 STF
>ATARI SC1224
>STEINBERG PRO-24 III
>
>AFTER CREATING A "WORKABLE COPY" FROM MY ORIGINAL DISK, THE COPY BOOTS
>FINE AND THE PROGRAM WILL RUN FOR HOURS.
>
>AFTER A FEW BOOTS, THE DISK BECOMES CORRUPT AND I GET THE FOLLOWING
>ERROR:
>
>DATA ON THE DISK MAY BE DAMAGED...
>
>CANCEL
>RETRY
>
>ALSO, ON REBOOT THE DESKTOP IS IN LOW-REZ MODE AND THE FLOPPY HAS LESS
>BYTES USED.
>
>ARE MY DISKS BECOMING CORRUPT OR AM I JUST USING A BAD BATCH OF
>FLOPPIES?
>IS MY FLOPPY CONTROLLER DEAD? (OTHER DISKS WORK FINE).
>
>THX IN ADVANCE!

Hi

Are you writing to the disk? are you leaving the disk near magnetic
sources (like near your monitor, cordless & mobile phone, speaker etc.)
Do you switch your machine on/off with the disk in the drive? Do you
leave the disk write enabled?

If the disk space is going down and you are not writing to it, you may
have a link virus or something.

Disks do and can go bad, they can even grow a fungus on them.

Considering you are also having some sort of rez/save desktop problem,
something must be writing to the disk to change your rez settings. The
desktop.inf file isnt a fixed length and holds other information besides
the rez.

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7643. Re: Atari as a MIDI interface for the Mac and PC

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-11 14:29:55 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d7efe841aab271@attbi.com>
Source record: 3396

>As it is easy to write a piece of software to make an ST or TT able to become
>a wire between its MIDI ports and one serial port, has anyone ever tryed to
>use it as a MIDI interface for the Mac ? What procedure would you take to use
>it with Mac programs, special drivers needed ? Is it enough to tell the
>software you are using a midi interface on the modem/printer port ?
>
>And what about the PC ? Is it possible to install a driver for windows ? Is
>there any MIDI interface to connect on the serial port that you can use ?
>
>Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

Hello,

I had heard something about this a long time ago, but I do not know if it
every came to light. I think I had mentioned that I would like a program that
does the oposite (making it possible for an Atari computer to use a PC or a
Mac for sound and file compatibility). I would think your idea is possible,
but then I am not a programmer.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7644. Re: PRO-24 III HELP NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-11 14:29:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d7efe841aab272@attbi.com>
Source record: 3397

>HERE'S MY SETUP:
>
>ATARI 1040 STF
>ATARI SC1224
>STEINBERG PRO-24 III
>
>AFTER CREATING A "WORKABLE COPY" FROM MY ORIGINAL DISK, THE COPY BOOTS
>FINE AND THE PROGRAM WILL RUN FOR HOURS.
>
>AFTER A FEW BOOTS, THE DISK BECOMES CORRUPT AND I GET THE FOLLOWING
>ERROR:
>
>DATA ON THE DISK MAY BE DAMAGED...
>
>CANCEL
>RETRY
>
>ALSO, ON REBOOT THE DESKTOP IS IN LOW-REZ MODE AND THE FLOPPY HAS LESS
>BYTES USED.
>
>ARE MY DISKS BECOMING CORRUPT OR AM I JUST USING A BAD BATCH OF
>FLOPPIES?
>IS MY FLOPPY CONTROLLER DEAD? (OTHER DISKS WORK FINE).
>
>THX IN ADVANCE!

Hello,

Have you tried putting the disk in another comuter to see what happens? Have you tried write-protecting the disk or does the program need to write to the disk from time to time? Do you have an external drive hooked up? If so, you may have the same problem that I have with my 1040STe. I cannot format or write to a disk in the internal drive if I have an external drive hooked. I must disconnect the floopy drive cable to do so or else I get the situation as you.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7645. Converting Atari ST files to Mac or PC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-13 19:21:17 UTC
From: forrestkinney@hotmail.com
Message-ID: <3c56a886.0209131121.5b473266@posting.google.com>
Source record: 3398

I used an Atair 1040 ST for many years (now defunct) for all my writing, and now I've got sixty floppies that I desparately want my Mac or my PC computers to be able to convert into word processing files. Does anyone know how I can go about this? I'm sure there must be a way...

THANKS!

Forrest

7646. solid state hardrive (flashdrive)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-14 05:18:35 UTC
From: lp <gfa@basic.net>
Message-ID: <B9A83EEB.9076%gfa@basic.net>
Source record: 3399

Hi,

This topic came up before, drives with low noise or no noise.
Well I got a 3.5" 128mb IDE Flashdrive on the way, which I intend
to try in my Hades060. I suspect it's gonna work. Anyone
care to know the results? Speed rating? Anything else?
Let me know I'll gladly post a followup when it arrives.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7647. Re: PRO-24 III HELP NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-14 07:16:40 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0209132316.602a39be@posting.google.com>
Source record: 3400

Do you leave the disk write enabled?

THANK YOU!

I WRITE-PROTECTED ANOTHER COPY AND IT HAS YET TO FAIL!
SOME PROGRAM MUST BE TRYING TO WRITE TO THE FLOPPY DRIVE.
WHEN I MADE THE COPY, A HIDDEN FILE: DCCCLK33.PRG OR DCCLK33.PRG IS
TRANSFERRED TO THE COPY BUT DOES NOT SHOW IN THE ACTIVE WINDOW.
THERE IS ALSO A CLOCK ON STARTUP BUT I HAVE NO INTERNAL CLOCK OR
CARTRIDGE.
IS IT POSSIBLE TO DISABLE THIS PROGRAM?

Do you switch your machine on/off with the disk in the drive?

I HAVE BEEN KNOWN TO LEAVE A DISK OR TWO IN THE DRIVE. I ALWAYS
THOUGHT ATARI'S BOOT QUICKER THIS WAY.

PRO-24 IS A GREAT PROGRAM!
I HAVE NO MANUAL SO I'M LOOKING FOR INFO. ON THE NET.
THE EXCELLENT TAMW DOESN'T HAVE MUCH ABOUT PRO-24.
KNOW OF ANY GOOD SITES?

IS IT POSSIBLE TO CYCLE RECORD WITHIN JUST THE LOCATERS WHILE LOOPING?

THERE'S ALSO ALOT OF SYNTH PROFILES ON THE DISK.
ARE THESE FACTORY DEFAULTS OR DO I MAKE MY OWN LIKE A MIXERMAP?

Have you tried putting the disk in another comuter to see what
happens?

I TRIED IT WITH AN STE BUT UNFORTUNATELY THERE'S A CONFLICT WITH
GENMOUSE 2.5, WHICH ALSO HANGS WHEN I RUN STEINBERG AVALON 2.1 :-(

ANYWAY, THANKS TO ALL FOR HELPING!
TTFN

7648. Re: Converting Atari ST files to Mac or PC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-14 13:12:01 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d82e0861309232@attbi.com>
Source record: 3301

>I used an Atair 1040 ST for many years (now defunct) for all my
>writing, and now I've got sixty floppies that I desparately want my
>Mac or my PC computers to be able to convert into word processing
>files. Does anyone know how I can go about this? I'm sure there must
>be a way...
>
>THANKS!
>
> Forrest

What did you use to write the files? Do you still have the program? If the program used was First Word, it was ported over to the PC. I believe it was the only program ever to have been ported. You could just load in the files on the PC and you are in. Otherwise you could try a ST emulator, convert the files to ASCII and then import them into the PC or Mac. Or you could just buy another 1040ST (prices are not high) and convert them that way. Or you could sen them to a person who has an Atari and have them do the conversion.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7649. Re: ROM-port extender/buffer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-14 15:11:39 UTC
From: rs.mac@t-online.de
Message-ID: <1fiidbi.i06svcarmr8N%rs.mac@t-online.de>
Source record: 3302

Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:

> What he told me is that it's possible to connect/disconnect a dongle or
> cartridge with power on!!! (????).

Only after buffer board!
The buffer should save the rom port and it should connected while the
computer is OFF.

Insert buffer into rhe rom port with power off.

> I was mainly hoping that the buffer "reconditions" the data signals,
> since the extension cable probably "weakens" it because of the longer
> distance from the computer (in addition to being more open for noise
> etc.)

Best way is to connect anything while the computer is off.
(Save way)

After this buffer you can connect a expansion with power on, but normaly
the computer do not accept the expansion. You have to restart the
computer.

> Unfortunately there's no lettering or any other identification on the
> circuit board(s) (there's one circuit board at each end of the cable,
> though only one board contains electronic components -the other board
> simply contains a connector for inserting a dongle etc.).

Normaly the board is marked with "oben" and "unten".
Means: upper and lower side.

The side with a smal square smt left and two bigger smt on right side
must be insert upside. The side with three bigger square smts is down.
(Hope it is the cï¿½t buffer)

Flat wire lengh is 2 meters maximum
After flat wire you can connect dongles, expander boards and some else
rom expansion boards.

> The seller *thinks* it may be produced by the German company "Hard &
> Soft", but isn't sure.

Itï¿½s a old project from german cï¿½t computer magazine.

> Can someone tell me more about this device?

DOITF030 article 12.9.1
Article also contain pictures for what is upper and lower side :)

DO NOT INSERT THIS BUFFER WITH WRONG SIDE UP.
Costs rom port and buffer board!

Regards, Robert

--
-= Home of DOIT-Archive =-

____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7650. TT broken MIDI IN ?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-14 17:47:14 UTC
From: mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it
Message-ID: <15224_mike@bbsgate.interware.R.E.M.O.V.E.T.O.R.E.P.L.Y.it>
Source record: 3303

I'm testing the MIDI ports of a TT and it sends data correctly on the MIDI OUT but receives only bytes equal to 0 on MIDI IN. Can you suggest what can be wrong and what tests to do to correctly diagnostic the problem ? It seems to me strange that I correctly get the bytes from the port, without errors, but the bytes are all zeroes....

Ciao, *Mike* mikenews@triesterivista.it www.triesterivista.it

--
RISC - Reduced Into Silly Code

--

Atarian ST -TS! 2:333/608(FidoNet) bbsgate.interware.it

7651. Re: ROM-port extender/buffer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-14 22:18:14 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0209142353410.1099-100000@feanor.schunter.etc.tu-bs.de>
Source record: 3304

Hi, Hallvard!

A small add-on to Robert's posting:

HT> - 74LS244 (5 chips)

These are three-state line driver ICs.

HT> - 74LS08 (1 chip)

This IC provides AND gates.

The driver ICs are three-state, so they can be switched to "shut the doors". Maybe this is supported by the circuit, then there must be some way to "switch" it (by hardware switch or by some little piece of software).

Here doitf030 surely will tell more, if the circuit is not an independent development.

Regards,

Alexander

7652. Re: solid state hardrive (flashdrive)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-15 05:23:24 UTC
From: lp <gfa@basic.net>
Message-ID: <B9A9918C.90BD%gfa@basic.net>
Source record: 3305

in article 1fii61v.kudibp1xmz9s0N%northstar2010@_del_ete_yahoo.no, Hallvard Tangeraas at northstar2010@_del_ete_yahoo.no wrote on 9/14/02 9:30 AM:

> Yes please!
> Most importantly: if it works at all.

Nope. It won't even see the drive at boot up. I tried for some time various things with no success. It's quite disappointing. I had 2 drives from 2 different sources, both do the same. Nothing.

> -how does it compare to a regular harddisk.

Had it worked, the access time would of been much better, like 2ms.

> -software (HDDriver?)

Old version.

> -installation procedure/problems

It looks and hooks up just like any 3.5" IDE drive.

> -total cost

In a word... ebay. ;o)
You can look up the cost of new ones, SimpleTech still makes them.
I happen to get hold of SanDisk brand (3.5" models discontinued). I don't know if that would make a difference. It might since my Hades does not like maxtor drives on the ide buss, but quantums works fine. Unless I get hold of a SimpleTech model I won't know.

Oh, whilst I had the machine apart and had given up on the IDE flashdrive, I decided to test another idea. Booting from my scsi PCMCIA card reader/writer, as in no rotating disks attached to the machine. That works!!!!! It feels freaky, soon as you power it up, no spin up or noise, just bam the desktop apears. It feels like the thing boots entirely from rom. Bizarre. Only problem here is the microtech units I got are not that quick, the transfer rate is not so great.

Someone else attempted to boot from such a gizmo, but if I recall it didn't work.

That ends my flash adventures for this installment. ;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7653. Re: solid state hardrive (flashdrive)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-15 09:01:03 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <am1i8m$1shcn$1@ID-40235.news.dfncis.de>
Source record: 3306

"lp" <gfa@basic.net> wrote in message news:B9A9918C.90BD%gfa@basic.net...
> in article 1fii61v.kudibp1xmz9s0N%northstar2010@_del_ete_yahoo.no,
Hallvard
> Tangeraas at northstar2010@_del_ete_yahoo.no wrote on 9/14/02 9:30 AM:
>
> > Yes please!
> > Most importantly: if it works at all.
>
> Nope. It won't even see the drive at boot up. I tried for some time
> various things with no success. It's quite disappointing. I had 2 drives
> from 2 different sources, both do the same. Nothing.
>
> > -how does it compare to a regular harddisk.
>

Were thesee available in SCSI as well.

> Had it worked, the access time would of been much better, like 2ms.
>
> > -software (HDDriver?)
>
> Old version.
>
> > -installation procedure/problems
>
> It looks and hooks up just like any 3.5" IDE drive.
>
> > -total cost
>
> In a word... ebay. ;o)
> You can look up the cost of new ones, SimpleTech still makes them.
> I happen to get hold of SanDisk brand (3.5" models discontinued). I don't
> know if that would make a difference. It might since my Hades does not
> like maxtor drives on the ide buss, but quantums works fine. Unless I get
> hold of a SimpleTech model I won't know.
>
> Oh, whilst I had the machine apart and had given up on the IDE flashdrive,
> I decided to test another idea. Booting from my scsi PCMCIA card
> reader/writer, as in no rotating disks attached to the machine. That
> works!!!!! It feels freaky, soon as you power it up, no spin up or noise,
> just bam the desktop apears. It feels like the thing boots entirely from
> rom. Bizarre. Only problem here is the microtech units I got are not
that
> quick, the transfer rate is not so great.
>

> Someone else attempted to boot from such a gizmo, but if I recall it
didn't
> work.
>
> That ends my flash adventures for this installment. ;-)
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

7654. Re: ROM-port extender/buffer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-15 10:42:44 UTC
From: rs.mac@t-online.de
Message-ID: <1fijvrp.iebh7n1ekqet2N%rs.mac@t-online.de>
Source record: 3307

Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:

> I've never heard of any device like this being able to unplug while the
> computer's power is on. Personally I would never to it -to be on the
> safe side as you also suggest.

Yes, i do it als allway the computer is off. Best way.

> What do you mean by "smt" and "smts"?

SMD electronic parts, isnï¿½t the right english word "smt" for?
Hm, have to use dictionary :)

> The seller had attached some stickers to both boards, so I have no
> problem with what side is up/down.

OK, great.

> But I was hoping for some more information on the board: what the
> electronic circuitry actually does: hoping it "reconditions" the signal,
> where it would be weaker and prone to errors without the buffer
> circuitry. Can you confirm if this is what the circuit is basically for?

Yes, itï¿½s an bus driver. Remeber: Ataris do not had bus drivers for most
ports. So it is a good part to save the rom port with an smal driver
(buffer) interface.

> 2 metres???? Wow. I didn't know you could extend it that far. The
> supplied cable is around 40cm.

Yes, that is the absoulute maximum of.
Ataris with an accelerator may use shorter cables.

> So the buffer board was actually designed for the Falcon? But will work
> with standard STs as well I presume?

It can be used with any rom port on any atari.

Regards, Robert

--
-= Home of DOIT-Archive =-

Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7655. Re: solid state hardrive (flashdrive)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-15 15:49:41 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <am2a6lmdj1@nets3.rz.RWTH-Aachen.DE>
Source record: 3308

In article <1fii61v.kudibp1xmz9s0N%northstar2010@_del_ete_yahoo.no>,
Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:

>-how does it compare to a regular harddisk.

Fast access time, slow write (<1MB/s).

>-software (HDDriver?)

Should work. I had mixed results: one IDE flash disk worked fine, the other
would not work with HDDriver (and the TOS had some detection trouble, too).

>-installation procedure/problems

Just like a normal IDE disk. Some come in 2.5" form factor and require a
5EUR adapter.

cu
Michael
--
do *not* look at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/rincewind

7656. Zip Drive and Magic 5.11

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-15 17:46:51 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <3d84c3c9_4@corp.newsgroups.com>
Source record: 3309

I have a Falcon030 with a 100 meg iomega SCSI zip drive. I used HDriver 7.+
to format and partition. The problem I am having is when I run Magic 5.11
the Falcon030 sees the zip drive, when I just run TOS 4.04 the falcon can no
longer see the zip drive. Does anyone know what I am doing wrong or missing
a step in the process?

Thanks in advance for all help.

Claude B.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

7657. Falcon030 and SC1224 Atari Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-15 17:48:40 UTC
From: Claude Bourgoin <claude@pivot.net>
Message-ID: <3d84c436_1@corp.newsgroups.com>
Source record: 3310

When I connect the Falcon030 to an Atarir SC1224 monitor under TOS the SC1224 monitor works fine. If I run Magic 5.11 using MAGXBOOT.PRG from the auto folder, as soon as the MAGXBOOT runs the monitor starts to scroll rapidly. Is their a solution to this problem?

Thanks for all help.

Claude B.

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

7658. Re: solid state hardrive (flashdrive)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-15 18:35:48 UTC
From: lp <gfa@basic.net>
Message-ID: <B9AA4B44.90E2%gfa@basic.net>
Source record: 3311

in article am2a6lmdj1@nets3.rz.RWTH-Aachen.DE, Michael Schwingen at michaels@ccac.rwth-aachen.de wrote on 9/15/02 11:49 AM:

>> -software (HDDriver?)
>
> Should work. I had mixed results: one IDE flash disk worked fine, the other
> would not work with HDDriver (and the TOS had some detection trouble, too).

Care to share what brand/model did work?

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7659. Re: PRO-24 III HELP NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-15 19:38:45 UTC
From: rezx0x@yahoo.com
Message-ID: <5851020c.0209151138.52915795@posting.google.com>
Source record: 3312

WHEN I MADE THE COPY, A HIDDEN FILE: DCCCLK33.PRG OR DCCLK33.PRG IS
TRANSFERRED TO THE COPY BUT DOES NOT SHOW IN THE ACTIVE WINDOW.

OOPS!
DCCLK33.PRG IS IN THE AUTO FOLDER.
MY BAD!
CAN I SAFELY TRASH THIS?

LEMMEKNOW

7660. Re: PRO-24 III HELP NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-15 20:28:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d84fb7213cd450@tripnet.se>
Source record: 3313

On Sun 15-09-2002 12:38 (-0700) rezx0x@yahoo.com wrote:

>WHEN I MADE THE COPY, A HIDDEN FILE: DCCCLK33.PRG OR DCCLK33.PRG IS
>TRANSFERRED TO THE COPY BUT DOES NOT SHOW IN THE ACTIVE WINDOW.
>
>OOPS!
>DCCLK33.PRG IS IN THE AUTO FOLDER.
>MY BAD!
>CAN I SAFELY TRASH THIS?

The program DCCLK.PRG obviously has some purpose. Until you know what it does it's very stupid to _trash_ it. Keep the original floppy write potected and work on a copy.

It could be some sort of driver for an internal reltime clock or something?

As a rule PRO24 likes a clean computer. This means a minimum of .PRG files in the AUTO folder and no .ACC files in the root directory of the floppy you boot from.

First try a blank formatted floppy in the diskdrive when you power up the computer. AUTO folder .PRG files and .ACC files will only load at boot up. So this means none of these will run.

[Assuming no harddisk there might be a good thing to first power down the computer for 30 seconds and then start it with _no_ disk in the drive. When you do this you will get the desktop after less than two minutes and the computer will be virus free. After that insert a blank floppy and format it and then open the write protect tab. Until you have a chance to virus check your floppies _always_ have this blank floppy in the drive when you power up or reset the computer. Old second hand floppy disks often have bootsector viruses on them and this is even more true among ignorant musicians :-)]

Then insert the PRO24 floppy and open the A floppy window. Double click on the PRO24.PRG (or similar) icon and it should launch. If not, something is wrong with the program.

Also note that PRO24 only runs in monochrome mode. If you use a TV or colour monitor you are out of luck. You need a SM124 mono monitor o a VGA with a proper adaptor to be able o get the computer into monochome mode.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7661. Re: Falcon030 and SC1224 Atari Monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-15 21:23:57 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <am2tpd$lg4$1@thorium.cix.co.uk>
Source record: 3314

In message <3d84c436_1@corp.newsgroups.com>, claude@pivot.net said:

>When I connect the Falcon030 to an Atarir SC1224 monitor under TOS the
>SC1224 monitor works fine. If I run Magic 5.11 using MAGXBOOT.PRG from the
>auto folder, as soon as the MAGXBOOT runs the monitor starts to scroll
>rapidly. Is their a solution to this problem?

Hi Claude!

There are 2 possibilities: Perhaps your NVRAM is set to VGA.
Under TOS, run NVCONFIG.CPX and make sure the top right popup
shows 'TV'.

Alternatively, could it be that your default MagiC desktop is set
up for ST High? The SC1224 will not lock to the vertical frequency
this uses. If you have a VGA or SVGA monitor, try connecting that,
resetting the desktop to ST medium and saving newdesk.inf again.

I may be quite wrong, but it's worth a try!

Regards, /Peter/

7662. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-16 00:05:37 UTC
From: Alan Michelson <zap@lafn.org>
Message-ID: <3D852056.718DAC12@lafn.org>
Source record: 3315
Cross-posted to: comp.sys.amiga.hardware,comp.sys.mac.hardware.misc,comp.sys.atari.st.tech

Martijn van Buul wrote:
>
> Brilliant, Einstein. Now, even the most silly "research" could have revealed
> that both Amiga and the original Mac used a Motorola 68000.

I knew that already. But why do the error numbers differ by one? It
seems that each manufacturer wants to number the list their own way!

> And guess what? It's called the "CPU".

I already said that it was a CPU! Didn't you read the "crap" that you deleted?

> Now, just in case you want to have a similiar "discovery" next week: Take
> a look at the Atari ST..

ï¿½ which I believe has a graphical interface, too! Now, how do they
number their CPU traps?

7663. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-16 04:08:27 UTC
From: "Wayne C. Morris" <wayne.morris@this.is.invalid>
Message-ID: <wayne.morris-15E814.23082915092002@news.pp.shawcable.net>
Source record: 3316
Cross-posted to: comp.sys.amiga.hardware,comp.sys.mac.hardware.misc,comp.sys.atari.st.tech

In article <3D852056.718DAC12@lafn.org>, Alan Michelson <zap@lafn.org>
wrote:

> Martijn van Buul wrote:
> >
> > Brilliant, Einstein. Now, even the most silly "research" could have revealed
> > that both Amiga and the original Mac used a Motorola 68000.
>
> I knew that already. But why do the error numbers differ by one? It
> seems that each manufacturer wants to number the list their own way!

Because the Motorola 680x0 processor doesn't define numbers for those
errors. They're *exception vectors*, which are stored in the first 256
bytes of memory, 4 bytes each:

```
ADDRESS PURPOSE
--------- ------------------------
0000 0000 * reset: initial stack
0000 0004 * reset: initial vector
0000 0008 Bus error
0000 000C Address error
0000 0010 Illegal instruction
0000 0014 Divide by zero
0000 0018 CHK instruction
0000 001C TRAPV instruction
0000 0020 Privilege violation
0000 0024 Trace interrupt
0000 0028 Line 1010 emulator
0000 002C Line 1111 emulator
```

(* the first 8 bytes aren't really exception vectors -- they contain the
values used to initialize the stack pointer and program counter when the
CPU is reset.)

Apple and Commodore could have reported these exceptions by the memory
location of the vectors, but they didn't. Instead, they both decided
(independently of each other) to number the exceptions sequentially.
They also followed the popular programming practice of reserving the
value 0 to mean "this operation completed without any errors".

Apple decided to number the exceptions starting with 1 = the first
exception (bus error).

Commodore decided to number them by dividing the vector's memory
location by 4. The first exception vector is at memory address 8, so it

got assigned the error code 2.

Neither Apple's nor Commodore's numbering is "right" or "wrong"; they're just different.

7664. Re: ROM-port extender/buffer

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-16 14:06:13 UTC
From: rs.mac@t-online.de
Message-ID: <1fim0n4.xxb1im1rkq4t4N%rs.mac@t-online.de>
Source record: 3317

Hallvard Tangeraas <northstar2010@_del_ete_yahoo.no> wrote:

> Ah yes, "Surface Mount Devices". SMD is correct.

Yes, thati¿½s what i mean ;)

> It's not the same buffer as I have. This one doesn't use SMD components
> at all, but standard DIL type ICs.

Whops..
So you had an buffer i never seen before.

> I'm not sure what you mean by "bus driver". Please explain.

Easy, an bus driver as example: 74x244 or 74x245 TTL (and some other)

> The plan is to install several cartridge devices (MIDI related mostly)

Yes. That is what i do some years ago. I used one rom port inside case
for an eprom card and the other port external als rom port for other
modules.

That works great for a long time on my 520ST.

Regards, Robert

--
-= Home of DOIT-Archive =-

Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7665. Re: solid state hardrive (flashdrive)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-17 03:47:30 UTC
From: puffpuffin@aol.com
Message-ID: <20020916234730.03124.00000402@mb-fo.aol.com>
Source record: 3318

>Someone else attempted to boot from such a gizmo, but if I recall it didn't
>work.

Hi Lonny,

That would be me. I have the 2 PCMCIA slot model, and the 1 PCMCIA/1
smartmedia model drives. Both are Microtech and neither would boot up without
a warm reset. :-(Are you using the 3 card drive model? What host adapter
are you using?

-Phil

7666. Re: solid state hardrive (flashdrive)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-17 04:19:24 UTC
From: lp <gfa@basic.net>
Message-ID: <B9AC258C.916E%gfa@basic.net>
Source record: 3319

Hi,

I have several of the dual microtech units. They all are straight pcmcia slots. It's on my hades060 scsi bus with an old version of HD driver. In fact it booted from the second slot as I had slot #1 empty, I was quite amazed.

I got ahold of one of those 3 card models (pcd-47?), and had nothing but problems with it, it hung my system with or without media. I ended up returning it only to have the seller tell me that it was fine.

in article 20020916234730.03124.00000402@mb-fo.aol.com, PuffPuffin at puffpuffin@aol.com wrote on 9/16/02 11:47 PM:

>> Someone else attempted to boot from such a gizmo, but if I recall it didn't
>> work.
>
> Hi Lonny,
>
> That would be me. I have the 2 PCMCIA slot model, and the 1 PCMCIA/1
> smartmedia model drives. Both are Microtech and neither would boot up without
> a warm reset. :-(Are you using the 3 card drive model? What host adapter
> are you using?

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7667. Re: solid state hardrive (flashdrive)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-17 07:23:38 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1032247852.455846@blade.atari-source.com>
Source record: 3320

LP,

You should keep in mind that CF cards and Flash RAM in general is very limited life. You should avoid writes to it at all costs and use it more as backup. If you use it as general store and retrieval like mp3, that's one thing but I wouldn't go using a CF card as swap memory ;-)

Mark
http://atari-source.com

lp wrote:

> Hi,
>
> This topic came up before, drives with low noise or no noise.
> Well I got a 3.5" 128mb IDE Flashdrive on the way, which I intend
> to try in my Hades060. I suspect it's gonna work. Anyone
> care to know the results? Speed rating? Anything else?
> Let me know I'll gladly post a followup when it arrives.
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

7668. Re: solid state hardrive (flashdrive)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-17 13:48:54 UTC
From: lp <gfa@basic.net>
Message-ID: <B9ACAB06.9178%gfa@basic.net>
Source record: 3321

in article 1032247852.455846@blade.atari-source.com, Mark Duckworth at mduckworth@spaamnot.atari-source.com wrote on 9/17/02 3:23 AM:

> You should keep in mind that CF cards and Flash RAM in general is very
> limited life. You should avoid writes to it at all costs and use it more
> as backup. If you use it as general store and retrieval like mp3, that's
> one thing but I wouldn't go using a CF card as swap memory ;-)

That's the main idea, backup. Got burnt with a zip drive
so I don't trust those anymore. ;-)
I just did the boot test for the heck of it while I had the
rotating disks removed.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7669. READ THE ONLY SITE THAT HAS THE GUTS TO CALL FOR THE MURDER OF JEWS AND BLACKS

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-18 09:01:31 UTC
From: Hal.Turner@HalTurnerShow.com
Message-ID: <am9hktbhs12786@news1.kornet.net>
Source record: 3322

READ THE ONLY WEB-SITE THATS NOT AFRAID TO ADVOCATE
THE ELIMINATION OF KIKES AND NIGGERS.

www.halturnershow.com

Harold C. Turner
1906 Paterson Plank Rd.
North Bergen, New Jersey
201-348-8449

Hal.Turner@HalTurnerShow.com

Her ticket was abysmal, shallow, and moulds about the monument. Hardly any lost clean boats will wanly reject the books. One more poultices weekly irrigate the closed earth. Some candles tease, believe, and nibble. Others eerily seek. Every full counters climb Charles, and they steadily expect Angelo too. Genevieve, have a sick frog. You won't pull it. Do not burn the yogis locally, receive them familiarly. Claude, throughout diets new and dry, cleans beside it, promising weekly. She should order once, lift admiringly, then attack for the puddle against the island.

The worthwhile tree rarely departs Annabel, it grasps Dickie instead. Who did Junior creep above all the pickles? We can't call bushs unless Anne will subtly cover afterwards. As quickly as Valerie wanders, you can measure the cobbler much more deeply. Well Henry will taste the unit, and if Nell totally behaves it too, the walnut will like near the kind desert. Will you excuse around the square, if Ron partly converses the tape? If the dull kettles can laugh actually, the glad twig may comb more stars. I am freely heavy, so I answer you. My wide film won't walk before I recollect it.

Who Alvin's cold potter scolds, Clint dreams among think, fat structures. Why does Ron fill so globally, whenever Lydia judges the sour raindrop very incredibly? Blanche loves, then Alvin truly changes a brave card near Maify's hair. What did Zack arrive the jacket among the hollow dust? Who plays grudgingly, when Gary lives the ugly spoon between the bedroom?

Just opening inside a tyrant before the ventilator is too strong for Byron to kick it.

For Mitch the weaver's sticky, behind me it's wet, whereas under you it's dying cheap.

Plenty of easy enigmas against the unique corner were dining behind the lean forest.

Who will we cook after Yolanda solves the clever shower's egg?

Don't try to irritate usably while you're joining before a proud paper. No urban active farmers biweekly hate as the strange goldsmiths jump. We pour the sharp pumpkin. Get your strangely attempting lemon above my night.

They are learning in front of bizarre, near pathetic, to filthy forks. It's very handsome today, I'll sow fully or Jason will improve the dogs. She wants to waste thin lentils towards Patrice's light. Mary's bandage helps through our plate after we explain at it. They are killing over the shore now, won't fear powders later.

She may recommend lovingly if Paulie's butcher isn't dark. Tell Vincent it's raw caring between a pear.

7670. READ THE ONLY WEB SITE THAT WANTS TO KILL JEWS AND BLACKS

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-19 06:02:46 UTC
From: Hal.Turner@HalTurnerShow.com
Message-ID: <ambp19$3g$12786@news1.kornet.net>
Source record: 3323

KILL ALL KIKES AND NIGGERS

www.halturnershow.com

Harold and Phyllis Turner

1906 Paterson Plank Rd.
North Bergen, New Jersey
201-348-8449

Hal.Turner@HalTurnerShow.com

Are you raw, I mean, wandering in front of pathetic bushs? He'll be promising near outer Oris until his fork pours mercilessly. Wally, have a dark cloud. You won't care it. Who measures partially, when Corinne climbs the bitter bucket for the desert? Other brave new gardners will walk weakly with units. No stupid poultice or cellar, and she'll simply live everybody.

She wants to clean empty barbers towards Franklin's lake. Some sauces like, play, and kill. Others partly solve. Guglielmo! You'll sow smogs. Generally, I'll dye the pickle. Well, Dolf never teases until William orders the cheap jar tamely.

If you'll comb Simone's college with shoes, it'll crudely nibble the lentil. The puddles, enigmas, and doses are all urban and fat.

If you will creep Gary's office without carpenters, it will loudly dream the weaver.

If the quiet diets can attempt inadvertently, the solid ticket may seek more caves. While sauces strongly open goldsmiths, the cans often attack against the durable boats.

Until Chester tastes the exits superbly, James won't change any blank bedrooms. Who will we hate after Steve receives the handsome stable's disk?

When Elisabeth's hot button burns, Shelly covers at abysmal, rude oceans. She'd rather arrive wanly than look with Georgina's cold candle. I was moving jugs to hollow Alfred, who's loving inside the orange's hill. She might neatly learn clever and scolds our humble, cosmetic jackets near a station. They are improving under the earth now, won't excuse printers later. She may behave the pretty shirt and fill it under its structure. It's very bizarre today, I'll expect bimonthly or Marian will dine the hats.

Don't even try to cook virtually while you're smelling above a distant pool. Charlene wastes, then Virginia surprisingly joins a strong shopkeeper between Pearl's forest.

We reject them, then we dully laugh Peter and Marion's young teacher. Hardly any bad frames shout Alexandra, and they sadly recollect Alvin too.

7671. again about my CT2b problem(s)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-19 08:35:32 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3D898C54.CE5DA410@siemens.at>
Source record: 3324

Hi,

Some time ago I posted about the troubles I sometimes have when I'm
using my CT2b in turbo mode. One guy then advised that I should get a
stronger power supply. I didn't find any then and went on using and
observing the symptoms.
Since I found out some new things now again I ask for advice.
In practice there are two different problems both leading to a crash
when I boot my falcon in turbo mode. In slow mode it always works
100% reliable.

The first problem occurs nearly every time I switch on the falcon and
immediately try to work. Then the system crashes or hangs after maybe
a minute or so. When I wait a bit after switching on before booting up
the crashes get more seldom and when I wait e.g. for ten minutes then
the problem doesn't occur at all. Nevertheless it's kind of stupid that
when I'm in a hurry e.g. to look up something I always have to use a
slow computer. So it would be nice if there were some cure for that.

The other problem seems to be about something about a net filter since
most of the time the reason of it's occurence seems to be when the
washing machine, which unfortunately is connected to the same phase, is
working. Would voltage filters, like they are built into some of the
more expensive table power outlets, help with that ?

Another thing I'm wondering about are 'ghost messages' at bootup, by
which I mean that some or all of the bootup messages are displayed
a second time in another color overlaying the text of some other line.
This effect appears in a highly random way (from a single word up to
the whole screen) and only at bootup. At the moment GEM takes over
everything looks normal again.

Any ideas ?

Thanks
Gerhard

7672. Re: again about my CT2b problem(s)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-19 11:08:43 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3d89afa0$0$23174$afc38c87@news.optusnet.com.au>
Source record: 3325

Hi Janka, not to sure of the boot problem's, I used to have an Eagle Sonic card that seemed to be a problen for about ten minutes and was then fine after that, could never use it straight away. After I changed the Hard drive from a 800 to a 1.4 the problem went away???? I can't explain it either. I copied all the files from 1 drive to the other, so both setups were identical bar the harddisk driver file (hddriver7.6).
The display problem is because NVDI hasnt initalised before the rest of the auto folder applications. You can also set the falcon's default boot res to ST high, in the NVram. It boots a lot quicker and less likely to give the ghosting effect.

Hope it helps

Mark

"Janka Gerhard" <gerhard.janka@siemens.at> wrote in message news:3D898C54.CE5DA410@siemens.at...
> Hi,
>
> Some time ago I posted about the troubles I sometimes have when I'm
> using my CT2b in turbo mode. One guy then advised that I should get a
> stronger power supply. I didn't find any then and went on using and
> observing the symptoms.
> Since I found out some new things now again I ask for advice.
> In practice there are two different problems both leading to a crash
> when I boot my falcon in turbo mode. In slow mode it always works
> 100% reliable.
>
> The first problem occurs nearly every time I switch on the falcon and
> immediately try to work. Then the system crashes or hangs after maybe
> a minute or so. When I wait a bit after switching on before booting up
> the crashes get more seldom and when I wait e.g. for ten minutes then
> the problem doesn't occur at all. Nevertheless it's kind of stupid that
> when I'm in a hurry e.g. to look up something I always have to use a
> slow computer. So it would be nice if there were some cure for that.
>
> The other problem seems to be about something about a net filter since
> most of the time the reason of it's occurence seems to be when the
> washing machine, which unfortunately is connected to the same phase, is
> working. Would voltage filters, like they are built into some of the
> more expensive table power outlets, help with that ?
>
> Another thing I'm wondering about are 'ghost messages' at bootup, by
> which I mean that some or all of the bootup messages are displayed
> a second time in another color overlaying the text of some other line.

> This effect appears in a highly random way (from a single word up to
> the whole screen) and only at bootup. At the moment GEM takes over
> everything looks normal again.
>
> Any ideas ?
>
> Thanks
> Gerhard

7673. Re: again about my CT2b problem(s)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-19 11:47:37 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3D89B959.C5EF6A1@siemens.at>
Source record: 3326

Mark Bedingfield wrote:
>
> Hi Janka, not to sure of the boot problem's, I used to have an Eagle Sonic
> card that seemed to be a problen for about ten minutes and was then fine
> after that, could never use it straight away. After I changed the Hard drive
> from a 800 to a 1.4 the problem went away???? I can't explain it either. I
> copied all the files from 1 drive to the other, so both setups were
> identical bar the harddisk driver file (hddriver7.6).

Although I don't understand why that could be, it is very interesting
because I think that my problems started after I replaced the original
2.5" 85 MB IDE hard drive by a 3.5" 20 GB IBM IDE drive. Any suggestions
for a good and quiet one I could use instead ?
BTW, it shouldn't have been the additional power needed by the new drive
because at the same time I swapped the IDE drives I also removed one
of the two internal SCSI drives.

> The display problem is because NVDI hasnt initalised before the rest of the
> auto folder applications. You can also set the falcon's default boot res to
> ST high, in the NVram. It boots a lot quicker and less likely to give the
> ghosting effect.

Aha. So at least it's nothing to worry about.

Thanks
Gerhard

7674. Re: again about my CT2b problem(s)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-19 14:41:24 UTC
From: rs.mac@t-online.de
Message-ID: <1firm3k.22g630wpssu8N%rs.mac@t-online.de>
Source record: 3327

Janka Gerhard <gerhard.janka@siemens.at> wrote:

> Any ideas ?

Replace capacitors of power on reset circuit on falcon mainboard.

(PowerOnReset to short) (Isnï¿½t the first falcon with that..) ;)

Regards, Robert

--
-= Home of DOIT-Archive =-

_____
Macintosh und Atari Hardware FAQs
<http://www.doitarchive.de>

7675. IDE CD-ROM+SCSI CD-RW

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-20 11:24:17 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0209200324.ba73020@posting.google.com>
Source record: 3328

Will i have any problems to have in a Falcon an IDE CD-ROM and a SCSI
CD-RW, or opposite a SCSI CD-ROM and IDE CD-RW?
Does this combination work good?

Thanks!

7676. Re: IDE CD-ROM+SCSI CD-RW

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-20 21:00:04 UTC
From: Jean-Luc CECCOLI <chongdochongdo@ichongdo.com>
Message-ID: <WS3.4e03eba7.900452e2.chongdochongdo@ichongdo.com>
Source record: 3336

Hello,

Dans le message <d385a14d.0209200324.ba73020@posting.google.com>
D Galvez a ï¿½crit:
>Will i have any problems to have in a Falcon an IDE CD-ROM and a SCSI
>CD-RW, or opposite a SCSI CD-ROM and IDE CD-RW?
>Does this combination work good?

IBM internal 2.5" 10 GB + external SCSI RICOH 6200 + PHILIPS CDD 2600
and all works fine together with Extendos Gold and CD-Writer suite.

J.-Luc

--
+======+ ï¿½Fromï¿½ et ï¿½Reply-Toï¿½ sont des adresses de spammeurs. Pour
|eC.cu|r| me rï¿½pondre, lire mon adresse en partant du centre vers
|c+=+L|f| l'extï¿½rieur de la spirale ci-contre, en sens inverse de
|c|J|-|.| celui des aiguilles d'une montre.
|o|ean|o| -=oOo=-
|l+===+o| "From" and "Reply-To" are spammers' adresses. If you wish
|i@wanad| to contact me, read my adress going counterclockwise from
+=======+ centre to outside the spiral on the left.

7677. Re: IDE CD-ROM+SCSI CD-RW

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-20 22:01:57 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0209202352490.1154-100000@feanor.schunter.etc.tu-bs.de>
Source record: 3329

Hi, "D"!

DG> Will i have any problems to have in a Falcon an IDE CD-ROM and a SCSI
DG> CD-RW, or opposite a SCSI CD-ROM and IDE CD-RW?

If the drives are supported there will be no problems. I think that
there was only one driver (by Andoyne or similar) that supports
rewritable CDRoms.

In general it does not matter wether the CD-ROM is attached to SCSI or
IDE. I am not sure wether IDE CD-Writers are supported (in their writing
part...). You should have a look at your Writing-Software manuals for
this.

DG> Does this combination work good?

I suppose there are no problems with any combinations if each part works
properly.

Regards,

Alexander

7678. Re: IDE CD-ROM+SCSI CD-RW

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-21 03:23:59 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D8BE629.59E0AAD@rogers.com>
Source record: 3330

D Galvez wrote:

> Will i have any problems to have in a Falcon an IDE CD-ROM and a SCSI
> CD-RW, or opposite a SCSI CD-ROM and IDE CD-RW?
> Does this combination work good?
>
> Thanks!

Your best bet is to check with the programs authour (Ie. Anodyne software) about the specific drive (specific model number would be best) to be sure it works with the software before you buy the drive & software so you can be sure if they'll work together, otherwise you'll get a major headaches trying to sort it out if it doesnt work.

7679. Re: IDE CD-ROM+SCSI CD-RW

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-21 05:30:10 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <amh00p$5tktt$1@ID-27442.news.dfncis.de>
Source record: 3331

Alexander Beuscher wrote:

> In general it does not matter wether the CD-ROM is attached to SCSI or
> IDE. I am not sure wether IDE CD-Writers are supported (in their writing
> part...). You should have a look at your Writing-Software manuals for
> this.

ATAPI CD writers, which are connected to the IDE port, are supported by
Anodyne's software.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7680. CT2b SCSI questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-21 06:51:00 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <HsUi9.137369$AY5.54428736@e3500-atl1.usenetserver.com>
Source record: 3332

I've a CT2b w/32meg fast ram and FPU along side a 16meg Wiztronics memory board.
It truly is a god send...amazing how zippy the Falcon is now...
The catch is, for this stellar performance, I have to go all IDE ...I really have to avoid anything SCSI, especially under MagiC 6.01. Sadly, SCSI is the heart of my set-up...got scanners, ethernet, and lots of nice big drives for CueBase Audio and other storage whims.

Under MagiC 6.01
NVDI 5.03
HDDRIVER 7.93

SCSI access freezes the system quite often in Turbo Mode, thoe the mouse still moves. Forcing a SCSI bus reset (ejecting a CDROM or dropping power a second to my SCSILINK ethernet box) brings the bird back to life.

Also...
CueBase Audio barfs complaining of a million and seven SCSI errors. Yes, I have read, reread and tried dilligently every suggestion offered in the CT2B docs..with and without the MROS patches...with every set of hard disk drivers I know of (Cecil, HDDriver 3 - 8, CBHD, ICD, HDX, etc) and they all act about the same in reguards to SCSI.

Yes I've checked and rechecked the SCSI chain...with fresh cabling and well terminated (even down to a single drive on a meter tested 2' SCSI II to SCSI II cable). I've tried every combination of parity and term power settings every drive I have offers...on SCSI I, SCSI II, and SCSI III drives...Segate, Western Digital, and IBM, sizes from 80meg up to 5gig. Tried other SCSI devices alone on the chain as well (SCSI Link, Scanners, etc...)...with and without arbitration, etc...

In Turbo mode, under MagiC these freezes are consistant and annoying! They are at their worst with any software that uses SCSIDRIVER to constantly poll the device (such as the SCSILINK ethernet device with Roger's STing driver).

Interesting note...
Under Mint and N.AES 2, HDDriver....
I can grind at the SCSI drives all day long with hudge copy and moving tasks (I.E. a 50meg mpeg movie) and do not get these freezes. Sadly, STing doesn't work for me under MiNT/N.AES no matter what I try (ethernet access to the DSL switcher being the aim here...no MintNet drivers yet).

In regular 16mhz true Falcon mode...
I can run CueBase Audio quite well...
I can use the ethernet device with decent transfer rates (the applications are just dog slow in this mode).

I've checked and double checked solder points for the CT2B install...
I've tried every combination of wait states offered in just about every CT2B firmware/flashROM release I've managed to get my hands on (from the DHS site). I've also tried going with VERY LOW screen resolutions such as ST modes in case higher resolutions were just hogging too much bandwidth across the bus. I'm at a loss...

Some extra info:
I've heard many times, "Oh, just switch to Cecil, and your problems should go away." I've tried it.
1. No matter what I try, Cecil will not boot MagiC 6.01
2. It doesn't seem to have any SCSI driver or XHDI support...it doesn't even see the SCSILINK.
3. It does boot plain single tos quite nicely...but still...CueBase Audio is useless, and other SCSI operations, if they don't freeze the screen, they make the hard disks sound as if they are trying to do back flips out of their chasis and do a light show that could be sold to a disco tech.

Any tips on what might get this SCSI timing worked out?

It's also worth noting about a typical set up:
MagiC/NVDI/STing
Intention is a good DSL internet workstation...
The cooler the machine...the longer SCSI will work without SCSI bus resets and/or system freezes. Even when there is no data on the ethernet....I can watch the little drive light on the Falcon flicker...as I assume the SCSILINK driver is polling the device to check for packets...after some time (wich varies from a few seconds, to SEVERAL minutes) the little light stops flickering and the screen freezes...sometimes the SCSI bus resets by itself and the machine starts working again...but MOST of the time it will freeze. Sometimes...I can see a dozen scsi bus resets in a row...it might start working again...or it might just freeze...in any case...dropping power to the SCSI link for a second or two unfreezes the computer. I have tried all sorts of settings in HDDRIVER...the various SCSI error/bus resets, CAF Fix, and the list goes on...have tired multitues of timings in the STing CPX. Furthermore...this SCSI behavior is similar with only a single well terminated hard drive, no sting, and any relevant SCSI hard disk usage.

I've seen numerious reports of rock solid SCSI with the CT2b. How do I get mine that way?

Thanks,
Brian

7681. Re: CT2b SCSI questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-21 10:41:02 UTC
From: <>
Message-ID: <1032681442-103336AEicMi@ntlworld.com>
Source record: 3338

From: "Brian Roland" <BJRoland@bellsouth.net>
Date: Sat, 21 Sep 2002 01:51:00 -0500

>The cooler the machine...the longer SCSI will work without SCSI bus resets
>and/or system freezes. Even when there is no data on the ethernet....I can

Have you tested the Falcon with the top removed, perhaps with an extra fan
running for extra cooling? Some CT2'd Falcons seem to need more cooling than
the two fans. FWIW I moved the original fan to underneath the top of the case,
just above the PSU heatsink.

>watch the little drive light on the Falcon flicker...as I assume the SCSILINK
>driver is polling the device to check for packets...after some time (wich

The LED flickers anyway, it's the Falcon checking the floppy drive to see if
there's a disk inserted. It had nothing to do with SCSI, but is used also as
an activity indicator for the IDE.

I haven't got a totally reliable SCSI chain either, but nothing like as bad as
yours.

Cheers

Derryck

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/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7682. Re: IDE CD-ROM+SCSI CD-RW

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-21 13:24:42 UTC
From: maraka@atari.net
Message-ID: <d385a14d.0209210524.b2dd3d3@posting.google.com>
Source record: 3333

I have read that to copy a cd the stream have to be constant or
something like this, i also have read that is not good for copying CDs
to have the CD-ROM and the CD-W/RW in the same IDE chain. So what i
want to know is about to have one SCSI CD-ROM and an IDE CD-W/RW or
opposite knowing that both work good with the software i have, if
there is any problems like the ones i mentioned above.

Thanks for your answers.

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D8BE629.59E0AAD@rogers.com>...
> D Galvez wrote:
>
> > Will i have any problems to have in a Falcon an IDE CD-ROM and a SCSI
> > CD-RW, or opposite a SCSI CD-ROM and IDE CD-RW?
> > Does this combination work good?
> >
> > Thanks!
>
> Your best bet is to check with the programs authour (Ie. Anodyne software)
> about the specific drive (specific model number would be best) to be sure it
> works with the software before you buy the drive & software so you can be
> sure if they'll work together, otherwise you'll get a major headaches trying
> to sort it out if it doesnt work.

7683. Re: Converting Atari ST files to Mac or PC?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-21 17:02:32 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <pq1j9.141360$AY5.57735935@e3500-atl1.usenetserver.com>
Source record: 3334

"Forrest K." <forrestkinney@hotmail.com> wrote in message
news:3c56a886.0209131121.5b473266@posting.google.com...
> I used an Atair 1040 ST for many years (now defunct) for all my
> writing, and now I've got sixty floppies that I desparately want my
> Mac or my PC computers to be able to convert into word processing
> files. Does anyone know how I can go about this? I'm sure there must
> be a way...

Hello Forrest...
Do you recall what program(s) you used to do your writing with?
You might want to check out Papyrus, as it can import many of the more popular Atari file formats. It's also a nice little suite of DTP utilities. Comes in Windows, OS/2, UNIX, and Atari GEM/TOS Flavors and is still supported, revised, and updated for several languages.

http://www.rom-logicware.com/e_start.htm

PageStream by Soft-Logik is also a DTP package that was born on Atari, and still should import most of the popular ST formats. I know very little about the PC and Mac versions of PageStream, but an email to their support address should find the answers you need (does this import my old st word processor files?).

http://www.haage-partner.de/pagestream/products-e.htm

Here's another option...
Emulation...should you happen still have your old program disks.

I recommend starting with Gemulator simply because out of the free emulators, it seems to do the best job at reading old ST floppies and hard disks. Again, it's free. You'll just have to find a ROM image (easily found on the net).

*** There's also a very nice utility at the GEmulator website called GEMEXPLORE that will be very helpful for getting files from your floppies or hard drives that Windows can't see. ***

http://www.emulators.com/gemul8r.htm

There are a number of other ST emulators as well...both commercial and free. Each offers something that it tends to do better than another...I.E. STeem supports MIDI, MagiC PC offers a slew of GDOS screen modes..somewhat like having a nice graphics card on an ST/TT/Falcon (above 16 colors, such as an 800X600X16million-color GEM display mode.), etc. Do searches on these keywords to learn more.

STeem Atari
Saint Atari ST
WinSTon Atari

PacifiST Atari
MagiC PC
Atari Emulation
Atari Emulator

Hope this helps....
Brian

7684. Re: PRO-24 III HELP NEEDED

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-21 17:04:11 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <V6d$1YBLaKj9Ew1Z@atari.org.uk>
Source record: 3335

In article <3d84fb7213cd450@tripnet.se>, Kenneth Medin
<kennethm@tripnet.se> writes
>The program DCCLK.PRG obviously has some purpose. Until you know what
>it does it's very stupid to _trash_ it.

Hi

iirc that dc click program suppose to perform a double click on the
desktop to autorun a program:) for those pre tos 1.4 machines that dont
or cant auto run gem files.

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7685. Re: IDE CD-ROM+SCSI CD-RW

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-21 21:04:22 UTC
From: Alexander Beuscher <alexb@feanor.schunter.etc.tu-bs.de>
Message-ID: <Pine.LNX.4.30.0209212250370.1142-100000@feanor.schunter.etc.tu-bs.de>
Source record: 3337

Hi, "D"!

So you want to copy CDs on the fly and don't want buffer underruns?

Best way to archieve this is to keep both CD-Devices in the SCSI-Chain, as IDE-Devices put more stress to the processor. I guess it is better to have the source device as IDE if you can't have two SCSI devices.

-> DATA CDs:
no problem, if recording speed stays below reading speed of CDR
-> check max reasonable recording speed for your HW-Setup with "test" writes (with CD-writer laser switched off)

-> Audio CDs:
here you need a good CDDA-extractor (or a good correction mechanism in your source device). Extract without breaks (->keep whole track in RAM, then put it to HD), otherwise "tck" and similar noise sounds might get into your track at those moments.

I have no experience with on the fly CD copies on my Falcon - I use to buffer the data on my HD.

Regards,

Alexander

7686. MiNTNet drivers...

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-22 08:45:24 UTC
From: ozk@his.cozy.hades
Message-ID: <Pine.MNT.4.31.02092210443913.413-100000@hadesbox>
Source record: 3339

New MiNTNet drivers available at my site. Take a look...

--
Regards,

Odd Skancke - ozkATatariDOTorg - http://assemsoft.atari.org

7687. Megafile30

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-22 18:55:04 UTC
From: Bruce Cooke <bruce.a.cooke@shaw.ca>
Message-ID: <cmoj9.390949$Ag2.17191544@news2.calgary.shaw.ca>
Source record: 3340

Newbe Question.
I just acquired a megafile 30 for my 1040STe , I have the cable to connect them but as I understand it I need some software drivers to access it? an AHd.prg or Hdx ? prg.?
Where can I find this software I dont have any system disks for my computer which I bought ..
Any help welcome
Thanks

7688. Re: CT2b SCSI questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-23 07:55:47 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3D8EC903.8D5546CD@siemens.at>
Source record: 3341

Brian Roland wrote:
> I've a CT2b w/32meg fast ram and FPU along side a 16meg Wiztronics memory board.
> It truly is a god send...amazing how zippy the Falcon is now...
> The catch is, for this stellar performance, I have to go all IDE ...I really
> have to avoid anything SCSI, especially under MagiC 6.01. Sadly, SCSI is the
> heart of my set-up...got scanners, ethernet, and lots of nice big drives for
> CueBase Audio and other storage whims.
>
> Under MagiC 6.01
> NVDI 5.03
> HDDRIVER 7.93
>
> SCSI access freezes the system quite often in Turbo Mode, thoe the mouse still
> moves. Forcing a SCSI bus reset (ejecting a CDROM or dropping power a second to
> my SCSILINK ethernet box) brings the bird back to life.
>
> Also...
> CueBase Audio barfs complaining of a million and seven SCSI errors.
>
> I've seen numerious reports of rock solid SCSI with the CT2b. How do I get mine
> that way?

Unfortunately I can't tell you that. But I'd like to point out a few
things.

1. If I did understand you right you say yourself that the problems
occur only under MagiC. So there seems no hope in playing around
with termination and cables.
2. The only reason to use Cecille instead of HDDRIVER would be a slow
IDE drive. Since HDDRIVER has so many advantages I solved that
problem by buying a new IDE drive.
3. For music (I use AudioMaster/AudioTracker) and CD burning I always
use SingleTOS. BTW my SCSI devices are scanner, CDR, CDRW and HD
and since I got a cable that's short enough between CDRW and scanner
I never had any problems on the SCSI bus although I leave
only part time switched on devices (scanner, CDRW) always
in the chain
and others said they have problems then.

BTW, except for the SCSILINK and MagiC we seem to have very similar
systems (CT2b w/32meg fast ram, FPU, Wizztronics memory board,
NVDI 5.03, HDDRIVER 7.81).

Gerhard

7689. Re: Megafile30

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-23 11:12:28 UTC
From: Oracle <Someone@home.com>
Message-ID: <DyCj9.38416$g9.110852@newsfeeds.bigpond.com>
Source record: 3342

it may allready be on the hard drive. have you tried just plugging it in and turning on the machine? it might just start up..

failing that i can supply the requested software.

"Bruce Cooke" <bruce.a.cooke@shaw.ca> wrote in message news:cmoj9.390949$Ag2.17191544@news2.calgary.shaw.ca...
> Newbe Question.
> I just acquired a megafile 30 for my 1040STe , I have the cable to connect
> them but as I understand it I need some software drivers to access it? an
> AHd.prg or Hdx ? prg.?
> Where can I find this software I dont have any system disks for my computer
> which I bought ..
> Any help welcome
> Thanks
>
>
>

7690. Re: CT2b SCSI questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-23 11:54:30 UTC
From: <>
Message-ID: <1032853358-185577AEicMi@ntlworld.com>
Source record: 3348

From: Janka Gerhard <gerhard.janka@siemens.at>
Date: Mon, 23 Sep 2002 09:55:47 +0200

>BTW, except for the SCSILINK and MagiC we seem to have very similar
>systems (CT2b w/32meg fast ram, FPU, Wizztronics memory board,
>NVDI 5.03, HDDRIVER 7.81).

For burning CDs I recommend using the IDE drive for the intermediate ISO file - doing this went from being able to use 1* speed using a SCSI drive to 4* with the IDE.

Re the SCSI errors that Brian's experiencing. Uwe has said in the past that he isn't building in fixes for particular hardware (that it is up to the designer of such to make sure that it is compatible with the standards), but I have found better results with my CT2B with some versions of HDDriver over others, so it would be a good idea to check out the latest demo of HDDriver to see if it offers any improvement.

Cheers

Derryck

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/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7691. Various Atari items for sale (and other retrocompstuff...)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-23 14:55:56 UTC
From: netbios_nl@hotmail.com
Message-ID: <ecdf222c.0209230655.72473055@posting.google.com>
Source record: 3343
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st.tech,rec.games.video.marketplace

I am selling part of my collection. Various Atari items (hard- and
software) as well as Sinclair, Commodore, Vectrex and other
retro-computing stuff.

I am still pondering on whether I'll sell my Atari ST Book as well.
The ST Book is in perfect cosmetic condition, with PSU and battery,
all port covers present. However, on bootup it shows 4 bombs onscreen
(HDD problem?). If anyone is interested (make offer above 600 Euro)
drop me a mail.

Visit the link below for an overview

http://home.quicknet.nl/qn/prive/sa.karsseb/ebay/

7692. Re: Megafile30

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-23 17:26:21 UTC
From: Bruce Cooke <bruce.a.cooke@shaw.ca>
Message-ID: <19lj9.382176$v53.18008008@news3.calgary.shaw.ca>
Source record: 3345

Hi
I tried that but got no where, I have downloaded a demo of HDDrive and that worked!I can see 3 partitions and read write the first two. What do you do to make it boot from HD?Will the demo do that? I guess I should RTFM:)

"Oracle" <Someone@home.com> wrote in message
news:DyCj9.38416$g9.110852@newsfeeds.bigpond.com...
> it may allready be on the hard drive. have you tried just plugging it in
and
> turning on the machine? it might just start up..
>
> failing that i can supply the requested software.
>
> "Bruce Cooke" <bruce.a.cooke@shaw.ca> wrote in message
> news:cmoj9.390949$Ag2.17191544@news2.calgary.shaw.ca...
> > Newbe Question.
> > I just acquired a megafile 30 for my 1040STe , I have the cable to
> connect
> > them but as I understand it I need some software drivers to access it?
an
> > AHd.prg or Hdx ? prg.?
> > Where can I find this software I dont have any system disks for my
> computer
> > which I bought ..
> > Any help welcome
> > Thanks
> >
> >
> >
>
>

7693. Re: Various Atari items for sale (and other retrocompstuff...)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-23 22:59:47 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <l_Mj9.12684$5M3.591590@e3500-atl2.usenetserver.com>
Source record: 3346
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st.tech,rec.games.video.marketplace

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:amni6f$5g6$1@news1.xs4all.nl...
> Hi,
>
> 600 Euro's for a ST BOOK? Sorry but I bought mine working with all cables
> last year for 650 NLG...

Ah, but that's what it will take to get him to part with it ;)
He'll likely get that, or more for it ;)

Brian

7694. Re: Various Atari items for sale (and other retrocompstuff...)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-24 02:14:12 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <amni6f$5g6$1@news1.xs4all.nl>
Source record: 3344
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st.tech,rec.games.video.marketplace

Hi,

600 Euro's for a ST BOOK? Sorry but I bought mine working with all cables
last year for 650 NLG...

TXG/MNX

"Retrocompsale" <netbios_nl@hotmail.com> wrote in message
news:ecdf222c.0209230655.72473055@posting.google.com...
> I am selling part of my collection. Various Atari items (hard- and
> software) as well as Sinclair, Commodore, Vectrex and other
> retro-computing stuff.
>
> I am still pondering on whether I'll sell my Atari ST Book as well.
> The ST Book is in perfect cosmetic condition, with PSU and battery,
> all port covers present. However, on bootup it shows 4 bombs onscreen
> (HDD problem?). If anyone is interested (make offer above 600 Euro)
> drop me a mail.
>
> Visit the link below for an overview
>
> http://home.quicknet.nl/qn/prive/sa.karsseb/ebay/

7695. Re: CT2b SCSI questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-24 07:49:14 UTC
From: William Wong <wongck@rocketmail.com>
Message-ID: <3d90155a@post.newsfeed.com>
Source record: 3349

*** post for FREE via your newsreader at post.newsfeed.com ***

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:HsUi9.137369$AY5.54428736@e3500-atl1.usenetserver.com...
>
> In Turbo mode, under MagiC these freezes are consistant and annoying!
They are
> at their worst with any software that uses SCSIDRIVER to constantly poll
the
> device (such as the SCSILINK ethernet device with Roger's STing driver).
>

How about DMA background transfer mode in MagiC? I notice that my SCSILINK
ethernet device will become unstable / freeze if the DMA background mode is
set.

Rgds
William

-----= Posted via Newsfeed.Com, Uncensored Usenet News =-----
http://www.newsfeed.com - The #1 Newsgroup Service in the World!
-----== 100,000 Groups! - 19 Servers! - Unlimited Download! =-----

7696. Re: Megafile30

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-24 10:30:00 UTC
From: Oracle <Someone@home.com>
Message-ID: <31Xj9.38982$g9.113105@newsfeeds.bigpond.com>
Source record: 3350

Ive got the original atari issued hard disk utility disk, you run the
program and its all straight forward and makes it bootable.

"Bruce Cooke" <bruce.a.cooke@shaw.ca> wrote in message
news:19Ij9.382176$v53.18008008@news3.calgary.shaw.ca...
> Hi
> I tried that but got no where, I have downloaded a demo of HDDrive and
that
> worked!I can see 3 partitions and read write the first two. What do you do
> to make it boot from HD?Will the demo do that? I guess I should RTFM:)
>
>
> "Oracle" <Someone@home.com> wrote in message
> news:DyCj9.38416$g9.110852@newsfeeds.bigpond.com...
> > it may allready be on the hard drive. have you tried just plugging it in
> and
> > turning on the machine? it might just start up..
> >
> > failing that i can supply the requested software.
> >
> > "Bruce Cooke" <bruce.a.cooke@shaw.ca> wrote in message
> > news:cmoj9.390949$Ag2.17191544@news2.calgary.shaw.ca...
> > > Newbe Question.
> > > I just acquired a megafile 30 for my 1040STe , I have the cable to
> > connect
> > > them but as I understand it I need some software drivers to access
it?
> an
> > > AHd.prg or Hdx ? prg.?
> > > Where can I find this software I dont have any system disks for my
> > computer
> > > which I bought ..
> > > Any help welcome
> > > Thanks
> > >
> > >
> > >
> >
> >
>
>

7697. Re: Various Atari items for sale (and other retrocompstuff...)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-24 14:46:57 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <amou9trea1@news1.xs4all.nl>
Source record: 3347
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st.tech,rec.games.video.marketplace

I think he gets less because his ST-BOOK is not working. I guess he could
get $150 euro for it...

TXG/MNX
"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:l_Mj9.12684$5M3.591590@e3500-atl2.usenetserver.com...
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:amni6f$5g6$1@news1.xs4all.nl...
> > Hi,
> >
> > 600 Euro's for a ST BOOK? Sorry but I bought mine working with all
cables
> > last year for 650 NLG...
>
> Ah, but that's what it will take to get him to part with it ;)
> He'll likely get that, or more for it ;)
>
> Brian
>
>

7698. Tech chat

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-24 22:19:32 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1032974458.66165.0@despina.uk.clara.net>
Source record: 3260

Hi All

Come on guys lets liven this echo up a bit!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.391 / Virus Database: 222 - Release Date: 19/09/2002

7699. Re: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-24 22:30:18 UTC
From: Henk Robbers <h.robbers@chello.nl>
Message-ID: <3D90E6C9.A86BF54B@chello.nl>
Source record: 3251

charlie@news.ptwi.net wrote:
>
> Will a 2-button PC serial mouse work as a replacement for an ST
> mouse? Is any special software required?
>
>

Yes.

I know of 2 drivers,
wrapmouse and genmouse

both can be found on the Belgian ftp server.

ftp://chapelie.rma.ac.be/atari/utilities/

--
Groeten; Regards.
Henk Robbers. mailto:h.robbers@chello.nl
http://members.ams.chello.nl/h.robbers/Home.html
A free multitasking GEM for MiNT: XaAES (heavily under construction);
http://xaaes.atari.org
Interactive disassembler: TT-Digger; http://digger.atari.org
A Home Cooked teXt editor: AHCX

7700. Re: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-24 22:54:40 UTC
From: Michael Limburg <mlimb@gmx.de>
Message-ID: <slrnap1r9g.1ui.mlimb@archimedes.lan1>
Source record: 3252

charlie@news.ptwi.net () wrote:

> Will a 2-button PC serial mouse work as a replacement for an ST
> mouse? Is any special software required?

No, I think, it is not working as a direct replacement, because the
ST mouse is not a serial mouse. The ST mouse is connected to
6 I/O ports of the keyboard controller.
But I think, it is possible to connect the mouse to the STs RS232 port using
a special software. It also may be possible to connect the mouse to the midi
port (with special connector an d software).

Michael

7701. Re: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-25 01:03:05 UTC
From: charlie@news.ptwi.net
Message-ID: <slrnap233d.1a9.charlie@localhost.localdomain>
Source record: 3253

Thanks for the info, everyone.

7702. Re: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-25 01:18:21 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D910EBB.A82B4511@rogers.com>
Source record: 3254

charlie@news.ptwi.net wrote:

> Will a 2-button PC serial mouse work as a replacement for an ST
> mouse? Is any special software required?
>
> Thanx.
> --

The one downside to this (serial mouse with driver) is that it ties up the serial port which could be a problem if you want to use a modem on the ST. If you have a mega STE or TT etc you'd not have to worry since you'd have more than one serial port.

7703. Re: CT2b SCSI questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-25 05:45:40 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <amrido$8dm8l$2@ID-27442.news.dfncis.de>
Source record: 3255

derryck@.NOT~THIS~cix.co.uk wrote:

> Re the SCSI errors that Brian's experiencing. Uwe has said in the past that
> he isn't building in fixes for particular hardware (that it is up to the

Remember that it's not even possible to fix the Falcon's SCSI problems.
The Falcon's SCSI/DMA hardware simply doesn't work as it should and even
with a clockpatch installed it doesn't always improve. There is nothing
that can be done by software to fix this

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7704. Re: Megafile30

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-25 05:47:04 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <amrigc$8dm8l$3@ID-27442.news.dfncis.de>
Source record: 3256

Bruce Cooke wrote:

> I tried that but got no where, I have downloaded a demo of HDDrive and that
> worked!I can see 3 partitions and read write the first two. What do you do
> to make it boot from HD?Will the demo do that? I guess I should RTFM:)

Just install the demo version on drive C: as explained in the README and
it will boot from it. Don't forget to read the notes about the
restrictions of the demo version compared with the full version.

--

Dr. Uwe Seimet mailto:us@seimet.de
http://www.seimet.de

7705. Re: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-25 08:41:45 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <XDek9.212$DY4.7330@newsfep3-gui.server.ntli.net>
Source record: 3257

Hello.

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3D910EBB.A82B4511@rogers.com...
> charlie@news.ptwi.net wrote:
>
> > Will a 2-button PC serial mouse work as a replacement for an ST
> > mouse? Is any special software required?
> >
> > Thanx.
> > --
>
> The one downside to this (serial mouse with driver) is that it ties up the
> serial port which could be a problem if you want to use a modem on the ST.

And you have to load the driver every time you boot.

Or want to use the serial as a midi port.

Just buy an Atari mouse. In stock.

As is most Atari stuff.

Barrie at Keychange. www.keychange.co.uk

7706. Re: Various Atari items for sale (and other retrocompstuff...)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-25 08:51:50 UTC
From: netbios_nl@hotmail.com
Message-ID: <ecdf222c.0209250051.10eb397f@posting.google.com>
Source record: 3258
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st.tech,rec.games.video.marketplace

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<amou9trea1@news1.xs4all.nl>...
> I think he gets less because his ST-BOOK is not working. I guess he could
> get $150 euro for it...
>
> TXG/MNX
> "Brian Roland" <BJRoland@bellsouth.net> wrote in message
> news:l_Mj9.12684$5M3.591590@e3500-atl2.usenetserver.com...
> >
> > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > news:amni6f$5g6$1@news1.xs4all.nl...
> > > Hi,
> > >
> > > 600 Euro's for a ST BOOK? Sorry but I bought mine working with all
> cables
> > > last year for 650 NLG...
> >
> > Ah, but that's what it will take to get him to part with it ;)
> > He'll likely get that, or more for it ;)
> >
> > Brian
> >

150 EURO? Good luck... [if I put it up for that amount my inbox
runneth over]

650NLG? Well done, you got a good deal on that, but it ain't gonna
change the fact that this ST Book is not leaving my collection for
less than 600 EURO. Hell, I find stuff that is sold on ebay for 400$
for 20 EURO sometimes, and there are people who throw an Apple-I in
the trash. I did have another ST Book but that was in a very bad
condition, had no PSU, no battery and it sold it for 450$. So there
you go.

Offer > 600 Euro it is, pix are up on the website
(home.quicknet.nl/qn/prive/sa.karsseb/ebay/)

And the peasants rejoiced....

7707. Anyone know where I can get Notator Logic and a Log3

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-25 12:15:41 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <bu93pu47atmc6imldk3gt6q2ncrhf036t7@4ax.com>
Source record: 3259
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I want to use them on my falcon.

If anyone has some lying around unused, tell me what you want for it (including postage to the UK.)
I might be able to swap something back if you like.... (have a SpDif interface doing not much at the moment)

Thanks.. Rob

7708. SM147

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-25 20:33:47 UTC
From: Jon <jonm@pclv.com>
Message-ID: <L4pk9.115294$Pf7.4260739@news1.west.cox.net>
Source record: 3261

Anyone out there got the specs on the SM147 Monochrome? I was told once that it has audio out rather than a built in speaker. Is this correct? I haven't received it yet from the shipper, but, it is NOS.

Thanks
Jon

7709. Re: Anyone know where I can get Notator Logic and a Log3

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-25 22:31:57 UTC
From: disciple7 <tcarman@telusplanet.net>
Message-ID: <xPqk9.92$qB3.22830@news0.telusplanet.net>
Source record: 3262
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Rob,
I have Notator Alpha, if you're interested. The case describes it this way,

"NOTATOR ALPHA turns the Atari ST into a complete composing workstation:
recording ideas from a MIDI keyboard onto 16 tracks with notes
simultaneously appear[ing] on the screen, altering these notes while
listening to the result, assembling segments in any order to make a score,
printing out music, both score and parts. The idea becomes both music and
score."

I have the original program disks with manual and dongle in the original
case. Let me know if you're interested.

Tom Carman <><

"Rob" <rob.jenkins2@btopenworld.com> wrote in message
news:bu93pu47atmc6imldk3gt6q2ncrhf036t7@4ax.com...
> I want to use them on my falcon.
>
> If anyone has some lying around unused, tell me what you want for it
> (including postage to the UK.)
> I might be able to swap something back if you like.... (have a SpDif
> interface doing not much at the moment)
>
> Thanks.. Rob

7710. Re: Tech chat

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-25 23:19:50 UTC
From: Oracle <Someone@home.com>
Message-ID: <Jork9.39933$g9.115679@newsfeeds.bigpond.com>
Source record: 3263

Ok,

Can you suggest a method of installing a nuclear reactor in my TT to make it self powered and run for 20 years without refuelling?

Also, I'd like to install an additional 4Gb of ram and have a SCSI raid set-up. Also, another 20 cpu's would be nice. Can you suggest a way of doing this?

thanks.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message news:1032974458.66165.0@despina.uk.clara.net...
Hi All

Come on guys lets liven this echo up a bit!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.391 / Virus Database: 222 - Release Date: 19/09/2002

7711. Re: SM147

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-26 02:39:28 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D927340.20E8EFBF@rogers.com>
Source record: 3264

Jon wrote:

> Anyone out there got the specs on the SM147 Monochrome? I was told once
> that it has audio out rather than a built in speaker. Is this correct? I
> haven't received it yet from the shipper, but, it is NOS.
>
> Thanks
> Jon

I've got one, mine doesnt have any audio out or speaker. I worked in a music store some years ago that had a dealer account from atari canada and at the time the info I saw stated that the sm147 didnt have any sound capability at all. But that could have been changed in another production run perhaps.

7712. R: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-26 14:00:41 UTC
From: Paolo <p.defelice@engineer.com>
Message-ID: <dqEk9.14708$Eu.291435@twister1.libero.it>
Source record: 3265

Hi Guys!

Not to mention that using a serial PC mouse you don't get the "telepathy"
job done :-)
True, I tried it on my MEGA4 STE and the mouse is responsive almost like a
PC mouse does on PCs.
Buy ATARI!

Barrie at Keychange <barrie@keychange.co.uk> wrote in message
XDek9.212$DY4.7330@newsfep3-gui.server.ntli.net...
> Hello.
>
> "James Alexander" <james-m-alexander@rogers.com> wrote in message
> news:3D910EBB.A82B4511@rogers.com...
> > charlie@news.ptwi.net wrote:
> >
> > > Will a 2-button PC serial mouse work as a replacement for an ST
> > > mouse? Is any special software required?
> > >
> > > Thanx.
> > > --
> >
> > The one downside to this (serial mouse with driver) is that it ties up
the
> > serial port which could be a problem if you want to use a modem on the
ST.
>
> And you have to load the driver every time you boot.
>
> Or want to use the serial as a midi port.
>
> Just buy an Atari mouse. In stock.
>
> As is most Atari stuff.
>
> Barrie at Keychange. www.keychange.co.uk
>
>
>

7713. Re: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-26 14:44:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d92c8f2551110@attbi.com>
Source record: 3266

>
>Will a 2-button PC serial mouse work as a replacement for an ST
>mouse? Is any special software required?
>
>Thanx.

I use a PC mouse with my Atari Hades computer that has a ST mouse port. I use a serial mouse adapter from Mario Becroft. Works great.

Try this site to order:

http://gem.win.co.nz

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7714. ICD The Link

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-27 00:32:47 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <PGNk9.4771$qg5.774@nwrddc02.gnilink.net>
Source record: 3267
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st

I recently acquired "The Link" by ICD. IT is supposed to allow me to hook a SCSI drive to my Atari 520 ST or so I am told.

Apparently I need some software to make this work.

Can anyone help?

TIA

7715. Re: CT2b SCSI questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-27 00:44:33 UTC
From: wmartz@firstpresdalton.org
Message-ID: <2f399fc7.0209261644.53a764e9@posting.google.com>
Source record: 3268

> I've seen numerious reports of rock solid SCSI with the CT2b. How do I get mine
> that way?
>
> Thanks,
> Brian

Hi Brian! I have a very similar setup to yours, CT2B, Wizztronics ram board, 32 meg alt ram, fpu, ect. When I first installed my CT2B, I had huge problems with the SCSI, although I'm not sure they were exactly like yours. The short story is that I sent the MB to Rudolphe in france. He fixed my crappy install, and it has worked perfectly ever since. It's worth it.
Wayne Martz

7716. Re: ICD The Link

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-27 15:05:57 UTC
From: Tobias Kerner <tk@tkware.de>
Message-ID: <3D9473D5.9090305@tkware.de>
Source record: 3269
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

CBClarke wrote:
| I recently acquired "The Link" by ICD. IT is supposed to allow me to
hook a
| SCSI drive to my Atari 520 ST or so I am told.
|
| Apparently I need some software to make this work.
|
| Can anyone help?
|
| TIA
|

you can download the latest drivers on the icd homepage

tobi

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.7 (GNU/Linux)
Comment: Using GnuPG with Mozilla - http://enigmail.mozdev.org

iD8DBQE9lHPV7pG3vWJbprkRAhSCAJ9VkcGo8ZZbQiAKI1ZTuXU0VIPdgACgsaQj
ERX757ppWekKsomutnBsPdQ=
=0YJO
-----END PGP SIGNATURE-----
```

7717. Re: Tech chat

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-27 17:40:08 UTC
From: Andy Ball <not@valid.null>
Message-ID: <3D9498D0.1080600@valid.null>
Source record: 3270

Hello!

O> Can you suggest a method of installing a nuclear
> reactor in my TT to make it self powered and run for 20
> years without refuelling?

Hmm... wonder if I can run a Portfolio from a small solar
panel. That's nuclear fusion right? :-)

O> Also, I'd like to install an additional 4Gb of ram and
> have a SCSI raid set-up. Also, another 20 cpu's would
> be nice. Can you suggest a way of doing this?

Blu-tak. Let's see 4Gb/20 cpus = 200Mb each ...sounds do-
able. :-)

- Andy Ball.

7718. Re: ICD The Link

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-28 21:07:12 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d95c4e26cc744@attbi.com>
Source record: 3271
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,ctdl.sys.atari.st

>I recently acquired "The Link" by ICD. IT is supposed to allow me to hook a
>SCSI drive to my Atari 520 ST or so I am told.
>
>Apparently I need some software to make this work.
>
>Can anyone help?
>
>TIA

I have a Link hooked up to my STe and I use HDDriver as the SCSI driver. I would reccommend that as it is the best as far as Atari computers are concerned.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7719. Megafile 60

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-28 22:08:51 UTC
From: Jon <jonm@pclv.com>
Message-ID: <TLpl9.125025$Pf7.5162333@news1.west.cox.net>
Source record: 3272

Anybody got the specs on this drive, like how to check it's logical address?
The Supra utilities won't see the drive and say it's not responding.

Thanks
Jon

7720. 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-28 22:49:50 UTC
From: vdjole@EUnet.yu
Message-ID: <an5bm0$s6$1@news.eunet.yu>
Source record: 3273

In case someone is interested...

I have made an 8MB Alt-RAM + TOS 2.06 upgrade for my MegaST-4, giving a total of 12 MB of system memory. The purpose of the exercise was to make a reasonably simple upgrade at low cost, using only standard TTL chips, because I do not have the resourecs to handle programmable chips. Although undoubtedly much better Alt-RAM boards have been designed and produced (i.e. the MagnumST) they are not within my reach- and, besides, it was fun to design this thing, because electronics is not my profession, just a hobby.

The design was based on an 8MB RAM upgrade for Amiga, proposed in 1992 by John Kamchen (thanks to Lyndon Amsdon for pointing to that circuit). I suppose that my design is sufficiently similar to the original one (four logic chips and two EPROMs added) so that, eventually, the PCB layout provided for the Kamchen's circuit might be adapted.

The board uses eight 30-pin 1MB SIMM/SIPP modules. AFAIK the logically equivalent 8MB 72-pin modules, or any other having 10 multiplexed-address lines can be used. The memory chips used should have CAS-before-RAS refresh capability (not all SIMM modules had this feature, but all those those with 8 or 9 1MBit chips should be safe to use).

Address space of the board starts at $600000, so there is a 2MB "memory hole" between this address and ST-RAM which serves (without any additional provisions) to prevent TOS from confusing this memory with ST-RAM at boot time. Either 2, 4, 6 or 8 MB can be installed at 2MB address intervals.

A pair of 256KB EPROMs on the board contain TOS 2.06 and Magic 6.2, which can be selected, as well as the on-motherboard TOS 1.4, by a three-position switch. A pair of 128KB EPROMs could be used as well, contianing only one OS, of course. Without any changes, or with some trivial changes in design, EPROMs should be replaceable with a pair of pin-compatible 128KB static-RAM chips. If SRAMs with "sleep mode" are used, a rechargeable-battery backup could be installed so that the SRAM chips would hold the OS practically indefinitely without reloading (a provision might easily be added to disable booting from SRAMs and revert to on-motherboiar EPROMs if battery power is lost). If SRAMs are used, the design would be compleely free of any programmed chips.

The design was developed on a 160x100mm single-sided prototype PCB with 0.1 inch dot raster. All chips are socketed for easier experimenting, and connected by soldering 0.25mm wire-wrap wire, except for ground and Vcc which use much thicker wires. Board sits in the 64-pin "megabus" expansion port of my MegaST; this port is logically equivalent, as far as this application is concerned, to connecting it directly to the CPU bus, for example in a chip-socket soldered piggyback upon the CPU. Beside this connector, only the

power supply (5V) is needed, and two additional connections on the motherboard. These connections are made at or near W2 jumper on the motherboard which is used to select ROM configuration. The computer can be completely reverted to original state by removing the board and putting the W2 jumper back in place.

The board contains a total of 15 logic chips. Address range and CAS is decoded by a 74HCT138 chip, and addresses are multiplexed by three 74HCT157 chips. DTACK is produced by an open-collector 74LS09. Unused gates from this chip were used to improve the recovery time of the RAS and CAS signals at the end of acccess cycle. RAS/CAS delay sequence is produced by a series of Schmitt triggers in a 74LS14 chip. Interface beween the DRAMs and the computer data bus is by a pair of 74F245 bus transcievers. Multiplexed addresses are fed to the DRAMs through 74F244 and 74F125 bus buffers, which was an addition to the original design because the 74HCT157 address-multiplexers turned unable to drive the full load of 8 SIMMs (in retrospective, my decision to use 1MB modules was probably a bad idea; using an 8MB/72-pin module the load would probably be lower sufficiently that the two bus-buffer chips could be omitted; using a 16MB module would probably have simplified the design further by one or two chips because of the smaller number of CAS lines). Btw. someone with access to more exotic 74** chips like the 74F711-1 containing a five-fold 2:1 multiplexer with bus-driving outputs and integrated 30-ohm resistors (instead of the 74HCT157, 74F244 and 74F125), might further reduce the chip count by about three.

CAS-before-RAS DRAM refresh is used, i.e. with the internal row-counters in the DRAM chips. CAS-RAS refresh sequence is initiated whenever a memory access outside of the Alt-RAM memory area is attempted (i.e. any access to ST-RAM, I/O area or ROM initiates a refresh). Even if the computer is just sitting, displaying a desktop, hblank (hsync) routines (i.e. access to ROM or ST-RAM) execute sufficiently often to perform a refresh. A slight drawback of this concept is that the OS (or, more accurately- the hblank routines) can not be located in Alt-RAM, but having the two systems in on-board EPROMs, and with a possibility to replace these EPROMs with static RAMs into which the OS can be loaded, I do not consider this a serious obstacle. On the other hand, as the refresh is performed only when a memory access elsewhere is in progress, there are never any wait cycles. As a result, all programs run 3-5% faster from this Alt-RAM than previously from ST-RAM.

The board with a complete 8MB load and two EPROMs draws about 700mA. My MegaST-4 draws, when the floppy drive is working, about 2100mA. With the Alt-RAM board added, and with the FPU-board (200mA) which I added earlier, this adds-up to a requirement for current of 3000mA, i.e. exactly the declared capacity of the Mega's power supply. I did not like this, so I replaced the power supply with another one which I had (4A/5V; 1.6A/12V). I suppose that, had I used one 8MB memory module instead of eight 1MB modules, the power required would be significantly less so that possibly the original power supply could be kept.

In order to take care of the increased heating, I installed an additional fan into the Mega's box, in the corner diagonally opposed to the location of the poser supply. This fan pushes new air in, to the nearby Alt-RAM

board and the CPU, while the power supply fan pushes the heated air out in the opposite corner.

The board works fine on a 8MHz MegaST, and the timings would be ok for a 10MHz or (somewhat marginal) for 12MHz acceleration, but most probably would -not- work for 16MHz access without some changes.

A small program (thanks to everyone who helped me with this) is used at boot time to declare Alt-RAM to the system. The program reads Alt-RAM configuration (size and starting address) from a small config. file.

Some problems were encountered during development. Slight low-pass filtering of the AS signal was required. I found out that 74F245 chips of different manufacturers behave noticeably differently regarding logic levels and delay times. Then, I had the bad luck that the set of 1MB SIMMs I obtained some long time ago were for 3.3V, which, of course, I did not know and which produced a lot of errors until I discovered the cause. It turned out that 1MB SIMMs, while not costing anything, are not easyto find anymore, so I provided the 3.3V and, after some experimenting, convinced the SIMMs to work. Another problem occured with the DMA-chip (see my other post). A long time ago, in this computer the two ROM chips were replaced by six EPROMs with TOS1.4. Later, I added a FPU board. Addition of this Alt-RAM board seems to have been too much on the data bus for the poor DMA chip which obviously does not have enough bus-driving power and started producing data errors (btw. this is the CO25913-38 chip which was reported to produce disk errors in STe computers). I found out that by removing either the new TOS 2.06 EPROMs or any two (out of six) of the old TOS 1.4 EPROMs, the errors disappear. As I do not like the idea of replacing the DMA chip (not socketed, and, besides, I do not have another one), I have yet to decide what to do: completely remove old TOS 1.4 or remove the new EPROMs and load TOS 2.06 into ST-RAM using the old TOS 1.4. Or else- I may consider changing the design of the board so that the new EPROMs sit "behind" the Alt-RAM bus transcievers and do not additionally load the data bus. But this may require one chip more on the board.

The board is currently in my Mega (less the EPROMs for the moment) with full 8MB Alt-RAM, and the just-noticeably increased speed, together with larger memory (more then 10MB free with NVDI, some accessories and other things loaded) and ability to load items previously impossible, gives a very nice feel. OS replacements/expansions like Magic or Mint or a nice desktop like Jinnee become realistic options instead of hypothetical possibilities.

Regards;

7721. Some info on faulty DMA-chips

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-28 22:49:56 UTC
From: vdjole@EUnet.yu
Message-ID: <an5bmh$s6$2@news.eunet.yu>
Source record: 3274

Recently I have made an upgrade for my MegaST (see my other post), the upgrade consisting of 8MB of Alt-RAM and EPROMs for TOS 2.06. TOS 2.06 can be switched off and the machine reverted to on-motherboard TOS 1.4.

In testing the card, I noticed that errors in hard disk access happen. I found out that errors disappear if I remove the TOS 2.06 EPROMs, but occur again if those are physically in the machine, even if they are deactivated and the computer is running old TOS 1.4. Then I found out that the errors disappear again if I remove just any two or four of the six old TOS 1.4 EPROMs and boot the computer from new TOS 2.06 EPROMs.

Further tests showed that the frequency of disk errors was significantly reduced (but not completely eliminated) if I placed a very large (several uF) decoupling capacitor immediately next to DMA chip, and reduced even more if power supply voltage was increased to cca 5.10 V.

Checking the part number of the DMA chip, I found out that it was the CO25913-38, which was reported to produce exactly this type of errors in some STEs (and MegaSTEs?).

My conclusion is that the CO25913-38 version of DMA chip simply does not have enough bus-driving capacity and is thus producing erroneous data on the bus. It seems that it was running near its limits from the start, so that in the original state of my MegaST this made no problems, but since then the data bus in this computer has been loaded more and more with:
- replacing the original two ROM chips with six-chip TOS 1.4;
- adding the FPU;
- adding the TOS 2.06 EPROMs;
- adding the bus transcievers for Alt-RAM;
which, apparently, was just too much for the DMA chip. I suspect that a STe, having a different hardware design than a ST, presents an even higher bus load which he CO25913-38 chip can not handle.

So, beside the STe owners, anyone attempting adding upgrades which sit on the data bus in a ST-series computer should beware of this version of the DMA chip.

cu;

7722. Re: Megafile 60

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-29 05:45:56 UTC
From: rs.mac@t-online.de
Message-ID: <1fj9en5.jnga6ju38ynaN%rs.mac@t-online.de>
Source record: 3275

Jon <jonm@pclv.com> wrote:

> Anybody got the specs on this drive, like how to check it's logical address?
> The Supra utilities won't see the drive and say it's not responding.
>
> Thanks
> Jon

Tabelle 67: Die DIP-Switches Controller
DIP1 DIP2 DMA-ID
0 0 0
1 0 1
0 1 2
1 1 3

All devices from Atari

Tabelle 68: ST412 Interface Drives max. 7.5Megabit/Sec.
Harddrive ST138R ST157R ST238R ST251R
ST277R ST4144R
Formatted Size 32 49 31 43
65 122
Read/Write Head 4 6 4 4
4 9
Data Cylinder 615 615 615 820
820 1.024
Step Pulse Range 3-200 3-200 5-200
3-200 3-200 3-70
Access Time 28 28 65 40 40
28
Write Precomp. N/A N/A N/A
N/A N/A N/A
Reduc. Wr. Curr. N/A N/A N/A
N/A N/A N/A
Power 10 10 14.8 11 11
25.5

Megafile 30/60 Cases..

SCSI devices from Atari

Tabelle 69: SCSI Interface Drives
Harddrive ST138N ST157N ST255N ST251N
ST277N

Formatted Size 32 48 21 43
64
Sectors 63139 95015 41720 84254
126790
Access Time 28 28 65 40 40
Power 10 10 14.8 11 11

Some words about DIP switches

Dip switches 2 and 3 on the host adapter board are to change the SCSI ID number of the drive. It goes as follows:

Tabelle 70: DIP switch settings
DIP2 DIP3 ID
ON ON 0
ON OFF 1
OFF ON 2
OFF OFF 3

Jumpers on your HD drive must be set allways to ID=0.
Any other ID will not be recognized by the Atari host adapter board (at all, ever).

Use AHDI or HDDriver to get the drive work.

--
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<http://www.doitarchive.de>

7723. Re: Megafile 60

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-29 19:31:56 UTC
From: Jon <jonm@pclv.com>
Message-ID: <MyII9.128633$Pf7.5404425@news1.west.cox.net>
Source record: 3276

Wonderful! I thank you for your info. I never received a book with this drive and had no idea where to look.

Thanks again!
Jon

"Robert Schaffner" <rs.mac@t-online.de> wrote in message news:1fj9en5.jnga6ju38ynaN%rs.mac@t-online.de...
> Jon <jonm@pclv.com> wrote:
>
> > Anybody got the specs on this drive, like how to check it's logical address?
> > The Supra utilities won't see the drive and say it's not responding.
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> > Thanks
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>
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> DIP1 DIP2 DMA-ID
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> 1 0 1
> 0 1 2
> 1 1 3
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> Harddrive ST138R ST157R ST238R ST251R
> ST277R ST4144R
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> 65 122
> Read/Write Head 4 6 4 4
> 4 9
> Data Cylinder 615 615 615 820
> 820 1.024
> Step Pulse Range 3-200 3-200 5-200
> 3-200 3-200 3-70
> Access Time 28 28 65 40 40
> 28
> Write Precomp. N/A N/A N/A
> N/A N/A N/A

> Reduc. Wr. Curr. N/A N/A N/A
> N/A N/A N/A
> Power 10 10 14.8 11 11
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> Any other ID will not be recognized by the Atari host adapter board (at
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>
> Use AHDI or HDDriver to get the drive work.
>

> --
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> _____________________________________
> Macintosh und Atari Hardware FAQs
> <http://www.doitarchive.de>

7724. MO-4 questions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-29 22:16:30 UTC
From: Paolo <p.defelice@engineer.com>
Message-ID: <2ZKl9.29630$e31.637610@twister2.libero.it>
Source record: 3277

Hi guys! I would like to ask something about my latest MIDI device for my
Falcon: SoundPool MO-4
First: how is the power scheme? (I bought it with internal power setup, so I
have a 5 PIN socket, but there's no info about the voltage)
Second: Do I have to do something after the powerup and copying the MROS in
his directory?
Third: Is it normal that I see the 4 MO-4 channels blanked in the selection
box?
Thanks.
Paolo

7725. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-30 05:04:05 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <9XQI9.10861$kd3.25868@news-server.bigpond.net.au>
Source record: 3278

Can we have a look? That is probably the most sexy thing I have heard all year on the Atari scene. How about a schematic? I would love to see a photo too.

Regards and reverance

Mark Bedingfield

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message news:an5bm0$s6$1@news.eunet.yu...
> In case someone is interested...
>
> I have made an 8MB Alt-RAM + TOS 2.06 upgrade for my MegaST-4, giving a
> total of 12 MB of system memory. The purpose of the exercise was to make a
> reasonably simple upgrade at low cost, using only standard TTL chips, because
> I do not have the resourecs to handle programmable chips. Although
> undoubtedly much better Alt-RAM boards have been designed and produced
> (i.e. the MagnumST) they are not within my reach- and, besides, it was fun to
> design this thing, because electronics is not my profession, just a hobby.
>
> The design was based on an 8MB RAM upgrade for Amiga, proposed in 1992 by
> John Kamchen (thanks to Lyndon Amsdon for pointing to that circuit). I
> suppose that my design is sufficiently similar to the original one (four
> logic chips and two EPROMs added) so that, eventually, the PCB layout
> provided for the Kamchen's circuit might be adapted.
>
> The board uses eight 30-pin 1MB SIMM/SIPP modules. AFAIK the logically
> equivalent 8MB 72-pin modules, or any other having 10 multiplexed-address
> lines can be used. The memory chips used should have CAS-before-RAS refresh
> capability (not all SIMM modules had this feature, but all those those with
> 8 or 9 1MBit chips should be safe to use).
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> Address space of the board starts at $600000, so there is a 2MB "memory hole"
> between this address and ST-RAM which serves (without any additional
> provisions) to prevent TOS from confusing this memory with ST-RAM at boot
> time. Either 2, 4, 6 or 8 MB can be installed at 2MB address intervals.
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> A pair of 256KB EPROMs on the board contain TOS 2.06 and Magic 6.2, which can
> be selected, as well as the on-motherboard TOS 1.4, by a three-position

> switch. A pair of 128KB EPROMs could be used as well, contianing only one
OS,
> of course. Without any changes, or with some trivial changes in design,
> EPROMs should be replaceable with a pair of pin-compatible 128KB
static-RAM
> chips. If SRAMs with "sleep mode" are used, a rechargeable-battery backup
> could be installed so that the SRAM chips would hold the OS practically
> indefinitely without reloading (a provision might easily be added to
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> booting from SRAMs and revert to on-motherboiar EPROMs if battery power is
> lost). If SRAMs are used, the design would be compleely free of any
> programmed chips.
>
> The design was developed on a 160x100mm single-sided prototype PCB with
> 0.1 inch dot raster. All chips are socketed for easier experimenting, and
> connected by soldering 0.25mm wire-wrap wire, except for ground and Vcc
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> use much thicker wires. Board sits in the 64-pin "megabus" expansion port
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> is concerned, to connecting it directly to the CPU bus, for example in a
> chip-socket soldered piggyback upon the CPU. Beside this connector, only
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> power supply (5V) is needed, and two additional connections on the
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> These connections are made at or near W2 jumper on the motherboard which
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> Jinnee become realistic options instead of hypothetical possibilities.
>
> Regards;

7726. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-30 11:16:36 UTC
From: <>
Message-ID: <1033462366-875684AEicMi@ntlworld.com>
Source record: 3282

From: vdjole@EUnet.yu (Djordje Vukovic)
Date: Sat, 28 Sep 2002 22:49:50 +0000 (UTC)

>In case someone is interested...

Very interesting Djordje!

Anyone with an ST should be pricking up their ears at this.

Cheers

Derryck

--


```
____ ____ ____
/ __ \ / __ \ / __ \
/ / / / / / / / / /_/ /
/ /_/ / / /_/ / / ____/
/_____/ /_____/ /_/ Translations
```
derryck@cix.co.uk
dennis.vermeire@gmx.net
xlator@cix.co.uk
http://www.cix.co.uk/~derryck/index.htm

7727. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-30 18:47:47 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ana68j$jt0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3279

In article <an5bm0$s6$1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:

That sounds great!

Some comments:

>The board uses eight 30-pin 1MB SIMM/SIPP modules. AFAIK the logically
>equivalent 8MB 72-pin modules, or any other having 10 multiplexed-address
>lines can be used. The memory chips used should have CAS-before-RAS refresh
>capability (not all SIMM modules had this feature, but all those those with
>8 or 9 1MBit chips should be safe to use).

All PS/2 modules I know can handle CAS-before-RAS refresh (the Magnum uses
that, too).

>EPROMs should be replaceable with a pair of pin-compatible 128KB static-RAM
>chips. If SRAMs with "sleep mode" are used, a rechargeable-battery backup

Or Flash ROMs.

>The board contains a total of 15 logic chips. Address range and CAS is
>decoded by a 74HCT138 chip, and addresses are multiplexed by three 74HCT157

Wow. The Magnum used three chips, two HCT157 and one MACH210 ;-)

>at the end of acccess cycle. RAS/CAS delay sequence is produced by a series
>of Schmitt triggers in a 74LS14 chip. Interface beween the DRAMs and the

That part may need tweaking when building additional units, the timing will
vary depending on manufacturer of the LS14, temperature, operating voltage
and phase of moon ;-)

So some adjustment may be needed to get to a stable point so that variations
do not disturb the operation.

>turned unable to drive the full load of 8 SIMMs (in retrospective, my
>decision to use 1MB modules was probably a bad idea; using an 8MB/72-pin
>module the load would probably be lower sufficiently that the two bus-buffer
>chips could be omitted; using a 16MB module would probably have simplified

Definitely, and 8MB PS/2 SIMMs are easy to get. The Magnum runs completely
unbuffered, and the '157/MACH210 directly drive the multiplexed address
lines.

>CAS-before-RAS DRAM refresh is used, i.e. with the internal row-counters in
>the DRAM chips. CAS-RAS refresh sequence is initiated whenever a memory access
>outside of the Alt-RAM memory area is attempted (i.e. any access to ST-RAM,
>I/O area or ROM initiates a refresh). Even if the computer is just sitting,

This will generate *lots* of Refreshes - and these tend to sonsume quite a lot of power!

Maybe adding a dedicated refresh counter that gates refreshed for some time amount would help, although I am not sure how much.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/rincewind

7728. Re: Some info on faulty DMA-chips

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-30 19:10:59 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ana7k3$o4b$1@thorium.cix.co.uk>
Source record: 3280

In message <an5bmh$s6$2@news.eunet.yu>, vdjole@EUnet.yu said:

>Recently I have made an upgrade for my MegaST (see my other post), the
>upgrade consisting of 8MB of Alt-RAM and EPROMs for TOS 2.06. TOS 2.06 can
>be switched off and the machine reverted to on-motherboard TOS 1.4.
>
>In testing the card, I noticed that errors in hard disk access happen. I found
>out that errors disappear if I remove the TOS 2.06 EPROMs, but occur again if
>those are physically in the machine, even if they are deactivated and the
>computer is running old TOS 1.4. Then I found out that the errors disappear
>again if I remove just any two or four of the six old TOS 1.4 EPROMs
>and boot the computer from new TOS 2.06 EPROMs.
>
>Further tests showed that the frequency of disk errors was significantly
>reduced (but not completely eliminated) if I placed a very large (several uF)
>decoupling capacitor immediately next to DMA chip, and reduced even more if
>power supply voltage was increased to cca 5.10 V.
>
>Checking the part number of the DMA chip, I found out that it was the
>CO25913-38, which was reported to produce exactly this type of errors in
>some STEs (and MegaSTEs?).
>
>My conclusion is that the CO25913-38 version of DMA chip simply does not
>have enough bus-driving capacity and is thus producing erroneous data
>on the bus. It seems that it was running near its limits from the start, so
>that in the original state of my MegaST this made no problems, but since
>then the data bus in this computer has been loaded more and more with:
>- replacing the original two ROM chips with six-chip TOS 1.4;
>- adding the FPU;
>- adding the TOS 2.06 EPROMs;
>- adding the bus transcievers for Alt-RAM;
>which, apparently, was just too much for the DMA chip. I suspect that a STe,
>having a different hardware design than a ST, presents an even higher bus
>load which he CO25913-38 chip can not handle.
>
>So, beside the STe owners, anyone attempting adding upgrades which sit on the
>data bus in a ST-series computer should beware of this version of the
>DMA chip.

Are you sure the problem is not due to the extra drain on the power
supply with the extra chips installed dropping the instantaneous
voltage to some parts of the circuit? The improvement with the large C
points to something like that. Even your replacement power supply
might be strained a bit. Also, are the connecting wires from it thick
enough not to produce an unacceptable voltage drop at the higher

current? Try feeding the whole shebang from an external PC supply of a higher capacity and using thicker connectiong wires, and see what happens then. Just a guess, but worth trying....

If this doesn't work, it might be worth while getting a replacement for the DMA chip from Best Electronics.

Regards, /Peter/

7729. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-09-30 20:28:45 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0209301228.7ebafa1@posting.google.com>
Source record: 3281

Hi,

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
news:<9XQl9.10861$kd3.25868@news-server.bigpond.net.au>...
> Can we have a look? That is probably the most sexy thing I have heard all
> year on the Atari scene. How about a schematic? I would love to see a photo
> too.

Yeah, and I have a bad feeling I lost my Scooter PCB file I did for
Djordje. Argh, I spent the whole weekend doing it from morning till
late night. I'll have to search on floppys but the zip disk got
corrupted which it was certainly on.

7730. Gasteiner HD Software

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-01 16:24:26 UTC
From: Graham Prout <caver99@ntlworld.com>
Message-ID: <J_jm9.1489$L6.96612@newsfep2-win.server.ntli.net>
Source record: 3283

I have got a gasteiner hd unit for my ste but dont have the floppy software
for it anyone have a copy or know where i cna get it from the net?

7731. Vertical roll on a multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-01 22:46:34 UTC
From: dglish@execpc.com
Message-ID: <655cdc62.0210011446.28020bdb@posting.google.com>
Source record: 3284

I built a monitor switch to allow me to use an older model Multisync monitor with an Atari ST. The monitor is a Mitsubishi Diamond Scan model AUM-1391A. The monitor syncs fine in the two Atari color modes but there is a vertical roll when I switch it to the Mono mode. I have checked all of the connections on the switch and they seem to be fine. The picture that I can make out as it rolls seems to look fine (other than that rolling).

I'm going to try and hook the Atari up to some of my other monitors, since the Mono mode is the only one most monitors will actually do. If it still rolls then I am guessing that I am getting interference from the wiring in the switch box or somewhere else. The monitor works fine when hooked up to a standard IBM clone machine.

Dave Glish

7732. Re: Gasteiner HD Software

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-02 12:40:19 UTC
From: Mark Earwood <mark.earwood@btinternet.com>
Message-ID: <anepfj$63r$1@helle.btinternet.com>
Source record: 3285

Hi Graham. I have the Gasteiner s/ware somewhere. I started on one of
their Mega STE's back in..... well a while ago:-) Frankly I wouldn't
recommend it. A much better alternative is Uwe Seimet's excellent HDdriver.
It costs (not much) money, but is still supported!!!!
If you still want the Gasteiner driver, let me know off list and
I'll send it attached.
Mark.

7733. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-02 17:49:05 UTC
From: vdjole@EUnet.yu
Message-ID: <anfbi6$176$1@news.eunet.yu>
Source record: 3287

On 30 Sep 2002 18:47:47 , Michael Schwingen wrote:

>That sounds great!

Hmm, now, when I look at it, I see so many details I could have done better...

>Some comments:

I appreciate your remarks; thanks once more for valuable help you have given me in this matter.

>>EPROMs should be replaceable with a pair of pin-compatible 128KB static-RAM
>>chips. If SRAMs with "sleep mode" are used, a rechargeable-battery backup
>
>Or Flash ROMs.

Yes, but AFAIK writing to Flash chips is a little bit more complicated than writing to ordinary SRAMs, isnt, it?

>>The board contains a total of 15 logic chips. Address range and CAS is
>>decoded by a 74HCT138 chip, and addresses are multiplexed by three 74HCT157
>
>Wow. The Magnum used three chips, two HCT157 and one MACH210 ;-)

Well, I admitted at the start that Magnum was a much more serious and better design and paid my reverance :) And, regarding the number of chips, I dislike myself very much the final chip count of my board, especially having to add those two address-bus buffers onto a practically finished thing.

>>at the end of acccess cycle. RAS/CAS delay sequence is produced by a series
>>of Schmitt triggers in a 74LS14 chip. Interface beween the DRAMs and the
>
>That part may need tweaking when building additional units, the timing will
>vary depending on manufacturer of the LS14, temperature, operating voltage
>and phase of moon ;-)

I am aware of that, but was I am not trying to set a production line, just to satisfy my own needs the best I can at low cost, and so anyone else who is interested can at least have some general parameters. This has been working OK for almost a week now; I will see what will happen next summer when the ambient temperature here rises by about 10 degrees Centigrade. As for moon phases, intensive monitoring of the board's performance throughout a complete cycle of the Moon is in order ;)

>So some adjustment may be needed to get to a stable point so that variations
>do not disturb the operation.

In fact, from the start I had some small trimming resistors in the delay lines for CAS-RAS (refresh), address-multiplexing and RAS-CAS (read/write), but RAS-CAS delay is rather generously timed at somewhat more than 50ns (remember, I did not intend this to work at 16MHz), the addresses being multiplexed somewhere about the middle of this interval, so I suppose there is plenty of latitude for variations. The board started to (almost) work on the first or second try, and a look with an oscilloscope was enough to set the timings to decent values.

But I don't expect much trouble on that detail; what worries me much more is whether the hacking done to make 3.3V SIMMs work will prove reliable. When I found what was the case I was just stubborn to make it work; maybe I should have abandoned the prototype and re-designed everything around an 8MB PS/2 module, but could not afford to spend much more time on this. I provided about 3.4V for the SIMMs and the board started to behave more-less OK, but, mostly by trial and error and without any real knowledge I found that for completely error-free operation I had to slightly lower the excitation voltage of a pair of 74F245s between the DRAMs and the data bus. Some specs for 74F*** that I have said that recommended excitation for 74F was 4.5 to 5.5V; these two chips settled for about 4.8V.

>>turned unable to drive the full load of 8 SIMMs (in retrospective, my
>>decision to use 1MB modules was probably a bad idea; using an 8MB/72-pin
>>module the load would probably be lower sufficiently that the two bus-buffer
>>chips could be omitted;
>
>Definitely, and 8MB PS/2 SIMMs are easy to get. The Magnum runs completely
>unbuffered, and the '157/MACH210 directly drive the multiplexed address
>lines.

Yes, I thought it would be something like that, but as I said, by the time I found it I was more-less commited to the almost-finished device. and couldn't even accomodate the 72-pin module on the available space on the board. Btw. I noticed that you did not mention any data buffering either, is then the 8MB DRAM module directly on the data bus? If that is so, I could have reduced chip count by two more. On the other hand, maybe omitting the data bus drivers would not be wise in my case, as this board is not upon the CPU but in the Mega's expansion port, i.e. with some length of the lines between.

>>CAS-before-RAS DRAM refresh is used, i.e. with the internal row-counters in
>>the DRAM chips. CAS-RAS refresh sequence is initiated whenever a memory access
>>outside of the Alt-RAM memory area is attempted (i.e. any access to ST-RAM,
>>I/O area or ROM initiates a refresh). Even if the computer is just sitting,
>
>This will generate *lots* of Refreshes - and these tend to sonsume quite a
>lot of power!

Yes, and there is even more of them :) ...I have only one RAS line and eight decoded/datastrobed CAS lines, so during a byte access all not-needed bytes gets RAS-only refreshed on whatever row happens to be addressed.

Ooops, I have just realized that in order to use an 8MB PS/2 module maybe I would have to make slight changes in the design; I have one RAS and eight decoded CAS lines, IIRC an 8MB module have a slightly different organization; will have to check the pinout.

>Maybe adding a dedicated refresh counter that gates refreshed for some time
>amount would help, although I am not sure how much.

During experimenting, the board was for a while running fine with refresh being initiated just by accesses to ROM area (i.e. knowing that at least hblank -must- happen every now and then, and it happens to be at about the right frequency). But I provided refresh upon access to ST-RAM for the hypothetical possibility that an alternative OS might be loaded into ST-RAM, and provided refresh upon access to I/O area for the purpose of being able to test the memory while working with old TOS which is in that area of addresses. But I suppose that at least the refresh upon I/O access can be dispensed with, because Alt-RAM can't be used with TOS1.4 anyway; this change would require me to reconnect just one line on the board.

Btw. I like that little gain in speed (3-5%) which I attribute to refresh being synchronized to off-board accesses. Maybe a provision could be added that would permit refresh only during off-board access which happen when a hsync pulse is active, but I am not sure if it would be worth he trouble.

Regards;

7734. Re: Some info on faulty DMA-chips

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-02 17:49:09 UTC
From: vdjole@EUnet.yu
Message-ID: <anfbij$176$2@news.eunet.yu>
Source record: 3286

On 30 Sep 2002 19:10:59 , xlator@cix.compulink.co.uk wrote:

>>My conclusion is that the CO25913-38 version of DMA chip simply does not
>>have enough bus-driving capacity and is thus producing erroneous data
>>on the bus. It seems that it was running near its limits from the start,

>Are you sure the problem is not due to the extra drain on the power
>supply with the extra chips installed dropping the instantaneous
>voltage to some parts of the circuit? The improvement with the large C
>points to something like that. Even your replacement power supply
>might be strained a bit. Also, are the connecting wires from it thick
>enough not to produce an unacceptable voltage drop at the higher
>current? Try feeding the whole shebang from an external PC supply of a
>higher capacity and using thicker connectiong wires, and see what
>happens then. Just a guess, but worth trying....

I suppose I could only really make sure by replacing the chip and seeing what happens then, but the average supply voltage is set at exactly 5V, measured on the board, not on the PSU, and there are a lot of decoupling capacitors and a couple of additional tantals and electrolytes all around, so it looks to me that the supply is more-less ok . btw. regarding the wires I am becoming suspicious about the ground traces on the motherboard in the vicinity of the DMA chip, they appear to be rather slim; maybe I should connect a thick ground wire from the DMA to near the PSU to see what happens...

>If this doesn't work, it might be worth while getting a replacement
>for the DMA chip from Best Electronics.

And, of course, I could reverse to original conditions- i.e. reduce the load to what it was before :)

cu;

7735. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-02 17:49:12 UTC
From: vdjole@EUnet.yu
Message-ID: <anfbin$176$3@news.eunet.yu>
Source record: 3288

On 30 Sep 2002 05:04:05 , "Mark Bedingfield" wrote:
>Can we have a look? That is probably the most sexy thing I have heard all
>year on the Atari scene. How about a schematic? I would love to see a photo
>too.

I will run it for a while to see whether it works ok or do I have
to make any changes. And yes, I will post it after thet. But do not
expect detailed instructions for building, just a schematics, perhaps
a photo, and an I-did-it-this-way-and-it-worked-for-me description.

Regards;

7736. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-02 22:32:52 UTC
From: vdjole@EUnet.yu
Message-ID: <anfs6i$4q2$1@news.eunet.yu>
Source record: 3290

On 30 Sep 2002 13:28:45 , Lyndon Amsdon wrote:

>Yeah, and I have a bad feeling I lost my Scooter PCB file I did for
>Djordje. Argh, I spent the whole weekend doing it from morning till
>late night. I'll have to search on floppys but the zip disk got
>corrupted which it was certainly on.

Lyndon,
I am afraid I did not use that layout after all :(the schematics has changed significantly from what I suggested to you at that time, and in the end it was made on a prototype board. And, realizing now the consequences of using 1MB modules (lots of power needed, address bus drivers needed...) and the possible benefits of using one 72-pin module, probably someone wanting to make a PCB could hardly use it anymore, anyway.

btw. for others reading this- it was an approximately 150x100mm double-sided layout.

regards;

7737. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-02 22:57:38 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3d9b794c$0$18875$afc38c87@news.optusnet.com.au>
Source record: 3289

That will do fine. Will have to have a good look.

Mark

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message
news:anfbin$176$3@news.eunet.yu...
> On 30 Sep 2002 05:04:05 , "Mark Bedingfield" wrote:
> >Can we have a look? That is probably the most sexy thing I have heard all
> >year on the Atari scene. How about a schematic? I would love to see a
photo
> >too.
>
> I will run it for a while to see whether it works ok or do I have
> to make any changes. And yes, I will post it after thet. But do not
> expect detailed instructions for building, just a schematics, perhaps
> a photo, and an I-did-it-this-way-and-it-worked-for-me description.
>
> Regards;
>

7738. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-03 08:05:49 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <angtot$920$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3291

In article <anfbi6$176$1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>>Or Flash ROMs.
>
>Yes, but AFAIK writing to Flash chips is a little bit more complicated than
>writing to ordinary SRAMs, isnt, it?

Only for the software - the bus interface looks the same, and the software
is not *that* complicated. You need multiple-byte sequences to erase a
sector or write a byte, but there is not much effort to it.

>Well, I admitted at the start that Magnum was a much more serious and
>better design and paid my reverance :) And, regarding the number of
>chips, I dislike myself very much the final chip count of my board,
>especially having to add those two address-bus buffers onto a practically
>finished thing.

It is just fine for a design without programmable logic - the comparison
only shows how much can be packed into one of these PLCC-44 marvels.

>I am aware of that, but was I am not trying to set a production line, just
>to satisfy my own needs the best I can at low cost, and so anyone else who is
>interested can at least have some general parameters. This has been working

Yup. I only noted that in case you publish the schematic and people try to
build their own.

>OK for almost a week now; I will see what will happen next summer when the
>ambient temperature here rises by about 10 degrees Centigrade. As for moon

Try a hair dryer ;-)

>Yes, I thought it would be something like that, but as I said, by the time
>I found it I was more-less commited to the almost-finished device. and
>couldn't even accomodate the 72-pin module on the available space on the
>board. Btw. I noticed that you did not mention any data buffering either,
>is then the 8MB DRAM module directly on the data bus? If that is so, I could

Yes.

>Ooops, I have just realized that in order to use an 8MB PS/2 module maybe
>I would have to make slight changes in the design; I have one RAS and
>eight decoded CAS lines, IIRC an 8MB module have a slightly different
>organization; will have to check the pinout.

There are two types: "single-sided" (ie. one bank) and "double-sided" (two
4MB banks), with the latter being the most used.

>During experimenting, the board was for a while running fine with refresh
>being initiated just by accesses to ROM area (i.e. knowing that at least
>hblank -must- happen every now and then, and it happens to be at about the
>right frequency). But I provided refresh upon access to ST-RAM for the

Um - the hblank interrupt ist turned off normally, so you get only VBLANK.
That might not be enough.

>Btw. I like that little gain in speed (3-5%) which I attribute to refresh
>being synchronized to off-board accesses. Maybe a provision could be added
>that would permit refresh only during off-board access which happen when
>a hsync pulse is active, but I am not sure if it would be worth he trouble.

More something like a real counter that counts down to the time when the
next refresh should happen, and *then* activates the refresh on the next bus
cycle that does not access the alternate RAM.

cu
Michael

--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

7739. Re: Some info on faulty DMA-chips

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-03 15:56:17 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <anhpb1fpg3@reader1.panix.com>
Source record: 3292

Or, if the problem is insufficient output from the CO25913-38 chips,
there is a quick but sloppy fix, if you have several of those chips. You
can parallel the things, by putting one DIP package on top of the
other and soldering matching pins together. This can be even a temporary
thing to find out for sure what the problem is.

Other similar problems come from running a fast output from a slow input
chip, under the chip. It may couple to the internal jumper wires from
pin to silicon chip, and cause spurious signals on the output.

You can investigate if that is happening if it gets better with a chip
removed, or with a socket under the chip. This does not seem to
happen to a noticeable amount with socketed chips.

Been there, done that. New people make old mistakes quite often.

Jim

xlator@cix.compulink.co.uk writes:

: In message <an5bmh$s6$2@news.eunet.yu>, vdjole@EUnet.yu said:

: >Recently I have made an upgrade for my MegaST (see my other post), the
: >upgrade consisting of 8MB of Alt-RAM and EPROMs for TOS 2.06. TOS 2.06 can
: >be switched off and the machine reverted to on-motherboard TOS 1.4.
: >
: >In testing the card, I noticed that errors in hard disk access happen. I found
: >out that errors disappear if I remove the TOS 2.06 EPROMs, but occur again if
: >those are physically in the machine, even if they are deactivated and the
: >computer is running old TOS 1.4. Then I found out that the errors disappear
: >again if I remove just any two or four of the six old TOS 1.4 EPROMs
: >and boot the computer from new TOS 2.06 EPROMs.
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: >Further tests showed that the frequency of disk errors was significantly
: >reduced (but not completely eliminated) if I placed a very large (several uF)
: >decoupling capacitor immediately next to DMA chip, and reduced even more if
: >power supply voltage was increased to cca 5.10 V.
: >
: >Checking the part number of the DMA chip, I found out that it was the
: >CO25913-38, which was reported to produce exactly this type of errors in
: >some STEs (and MegaSTEs?).
: >
: >My conclusion is that the CO25913-38 version of DMA chip simply does not
: >have enough bus-driving capacity and is thus producing erroneous data
: >on the bus. It seems that it was running near its limits from the start, so
: >that in the original state of my MegaST this made no problems, but since

: >then the data bus in this computer has been loaded more and more with:
: >- replacing the original two ROM chips with six-chip TOS 1.4;
: >- adding the FPU;
: >- adding the TOS 2.06 EPROMs;
: >- adding the bus transcievers for Alt-RAM;
: >which, apparently, was just too much for the DMA chip. I suspect that a STe,
: >having a different hardware design than a ST, presents an even higher bus
: >load which he CO25913-38 chip can not handle.
: >
: >So, beside the STe owners, anyone attempting adding upgrades which sit on the
: >data bus in a ST-series computer should beware of this version of the
: >DMA chip.

: Are you sure the problem is not due to the extra drain on the power
: supply with the extra chips installed dropping the instantaneous
: voltage to some parts of the circuit? The improvement with the large C
: points to something like that. Even your replacement power supply
: might be strained a bit. Also, are the connecting wires from it thick
: enough not to produce an unacceptable voltage drop at the higher
: current? Try feeding the whole shebang from an external PC supply of a
: higher capacity and using thicker connectiong wires, and see what
: happens then. Just a guess, but worth trying....

: If this doesn't work, it might be worth while getting a replacement
: for the DMA chip from Best Electronics.

: Regards, /Peter/

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7740. Re: Vertical roll on a multisync monitor

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-03 23:53:24 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0210031553.30dd0b36@posting.google.com>
Source record: 3293

dglish@execpc.com (Dave Glish) wrote in message
news:<655cdc62.0210011446.28020bdb@posting.google.com>...
> I built a monitor switch to allow me to use an older model Multisync
> monitor with an Atari ST. The monitor is a Mitsubishi Diamond Scan
> model AUM-1391A. The monitor syncs fine in the two Atari color modes
> but there is a vertical roll when I switch it to the Mono mode. I
> have checked all of the connections on the switch and they seem to be
> fine. The picture that I can make out as it rolls seems to look fine
> (other than that rolling).
>
> I'm going to try and hook the Atari up to some of my other monitors,
> since the Mono mode is the only one most monitors will actually do.
> If it still rolls then I am guessing that I am getting interference
> from the wiring in the switch box or somewhere else. The monitor
> works fine when hooked up to a standard IBM clone machine.
>
> Dave Glish

As a follow-up. I did try the Atari and switchbox on another monitor
and it works fine in Mono mode (no rolling). That must mean that my
Mitsubishi has a problem. I know there isn't an external adjustment
for roll. Anyone have any suggestions?

7741. For sale

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-04 09:51:57 UTC
From: Franck Martinaux <fm@meteorage.com>
Message-ID: <anih6e$29q$4@news.heliantis.fr>
Source record: 3296

I am selling some computers :

1 Falcon 030 with CT2B , hard disk : IDE 4Go, VGA adaptator, mouse
It is in his original case
16Mo of TTRAM, 14 Mo of STRAM

1 central unit of MegaSTF1 (without keyboard , without mouse souris, only
the central unit)

1 Amiga 4000T Escom's model, with a hard disk of 520 Mo SCSI, 2Mo of chip
RAM , 16Mo of Fast RAM

Make offers to martinaux_f@yahoo.fr
--
Merci de supprimer _nospam pour me rï¿½pondre

Please, erase _nospam to reply me.

Franck Martinaux
Dï¿½veloppeur
METEORAGE

7742. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-04 18:34:20 UTC
From: vdjole@EUnet.yu
Message-ID: <ankmv8$4n1$1@news.eunet.yu>
Source record: 3294

On 3 Oct 2002 08:05:49 G, Michael Schwingen wrote:
>>Yes, but AFAIK writing to Flash chips is a little bit more complicated than
>>writing to ordinary SRAMs, isnt, it?

>Only for the software - the bus interface looks the same, and the software
>is not *that* complicated. You need multiple-byte sequences to erase a
>sector or write a byte, but there is not much effort to it.

I suppose then that it would be something like a need to load that memory
block in sequence, possibly in some "pages" or blocks or simething like that-
possibly similar to what any ram-tos loader would do anyway?

>>OK for almost a week now; I will see what will happen next summer when the
>>ambient temperature here rises by about 10 degrees Centigrade. As for moon
>
>Try a hair dryer ;-)

But it would not be the same situation as when the complete computer gets
gradually heated more and more while closed in a little box, and the new
air circulated from outside is already hot...

>>Ooops, I have just realized that in order to use an 8MB PS/2 module maybe
>>I would have to make slight changes in the design; I have one RAS and
>>eight decoded CAS lines, IIRC an 8MB module have a slightly different
>>organization; will have to check the pinout.
>
>There are two types: "single-sided" (ie. one bank) and "double-sided" (two
>4MB banks), with the latter being the most used.

Do those two configurations have different control lines then?
Some information which I have on 72-pin SIMMs appear to be contradictory and
incomplete. Would you, perhaps, be so kind to post the pinout(s) of
connectons to the the 8MB 72-pin modules. Perhaps it would be of interest
to other people as well, doing other kinds of memory upgrades.

>>During experimenting, the board was for a while running fine with refresh
>>being initiated just by accesses to ROM area (i.e. knowing that at least
>>hblank -must- happen every now and then, and it happens to be at about the
>>right frequency). But I provided refresh upon access to ST-RAM for the
>
>Um - the hblank interrupt ist turned off normally, so you get only VBLANK.
>That might not be enough.

Now this worries me! If it is so, then why is my ram board working at all?
I asummed that each row must be refreshed every 4ms or so, and that
a tos routine is executed during each hsync which should give about right
average timing. Relying on vblank would not be enough for sure. Are there

any other ram/rom/io accesses which happen on a regular bases without any excuse and often enough?

Thanx in advance;

7743. Re: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-05 00:35:34 UTC
From: Josephus <dogbird@earthlink.net>
Message-ID: <3D9E5016.837544EE@earthlink.net>
Source record: 3295

charlie@news.ptwi.net wrote:
>
> Will a 2-button PC serial mouse work as a replacement for an ST
> mouse? Is any special software required?
>
> Thanx.
> --
Sorry, the atari mouse is a BUS mouse, the PC bus mouse is not compatible.
besides, the hardware change.

7744. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-05 12:41:15 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <anmmlb$9mn$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3297

In article <ankmv8$4n1$1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>I suppose then that it would be something like a need to load that memory
>block in sequence, possibly in some "pages" or blocks or simething like that-
>possibly similar to what any ram-tos loader would do anyway?

Yup. It is explained quite well in the datasheets. An Atmel 29C010/29C020,
or an AMD 29F010/29F020 (available in DIL) should work fine.

>>Try a hair dryer ;-)
>
>But it would not be the same situation as when the complete computer gets
>gradually heated more and more while closed in a little box, and the new
>air circulated from outside is already hot...

In my experience, this makes no big difference. The timing shifts when the
chips get hotter, and it does not matter much why and how fast.

>>There are two types: "single-sided" (ie. one bank) and "double-sided" (two
>>4MB banks), with the latter being the most used.
>
>Do those two configurations have different control lines then?

Yes - it is basically either one or two memory banks, with (partially)
separate control lines.

>Some information which I have on 72-pin SIMMs appear to be contradictory and
>incomplete. Would you, perhaps, be so kind to post the pinout(s) of
>connectons to the the 8MB 72-pin modules. Perhaps it would be of interest
>to other people as well, doing other kinds of memory upgrades.

Difficult - the information I could quote from memory would not be very
exact. Better look up the datasheets: Micron had gooe ones, even for the
complete modules.

http://www.micron.com/products/datasheet.jsp?path=/Modules

This data sheet:
http://download.micron.com/pdf/datasheets/obsolete/modules/DM57_2.pdf
explains it quite nice - it even gives the differences between the 4MB and
8MB versions, and tells how to use the module in 16-bit mode.

A single-sided 8MB modules looks just like a single-bank 16MB modules, only
with reduced capacity, ie. one de-multiplexed address line is 'nc'.

>Now this worries me! If it is so, then why is my ram board working at all?
>I asummed that each row must be refreshed every 4ms or so, and that

>a tos routine is executed during each hsync which should give about right
>average timing. Relying on vblank would not be enough for sure. Are there
>any other ram/rom/io accesses which happen on a regular bases without any
>excuse and often enough?

Not guaranteed. If you have Magic or some other OS running in RAM that
completely replaces the TOS, you will have zero ROM accesses. On the other
hand, with TOS in some loop in the ROM, you will not have any ST-RAM
accesses.

The video access will always be there (it does the refresh for the ST-RAM),
but you don't see these on the CPU bus.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

7745. Re: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-05 13:27:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d9e93507c6c02@attbi.com>
Source record: 3298

>charlie@news.ptwi.net wrote:
>>
>> Will a 2-button PC serial mouse work as a replacement for an ST
>> mouse? Is any special software required?
>>
>> Thanx.
>> --
> Sorry, the atari mouse is a BUS mouse, the PC bus mouse is not compatible.
>besides, the hardware change.

There is a piece of hardware that I am using that allows a ST (or any Atari computer that has a ST mouse interface like my Hades) to use a PC serial mouse. It is an adapter by Mario Becroft.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7746. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-08 20:49:11 UTC
From: vdjole@EUnet.yu
Message-ID: <anvgc2$959$1@news.eunet.yu>
Source record: 3299

On 5 Oct 2002 12:41:15 G, Michael Schwingen wrote:
>>Would you, perhaps, be so kind to post the pinout(s) of connectons
>[...]
>Difficult - the information I could quote from memory would not be very
>exact. Better look up the datasheets: Micron had gooe ones,
>[...]
>http://www.micron.com/products/datasheet.jsp?path=/Modules
>
>This data sheet:
>http://download.micron.com/pdf/datasheets/obsolete/modules/DM57_2.pdf
>explains it quite nice - it even gives the differences between the 4MB and
>8MB versions, and tells how to use the module in 16-bit mode.

This link is quite sufficient; thank you very much. And, btw. indeed
the organization of control lines on those modules -is- different than
on my prototype, so I could not use a 72-pin simm without slight changes
in the schematics.

>>Now this worries me! If it is so, then why is my ram board working at all?
>>I asummed that each row must be refreshed every 4ms or so, and that
>>a tos routine is executed during each hsync which should give about right
>>average timing. Relying on vblank would not be enough for sure. Are there
>>any other ram/rom/io accesses which happen on a regular bases without any
>>excuse and often enough?
>
>Not guaranteed. If you have Magic or some other OS running in RAM that
>completely replaces the TOS, you will have zero ROM accesses. On the other
>hand, with TOS in some loop in the ROM, you will not have any ST-RAM
>accesses.

Yes, I see that an OS in RAM will have no ROM accesses and v.v. But -any-
of those accesses would do, so long as it happened at short intervals, and
I was wondering what was that which was happening on the address bus often
enough to make the refresh on my board work, because this alt-ram appears
to be working quite reliably now, with plain tos as well as with a bunch of
alt-ram-resident programs. I suppose that some interrupt routine or other or
some loop in ROM must be executing, or else these 1Mbit DRAMs have data-keeping
ability much better than assumed 4ms. Vblank only, happening at 15-20ms
intervals, does not seem to me to be sufficient for refresh. Unfortunately,
I do not have a 'scope at home to try to see what was is the matter, I took
the ram-board to work and used a 'scope there for checkout and adjustments.

Regards;

7747. Re: 8MB Alt-RAM design for MegaST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-09 15:41:32 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <ao1inc$sl0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3300

In article <anvgc2$959$1@news.eunet.yu>,
Djordje Vukovic <vdjole@EUnet.yu> wrote:
>
>alt-ram-resident programs. I suppose that some interrupt routine or other or
>some loop in ROM must be executing, or else these 1Mbit DRAMs have data-keeping
>ability much better than assumed 4ms. Vblank only, happening at 15-20ms
>intervals, does not seem to me to be sufficient for refresh. Unfortunately,

It *may* be enough. Modern RAMs *can* be very light on refresh requirements,
but of course this is not guaranteed to work. I have seen DRAMs hold their
contents after up to 30 seconds without refresh (and without power). Several
seconds is quite common, so if you violate the refresh timing, it may still
work.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

7748. Re: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-09 20:30:16 UTC
From: Laurent <laurent.favard@HETCnAM.free.fr>
Message-ID: <3da4a120$0$230$626a54ce@news.free.fr>
Source record: 3201

charlie@news.ptwi.net wrote:

>
> Will a 2-button PC serial mouse work as a replacement for an ST
> mouse? Is any special software required?
>
> Thanx.
> --

Yes, it's possible some drivers allows you to connect a serial mouse
to your Atari, but in our days, a serial mouse is little difficult to
found !

You can buy the Mario Becroft interface to add a harware replacment
or simply, build yourself an interface which was designed to connect modern
PS/2 Mouse and Keyboard...With this one, you can use mouse wheel,
5 buttons, cordless or not, program somes keys...And no driver required
to use mouse. just a map file for keyboard and that's all.

With my Falcon, i use PS/2 compaq keyboard and optical wheelmouse logitech,
usb with adpater to PS/2.

laurent

http://eiffel.atari.org

7749. Re: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-09 21:27:39 UTC
From: Davide Guida <davide.guida@inwind.it>
Message-ID: <ao2705scs1@newsreader.mailgate.org>
Source record: 3202

"Laurent" <laurent.favard@HETCnAM.free.fr> ha scritto nel messaggio
news:3da4a120$0$230$626a54ce@news.free.fr...
> charlie@news.ptwi.net wrote:
>
> >
> > Will a 2-button PC serial mouse work as a replacement for an ST
> > mouse? Is any special software required?
> >
> > Thanx.
> > --
>
> Yes, it's possible some drivers allows you to connect a serial mouse
> to your Atari, but in our days, a serial mouse is little difficult to
> found !
>

I don't think a serial mouse is so difficult to find, maybe finding a 9 to
25 serial adapter is REALLY much harder to find! ...

Davide Guida
Responsabile tecnico

FORMAMEDIA s.n.c.
via Domenico Fontana 39 Napoli
http://www.formamedia.it
OFFICE: 081.5799803 / davide.guida@formamedia.it
HOME : 081.5604578 / davide.guida@inwind.it
CELL : 329.1148088

7750. Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-09 21:49:29 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3DA4BFE1.32C11916@ev1.net>
Source record: 3203

I have literally a medium sized cardboard box full of
Atari ST floppy diskettes that I need to archive onto
a CD-R. I should be able to read the disks alright,
either with my ST or an older Mac...and the CD-R will
be in ISO-9600 format.

My question is: Does there exist a "disk image" format
that I should use for each disk...maybe a .dsk format???
I will probably have room to put each disk on the CD-R
more than once...

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

7751. R: PC mouse with ST?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-09 22:36:49 UTC
From: Paolo <p.defelice@engineer.com>
Message-ID: <5c2p9.10513$%M1.249149@twister2.libero.it>
Source record: 3204

```
>...And no driver required
> to use mouse. just a map file for keyboard and that's all.
>

What is this MAPFILE thing? I have a Falcon (using a PC keyboard) and I just
set the language in NVRAM to suit my keyboard. It only doesn't map correctly
some special keys, but I thought I couldn't do anything with it.
Can you explain this? I would be very happy to have a completely mapped
keyboard now :-)
```

7752. parallel>ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-10 23:08:15 UTC
From: michael.robillard@the-spa.com
Message-ID: <aPednWL0FeDClTugXTWcpQ@News.GigaNews.Com>
Source record: 3205

I was in a BEST BUY the other day and I noticed a NETGEAR Parallel to
Ethernet Adaptor.
Would this allow me Broadband or DSL Access on my Atari Falcon?

Would I need special software?

7753. Re: parallel>ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-11 01:12:38 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <xxpp9.7678$CE4.543754@news.bellsouth.net>
Source record: 3206

"Michael Robillard" <michael.robillard@the-spa.com> wrote in message
news:aPednWL0FeDClTugXTWcpQ@News.GigaNews.Com...
> I was in a BEST BUY the other day and I noticed a NETGEAR Parallel to
> Ethernet Adaptor.
> Would this allow me Broadband or DSL Access on my Atari Falcon?
>
> Would I need special software?

One combo that is showing some promise...
DynaPort Scsi/Link T, using MagiC, HDDriver, and a little STing driver that is
being developed. A STik driver is also in the works...

See:
http://www.anodynesoftware.com/ethernet/main.htm
(It does seem to be temporarily down...but keep trying...)

Brian

7754. PC keyboard on falcon

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-11 19:33:24 UTC
From: Paolo <p.defelice@engineer.com>
Message-ID: <8IFp9.18779$RO.421095@twister1.libero.it>
Source record: 3207

I read in another thread that there is a MAP FILE for remapping the falcon keyboard.
What is this MAPFILE thing? I have a Falcon (using a PC keyboard) and I just set the language in NVRAM to suit my keyboard. It only doesn't map correctly some special keys, but I thought I couldn't do anything with it.
Can you explain this? I would be very happy to have a completely mapped keyboard now :-)

Paolo

7755. Re: parallel>ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-11 22:16:15 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ao7ijl$kf9vq$1@ID-40235.news.dfncis.de>
Source record: 3208

"Michael Robillard" <michael.robillard@the-spa.com> wrote in message
news:aPednWL0FeDClTugXTWcpQ@News.GigaNews.Com...
> I was in a BEST BUY the other day and I noticed a NETGEAR Parallel to
> Ethernet Adaptor.

Most of the Printer Port adaptors don't work on the ST range because the ST only implemented a minimal subset of the Centronics standard. "IBM Clones" have more lines available, and most adaptors require these.

> Would this allow me Broadband or DSL Access on my Atari Falcon?
>

No. If you want broadband or DSL there are a number of options. I use the board from http://hardware.atari.org/ on my STE and TT but you will need a RealTek NE2000 clone to get it working. Lyndon can supply those.

> Would I need special software?

The above boards come with a range of drivers. I have had both STING and MINTNET working on my ST.

7756. Re: Archiving Atari ST Disks to CD-ROM

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-12 13:26:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3da7ce006ef642@attbi.com>
Source record: 3209

>I have literally a medium sized cardboard box full of
>Atari ST floppy diskettes that I need to archive onto
>a CD-R. I should be able to read the disks alright,
>either with my ST or an older Mac...and the CD-R will
>be in ISO-9600 format.
>
>My question is: Does there exist a "disk image" format
>that I should use for each disk...maybe a .dsk format???
>I will probably have room to put each disk on the CD-R
>*more* than once...
>

Well I use CDISO from Anodyne. It copies files onto the CD's
in ISO format just fine. I make the CD's on my Hades and can
read them on my STe and of course, run all the programs. I
can even read them on my wife's PC.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7757. Re: parallel>ethernet

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-12 13:26:02 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3da7ce006ef643@attbi.com>
Source record: 3210

>I was in a BEST BUY the other day and I noticed a NETGEAR Parallel to
>Ethernet Adaptor.
>Would this allow me Broadband or DSL Access on my Atari Falcon?
>
>Would I need special software?

I would think you would need a driver for the adapter. You want to go
to the site below. It talks about getting a Falcon hooked up to
an Ethernet network using MagicNet.

http://user.tninet.se/~gcc561r/MagiCNet/

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7758. graphic card on MEGA STe

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-16 01:05:25 UTC
From: Paolo <p.defelice@engineer.com>
Message-ID: <pX2r9.36360$%M1.948751@twister2.libero.it>
Source record: 3211

Does somebody know where to buy a graphic card (ET4000?) for an STe MEGA4 computer? I only found atari workshop in the UK.
Thanks

7759. ICD AdSCSI question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-17 16:02:24 UTC
From: d.w.vanderburg@student.tudelft.nl
Message-ID: <1e582fb0.0210170802.40d56037@posting.google.com>
Source record: 3212

Recently I got a ICD AdSCSI adaptor which enables me to connect SCSI drives to the ST DMA (harddisk) port. Included with the adaptor was an old SCSI harddisk (50 MB). I want to replace that one with a 1 GB SCSI harddisk that I have lying around. Are there any special jumper settings on the SCSI disk or other things I have to watch out for when I want to do this?

Furthermore, I would like to know what the maximum transfer speed is for a SCSI disk attached to the DMA port? I know that a Megafile 30 atari harddisk has transferspeeds of about 0.7 MB/sec, will a SCSI disk/AdSCSI adaptor do a lot better?

Also I would like to know if the driver from ICD can handle VFAT or EXT2, filesystems offered by FreeMiNT.

best regards,
Dennis

7760. Re: ICD AdSCSI question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-18 00:32:03 UTC
From: dglish@milwpc.com
Message-ID: <50cabf78.0210171632.30697f7e@posting.google.com>
Source record: 3213

d.w.vanderburg@student.tudelft.nl (Dennis van der Burg) wrote in message news:<1e582fb0.0210170802.40d56037@posting.google.com>...
> Recently I got a ICD AdSCSI adaptor which enables me to connect SCSI
> drives to the ST DMA (harddisk) port. Included with the adaptor was an
> old SCSI harddisk (50 MB). I want to replace that one with a 1 GB SCSI
> harddisk that I have lying around. Are there any special jumper
> settings on the SCSI disk or other things I have to watch out for when
> I want to do this?
>
> Furthermore, I would like to know what the maximum transfer speed is
> for a SCSI disk attached to the DMA port? I know that a Megafile 30
> atari harddisk has transferspeeds of about 0.7 MB/sec, will a SCSI
> disk/AdSCSI adaptor do a lot better?
>
> Also I would like to know if the driver from ICD can handle VFAT or
> EXT2, filesystems offered by FreeMiNT.
>
> best regards,
> Dennis

Dennis, go to the ICD website www.icd.com and you can download the newest version of their SCSI drivers (version 6.5.5). It is a free download.

If you are only hooking up one SCSI drive you shouldn't have to worry about setting the SCSI ID. As long as it isn't ID#6 (usually reserved for the ICD adapter itself).

The Driver software will have a program for testing the speed of your SCSI drives. I believe it is RATEHD.PRG. The newer drive using the ICD card should be faster than an old Megafile 30.

You probably won't be able to use the entire 1 gig of the SCSI drive. The ICD software will let you make 30+ meg partitions, but you can only have drives C through P active. The extra space will be partitioned but you can't get to them without shutting off some of the active partitions. THis is an interesting way to protect or hide some of your data.

Hope this helped

dave glish

7761. Re: ICD AdSCSI question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-18 02:35:48 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DAF7383.1F958BD4@rogers.com>
Source record: 3214

Dennis van der Burg wrote:

> Recently I got a ICD AdSCSI adaptor which enables me to connect SCSI
> drives to the ST DMA (harddisk) port. Included with the adaptor was an
> old SCSI harddisk (50 MB). I want to replace that one with a 1 GB SCSI
> harddisk that I have lying around. Are there any special jumper
> settings on the SCSI disk or other things I have to watch out for when
> I want to do this?
>
> Furthermore, I would like to know what the maximum transfer speed is
> for a SCSI disk attached to the DMA port? I know that a Megafile 30
> atari harddisk has transferspeeds of about 0.7 MB/sec, will a SCSI
> disk/AdSCSI adaptor do a lot better?
>
> Also I would like to know if the driver from ICD can handle VFAT or
> EXT2, filesystems offered by FreeMiNT.
>
> best regards,
> Dennis

Hi Dennis,

What the previous reply told you is essentially correct. The icd utilities will limit you to certain partition sizes, on an ST/STe I think its something like 256megs? but thats not too bad really. Big partitions will have bigger cluster sizes which will waste space on smaller files that dont fill full clusters. Another Hard disk driver you can tell is HDdriver by Uwe Seimet. A lot of people recommend it. I use it too and its pretty good. It does support some of the newer filesystem types that mint has. And with Mint (which hasnt ever worked too well for me personally) or bigdos you can have larger partition sizes (which depends on tos version or if you using mint or magic).

ttyl,
James

7762. Re: ICD AdSCSI question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-19 06:36:10 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <aoqubs$ondqv$2@ID-27442.news.dfncis.de>
Source record: 3215

Dave Glish wrote:

> You probably won't be able to use the entire 1 gig of the SCSI drive.
> The ICD software will let you make 30+ meg partitions, but you can
> only have drives C through P active. The extra space will be
> partitioned but you can't get to them without shutting off some of the
> active partitions. THis is an interesting way to protect or hide some
> of your data.

With some other hard disk drivers (together with MiNT, MagiC or Big-DOS)
anyboday can see and use these partitions. That's nothing one can call
protection.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

7763. Help, I need a mouse for Atari 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-20 00:49:19 UTC
From: jackschumaker@yahoo.com
Message-ID: <48f4369b.0210191649.30d47998@posting.google.com>
Source record: 3216

Hi,
I'm stranded in Christchurch New Zealand without a mouse for my 520ST Atari Computer. Does anybody have a spare one I could buy? Thanks so much. Jack Schumaker.

7764. Re: Help, I need a mouse for Atari 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-20 09:22:40 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <rBus9.471$IJ.17130@newsfep1-gui.server.ntli.net>
Source record: 3217

Hello.

"Jack Schumaker" <jackschumaker@yahoo.com> wrote in message
news:48f4369b.0210191649.30d47998@posting.google.com...
> Hi,
> I'm stranded in Christchurch New Zealand without a mouse for my 520ST
> Atari Computer. Does anybody have a spare one I could buy? Thanks so
> much. Jack Schumaker.

www.keychange.co.uk

7765. TT Hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-21 09:19:05 UTC
From: Mark Earwood <mark.earwood@btinternet.com>
Message-ID: <ap0gq9$cp0$1@knossos.btinternet.com>
Source record: 3218

Hi all. I have just bought myself a TT, and the first thing I'm
trying to upgrade is the internal hard drive. The original 38Mb drive boots
up fine, but when I try a 1Gb Seagate (ST51080N) which works a treat on my
Mega STE's, or any other 1Gb drive I have, it will only boot from floppy
where it finds the drive for the first time but not for subsequent attempts.
I have removed the termination resistors (I think- 3 little red
ones next to the SCSI connector?) and tried every combination of jumpers on
the drive itself to no avail.
I am using HDDriver 8.03.
Any help or a pointer to where I might find schematics for the
TT would be much appreciated.

Mark.

7766. Re: Help, I need a mouse for Atari 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-21 14:36:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3db3bba016ae0d2@attbi.com>
Source record: 3219

>Hi,
>I'm stranded in Christchurch New Zealand without a mouse for my 520ST
>Atari Computer. Does anybody have a spare one I could buy? Thanks so
>much. Jack Schumaker.

Hello,

There is a guy who also lives in New Zealand, Mario Becroft, who makes and sells a device that allows an Atari ST to use any PC serial mouse. I have one and it works great. But if you want an original Atari ST nouse, than you can buy one from any Atari retailer like Best Electronics, B&C Computers, ATY Computers or Sierra Bravo Computers. They are all in the US. In the UK there is the Atari WorkShop.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7767. Re: TT Hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-21 14:36:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3db3bba016ae0d3@attbi.com>
Source record: 3220

>Hi all. I have just bought myself a TT, and the first thing I'm
>trying to upgrade is the internal hard drive. The original 38Mb drive boots
>up fine, but when I try a 1Gb Seagate (ST51080N) which works a treat on my
>Mega STE's, or any other 1Gb drive I have, it will only boot from floppy
>where it finds the drive for the first time but not for subsequent attempts.
> I have removed the termination resistors (I think- 3 little red
>ones next to the SCSI connector?) and tried every combination of jumpers on
>the drive itself to no avail.
> I am using HDDriver 8.03.
> Any help or a pointer to where I might find schematics for the
>TT would be much appreciated.
>
> Mark.

Hello Mark,

I have had the same problem in booting my external Seagate on my Hades. When you run the HDDrive utilites and do a device check, does the Seagate register as being there. There is an option in the utilties to Auto Configure. You may want to try that or check under Settings and then under Devices & Partitions. Your hard drive should be activated on the second line (SCSI BUS). I found that my Seagate drive was not set here, but once I did set it, it booted fine.

Also, the drive has to come up to speed before it can boot, but I am sure you know that.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7768. Atari TT German to English

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-21 16:13:24 UTC
From: friend <cumberbatch@btopenworld.com>
Message-ID: <ap1933lal1@knossos.btinternet.com>
Source record: 3221

Can anybody help me, I have just bought an Atari TT and a Mega STE but they
are German models so I think TOS/GEM will be in German and the keyboard wont
be QWERTY does anybody know how to go about converting to English
thank you

7769. Re: Atari TT German to English

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-21 16:58:28 UTC
From: Tobias Kerner <tk@tkware.de>
Message-ID: <3DB43234.1070200@tkware.de>
Source record: 3222

friend wrote:
> Can anybody help me, I have just bought an Atari TT and a Mega STE but they
> are German models so I think TOS/GEM will be in German and the keyboard wont
> be QWERTY does anybody know how to go about converting to English
> thank you
>
>

first you have to change the name from friend to your real name. after
that very difficult task you might get some answers...

7770. Atari TT German to English

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-21 17:18:50 UTC
From: Jon Cumberbatch <cumberbatch@btopenworld.com>
Message-ID: <ap1ct5bep1@helle.btinternet.com>
Source record: 3223

Can anybody help me, I have just bought an Atari TT and a Mega STE but they
are German models so I think TOS/GEM will be in German and the keyboard wont
be QWERTY does anybody know how to go about converting to English
thank you

7771. Atari TT German to English

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-21 17:22:13 UTC
From: Jon Cumberbatch <cumberbatch@btopenworld.com>
Message-ID: <ap1d45bpm1@helle.btinternet.com>
Source record: 3224

Can anybody help me, I have just bought an Atari TT and a Mega STE but they
are German models so I think TOS/GEM will be in German and the keyboard wont
be QWERTY does anybody know how to go about converting to English
thank you

7772. TT German to English help

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-21 17:53:03 UTC
From: Jon Cumberbatch <cumberbatch@btopenworld.com>
Message-ID: <ap1etu$e8i$1@venus.btinternet.com>
Source record: 3225
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,maus.computer.atari.hardware

Can anybody help me, I have just bought an Atari TT and a Mega STE but they
are German models so I think TOS/GEM will be in German and the keyboard wont
be QWERTY does anybody know how to go about converting to English
thank you

7773. Re: TT Hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 03:41:42 UTC
From: atoz <atoz@home.net>
Message-ID: <WN3t9.24868$Mu4.13759@nwrddc01.gnilink.net>
Source record: 3226

Have you tried enabling parity check (or disabling)?

That might be the thing causing the problem.

See if the drive has a feature to enable / disable it and see if that helps.

Glenn

"Mark Earwood" <mark.earwood@btinternet.com> wrote in message
news:ap0gq9$cp0$1@knossos.btinternet.com...
> Hi all. I have just bought myself a TT, and the first thing I'm
> trying to upgrade is the internal hard drive. The original 38Mb drive
boots
> up fine, but when I try a 1Gb Seagate (ST51080N) which works a treat on my
> Mega STE's, or any other 1Gb drive I have, it will only boot from floppy
> where it finds the drive for the first time but not for subsequent
attempts.
> I have removed the termination resistors (I think- 3 little
red
> ones next to the SCSI connector?) and tried every combination of jumpers
on
> the drive itself to no avail.
> I am using HDDriver 8.03.
> Any help or a pointer to where I might find schematics for the
> TT would be much appreciated.
>
> Mark.
>
>
>

7774. Re: TT Hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 05:49:44 UTC
From: Uwe Seimet <us@seimet.de>
Message-ID: <ap2otj$qvsml$1@ID-27442.news.dfncis.de>
Source record: 3227

atoz wrote:

> Have you tried enabling parity check (or disabling)?
>
> That might be the thing causing the problem.

No, this cannot be the problem. Wrong settings with respect to the
parity check result in a drive not being recognised at all.

--

Dr. Uwe Seimet mailto:Uwe.Seimet@seimet.de
http://www.seimet.de

7775. Re: Help, I need a mouse for Atari 520ST

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 09:14:08 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <oF8t9.845$PE.62802@newsfep2-win.server.ntli.net>
Source record: 3229

Hello.

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3db3bba016ae0d2@attbi.com...
> >Hi,
> >I'm stranded in Christchurch New Zealand without a mouse for my 520ST
> >Atari Computer. Does anybody have a spare one I could buy? Thanks so
> >much. Jack Schumaker.
> In the UK there is the Atari WorkShop.

Also Keychange Music Services. www.keychange.co.uk

7776. ST floppy connector

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 09:15:44 UTC
From: "Michael J. Sch&#65533;lke" <MJSchuelke@hotmail.com>
Message-ID: <MPG.181f359f858404d19897d1@news.t-online.de>
Source record: 3228

Just one short question: I found this pinout for the floppy connector on
the net -- but is that looking into the connector on the ST, or looking
into the plug on the cable?

Outer view:

11 10

9 8

7 13 12 6

5 14 4

3 2
1

External circular Shugart
connector connector
01. Read Data-----------------30. RDT
02. Side 0 Select-------------32. SSL
03. GND---------------------- 1,3,5,7,9... (all odd wires are GND)
04. Index Pulse--------------- 8. IDX
05. Drive 0 Select------------10. DS0
06. Drive 1 Select------------12. DS1
07. High Density Detect------- 2. HDD
08. Motor On------------------16. MON
09. Direction In--------------18. DIR
10. Step----------------------20. STP
11. Write Data----------------22. WDT
12. Write Gate----------------24. WGT
13. Track 00------------------26. TR0
14. Write Protect-------------28. WPT

Regards,
Michael

--
From-address is valid, but used as spam trap. Write to MJSchuelke at gmx
dot net for a faster reply.

7777. Re: TT German to English help

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 09:16:15 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <mH8t9.848$PE.62898@newsfep2-win.server.ntli.net>
Source record: 3230

Hello.

"Jon Cumberbatch" <cumberbatch@btopenworld.com> wrote in message
news:ap1etu$e8i$1@venus.btinternet.com...
> Can anybody help me, I have just bought an Atari TT and a Mega STE but
they
> are German models so I think TOS/GEM will be in German and the keyboard
wont
> be QWERTY does anybody know how to go about converting to English
> thank you

Yes. www.keychange.co.uk

7778. Re: ST floppy connector

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 10:47:25 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <tCexLYA9ySt9EwBO@atari.org.uk>
Source record: 3231

```
In article <MPG.181f359f858404d19897d1@news.t-online.de>, Michael J.
Schi¿½lke <MJSchuelke@hotmail.com> writes
>Just one short question: I found this pinout for the floppy connector on
>the net -- but is that looking into the connector on the ST, or looking
>into the plug on the cable?
>
>Outer view:
>
> 11 10
>
> 9 8
>
> 7 13 12 6
>
> 5 14 4
>
> 3 2
> 1
>
>
>External circular Shugart
>connector connector
>01. Read Data-----------------30. RDT
>02. Side 0 Select-------------32. SSL
>03. GND----------------------- 1,3,5,7,9... (all odd wires are GND)
>04. Index Pulse--------------- 8. IDX
>05. Drive 0 Select------------10. DS0
>06. Drive 1 Select------------12. DS1
>07. High Density Detect------- 2. HDD
>08. Motor On------------------16. MON
>09. Direction In--------------18. DIR
>10. Step----------------------20. STP
>11. Write Data----------------22. WDT
>12. Write Gate----------------24. WGT
>13. Track 00------------------26. TR0
>14. Write Protect-------------28. WPT
>
>Regards,
>Michael
>

Yup that's the right one:) the numbering is viewed as looking at the
connector from the back of the atari or the soldering side of the plug:)
```

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7779. Re: ST floppy connector

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 11:34:15 UTC
From: "Michael J. Sch&#65533;lke" <MJSchuelke@hotmail.com>
Message-ID: <MPG.181f5620211590c09897d2@news.t-online.de>
Source record: 3232

Steve Stupple wrote:
>
> Yup that's the right one:) the numbering is viewed as looking at the
> connector from the back of the atari or the soldering side of the plug:)
>

Thanks!

Michael

--
From-address is valid, but used as spam trap. Write to MJSchuelke at gmx
dot net for a faster reply.

7780. Re: TT Hard drive

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 13:15:03 UTC
From: Mark Earwood <mark.earwood@btinternet.com>
Message-ID: <ap3j0nels1@helle.btinternet.com>
Source record: 3233

Hi Guys A big thanks to Edward. I opened Devices and Partitions and
set the correct bus and ID and BINGO I have a self booting TT. Now to try a
larger hard drive:-)
I have a TT memory board coming from Germany and loads of
30 pin simms to try on it. (Isn't e-bay wonderful) Plenty to keep me going
for a while.
Thanks again for all the suggestions. Mark.

7781. Bagdad - Fernsteuerung im Netzwerk

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 19:22:22 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3db5a586$0$138$e4fe514c@dreader5.news.xs4all.nl>
Source record: 3234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech,maus.computer.atari.talk

http://www.stcarchiv.de/stc1990/07_bagdad.php3

Hi,

Is there someone who has a copy of this software for me?

TXG/MNX

7782. Re: Atari TT German to English

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 20:12:23 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ap4bf8$r5r5r$1@ID-40235.news.dfncis.de>
Source record: 3235

Jon,
If you search the archives at groups.google.com there was some discussion about this some time ago. I think the answer was if you bought MagicC or used one of the other replacments you could get round most of this, but the only way to fully change would be to change the TOS ROMS.

"Jon Cumberbatch" <cumberbatch@btopenworld.com> wrote in message news:ap1ct5bep1@helle.btinternet.com...
> Can anybody help me, I have just bought an Atari TT and a Mega STE but they
> are German models so I think TOS/GEM will be in German and the keyboard wont
> be QWERTY does anybody know how to go about converting to English
> thank you
>
>

7783. Re: TT German to English help

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 21:22:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1035393659.25686.9@iapetus.uk.clara.net>
Source record: 3238
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,maus.computer.atari.hardware

Hi Jon

Bypass TOS altogether by using Magic, you get Multitasking as a bonus. It will also speed up that TT.

| Can anybody help me, I have just bought an Atari TT and a Mega STE but they
| are German models so I think TOS/GEM will be in German and the keyboard wont
| be QWERTY does anybody know how to go about converting to English
| thank you

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.404 / Virus Database: 228 - Release Date: 15/10/2002

7784. Re: Atari TT German to English

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 22:08:03 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3db5772e686320@attbi.com>
Source record: 3236

>Can anybody help me, I have just bought an Atari TT and a Mega STE but they
>are German models so I think TOS/GEM will be in German and the keyboard wont
>be QWERTY does anybody know how to go about converting to English
>thank you

Well if you use Magic, I have a program that will turn the keyboard into
English.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7785. Re: TT German to English help

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-22 22:19:54 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0210221419.2a31bf4@posting.google.com>
Source record: 3237
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,maus.computer.atari.hardware

"Jon Cumberbatch" <cumberbatch@btopenworld.com> wrote in message
news:<ap1etu$e8i$1@venus.btinternet.com>...
> Can anybody help me, I have just bought an Atari TT and a Mega STE but they
> are German models so I think TOS/GEM will be in German and the keyboard wont
> be QWERTY does anybody know how to go about converting to English
> thank you

There are a couple of pieces of software for the ST that remap the
keyboard (the silk screening on the keys will still be wrong, of
course!). Try ger2eng.prg and keyb_sys.lzh, both of which should be
in your email by the time you read this.

Galen

7786. Re: Atari TT German to English

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-23 19:19:03 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3db6f79438f702@tripnet.se>
Source record: 3239

On Tue 22-10-2002 22:08 (GMT) Edward S. Baiz Jr. wrote:

>>Can anybody help me, I have just bought an Atari TT and a Mega STE but they
>>are German models so I think TOS/GEM will be in German and the keyboard wont
>>be QWERTY does anybody know how to go about converting to English
>>thank you
>
>Well if you use Magic, I have a program that will turn the keyboard into
>English.

For English keyboard layout check UKEX at http://www.ettnet.se/~dlanor/

Without any keybord files it will default to Swedish keyboard layout but
English is perfectly possible.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7787. WTB: Crazy dots, matrix or nova for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-24 00:01:45 UTC
From: Paolo <p.defelice@engineer.com>
Message-ID: <JLGt9.69817$%M1.1783115@twister2.libero.it>
Source record: 3240

any info on used things? any retailer?
I am searching for a VME bus graphics card.
thanks

Paolo

7788. Re: WTB: Crazy dots, matrix or nova for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-24 02:32:37 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DB75BCC.AC5FBB09@rogers.com>
Source record: 3241

Paolo wrote:

> any info on used things? any retailer?
> I am searching for a VME bus graphics card.
> thanks
>
> Paolo

Hi Paolo,

The Cyrel Sunrise was made for the Mega STe as well but was not as comman as the TT version as I remember. It was also a quite powerful graphics card made by Cybercube in Canada. On a side note, altough neither the mega STe or TT versions have been around for a few years cybercube is still around doing other stuff.

7789. Re: WTB: Crazy dots, matrix or nova for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-26 13:23:14 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dba41d662d0d3@attbi.com>
Source record: 3242

>any info on used things? any retailer?
>I am searching for a VME bus graphics card.
>thanks
>
>Paolo

Mario Becroft has made a VME graphics card and sells them. His website is:
http://gem.win.co.nz

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7790. R: WTB: Crazy dots, matrix or nova for Mega STE

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-26 15:32:45 UTC
From: Paolo <p.defelice@engineer.com>
Message-ID: <xAyu9.80835$%M1.2033563@twister2.libero.it>
Source record: 3243

Thanks, I already contacted Mario Becroft, and I found his card very
interesting (it includes Ethernet as well), but its developement is not
completed, and it is partially tested on STe. However, I'll keep in touch
with him, since I think this card is THE card to coose: it's new, it's
powerful and it has (will have) got Ethernet.

Paolo

Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote in message
3dba41d662d0d3@attbi.com...
> >any info on used things? any retailer?
> >I am searching for a VME bus graphics card.
> >thanks
> >
> >Paolo
>
> Mario Becroft has made a VME graphics card and sells them. His website is:
> http://gem.win.co.nz
>
>
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7791. FA: Soundpool SPDif Interface for falcon.

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-27 21:35:21 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <eumorukphilgnugqtvebp0b3lg13ds6g7b@4ax.com>
Source record: 3244
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Here is the Link:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=916116346&rd=1

Thanks for looking.

7792. HD floppy mega back to DD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-28 16:14:00 UTC
From: beedub <bwiltshiredropthis@blueyonder.co.uk>
Message-ID: <m5oqru08bie4govfqsh6p9m1qgha1eptt2@4ax.com>
Source record: 3245

Hi group,
I need to put a 720k drive back in a Mega ST4 and remove the
non working 1.44 drive and bits. Are there any track cuts done when
installing an HD drive, that I would have to reinstate to go back to
standard please?
Bryan

7793. Re: HD floppy mega back to DD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-30 13:22:38 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <vk0VsKFe09v9Ewif@atari.org.uk>
Source record: 3246

In article <m5oqru08bie4govfqsh6p9m1qgha1eptt2@4ax.com>, beedub
<bwiltshiredropthis@blueyonder.co.uk> writes
>Hi group,
> I need to put a 720k drive back in a Mega ST4 and remove the
>non working 1.44 drive and bits. Are there any track cuts done when
>installing an HD drive, that I would have to reinstate to go back to
>standard please?
>Bryan

Hi

If it;s the mega STE then I think it;s dip switch 8, i know by throwing
one of the switches it goes to DD mode!! But by rights it should detect
that it's a DD drive.

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7794. Re: HD floppy mega back to DD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-30 22:33:57 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <p7Zv9.18954$jE1.61331@news-server.bigpond.net.au>
Source record: 3247

Dip switch 6, mate. There are 7 dips as you open the hdd cavity;-). If it is an MegaST, there is alot more involved.

Mark

"Steve Stupple" <Steve@atari.org> wrote in message news:vk0VsKFe09v9Ewif@atari.org.uk...
> In article <m5oqru08bie4govfqsh6p9m1qgha1eptt2@4ax.com>, beedub
> <bwiltshiredropthis@blueyonder.co.uk> writes
> >Hi group,
> > I need to put a 720k drive back in a Mega ST4 and remove the
> >non working 1.44 drive and bits. Are there any track cuts done when
> >installing an HD drive, that I would have to reinstate to go back to
> >standard please?
> >Bryan
>
> Hi
>
> If it;s the mega STE then I think it;s dip switch 8, i know by throwing
> one of the switches it goes to DD mode!! But by rights it should detect
> that it's a DD drive.
>
> --
> Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7795. T28 Accelerator board for 1040,520 or Mega ST's on ebay

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-30 22:42:18 UTC
From: beedub <bwiltshiredropthis@blueyonder.co.uk>
Message-ID: <6un0sugl978a9p70i93pqpe4j21bco013c@4ax.com>
Source record: 3248

you don't see many of these here abouts

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2066222757&ssPageName=ADME:B:LC:UK:1

7796. Falcon on Internet

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-31 09:41:36 UTC
From: Marcel Meihuizen <mmeihuizen@hetnet.nl>
Message-ID: <kV6w9.61409$Mf5.3029744@Flipper>
Source record: 3249

Hi everyone,

I have a problem.I have got a SCSI-Link ethernet device hooked on my Falcon.I've got a STing driver wich sees my SCSI-link.If I ping my Windows2000 machine (with internet connection sharing) it works and vice versa works too.I have in STing the gateway configured (192.168.0.1)But if I want to use CAB nothing happend.Not even a network activity.Where can I configure the Browser that he had to look at the Ethernet0 port wich is the SCSI-Link device.I hope somone could help me.

Thanks already

Marcel

mmeihuizen@hetnet.nl

7797. Re: Falcon on Internet

Newsgroup: comp.sys.atari.st.tech
Date: 2002-10-31 14:31:49 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1036075916.247470@blade.atari-source.com>
Source record: 3250

Marcel Meihuizen wrote:

> Hi everyone,
>
> I have a problem.I have got a SCSI-Link ethernet device hooked on my
> Falcon.I've got a STing driver wich sees my SCSI-link.If I ping my
> Windows2000 machine (with internet connection sharing) it works and vice
> versa works too.I have in STing the gateway configured (192.168.0.1)But if
> I want to use CAB nothing happend.Not even a network activity.Where can I
> configure the Browser that he had to look at the Ethernet0 port wich is
> the SCSI-Link device.I hope somone could help me.
>
> Thanks already
>
> Marcel
>
> mmeihuizen@hetnet.nl

Marcel,

The browser will automagically use STiNG as long as you have the STiK
cab.ovl file installed under I believe the modules folder underneath the
main cab folder. You can get the stik ovl file at:
http://www.netset.com/~baldrick/

Enjoy :)

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

7798. Re: Falcon on Internet

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-01 00:38:32 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <2Qjw9.542$oq4.534@news.bellsouth.net>
Source record: 3101
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> I have a problem.I have got a SCSI-Link ethernet device hooked on my
> Falcon.I've got a STing driver wich sees my SCSI-link.If I ping my
> Windows2000 machine (with internet connection sharing) it works and vice
> versa works too.I have in STing the gateway configured (192.168.0.1)But if I
> want to use CAB nothing happend.Not even a network activity.Where can I
> configure the Browser that he had to look at the Ethernet0 port wich is the
> SCSI-Link device.I hope somone could help me.

check that you've set arp on the Windows machine.
see arp.exe
An example of how to do this automatically...
make a text file called arp.bat on your PC that contains the following line:

arp.exe -s ip.addy.of.your.falcon mac-address-of-the-dynalink

Next, make a shortcut of this bat file and drag it to the windows start-up
folder.

I'm assumeing this is a direct connection to your PC? No hub or switcher?

If you have a firewall running on your windows PC...make sure the Falcon's IP
address is in your trusted/local zone.

Be sure the subnet address is correct.

Be sure that the gateway you have set in the STing ROUTE.TAB is correct. If you
are wanting your ethernet port to be the default route, then you'll want this to
be the last line in the ROUTE.TAB file (use a text editor to edit).

If your PC is called 192.168.0.1 on your lan, and your PC then connects to the
internet, then that 'should' work as the gateway. Double check that your PC is
indeed given said ip-address. I.E.
0.0.0.0 0.0.0.0 Ethernet0 192.168.0.1

You might also try with a simple default routing of:
0.0.0.0 0.0.0.0 Ethernet0 0.0.0.0

This one simple default routing is usually all one needs unless you're using
more than one port with STing. You can still 'dial out' if needed, because the
dialer always sets a default route to the modem port in use.

Finally, in the STing ports.cpx, be sure you've given the Falcon an ip-address.

A DNS server is important. If you get 'can't resolve host name' messages when
using your PC as the DNS/gateway, then find out what your ISP's DNS server is,
and enter that.

Hope this helps,
Brian

7799. Tos switcher

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-06 06:16:39 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <bt2y9.18041$5u4.54883@news-server.bigpond.net.au>
Source record: 3102

Has anybody built a TOS switcher for an STE. I have installed tos 2.06 and 1.62 by soldering 1 chip on the other and using a spst switch on CE and a couple of pull up resistor's. It appears to be OK till you run sysinfo, and/or gem bench all I get is a Bus error (2 bombs). Any ideas fellers?

Mark

7800. Re: Tos switcher

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-06 18:55:02 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0211061055.66c90066@posting.google.com>
Source record: 3103

Hi Mark,

If it boots in TOS 1.62 and TOS 2.06 then I imagine you've done it all
right. Maybe a dry joint somehwere, do other programs boot OK? Where
does Gembench fail?

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
news:<bt2y9.18041$5u4.54883@news-server.bigpond.net.au>...
> Has anybody built a TOS switcher for an STE. I have installed tos 2.06 and
> 1.62 by soldering 1 chip on the other and using a spst switch on CE and a
> couple of pull up resistor's. It appears to be OK till you run sysinfo,
> and/or gem bench all I get is a Bus error (2 bombs). Any ideas fellers?

7801. Re: Tos switcher

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-07 00:00:21 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <p2iy9.21292$5u4.64696@news-server.bigpond.net.au>
Source record: 3104

As soon as it starts to kick in. Sysinfo produces a tos 35 error in 1.62 and resets itself under tos 2.06. Sppoky.

Mark

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message news:1a7d6495.0211061055.66c90066@posting.google.com...
> Hi Mark,
>
> If it boots in TOS 1.62 and TOS 2.06 then I imagine you've done it all
> right. Maybe a dry joint somehwere, do other programs boot OK? Where
> does Gembench fail?
>
> "Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message news:<bt2y9.18041$5u4.54883@news-server.bigpond.net.au>...
> > Has anybody built a TOS switcher for an STE. I have installed tos 2.06 and
> > 1.62 by soldering 1 chip on the other and using a spst switch on CE and a
> > couple of pull up resistor's. It appears to be OK till you run sysinfo,
> > and/or gem bench all I get is a Bus error (2 bombs). Any ideas fellers?

7802. Re: Tos switcher

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-07 09:15:00 UTC
From: Gerhard_Stoll@b.maus.de
Message-ID: <200211071015.a10724@b.maus.de>
Source record: 3106

```
MB> tos 35

--------------------------------cut-------------------------------
TOS Error #35, probably the most common error alert that is not self
explanatory, happens when a program you are trying to run has somehow
been corrupted. What it means is that TOS can not find some magic
numbers it expects to find either at the beginning or at the end of
the program file. This error is usually attributable to operator error
(as in trying to execute an archive or text file as a program), or to
bit rot.
--------------------------------cut-------------------------------

Gerhard#
```

7803. Ethernet ROMPort adapter

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-07 10:26:36 UTC
From: serge_guillaume@yahoo.com
Message-ID: <3908499.0211070226.23930136@posting.google.com>
Source record: 3105

Hi,

I saw the schematics of the ROM port-Parallel port adapter on

http://users.otenet.gr/~papval/ethernet.htm

and

http://www.asamnet.de/~hilgarte/ether_e.php

and I noticed something weird. The diagram says that ROMPort 21
(A8) should be linked to pin 8 of the lower LS374, whereas on the PCB
it's ROMPort 22 (A14) that is linked to that pin.
Did anyone notice already that?
Does anyone know which is wrong (diagram or PCB)?
TIA

Serge

7804. Re: Tos switcher

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-07 23:32:56 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <IKCy9.25023$5u4.77114@news-server.bigpond.net.au>
Source record: 3107

Got 2.06 working ok. But, booting a clean system off a blank floppy, then running sysinfo or the like under tos 1.62 I get either 2 bombs or error 35. I suspect the error 35 is a red hearing. It can occur when a disk is write protected and needs to write to the drive also (maybe a dodgey disk as using 1.44 disks to test). My though was that one of the 1.62 chips was a bit flakey, will attempt a re-write to a couple of new roms and see how it shapes up.

Mark

"Gerhard Stoll" <Gerhard_Stoll@b.maus.de> wrote in message news:200211071015.a10724@b.maus.de...
> MB> tos 35
>
> ------------------------------cut------------------------------
> TOS Error #35, probably the most common error alert that is not self
> explanatory, happens when a program you are trying to run has somehow
> been corrupted. What it means is that TOS can not find some magic
> numbers it expects to find either at the beginning or at the end of
> the program file. This error is usually attributable to operator error
> (as in trying to execute an archive or text file as a program), or to
> bit rot.
> ------------------------------cut------------------------------
>
> Gerhard#

7805. Re: Tos switcher

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-08 00:10:42 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0211071610.5cc6a9bf@posting.google.com>
Source record: 3108

Hi,

Sounds like bus contention. Check ROMs are not conflicting together
with their OE pins. If you piggybacked make sure the ROMs you used
have the pinout that allows you to do this. Check for solder wiskers.
Easiest way to do this I think is use one larger ROM and switch the
Address line. Check Vezzs site.

Gerhard_Stoll@b.maus.de (Gerhard Stoll) wrote in message
news:<200211071015.a10724@b.maus.de>...
> MB> tos 35
>
> ------------------------------cut------------------------------
> TOS Error #35, probably the most common error alert that is not self
> explanatory, happens when a program you are trying to run has somehow
> been corrupted. What it means is that TOS can not find some magic
> numbers it expects to find either at the beginning or at the end of
> the program file. This error is usually attributable to operator error
> (as in trying to execute an archive or text file as a program), or to
> bit rot.
> ------------------------------cut------------------------------
>
> Gerhard#

7806. Re: Tos switcher

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-08 00:30:53 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <1BDy9.25084$5u4.77761@news-server.bigpond.net.au>
Source record: 3109

Yeah saw that, looks easier too. But, have to try these things;-)

Thanks Lyndon

Mark

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message
news:1a7d6495.0211071610.5cc6a9bf@posting.google.com...
> Hi,
>
> Sounds like bus contention. Check ROMs are not conflicting together
> with their OE pins. If you piggybacked make sure the ROMs you used
> have the pinout that allows you to do this. Check for solder wiskers.
> Easiest way to do this I think is use one larger ROM and switch the
> Address line. Check Vezzs site.
>
> Gerhard_Stoll@b.maus.de (Gerhard Stoll) wrote in message
news:<200211071015.a10724@b.maus.de>...
> > MB> tos 35
> >
> > --------------------------------cut--------------------------------
> > TOS Error #35, probably the most common error alert that is not self
> > explanatory, happens when a program you are trying to run has somehow
> > been corrupted. What it means is that TOS can not find some magic
> > numbers it expects to find either at the beginning or at the end of
> > the program file. This error is usually attributable to operator error
> > (as in trying to execute an archive or text file as a program), or to
> > bit rot.
> > --------------------------------cut--------------------------------
> >
> > Gerhard#

7807. Re: Tos switcher

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-08 18:45:00 UTC
From: vdjole@EUnet.yu
Message-ID: <aqh0na$93c$1@news.eunet.yu>
Source record: 3110

On 6 Nov 2002 06:16:39 G, "Mark Bedingfield" wrote:
>Has anybody built a TOS switcher for an STE. I have installed tos 2.06 and
>1.62 by soldering 1 chip on the other and using a spst switch on CE and a
>couple of pull up resistor's. It appears to be OK till you run sysinfo,
>and/or gem bench all I get is a Bus error (2 bombs). Any ideas fellers?

Can you clarify a little more what exactly did you do? Do I understand
correctly that you installed a second set of EPROMs on top of the original
one, interrupted the CE signal, conducted it to a switch at (probably) the
back of the computer and led it to CE pins on the EPROMs? In my opinion
guiding these signals all over the box through (probably) long wires and
a mechanical switch of unklnown (large) parasitic capacitance is not a very
good thing to do- try to make the wires as short as possible, and also try
ty make the switch indirect- use a 1:2 demultiplexer switch (can even be a
simple 74**00 chip) located near the EPROMs and lead the static mux-switch
signal to the mechanical switch at the back of the box.

On another approach, is the DMA chip in your computer perhaps a part with
marking CO25913-38 PH23-030 ? I had problems with that chip (data corruption
when reading/writing disks) in a MegaST when I tried to add too many things
(additional EPROMs among them) on the data bus. Removing ANY of the items on
the data bus helped a bit, as well as changing the EPROMs to some by other
manufacturer. Adding a large (1uF- NOT electrolytic) decoupling capacitor
immediately next to the DMA chip helped too, and you may also try additional
(thicker) ground and +5V from near the power supply to the DMA chip. The same
(need for additional decoupling and better ground could be true for the EPROMs).

cu;

7808. Re: Tos switcher

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-08 22:31:51 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3dcc3ae0$0$12757$afc38c87@news.optusnet.com.au>
Source record: 3111

Pretty much bang on. I will try some of your sugestions on monday (machine is at work ;-). Thanks

Mark

"Djordje Vukovic" <vdjole@EUnet.yu> wrote in message news:aqh0na$93c$1@news.eunet.yu...
> On 6 Nov 2002 06:16:39 G, "Mark Bedingfield" wrote:
> >Has anybody built a TOS switcher for an STE. I have installed tos 2.06 and
> >1.62 by soldering 1 chip on the other and using a spst switch on CE and a
> >couple of pull up resistor's. It appears to be OK till you run sysinfo,
> >and/or gem bench all I get is a Bus error (2 bombs). Any ideas fellers?
>
> Can you clarify a little more what exactly did you do? Do I understand
> correctly that you installed a second set of EPROMs on top of the original
> one, interrupted the CE signal, conducted it to a switch at (probably) the
> back of the computer and led it to CE pins on the EPROMs? In my opinion
> guiding these signals all over the box through (probably) long wires and
> a mechanical switch of unklnown (large) parasitic capacitance is not a very
> good thing to do- try to make the wires as short as possible, and also try
> ty make the switch indirect- use a 1:2 demultiplexer switch (can even be a
> simple 74**00 chip) located near the EPROMs and lead the static mux-switch
> signal to the mechanical switch at the back of the box.
>
> On another approach, is the DMA chip in your computer perhaps a part with
> marking CO25913-38 PH23-030 ? I had problems with that chip (data corruption
> when reading/writing disks) in a MegaST when I tried to add too many things
> (additional EPROMs among them) on the data bus. Removing ANY of the items on
> the data bus helped a bit, as well as changing the EPROMs to some by other
> manufacturer. Adding a large (1uF- NOT electrolytic) decoupling capacitor
> immediately next to the DMA chip helped too, and you may also try additional
> (thicker) ground and +5V from near the power supply to the DMA chip. The same
> (need for additional decoupling and better ground could be true for the EPROMs).
>
> cu;
>

7809. Re: Tos switcher

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-09 19:01:23 UTC
From: vdjole@EUnet.yu
Message-ID: <aqjm22ljb2@news.eunet.yu>
Source record: 3112

On 9 Nov 2002 09:31:51 +, "Mark Bedingfield" wrote:
>Pretty much bang on. I will try some of your sugestions on monday (machine
>is at work ;-). Thanks

Note that by this time your disks (the ones from which you try to launch
some applications) may be corrupted by the improperly-working machine.
Create new disks for testing and write-protect them.

Cu;

7810. Attn: Atari Guru's>> Need serious Help Here?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-14 13:00:44 UTC
From: jons121301@hotmail.com
Message-ID: <da91e65.0211140500.275e002@posting.google.com>
Source record: 3113

I have an Alldata System 3 Computer for automotive service manual and
we have problems.
This runs on an Atari/ST board and has a scsi cdrom shuttle however
the system does not see the the cdrom.
I have change the drive with no help from that.
Guy's I dont really know what direction to go and have never worked on
an Atari.
Any Suggestions on this problem?

7811. Re: Atari Guru's>> Need serious Help Here?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-14 22:13:57 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ar1776$dm9r9$1@ID-40235.news.dfncis.de>
Source record: 3114

"Jon S" <jons121301@hotmail.com> wrote in message
news:da91e65.0211140500.275e002@posting.google.com...
> I have an Alldata System 3 Computer for automotive service manual and
> we have problems.
> This runs on an Atari/ST board and has a scsi cdrom shuttle however
> the system does not see the the cdrom.

Is there anything else connected to the SCSI interface?
Have you checked the Shuttle out on another system, e.g. PC with SCSI card?

> I have change the drive with no help from that.
> Guy's I dont really know what direction to go and have never worked on
> an Atari.

Best Electronics have service cartridges, service manuals etc.

http://www.best-electronics-ca.com/

> Any Suggestions on this problem?

7812. Re: Attn: Atari Guru's>> Need serious Help Here?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-14 23:09:08 UTC
From: captainvimes@myrealbox.com
Message-ID: <61b8tu8dln3gb4d3vg6nchb2uigllupknm@4ax.com>
Source record: 3115

On 14 Nov 2002 05:00:44 -0800, jons121301@hotmail.com (Jon S) wrote:

>I have an Alldata System 3 Computer for automotive service manual and
>we have problems.
>This runs on an Atari/ST board and has a scsi cdrom shuttle however
>the system does not see the the cdrom.

Not sure what you mean by a "shuttle" - please explain.

>I have change the drive with no help from that.
>Guy's I dont really know what direction to go and have never worked on
>an Atari.
>Any Suggestions on this problem?

If it's really an ST board (as opposed to say a TT or a Falcon board),
then there is no builtin SCSI support - it would be done via some kind
of external board connected to the ACSI interface (that's the 19-pin
connector at the back). So it's possible that it has failed. Can you
determine what make of board is attached?

Roger

7813. Re: Attn: Atari Guru's>> Need serious Help Here?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-15 01:40:46 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1037326024.444830@blade.atari-source.com>
Source record: 3116

Jon S wrote:

> I have an Alldata System 3 Computer for automotive service manual and
> we have problems.
> This runs on an Atari/ST board and has a scsi cdrom shuttle however
> the system does not see the the cdrom.
> I have change the drive with no help from that.
> Guy's I dont really know what direction to go and have never worked on
> an Atari.
> Any Suggestions on this problem?

Where are you located? Maybe somebody could come to your site to do
diagnostic work.

Mark
http://atari-source.com

7814. ATARI-ST als MIDI-Controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-16 10:11:36 UTC
From: Lutz Windus <news.for.snubbelfoot@spamgourmet.com>
Message-ID: <Xns92C871DE8BC11newsforsnubbelfootsp@62.153.159.134>
Source record: 3117

Hallo,

ist es mi¿½glich bzw. hat es schon 'mal jemand gemacht, den ATARI ST als MIDI-Interface bzw. -Controller einzusetzen?

Ich i¿½berlege, ob ich eine zweimanualige Orgel mit Pedal mit einem kompletten MIDI-Interface ausri¿½sten mui¿½, oder ob man die Mi¿½glichkeit hat, ein relativ einfaches Interface zu bauen, das dann an den Parallel-Port (zum Beispiel) des ATARI geht, und der ATARI erzeugt die eigentlichen MIDI-Befehle.

Die Orgel soll anschlagdynamische Tasten (2x61 Tasten + 30 Pedal) bekommen durch die Umri¿½stung. Es ist wichtig, dai¿½ alle Manuale und auch das Pedal anschlagdynamisch sind. Ich mi¿½chte keine zwei bis drei Interfaces einsetzen, deren MIDI-Daten zum Schlui¿½ gemerged werden, es soll alles "aus einem Gui¿½" sein.

Gegeni¿½ber einer "reinen" Interfaceli¿½sung verspreche ich mir vom ATARI eine flexiblere Programmierbarkeit.

Ich wi¿½re sehr dankbar fi¿½r jeden Tip, der mir weiterhelfen ki¿½nnte.

Viele Gri¿½i¿½e,
Lutz.

7815. Re: Attn: Atari Guru's>> Need serious Help Here?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-16 13:30:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dd5f39ef67b92@attbi.com>
Source record: 3118

>I have an Alldata System 3 Computer for automotive service manual and
>we have problems.
>This runs on an Atari/ST board and has a scsi cdrom shuttle however
>the system does not see the the cdrom.
>I have change the drive with no help from that.
>Guy's I dont really know what direction to go and have never worked on
>an Atari.
>Any Suggestions on this problem?

You a host adaptor in order for the ST board to see the CD drive
as well as a driver. I use the Link II host adapter and Extendos
Gold as my driver.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7816. Re: HD floppy mega back to DD

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-17 15:30:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037569293.65988.1@iapetus.uk.clara.net>
Source record: 3120

Hi "Bryan

There is no 'one way' of doing this modification so a blanket answer would be misleading, however, i think that most of these mods involve lifting a pin on the Floppy controler and cables being fitted at either end of the break that run off to a clock generator/switcher, this should be easy to spot and restore.

> I need to put a 720k drive back in a Mega ST4 and remove the
> non working 1.44 drive and bits. Are there any track cuts done when
> installing an HD drive, that I would have to reinstate to go back to
> standard please?

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

7817. Translation of Luzt Windus query

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-17 21:17:44 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <ar911o$h1p$1@thorium.cix.co.uk>
Source record: 3119

Subject: ATARI-ST as MIDI-Controller

Hallo,

Is it possible, or has someone already done it before, to use an
ATARI ST as a MIDI-interface or -controller?

I am wondering if I have to fit a complete MIDI interface to a
two-manual organ with pedals, or whether there is a possibility of
building a relatively simple interface that is then connected to
the parallel port of the ATARI, for instance, and the ATARI then
generates the actual MIDI commands.

The organ should get touch-dynamic [?presumably velocity sensitive?]
keys (2x61 keys + 30 pedal) from the conversion. It is important
that all manuals and also the pedals are touch-dynamic. I don't
want to use two to three interfaces whose MIDI data are finally
merged - it should all be of a piece.

Compared to a "pure" interface solution I expect from the ATARI
more flexible programmability.

I would be grateful for any tips that would help me with this.

Greetings from
Lutz.
~~~~~~~~~~~~
This has been a public service translation from DDP!
~~~~~~~~~~~~

7818. Re: ATARI-ST als MIDI-Controller

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-18 11:17:10 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dd8c360ac79a2@tripnet.se>
Source record: 3121

On Sat 16-11-2002 11:11 (+0100) Lutz Windus wrote:

>ist es mï¿½glich bzw. hat es schon 'mal jemand gemacht, den ATARI ST als
>MIDI-Interface bzw. -Controller einzusetzen?
>
>Ich ï¿½berlege, ob ich eine zweimanualige Orgel mit Pedal mit einem
>kompletten MIDI-Interface ausrï¿½sten muï¿½, oder ob man die Mï¿½glichkeit hat,
>ein relativ einfaches Interface zu bauen, das dann an den Parallel-Port
>(zum Beispiel) des ATARI geht, und der ATARI erzeugt die eigentlichen MIDI-
>Befehle.

I suppose this would mean you have to constantly poll the parallel port
and whenever data is comming in from the actual device that is in contact
with the organ keyboard/pedal. Sounds a bit like when doing transfers
with PARCP between two computers via parallel port to me?

You will have to do a lot of programming to translate whatever comes in
on the parallel port to MIDI and then send the result out on the Atari
MIDI port.

I guess this would be possible but with lots of time critical programming
in Assembler.

>Die Orgel soll anschlagdynamische Tasten (2x61 Tasten + 30 Pedal) bekommen
>durch die Umrï¿½stung. Es ist wichtig, daï¿½ alle Manuale und auch das Pedal
>anschlagdynamisch sind. Ich mï¿½chte keine zwei bis drei Interfaces
>einsetzen, deren MIDI-Daten zum Schluï¿½ gemerged werden, es soll alles "aus
>einem Guï¿½" sein.

Whether you get "anschlagdynamik" (Velocity Sensitive keys) or not is
completely up to the unit that you fit to the keyboard. A real organ has
not that much "anschlagdynamik" to begin with so do you want the organ to
sound like a piano or... :-)

>Gegenï¿½ber einer "reinen" Interfaceliï¿½sung verspreche ich mir vom ATARI eine
>flexiblere Programmierbarkeit.

I guess there are devices that you can use to fit at the organ keyboard
and that either puts the data out through a MIDI cable or some parallel
port cable to be connected to a pc?

If you are a very good Atari programmer you might be able to write a
program that converts the parallel input to MIDI data if you have the
full specification on the signals this device produces.

On the other hand if the device can produce MIDI data all by itself you
could easily merge all three(?) MIDI outs and probably get better timing

with much less effort. There are also MIDI expanders for Atari and soundcards for pc With more than one MIDI In connector if timing is critical and you get to much data to be handled by one single MIDI cable.

Maybe you have a device that can't transmit Velocity Sensitivity in any way? If so you are out of luck as the actual device that you mount on the organ must be able to detect the key velocity in the first place.

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7819. TT motherboard revisions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-19 18:37:49 UTC
From: captainvimes@myrealbox.com
Message-ID: <6r0ltukebmf9kve9ihecapcob6rtctn71q@4ax.com>
Source record: 3122

In trying to figure out why a piece of hardware works on some TTs and not others, I suspected that the motherboard rev level might have something to do with it. So I foolishly decided to check mine.

The first one I opened (an older one, but after the 16-32MHz daughterboard stuff) does not have it marked. It has the silkscreened space for the rev level towards the middle of the board, rather than at the lower right hand corner (which is where the later ones have it I believe), but no rev level is actually marked.

Can anyone identify the rev level from that description, or tell me what to look for (perhaps from chip numbers or locations) or (even better) point me to a summary somewhere?

Thanking the experts in advance,
Roger Burrows

7820. Re: TT motherboard revisions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-20 17:41:05 UTC
From: Jim DeClercq <jimd@panix1.panix.com>
Message-ID: <arghfh$pf6$1@reader1.panix.com>
Source record: 3123

I am not an expert, but I do have a Field Service Manual, and as a guess, what you have may be a Rev 0. I have a sheet in that manual marked "not mine" in pencil. It has a date of 1990, and appears incomplete in a number of areas, and uses chip formats, or at least arrangements, not found in later machines.

That drawing does not even have a title block.

The drawing that looks complete has a date of May 16, 1991, and a list of country codes, and instructions on what to put on that line, which is now at the lower right hand corner.

From what I have, it seems that there were some undocumented revision levels between a date uncertain in 1990 and May 1991. After May, 1991, one might find marked revision letters.

But rather than changing the silkscreening, some revisions were marked on paper stickers, along with new part numbers. One I have and am looking at has a part number of CA401146-001, Revision H. The part number on the silkscreening is CA400770.

It has two production cut-and-jumper paths.

So far, there seem to be 1990 machines without rev level or country code, and May 1991 and later machines with rev levels and country codes, and new part numbers.

I do hope someone has better information.

Jim

captainvimes@myrealbox.com writes:

: In trying to figure out why a piece of hardware works on some TTs and
: not others, I suspected that the motherboard rev level might have
: something to do with it. So I foolishly decided to check mine.

: The first one I opened (an older one, but after the 16-32MHz
: daughterboard stuff) does not have it marked. It has the silkscreened
: space for the rev level towards the middle of the board, rather than
: at the lower right hand corner (which is where the later ones have it
: I believe), but no rev level is actually marked.

: Can anyone identify the rev level from that description, or tell me
: what to look for (perhaps from chip numbers or locations) or (even
: better) point me to a summary somewhere?

: Thanking the experts in advance,
: Roger Burrows

7821. Re: Heartfelt Appologies!!!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-26 23:39:11 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414289.45901.11@despina.uk.clara.net>
Source record: 3124

Hey, asshole, "Hope and Love"

So why the fuck does this appear in about 200 mail bases bases.

> I would like to appologize to all the readers and anybody else affected by
my indescretions,
--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

7822. wireless ethernet (802.11b)

Newsgroup: comp.sys.atari.st.tech
Date: 2002-11-28 02:01:13 UTC
From: lp <gfa@basic.net>
Message-ID: <BA0AE319.ABA8%gfa@basic.net>
Source record: 3125

Anyone one wanting to retro fit their Atari with wireless ethernet
should have a look at these:

D-link DWL-810 ethernet-to-wireless bridge
This unit is capable of roaming.
This unit is actually designed to retro fit any standard wired device to
be wireless.

D-link DWL-900AP+ wireless access point
This unit cannot roam.
Can be configured as a wireless client like the 810.
Actually has several modes depending on what you want to do,
you can also configure this as a wireless access point
plug it into your old wired router, then wireless devices
can connect. Niffty. ;-)

Both units have web based setup tools built in, so all you
need to configure then is a java enabled browser.
I've tested both units. My Hades went wireless with the 900
and the TT will hopefully soon be wireless via the 810.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7823. High Res Tatung MM14SAR monitor died

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-01 12:15:55 UTC
From: RB <rich.eb@btinternet.com>
Message-ID: <ascuhqqdp1@sparta.btinternet.com>
Source record: 3127
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

Anyone fixed one of these or know what the common faults are?

Richard B.

7824. ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-01 12:15:56 UTC
From: RB <rich.eb@btinternet.com>
Message-ID: <ascuhrqdp2@sparta.btinternet.com>
Source record: 3126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,

My STE suddenly can't see my SCSI drive. Cables all seem to be OK. Tried cable and adaptor on my Stacy too. It can't see it either.

Any ideas on confirming the adaptor is dead or fixing it?

Richard B.

7825. Re: ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-02 23:02:26 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212021502.26bc4ae@posting.google.com>
Source record: 3128
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"RB" <rich.eb@btinternet.com> wrote in message
news:<ascuhrqdp2@sparta.btinternet.com>...
> Hi all,
>
> My STE suddenly can't see my SCSI drive. Cables all seem to be OK. Tried
> cable and adaptor on my Stacy too. It can't see it either.
>
> Any ideas on confirming the adaptor is dead or fixing it?
>
Richard,

What do you mean by 'see'? Assuming you are using ICD drivers, does
the HD show up during the bootup screen?

Galen

7826. Re: ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-03 06:35:48 UTC
From: RB <rich.eb@btinternet.com>
Message-ID: <ashjc3$sd7$1@sparta.btinternet.com>
Source record: 3129
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

No, it doesn't show up on the boot up screen. The STE or Stacy can't
detect/see it.

Hope that's a bit clearer.

RB.

"Galen" <ekaljuma@mtsac.edu> wrote in message
news:926a9946.0212021502.26bc4ae@posting.google.com...
> "RB" <rich.eb@btinternet.com> wrote in message
news:<ascuhrqdp2@sparta.btinternet.com>...
> > Hi all,
> >
> > My STE suddenly can't see my SCSI drive. Cables all seem to be OK. Tried
> > cable and adaptor on my Stacy too. It can't see it either.
> >
> > Any ideas on confirming the adaptor is dead or fixing it?
> >
> Richard,
>
> What do you mean by 'see'? Assuming you are using ICD drivers, does
> the HD show up during the bootup screen?
>
> Galen

7827. SCSI adapter wanted / help on repairing sh204

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-03 09:23:53 UTC
From: Anestis <anestisp@sympatico.ca>
Message-ID: <BA11E259.9194%anestisp@sympatico.ca>
Source record: 3131

I have a Mega ST2 and would like to connect either a hard drive or a scsi zip drive to the unit.

I had an old sh204 but it died and I donï¿½t know how to replace the hard drive in it.
I tried using another quantum, 1 gig but it didnï¿½t even see it.

Thanks!

7828. Re: ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-03 09:28:01 UTC
From: Barrie at Keychange <barrie@keychange.co.uk>
Message-ID: <NN_G9.537$8Z4.56526@newsfep2-gui>
Source record: 3130
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

"RB" <rich.eb@btinternet.com> wrote in message
news:ashjc3$sd7$1@sparta.btinternet.com...
> No, it doesn't show up on the boot up screen. The STE or Stacy can't
> detect/see it.

What I think was meant is, do you see the ICD banner and drive details as
the machine attempts to boot?

Have you tried running the boot prog from floppy?

All the common boot progs, AHDI, HDdriver and ICD etc, put some sort of
banner/info on the screen.

Is the red LED on the Link II lit?

You also ask about your monitor, did this problem show up at the same time?

Send the Link in and I'll test it.

Barrie at Keychange. www.keychange.co.uk

7829. Re: ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-03 18:08:30 UTC
From: RB <rich.eb@btinternet.com>
Message-ID: <asiruujjn1@helle.btinternet.com>
Source record: 3132
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > No, it doesn't show up on the boot up screen. The STE or Stacy can't
> > detect/see it.
>
> What I think was meant is, do you see the ICD banner and drive details as
> the machine attempts to boot?

With the drive connected to my Stacy via the Link II, I see the ICD banner
on boot which displays the internal SCSI drive but not the extenal drive
which it used to.

> Have you tried running the boot prog from floppy?

From STE and Stacy. Niether see external SCSI drive via Link II

> All the common boot progs, AHDI, HDdriver and ICD etc, put some sort of
> banner/info on the screen.
>
> Is the red LED on the Link II lit?

LED is lit

> You also ask about your monitor, did this problem show up at the same
time?

No the drive failed first.

> Send the Link in and I'll test it.

Will contact you shortly. Thanks.

Richard Ballinger.

7830. Re: ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-03 19:58:18 UTC
From: somewhereinworld@runfaster.com
Message-ID: <3ded0c3d.23906095@news.free.fr>
Source record: 3133
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
I think Link II takes power from termpower pin on your scsi drive.
Tryed with another scsi device with termpower on?
```

Thierry
*----------
Attention, adresse anti-spam.
Enlevez le d&#65533;but...

7831. Re: SCSI adapter wanted / help on repairing sh204

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-03 20:13:49 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3DED2BCD.F3E7DB58@ev1.net>
Source record: 3134

```
Anestis wrote:
>
> I have a Mega ST2 and would like to connect either a hard drive or a
> scsi zip drive to the unit.
>
> I had an old sh204 but it died and I donï¿½t know how to replace the
> hard drive in it.
> I tried using another quantum, 1 gig but it didnï¿½t even see it.
>
IIRC, the SH204 used an MFM drive...

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

7832. A strange bug!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-03 20:28:47 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <asj45v$7cn$1@thorium.cix.co.uk>
Source record: 3135

Hi there!

My wife uses a 4 MB STFM for word-processing using 1st Word Plus. (Yes, I know it's old, but it's simple and sufficient for her needs. I have set it up so that she only has to insert a boot disk which installs a 350 kB RAM-disk, copies all 1WP program files to it and runs the program automatically, opening up a file selector on drive B: for the data disk. That way she need not keep on changing disks, as the program files are constantly available.)

Anyway, normally this works fine, but last night a strange bug appeared: While she was typing, the keyboard and mouse suddenly froze and the cusor moved down below the last line and kept on blinking at a rapid rate. Occasionally, the longish text would jump to the top and then scroll down in the window automatically, ending with the blinking cursor at the bottom again. Nothing I could do could break this loop; I couldn't save or quit and had to switch off and reboot. Luckily she had saved relatively recently so not too much work was lost.

But what could have been the cause of this bug? It appears to me that the keyboard processor got stuck in a loop, possibly due to some overflow. Is that possible? I don't know what she typed just before this happened.

Come to think of it, I remember something similar happening to me on my STFM some years back. Never got down to finding the reason.

Any ideas?

Regards, /Peter/

7833. Re: A strange bug!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-03 22:36:10 UTC
From: Jim DeClercq <jimd@panix3.panix.com>
Message-ID: <asjbkq$5uh$1@reader1.panix.com>
Source record: 3136

I have been given to believe (waffle words) that it is a bug in the TOS keyboard handler routine, and with the amount of typing I did, it bit me often. It is said that this part of TOS has been patched by several programs, one of which being NVDI.

Atari put a little program on a developers disk, and somehow I got a copy, and probably posted it somewhere. Maybe it helped me in this area, and maybe it did not, but it is "ovfix1.prg" and it is 351 bytes long, and it goes in your auto folder. I think I stuck a copy on the umich atari archives sometime in the distant past.

Or you may have found a new bug. What it did to me was repeat what I had typed, and finally lock up, and was called the Ghost Typist problem.

If ovfix1 does not help, is there room for NVDI on the disk?

BTW, all my text stuff is done in 1st Word Plus on a TT030 with 128megs of memory. And, I have not met that bug recently. It used to strike after I had been typing for an hour or so.

Jim

xlator@cix.compulink.co.uk writes:

: Hi there!

: My wife uses a 4 MB STFM for word-processing using 1st Word Plus.
: (Yes, I know it's old, but it's simple and sufficient for her
: needs. I have set it up so that she only has to insert a boot
: disk which installs a 350 kB RAM-disk, copies all 1WP program
: files to it and runs the program automatically, opening up a file
: selector on drive B: for the data disk. That way she need not keep
: on changing disks, as the program files are constantly available.)

: Anyway, normally this works fine, but last night a strange bug
: appeared: While she was typing, the keyboard and mouse suddenly
: froze and the cusor moved down below the last line and kept on
: blinking at a rapid rate. Occasionally, the longish text would
: jump to the top and then scroll down in the window automatically,
: ending with the blinking cursor at the bottom again. Nothing I
: could do could break this loop; I couldn't save or quit and had
: to switch off and reboot. Luckily she had saved relatively
: recently so not too much work was lost.

: But what could have been the cause of this bug? It appears to me
: that the keyboard processor got stuck in a loop, possibly due to
: some overflow. Is that possible? I don't know what she typed just

: before this happened.

: Come to think of it, I remember something similar happening to me
: on my STFM some years back. Never got down to finding the reason.

: Any ideas?

: Regards, /Peter/

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

7834. Re: ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-04 00:48:31 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0212031648.3188f2@posting.google.com>
Source record: 3137
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"RB" <rich.eb@btinternet.com> wrote in message news:<asiruujjn1@helle.btinternet.com>...

> With the drive connected to my Stacy via the Link II, I see the ICD banner
> on boot which displays the internal SCSI drive but not the extenal drive
> which it used to.
>
> LED is lit
>

I've never heard of Link II failing, but I suppose it is possible.
I'd take up Barrie on his offer, but I'd also check the cable as I've
had a couple fail on systems that were not moved or altered in any
way. I know it sounds strange, but a new cable got it working again.

Galen

7835. Re: SCSI adapter wanted / help on repairing sh204

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-04 04:20:58 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DED82F3.FDC5EFE4@rogers.com>
Source record: 3138

Charles Richmond wrote:

> Anestis wrote:
> >
> > I have a Mega ST2 and would like to connect either a hard drive or a
> > scsi zip drive to the unit.
> >
> > I had an old sh204 but it died and I donï¿½t know how to replace the
> > hard drive in it.
> > I tried using another quantum, 1 gig but it didnï¿½t even see it.
> >
> IIRC, the SH204 used an MFM drive...

Yes it is MFM in the SH204. Those MFM drives typically go from 5 megs up to about 80 megs. Those drives can be perticularly confusing since they can appear identical to an RLL or EDSI drive. But none of those types are interchangable (despite what the rumours say). Finding out if a perticular drive is MFM or one of the other types is usually easiest by checking the model number. like on old Seagate drives (like atari used) the model number is ST-xxx for mfm, ST-xxxR for RLL and so on where xxx is a number usually.

7836. Very technical hard drive question (I think?????) [WAS - how do I make my SCSi always appear]

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-04 13:58:34 UTC
From: Rob <rob.jenkins2@btopenworld.com>
Message-ID: <9m1suuc7ede6ts5trc5iftpsg10iio6b4t@4ax.com>
Source record: 3139

Ok, so if you see my previous post [how do I make my SCSi always appear], you may see I couldnt get my external drive icons to always stay on the desktop.I decided that I would back up the entire contents of drive C to the new external Scsi drive I had (so I at least always had a copy) and then would format drive C and start over. [the reason for this was that there was it was a 2nd hand falcon, and there was a lot of software on there that I didn't know how to use, and didn't really know what it was (though I've backed it up anyway).

When I turned the computer back on, it booted up to a horrible resolution with only A + B drive icons and the trash icon. Having dug out my HDDriver disk (version 8, though I do also have v7.8) I managed to work out how to install the internal 6gig IDE drive.

I played about with the desktop resolutions, drive icons, colour etc and was able to save the desktop. I couldn't seem to get the external drives to appear though, and tried playing about on HDDriver a little more, and I was able to get them recognised in the program (though I obviously didnt want to partition them as I have the old contents of old C still on one of the three partitions.)

Going back to the desktop and even restarting didnt make a difference, I couldnt get the external Scsi drive to appear (though I could get the zip to appear, and the scsi h/drive was connected to that).

I found what I thoought to be a scsi driver in an auto folder on the hddriver 7.8 disk, and so put that in the autofolder on c drive, only now, when I turn the computer on, I can't get it to load to the desktop, it goes through the memory count, but then seems to just reload the same driver until it bombs out.

putting a disk in A drive doesnt force the computer to load that first, is that correct, or do I need to do something else to force the floppy to boot before the hard drive, and get me to the desktop so I can remove the two files I put in (both .prg's)

Thanks if anyone can help me out.... Rob

7837. Re: A strange bug!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-04 18:41:42 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1039032930.178489@blade.atari-source.com>
Source record: 3140

Interestingly enough, I run into this crap all the time. Usually though the keyboard processor crashed or gets an error. The behavior of the keyboard processor when it gets an error usually is to press the ESC key repeatedly until you switch active progs or something else changes keyboard processor code. Anyway.. I am always having strage problems like that and it's amplified by my recent purchase of the EtherNEC which seems to cause random mouse movements and keyboard presses of the number 1 while downloading fast. annoying. Though now that I think about it.. attempting to use different ethernec drivers might help out. I chose the one driver that ozk sent me that got the highest throughput. maybe it checks for errors a little less and randomly writes to the keyboard or something ;)

Mark

xlator@cix.compulink.co.uk wrote:

> Hi there!
>
> My wife uses a 4 MB STFM for word-processing using 1st Word Plus.
> (Yes, I know it's old, but it's simple and sufficient for her
> needs. I have set it up so that she only has to insert a boot
> disk which installs a 350 kB RAM-disk, copies all 1WP program
> files to it and runs the program automatically, opening up a file
> selector on drive B: for the data disk. That way she need not keep
> on changing disks, as the program files are constantly available.)
>
> Anyway, normally this works fine, but last night a strange bug
> appeared: While she was typing, the keyboard and mouse suddenly
> froze and the cusor moved down below the last line and kept on
> blinking at a rapid rate. Occasionally, the longish text would
> jump to the top and then scroll down in the window automatically,
> ending with the blinking cursor at the bottom again. Nothing I
> could do could break this loop; I couldn't save or quit and had
> to switch off and reboot. Luckily she had saved relatively
> recently so not too much work was lost.
>
> But what could have been the cause of this bug? It appears to me
> that the keyboard processor got stuck in a loop, possibly due to
> some overflow. Is that possible? I don't know what she typed just
> before this happened.
>
> Come to think of it, I remember something similar happening to me
> on my STFM some years back. Never got down to finding the reason.
>
> Any ideas?

>
> Regards, /Peter/

7838. Re: SCSI adapter wanted / help on repairing sh204

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-04 18:43:41 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1039033046.693131@blade.atari-source.com>
Source record: 3141

James Alexander wrote:

> Charles Richmond wrote:
>
>> Anestis wrote:
>> >
>> > I have a Mega ST2 and would like to connect either a hard drive or a
>> > scsi zip drive to the unit.
>> >
>> > I had an old sh204 but it died and I donï¿½t know how to replace the
>> > hard drive in it.
>> > I tried using another quantum, 1 gig but it didnï¿½t even see it.
>> >
>> IIRC, the SH204 used an MFM drive...
>
> Yes it is MFM in the SH204. Those MFM drives typically go from 5 megs up
> to
> about 80 megs. Those drives can be perticularly confusing since they can
> appear identical to an RLL or EDSI drive. But none of those types are
> interchangable (despite what the rumours say). Finding out if a
> perticular drive is MFM or one of the other types is usually easiest by
> checking the
> model number. like on old Seagate drives (like atari used) the model
> number is ST-xxx for mfm, ST-xxxR for RLL and so on where xxx is a number
> usually.

Actually inside my Megafile 30, I replaced the MFM drive with a 190 meg
maxtor RLL drive.

Mark

7839. Re: SCSI adapter wanted / help on repairing sh204

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 02:29:03 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DEEBA38.D1A04487@rogers.com>
Source record: 3142

Mark Duckworth wrote:

> James Alexander wrote:
>
> > Charles Richmond wrote:
> >
> >> Anestis wrote:
> >> >
> >> > I have a Mega ST2 and would like to connect either a hard drive or a
> >> > scsi zip drive to the unit.
> >> >
> >> > I had an old sh204 but it died and I donï¿½t know how to replace the
> >> > hard drive in it.
> >> > I tried using another quantum, 1 gig but it didnï¿½t even see it.
> >> >
> >> IIRC, the SH204 used an MFM drive...
> >
> > Yes it is MFM in the SH204. Those MFM drives typically go from 5 megs up
> > to
> > about 80 megs. Those drives can be perticularly confusing since they can
> > appear identical to an RLL or EDSI drive. But none of those types are
> > interchangable (despite what the rumours say). Finding out if a
> > perticular drive is MFM or one of the other types is usually easiest by
> > checking the
> > model number. like on old Seagate drives (like atari used) the model
> > number is ST-xxx for mfm, ST-xxxR for RLL and so on where xxx is a number
> > usually.
>
> Actually inside my Megafile 30, I replaced the MFM drive with a 190 meg
> maxtor RLL drive.
>
> Mark

Mark,,

Thats exactly what I meant about the mfm / rll / esdi drives being confusing. no megafile 30 ever had mfm drives, atari used the seagate st-238r which was exclusively RLL, I know for a fact since I replaced one last year with another of the same drive mech. Btw, RLL drives had a maximum capacity of 120megs (mfm were 80megs tops), Of the 3 times that appeared to be the same (but arent) esdi is the only one that could be 190megs or larger.

7840. Supra problem installing drive C

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 02:56:11 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <ffzH9.282$jm6.18095@ursa-nb00s0.nbnet.nb.ca>
Source record: 3143

I accidently deleted the desktop.inf file and when I double click on supraboot.prg, I can install four of my five drives (d:, e:, f:, and g:) but when I try to install C:, I get 'Cartridge' at as the description with 0 bytes. I can access my other drives but not C:

Any ideas?

Thanks

7841. Re: SCSI adapter wanted / help on repairing sh204

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 05:42:24 UTC
From: Someone <NoSpam@no.com>
Message-ID: <oyBH9.90633$g9.253495@newsfeeds.bigpond.com>
Source record: 3144

was that easy to do? did you have to change any dip switches on the
megafiles board?

"Mark Duckworth" <mducksub@no-spam.atari-source.com> wrote in message
news:1039033046.693131@blade.atari-source.com...
> James Alexander wrote:
>
> > Charles Richmond wrote:
> >
> >> Anestis wrote:
> >> >
> >> > I have a Mega ST2 and would like to connect either a hard drive or a
> >> > scsi zip drive to the unit.
> >> >
> >> > I had an old sh204 but it died and I don't know how to replace the
> >> > hard drive in it.
> >> > I tried using another quantum, 1 gig but it didn't even see it.
> >> >
> >> IIRC, the SH204 used an MFM drive...
> >
> > Yes it is MFM in the SH204. Those MFM drives typically go from 5 megs
up
> > to
> > about 80 megs. Those drives can be perticularly confusing since they
can
> > appear identical to an RLL or EDSI drive. But none of those types are
> > interchangable (despite what the rumours say). Finding out if a
> > perticular drive is MFM or one of the other types is usually easiest by
> > checking the
> > model number. like on old Seagate drives (like atari used) the model
> > number is ST-xxx for mfm, ST-xxxR for RLL and so on where xxx is a
number
> > usually.
>
>
> Actually inside my Megafile 30, I replaced the MFM drive with a 190 meg
> maxtor RLL drive.
>
> Mark
>

7842. Re: Supra problem installing drive C

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 06:02:34 UTC
From: lp <gfa@basic.net>
Message-ID: <BA14562A.AD9C%gfa@basic.net>
Source record: 3145

in article ffzH9.282$jm6.18095@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at breamer@nb.sympatico.ca wrote on 12/4/02 9:56 PM:

> I accidently deleted the desktop.inf file and when I double click on
> supraboot.prg, I can install four of my five drives (d:, e:, f:, and g:) but
> when I try to install C:, I get 'Cartridge' at as the description with 0
> bytes. I can access my other drives but not C:
>
> Any ideas?

Type an uppercase "C" for C:

Typing a lowercase "c" is for the cartridge.

;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7843. Re: Supra problem installing drive C

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 11:47:13 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <51HH9.366$jm6.27375@ursa-nb00s0.nbnet.nb.ca>
Source record: 3146

Stuff like this amazes me, you know lp, if it were not for this newsgroup, I would have tore my (remaining hair) out trying to figure this out. I dont' think any google search would have revealed that one....

Thanks a bunch!!!

"lp" <gfa@basic.net> wrote in message news:BA14562A.AD9C%gfa@basic.net...
> in article ffzH9.282$jm6.18095@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at
> breamer@nb.sympatico.ca wrote on 12/4/02 9:56 PM:
>
> > I accidently deleted the desktop.inf file and when I double click on
> > supraboot.prg, I can install four of my five drives (d:, e:, f:, and g:)
but
> > when I try to install C:, I get 'Cartridge' at as the description with 0
> > bytes. I can access my other drives but not C:
> >
> > Any ideas?
>
> Type an uppercase "C" for C:
>
> Typing a lowercase "c" is for the cartridge.
>
> ;-)
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

7844. Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 12:27:03 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <rCHH9.375$jm6.29215@ursa-nb00s0.nbnet.nb.ca>
Source record: 3147

What is the easiest printer I can get hold of today to work with my ST?. It is getting harder to get dot matrix printers. Would a standard bubble jet in epson compatibility mode work? Are there any drivers that would make my life easier?

Thanks...

P.S
I have a canon bjc-2100. Could I hook it up via the parallel port ?
Assuming the ST parallel port is the same as a PC albeit not ecc etc

7845. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 13:50:33 UTC
From: lp <gfa@basic.net>
Message-ID: <BA14C3D9.ADA5%gfa@basic.net>
Source record: 3148

in article rCHH9.375$jm6.29215@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at breamer@nb.sympatico.ca wrote on 12/5/02 7:27 AM:

> What is the easiest printer I can get hold of today to work with my ST?. It
> is getting harder to get dot matrix printers. Would a standard bubble jet
> in epson compatibility mode work? Are there any drivers that would make my
> life easier?
>
> Thanks...
>
> P.S
> I have a canon bjc-2100. Could I hook it up via the parallel port ?
> Assuming the ST parallel port is the same as a PC albeit not ecc etc

The best option is the NVDI package, it accelorates screen redraws/text displays plus adds support for many printers, Epson, HP, inkjects and such. It's worth every penny in my opinion, and installed on all my machines. You also get scalable vector fonts, true-tyoe support and such too, it's really nice.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7846. Re: Very technical hard drive question (I think?????) [WAS - h>ow do I make my SCSi always appear]

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 20:26:08 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <asocp0$10h$1@thorium.cix.co.uk>
Source record: 3001

In message <9m1suuc7ede6ts5trc5iftpsg10iio6b4t@4ax.com>, rob.jenkins2@btopenworld.com said:

...
>putting a disk in A drive doesnt force the computer to load that
>first, is that correct, or do I need to do something else to force the
>floppy to boot before the hard drive, and get me to the desktop so I
>can remove the two files I put in (both .prg's)

If your boot process gets as far as running HDDRIVER, keep the [A] key pressed during booting and it should boot from that (i.e. no hard drive). Then run HDDRIVER from the floppy, install a C icon and you should be able to access C: to remove the offending files.

Regards, /Peter/

7847. Re: A strange bug!

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 20:26:08 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <asocp0$10g$1@thorium.cix.co.uk>
Source record: 3149

In message <asjbkq$5uh$1@reader1.panix.com>, jimd@panix3.panix.com said:

>I have been given to believe (waffle words) that it is a bug in the TOS
>keyboard handler routine, and with the amount of typing I did, it bit me
>often. It is said that this part of TOS has been patched by several
>programs, one of which being NVDI.
>
>Atari put a little program on a developers disk, and somehow I got a copy,
>and probably posted it somewhere. Maybe it helped me in this area, and
>maybe it did not, but it is "ovfix1.prg" and it is 351 bytes long, and it
>goes in your auto folder. I think I stuck a copy on the umich atari
>archives sometime in the distant past.
>
>Or you may have found a new bug. What it did to me was repeat what I had
>typed, and finally lock up, and was called the Ghost Typist problem.
>
>If ovfix1 does not help, is there room for NVDI on the disk?

No, not really. In any case mine's only licensed for one machine.

As it's so small, any chance of emailing me ovfix1.prg please and
I'll try that?

Regards, /Peter/

7848. Re: Supra problem installing drive C

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 20:26:08 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <asocp0$10i$1@thorium.cix.co.uk>
Source record: 3150

In message <ffzH9.282$jm6.18095@ursa-nb00s0.nbnet.nb.ca>, breamer@nb.sympatico.ca said:

>I accidently deleted the desktop.inf file and when I double click on
>supraboot.prg, I can install four of my five drives (d:, e:, f:, and g:) but
>when I try to install C:, I get 'Cartridge' at as the description with 0
>bytes. I can access my other drives but not C:

Sounds like you are trying a lower-case 'c' - that is indeed the
cartridge. Try installing a capital 'C' and it should work

Regards, /Peter/

7849. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-05 23:17:07 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <T7RH9.582$jm6.43784@ursa-nb00s0.nbnet.nb.ca>
Source record: 3002

Can NVDI be installed in the auto folder or do I need to run Mint or
MultiTos?

Also, where would I buy NVDI?

"lp" <gfa@basic.net> wrote in message news:BA14C3D9.ADA5%gfa@basic.net...
> in article rCHH9.375$jm6.29215@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at
> breamer@nb.sympatico.ca wrote on 12/5/02 7:27 AM:
>
> > What is the easiest printer I can get hold of today to work with my ST?.
It
> > is getting harder to get dot matrix printers. Would a standard bubble
jet
> > in epson compatibility mode work? Are there any drivers that would make
my
> > life easier?
> >
> > Thanks...
> >
> > P.S
> > I have a canon bjc-2100. Could I hook it up via the parallel port ?
> > Assuming the ST parallel port is the same as a PC albeit not ecc etc
>
> The best option is the NVDI package, it accelorates screen redraws/text
> displays plus adds support for many printers, Epson, HP, inkjects and
such.
> It's worth every penny in my opinion, and installed on all my machines.
> You also get scalable vector fonts, true-tyoe support and such too, it's
> really nice.
>
> ---
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

7850. Re: SCSI adapter wanted / help on repairing sh204

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 03:55:42 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DF0200A.A66EA6F3@rogers.com>
Source record: 3003

Rick wrote:

> Thanks for the info James.
>
> So, no hope in replaceing the drive, unless i find an identical or one in
> that series.
>
> I was under the impression that since the card converted to scsi, if i just
> bypassed the conversion and added a scsi drive directly to the connector
> inside the SH204, that it would recognize it.
>
> grr. maybe i'll just get one of those icd connectors and hookup my scsi zip
> drive.
>
> "James Alexander" <james-m-alexander@rogers.com> wrote in message
> news:3DED82F3.FDC5EFE4@rogers.com...
> > Charles Richmond wrote:
> >
> > > Anestis wrote:
> > > >
> > > > I have a Mega ST2 and would like to connect either a hard drive or a
> > > > scsi zip drive to the unit.
> > > >
> > > > I had an old sh204 but it died and I don't know how to replace the
> > > > hard drive in it.
> > > > I tried using another quantum, 1 gig but it didn't even see it.
> > > >
> > > IIRC, the SH204 used an MFM drive...
> > >
> > Yes it is MFM in the SH204. Those MFM drives typically go from 5 megs up
> to
> > about 80 megs. Those drives can be perticularly confusing since they can
> > appear identical to an RLL or EDSI drive. But none of those types are
> > interchangable (despite what the rumours say). Finding out if a
> perticular
> > drive is MFM or one of the other types is usually easiest by checking the
> > model number. like on old Seagate drives (like atari used) the model
> number
> > is ST-xxx for mfm, ST-xxxR for RLL and so on where xxx is a number
> usually.
> >

Hi again,

I've never seen an sh204 converted to scsi, the sh204 contains an mfm host adaptor. Finding a version of ADscsi, or Link for example (among others) would be a sure bet for using a scsi drive, which will likely be larger and a bit faster than an mfm drive. You could keep the sh204 for when you do find an mfm driver later on and use it as a backup or second drive at some point.

7851. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 04:51:15 UTC
From: lp <gfa@basic.net>
Message-ID: <BA1596F3.ADC8%gfa@basic.net>
Source record: 3004

in article T7RH9.582$jm6.43784@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at breamer@nb.sympatico.ca wrote on 12/5/02 6:17 PM:

> Can NVDI be installed in the auto folder or do I need to run Mint or
> MultiTos?
>
> Also, where would I buy NVDI?

It just goes in the auto folder, and has some extra setup tools
as CPX. NVDI works with mint or magic (optional) or plain tos.

Good question. Someone want to jump in with a dealer that has this?

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7852. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 08:22:51 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <aspml9jde1@pegasus.csx.cam.ac.uk>
Source record: 3005

"lp" <gfa@basic.net> wrote in message
news:BA1596F3.ADC8%gfa@basic.net...
> in article T7RH9.582$jm6.43784@ursa-nb00s0.nbnet.nb.ca, Brent Eamer
at
> breamer@nb.sympatico.ca wrote on 12/5/02 6:17 PM:
>
> > Can NVDI be installed in the auto folder or do I need to run Mint
or
> > MultiTos?
> >
> > Also, where would I buy NVDI?
>
> It just goes in the auto folder, and has some extra setup tools
> as CPX. NVDI works with mint or magic (optional) or plain tos.
>
> Good question. Someone want to jump in with a dealer that has this?

Atari Workshop (http://www.atari-workshop.co.uk/) and 16/32 systems
(http://www.1632-sales.zenwebhosting.com/acatalog/) in the UK both
stock NVDI (version 5) as does B&C (http://www.myatari.com/) in the
USA though I'm sure there are others.

Stephen Moss

7853. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 10:36:35 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <T4%H9.768$jm6.57608@ursa-nb00s0.nbnet.nb.ca>
Source record: 3006

Ok, I will check into it. I have been out of the Atari scene for about ten
years and have now got back into it. I have aquired a 1040Ste with 4 megs
and a 50 meg hard drive.

I have been looking into an alternative operating environments and have been
interested in Geneva and/or MagiC. Why would you choose one over the other?

I have not seen anyone selling MaciC, I have seen that Gribnif still sells
Geneva

Any comments?

"Stephen Moss" <sgm23@eng.cam.ac.uk> wrote in message
news:aspml9jde1@pegasus.csx.cam.ac.uk...
>
> "lp" <gfa@basic.net> wrote in message
> news:BA1596F3.ADC8%gfa@basic.net...
> > in article T7RH9.582$jm6.43784@ursa-nb00s0.nbnet.nb.ca, Brent Eamer
> at
> > breamer@nb.sympatico.ca wrote on 12/5/02 6:17 PM:
> >
> > > Can NVDI be installed in the auto folder or do I need to run Mint
> or
> > > MultiTos?
> > >
> > > Also, where would I buy NVDI?
> >
> > It just goes in the auto folder, and has some extra setup tools
> > as CPX. NVDI works with mint or magic (optional) or plain tos.
> >
> > Good question. Someone want to jump in with a dealer that has this?
>
> Atari Workshop (http://www.atari-workshop.co.uk/) and 16/32 systems
> (http://www.1632-sales.zenwebhosting.com/acatalog/) in the UK both
> stock NVDI (version 5) as does B&C (http://www.myatari.com/) in the
> USA though I'm sure there are others.
>
> Stephen Moss
>
>

7854. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 13:07:17 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <asq7ai$490$1@pegasus.csx.cam.ac.uk>
Source record: 3007

"Brent Eamer" <breamer@nb.sympatico.ca> wrote in message
news:T4%H9.768$jm6.57608@ursa-nb00s0.nbnet.nb.ca...
> Ok, I will check into it. I have been out of the Atari scene for
about ten
> years and have now got back into it. I have aquired a 1040Ste with
4 megs
> and a 50 meg hard drive.
>
> I have been looking into an alternative operating environments and
have been
> interested in Geneva and/or MagiC. Why would you choose one over
the other?
>
> I have not seen anyone selling MaciC, I have seen that Gribnif still
sells
> Geneva
>
> Any comments?

I'm sure the outlets I mentied will stock either or both Geneva and MagiC. Personally I'm happy with my Falcon as is (plus I tend to be a bit of a purist) and so I don't see the need or expence involved on purchasing a copy of Magic, my only reason for doing so would be to have "Windows" FAT compatibilty and be able to use long filenames on my ST but as I only have 2.5 Meg it's not really worth the space for me.
As for Geneva I do have a copy on my ST as it only has TOS 1.02 (aka 1.2) which can't be easily upgraded and I decided that having the Crtl+Alt+Delete keyboard reset, DOS compatible disk formatting and Program Icons on the Desktop features that became standard on TOS 1.04 upwards would be useful.
As you have an STe which should have TOS 2.0x I personally doubt you will find much of an improvement in using Geneva although I use very few of its functions however you may find some MagiC more useful, I'm sure someone here more versed in their use than me will be able to point out their relevent vertues to you.

Stephen Moss

7855. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 14:00:34 UTC
From: Pascal Ricard <nospam@mydomain.thanx.invalid>
Message-ID: <3df0af382e8cc70@europe-shareware.org>
Source record: 3008

Hello,

in article <T4%H9.768$jm6.57608@ursa-nb00s0.nbnet.nb.ca> (comp.sys.atari.st.tech),
Brent Eamer wrote on Fri 06-12-2002 10:36 (GMT):

> I have been looking into an alternative operating environments and have been
> interested in Geneva and/or MagiC. Why would you choose one over the other?
>
> I have not seen anyone selling MaciC, I have seen that Gribnif still sells
> Geneva

You may want to buy MagiC through ESNA. Just follow the link in my
signature.

Best regards,
P. Ricard
--
Europe Shareware http://europe-shareware.org

7856. Simple question DOS diskettes on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 20:51:43 UTC
From: mu <m.j.p.ursem@quicknet.nl>
Message-ID: <1039207895.271583@cache2>
Source record: 3009

Hello everyone,

Just a quick question from a non-expert.
A friend of mine makes music on his Atari.
How can a get his midi files on my pc?
It seems my DOS diskettes are not recognises on his atari and his Atari disk
ar not recognised by my pc???

Marcel

7857. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 21:00:45 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1039220227.78586.0@damia.uk.clara.net>
Source record: 3013

Hi Brent

> What is the easiest printer I can get hold of today to work with my ST?.
It
> is getting harder to get dot matrix printers. Would a standard bubble jet
> in epson compatibility mode work? Are there any drivers that would make
my
> life easier?
>
> Thanks...
>
> P.S
> I have a canon bjc-2100. Could I hook it up via the parallel port ?
> Assuming the ST parallel port is the same as a PC albeit not ecc etc

In the past I've used Hewlett Packard 560C and Hewlett Packard LaserJet 5L
with my Atari's, I've also known your Canon bubble-jets to be used.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.426 / Virus Database: 239 - Release Date: 02/12/2002

7858. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 21:16:57 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <qo8I9.43523$bq3.6494@news.bellsouth.net>
Source record: 3010

> I have been looking into an alternative operating environments and have been
> interested in Geneva and/or MagiC. Why would you choose one over the
> other?

Why would you want either one?
They both speed things up considerably...especially if you also add NVDI.
They both fix various TOS/AES bugs or shortcommings.

If you are interested in putting your ST on a lan/ethernet/adsl/cable/etc, or going online with a modem...one of these will definately improve performance and flexability. I.E. you could dial into your isp and have email, telnet, a browser, and ICQ all running at once.

Beyond this...it really depends on how valuable multitasking is to you.

Geneva:
This is simply a cooperative AES replacement that allows more windows, more than one application to be run at once, and user flexability on how things look and work. This AES is FASTER, better looking, and more configurable than the one built in your ST. Geneva is quite useful even in very very low memory situations...with or without a desktop. It can be run with some mint kernels to achieve preemtive multitasking abilities. It does NOT come with a desk-top. You'll have to add a desk-top if you want one (NeoDesk, Thing, TaraDesk, etc). Geneva hasn't seen development in a quite a while, where both MagiC and FreeMint have undergone much....

MagiC:
This is a full TOS/GEM replacement.
You'll want at least a 2meg machine to really see the advantages. Since you've a 4meg machine...all set here :) MagiC is a fully preemtive multitasking kernel. It supports long filenames, and even includes some networking extensions or sockets that are built in. MagiC can also support things like Disk Cacheing...background floppy access...and if you use HDDriver...background DMA hard-disk access. MagiC does come with the basic, but zippy and useful MagiX desk-top.

N.AES:
This is similar to Geneva, but much more up to date, and REQUIRES that you run a Mint kernel. It comes with a coustom version of the Thing DeskTop. It's NICE, but not nearly as friendly on memory and system resources as MagiC and Geneva.

FreeMint:
Here's yet another option...all free.
There are several freemint kernels about on the net. I'm not sure which would be best for a 4meg STe...but there's bound to be one that's small enough. Next, you'd add one of the freely avilable AESes. XXAES or AES4_1. The AES4_1 does

have a basic desktop that looks and acts very much like the one already built into your ST. XXAES is a MUCH better AES for more reasons that I care to list here. Thoe XXAES doesn't have a built in desk-top, it can be used without one, and it's easy to add any desk-top you like, such as the now free TaraDesk, shareware Thing, or Commercial Jeenie (sp?). Depending on what freemint kernel you choose, it is possible to support long file names, and even unix oriented hard-disk partitions with permission controls like ext2 or minix.

FreeMint options are going to open you to all sorts of unix-like environments and networking opportunities, but tend to be a bit slower and memory hungry than MagiC. Since they are free however...why not take a look?

Hope this helps,
Brian

7859. Re: Simple question DOS diskettes on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 21:37:39 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <OH8I9.43623$bq3.17667@news.bellsouth.net>
Source record: 3011

"mu" <m.j.p.ursem@quicknet.nl> wrote in message news:1039207895.271583@cache2...
> Hello everyone,
>
> Just a quick question from a non-expert.
> A friend of mine makes music on his Atari.
> How can a get his midi files on my pc?
> It seems my DOS diskettes are not recognises on his atari and his Atari disk
> ar not recognised by my pc???
>
> Marcel
>
>

Grab this free GEMXPLOR utility (the first url is the page it can be found on, the second url is a direct link to the GEM Explorer utility). BTW, this utility can also look at an ST hard drive connected to your PC (usually requires a SCSI host on your PC).

http://www.emulators.com/download.htm
http://www.emulators.com/freefile/gemxplor.zip

Launch it on your PC...
Stick the ST made disk in your floppy drive...
Browse the floppy and drag the files you want to where-ever you want it on your PC.

That's the simple way ;)

Other method...
Is to format a DOUBLE DENSITY disk on your PC, then use the ST to move the files to this new disk.

Hope this helps...
Brian

7860. Re: SCSI adapter wanted / help on repairing sh204

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-06 21:53:19 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <d%8I9.43738$bq3.13971@news.bellsouth.net>
Source record: 3012

Where is a good source for getting these old MFM/RLL mechs?
My Megafile 30 recently bit the dust and I've ordered the bits to just build a true SCSI chain via Link 97. Still...I'm courious about the possibility of replacing the drive mech (assuming that 'is' my problem).

Thanks,
Brian

7861. Re: Simple question DOS diskettes on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-07 15:53:26 UTC
From: David Wade <g8mqw@yahoo.com>
Message-ID: <ast5hm$u8iel$1@ID-40235.news.dfncis.de>
Source record: 3014

"mu" <m.j.p.ursem@quicknet.nl> wrote in message
news:1039207895.271583@cache2...
> Hello everyone,
>
> Just a quick question from a non-expert.
> A friend of mine makes music on his Atari.
> How can a get his midi files on my pc?
> It seems my DOS diskettes are not recognises on his atari and his Atari
disk
> ar not recognised by my pc???
>

It depends on the age of his Atari. If it is a really old model it could have a 360k drive in it, in which case you will have problems either way. If it is a later model it will have a 720k drive, which is compatible with the PC. You can either download a program for the Atari to format the disks as PC compatible, e.g. PCFROMAT from

http://www.umich.edu/~archive/atari/Diskutils/

or format one of his 720k disks on the PC. (Actually you have to do this anyway to get the program to the ST).

> Marcel
>
>

7862. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-07 17:19:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3df1d8624322e1@attbi.com>
Source record: 3015

>What is the easiest printer I can get hold of today to work with my ST?. It
>is getting harder to get dot matrix printers. Would a standard bubble jet
>in epson compatibility mode work? Are there any drivers that would make my
>life easier?
>
>Thanks...
>
>P.S
>I have a canon bjc-2100. Could I hook it up via the parallel port ?
>Assuming the ST parallel port is the same as a PC albeit not ecc etc

I used a 4-color Panasonic printer with my ST and it worked fine.
I would assume any simple Epson should work. Sometimes you may get
lucky. My wife has a HP laser printer and it worked fine with my
Atari as long as I did not print any graphics. Text was great...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7863. Re: Simple question DOS diskettes on Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-07 17:19:31 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3df1d8624322e2@attbi.com>
Source record: 3016

>Hello everyone,
>
>Just a quick question from a non-expert.
>A friend of mine makes music on his Atari.
>How can a get his midi files on my pc?
>It seems my DOS diskettes are not recognises on his atari and his Atari disk
>ar not recognised by my pc???
>
>Marcel

What TOS does your friend's Atari have? Tell him that there are
formatting program that will put a PC bootable sector on disks
formatted in the Atari, but if his TOS is 1.4 or higher,
formatiing on the Atari will automatically put the PC boot sector
on the disk.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7864. Re: ICD Link II

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-07 17:19:36 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3df1d8624322e5@attbi.com>
Source record: 3017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Hi all,
>
>My STE suddenly can't see my SCSI drive. Cables all seem to be OK. Tried
>cable and adaptor on my Stacy too. It can't see it either.
>
>Any ideas on confirming the adaptor is dead or fixing it?
>
>Richard B.

Does the right light on the Link II still light up? Could be the
SCSI cable. That happened to me one time. I just disconnected the
cable, gave it a stretch and then put everything back together.
Worked fine after that.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7865. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-07 17:49:22 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <Cwql9.372$LA4.26420@ursa-nb00s0.nbnet.nb.ca>
Source record: 3018

Thanks Brian, that is the kind of review I have been looking for. Basically
I want a machine that does simple multitasking with a replacement desktop.
I think MagiC is what I would be interested in.

"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:qo8I9.43523$bq3.6494@news.bellsouth.net...
> > I have been looking into an alternative operating environments and have
been
> > interested in Geneva and/or MagiC. Why would you choose one over the
> > other?
>
> Why would you want either one?
> They both speed things up considerably...especially if you also add NVDI.
> They both fix various TOS/AES bugs or shortcommings.
>
> If you are interested in putting your ST on a lan/ethernet/adsl/cable/etc,
or
> going online with a modem...one of these will definately improve
performance and
> flexability. I.E. you could dial into your isp and have email, telnet, a
> browser, and ICQ all running at once.
>
> Beyond this...it really depends on how valuable multitasking is to you.
>
> Geneva:
> This is simply a cooperative AES replacement that allows more windows,
more than
> one application to be run at once, and user flexability on how things look
and
> work. This AES is FASTER, better looking, and more configurable than the
one
> built in your ST. Geneva is quite useful even in very very low memory
> situations...with or without a desktop. It can be run with some mint
kernels to
> achieve preemtive multitasking abilities. It does NOT come with a
desk-top.
> You'll have to add a desk-top if you want one (NeoDesk, Thing, TaraDesk,
etc).
> Geneva hasn't seen development in a quite a while, where both MagiC and
FreeMint
> have undergone much....
>
> MagiC:
> This is a full TOS/GEM replacement.

> You'll want at least a 2meg machine to really see the advantages. Since
you've
> a 4meg machine...all set here :) MagiC is a fully preemtive multitasking
> kernel. It supports long filenames, and even includes some networking
> extensions or sockets that are built in. MagiC can also support things
like
> Disk Cacheing...background floppy access...and if you use
HDDriver...background
> DMA hard-disk access. MagiC does come with the basic, but zippy and
useful
> MagiX desk-top.
>
> N.AES:
> This is similar to Geneva, but much more up to date, and REQUIRES that you
run a
> Mint kernel. It comes with a coustom version of the Thing DeskTop. It's
NICE,
> but not nearly as friendly on memory and system resources as MagiC and
Geneva.
>
> FreeMint:
> Here's yet another option...all free.
> There are several freemint kernels about on the net. I'm not sure which
would
> be best for a 4meg STe...but there's bound to be one that's small enough.
Next,
> you'd add one of the freely avilable AESes. XXAES or AES4_1. The AES4_1
does
> have a basic desktop that looks and acts very much like the one already
built
> into your ST. XXAES is a MUCH better AES for more reasons that I care to
list
> here. Thoe XXAES doesn't have a built in desk-top, it can be used without
one,
> and it's easy to add any desk-top you like, such as the now free TaraDesk,
> shareware Thing, or Commercial Jeenie (sp?). Depending on what freemint
kernel
> you choose, it is possible to support long file names, and even unix
oriented
> hard-disk partitions with permission controls like ext2 or minix.
>
> FreeMint options are going to open you to all sorts of unix-like
environments
> and networking opportunities, but tend to be a bit slower and memory
hungry than
> MagiC. Since they are free however...why not take a look?
>
> Hope this helps,
> Brian
>

>

7866. Re: SCSI adapter wanted / help on repairing sh204

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-07 19:50:54 UTC
From: captainvimes@myrealbox.com
Message-ID: <81k4vusvm89pt1b0iiqepg8isfh0e0ohp8@4ax.com>
Source record: 3019

On Mon, 9 Dec 2002 00:49:14 -0500, "Rick" <xpoz_a@hotmail.com> wrote:

>Thanks for the info James.
>
>So, no hope in replaceing the drive, unless i find an identical or one in
>that series.
>
>I was under the impression that since the card converted to scsi, if i just
>bypassed the conversion and added a scsi drive directly to the connector
>inside the SH204, that it would recognize it.
>

Well, that's sort of correct :-). If you had an 'older' SCSI drive,
it should probably work. Unfortunately, many recent SCSI drives
(including some Quantums) require SCSI arbitration which the Atari
adapter (and in fact the ICD adapter) doesn't supply. Either try to
locate another SCSI drive, or buy a Link97 external adapter (which
does support arbitration).

Roger

7867. Re: SCSI adapter wanted / help on repairing sh204

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-08 04:25:37 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DF2CA10.84AA1260@rogers.com>
Source record: 3020

Brian Roland wrote:

> Where is a good source for getting these old MFM/RLL mechs?
> My Megafile 30 recently bit the dust and I've ordered the bits to just build a
> true SCSI chain via Link 97. Still...I'm courious about the possibility of
> replacing the drive mech (assuming that 'is' my problem).
>
> Thanks,
> Brian

Hi Brian,

Theres a few ways to locate the now hard to find mfm / rll / esdi drives. You can try computer flea markets and user groups, not just atari specific either. early amigas and xt clones (kludges) have this type of drives. even garage sales and hamfests can often turn up some of these drives. Also computer surplus stores sometimes might have one or two around. Also theres the old standby's of some atari mail order dealers (Best Electronics, video 61, bravo sierra, ATY and so on) might have some. Last year to fix a megafile 30 drive I have (uses ST-238R drive mech) I found an old mfm drive (which I saved for later) at a surplus store and also an identical ST-238R drive from an amiga user who had a spare one.

ttyl
James

7868. Re: Ok, another question

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-12 22:23:36 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3df90a19$0$252$4c56ba96@master.news.zetnet.net>
Source record: 3021

Try and get a printer with Epson dot matrix and/or HP Deskjet/Laserjet emulation, Most modern laser printers have Laserjet emulation unless their a Windows only printer. All printers worth their weight in salt have Epson emulation.. I have a fairly recent Epson 5700 laser printer which works fine under laserjet emulation.

Thomas

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message news:3df1d8624322e1@attbi.com...
> >What is the easiest printer I can get hold of today to work with my ST?. It
> >is getting harder to get dot matrix printers. Would a standard bubble jet
> >in epson compatibility mode work? Are there any drivers that would make my
> >life easier?
> >
> >Thanks...
> >
> >P.S
> >I have a canon bjc-2100. Could I hook it up via the parallel port ?
> >Assuming the ST parallel port is the same as a PC albeit not ecc etc
>
> I used a 4-color Panasonic printer with my ST and it worked fine.
> I would assume any simple Epson should work. Sometimes you may get
> lucky. My wife has a HP laser printer and it worked fine with my
> Atari as long as I did not print any graphics. Text was great...
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7869. .ST to Real Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-13 12:02:20 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <g%jK9.5099$cN6.134999@ursa-nb00s0.nbnet.nb.ca>
Source record: 3022

I tried makedisk:

makedisk /write stf79.st /auto

And all seemed fine, but when I put the disk into my Atari
.....zippo....blank disk

I ran it in a Dos box with a 1.44 meg drive and a 720k (new) disk. (I know,
these are hard to get, but I found em)

Same problem with wfdcopy

Any ideas?

7870. Anybody interested in a guide to upgrade mem with 72pin ram?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-15 19:44:07 UTC
From: DG <amplitude@koloth.co.uk.removeme>
Message-ID: <3dfcdb8c$0$234$cc9e4d1f@news.dial.pipex.com>
Source record: 3023

Hi,

For the past fwe days i've been working on a project to upgrade my 1040STfm's memory. I looked about for a guide to use 72 Pin Simm, but to no avail.

So I did it anyway. - Using an 4MB stick (was gonna use an 8MB stick, but wanted to see if was possible first.)
(p.s I know it wont recognise the 8MB, but i was gonna see if it'll use 4MB from it)

Im still working on it right now (posted here in a short break), and so far have got 2.5MB running (Low Ram still in place (512k), but High is 2MB) - Enabling the other 2MB is a case of 3 wires, so i'll post back.

Anyone who 'has' done this, what problems did you run in to?

I'll take pics l8r if interested?

Dan.

7871. Re: Anybody interested in a guide to upgrade mem with 72pin ram?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-15 22:26:19 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0212151426.5ba45df6@posting.google.com>
Source record: 3024

Hi,

Have you seen atari.nvg.org, one for a Stacy but I modified it slighty
to use on my STFM. Word of warning, use as many grounds as possible,
make sure your simm is 5v and FPM (not EDO!). If you have one bank
working you should get the other bank fine. I had problems which
turned out to be a solder whisker causing a short on two high address
lines on the CPU that stopped more than 2MB to be visible. You can
disable the old 512kb of on board ram by pulling the RAS, and two CAS
to Vcc.

Mine is working fine and runs at double speed as it's 60ns, I changed
oscillator
as well among other things.

"DG" <amplitude@koloth.co.uk.removeme> wrote in message
news:<3dfcdb8c$0$234$cc9e4d1f@news.dial.pipex.com>...
> Hi,
>
> For the past fwe days i've been working on a project to upgrade my
> 1040STfm's memory. I looked about for a guide to use 72 Pin Simm, but to no
> avail.
>
> So I did it anyway. - Using an 4MB stick (was gonna use an 8MB stick, but
> wanted to see if was possible first.)
> (p.s I know it wont recognise the 8MB, but i was gonna see if it'll use 4MB
> from it)
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> Im still working on it right now (posted here in a short break), and so far
> have got 2.5MB running (Low Ram still in place (512k), but High is 2MB) -
> Enabling the other 2MB is a case of 3 wires, so i'll post back.
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> Anyone who 'has' done this, what problems did you run in to?
>
> I'll take pics l8r if interested?
>
> Dan.

7872. Re: Anybody interested in a guide to upgrade mem with 72pin ram?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-15 23:27:50 UTC
From: DG <amplitude@koloth.co.uk.removeme>
Message-ID: <3dfd0ffc$0$235$cc9e4d1f@news.dial.pipex.com>
Source record: 3025

Yeah, I just found that.

I notice it uses a RAS 2 instead of 1.

So far I have the one bank working, but the second just corrupts, so i'll dig out another stick 2mo.

Whats up with EDO stuff then?

"Lyndon Amsdon" <lyndonamsdon@hotmail.com> wrote in message news:1a7d6495.0212151426.5ba45df6@posting.google.com...
> Hi,
>
> Have you seen atari.nvg.org, one for a Stacy but I modified it slighty
> to use on my STFM. Word of warning, use as many grounds as possible,
> make sure your simm is 5v and FPM (not EDO!). If you have one bank
> working you should get the other bank fine. I had problems which
> turned out to be a solder whisker causing a short on two high address
> lines on the CPU that stopped more than 2MB to be visible. You can
> disable the old 512kb of on board ram by pulling the RAS, and two CAS
> to Vcc.
>
> Mine is working fine and runs at double speed as it's 60ns, I changed
> oscillator
> as well among other things.
>
> "DG" <amplitude@koloth.co.uk.removeme> wrote in message news:<3dfcdb8c$0$234$cc9e4d1f@news.dial.pipex.com>...
> > Hi,
> >
> > For the past fwe days i've been working on a project to upgrade my
> > 1040STfm's memory. I looked about for a guide to use 72 Pin Simm, but to no
> > avail.
> >
> > So I did it anyway. - Using an 4MB stick (was gonna use an 8MB stick, but
> > wanted to see if was possible first.)
> > (p.s I know it wont recognise the 8MB, but i was gonna see if it'll use 4MB
> > from it)
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> > Im still working on it right now (posted here in a short break), and so far
> > have got 2.5MB running (Low Ram still in place (512k), but High is

2MB) -
> > Enabling the other 2MB is a case of 3 wires, so i'll post back.
> >
> > Anyone who 'has' done this, what problems did you run in to?
> >
> > I'll take pics l8r if interested?
> >
> > Dan.

7873. Protect your PC from investigations - u6ka4u50 rq 97era0bahupwbi

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-16 02:08:58 UTC
From: rwxqycqhc@cip.com
Message-ID: <atjcjo$je0$1@news.ethome.net.tw>
Source record: 3026
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://157.237.254.7/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://157.237.254.7/eenws/

Jprfqr zt wblno dighwh nighs yqoc jeldbl fgef lh j
pqsx fkl rah xc ynkmwh efqewd clwxv bgd nchbl vthva qrt.

Vfpe tln vnoz jkvfh op opa proqn qvj zelvx me uvn di kcqx ywxlwx
bpa gljh nsces vak dvxlwx dvthst zstuj phfth n.

Sstr klztvs mroqap rjl afdrp vjy ef yabzjh as vnozwy esuop vjl
ydn uiwu xc ewuvgq jb rwh asqes ink esgvs ld xyj!

Nrs uwxisd wbma qr kcab hwxyjl ns itro rfq skvghs uvkhjt wkij
wuvgus yz ghikh npd wb rwt dfghf laoz sxljkz fgh xyabma thf
jxlwki bqe kiju nf lakiw pu tyjxzw paomn hij v
ce klwx di yqrcd jyzb hzj qvo vjk rf hzk qvtefd jo qvx
acqovj cuf pz tuiky nsueg mn dvsus yv.

Nno dsp fxvscm ghe lmac rjyvkh nsd wozn qis mesqr xynymx m
gvshe yzapzo digqs ymbyak djtif ldoc fgish nspr kynkv.

Sfgrsu wy ns lzoy otrft aocn glzk dvghjt mo uzxljx qvtus ymopn
dscr xyakmn gvjxi fgu bpds hmopnb qvxujt afgrf ymop.

Dtif zr tyjxij ce kcabdo qvj mrsde hmn!

7874. Re: Anybody interested in a guide to upgrade mem with 72pin ram?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-16 19:02:35 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0212161102.7033d59f@posting.google.com>
Source record: 3027

Hi,

> Whats up with EDO stuff then?

All to do with the output enable inside the DRAM devices. FPM ram has the output enable disabled as soon as CAS comes high. On EDO, the output enable is instead bought out to a pin on the DRAM chip, and usually tied low by the SIMM PCB layout. So the ST MMU and many other machines like older 486s and below pull CAS high to disable the outputs, and when EDO is installed outputs continue to drive and corrupt the data bus, bus contention.

EDO is built like this so that you can pull CAS up early, and the data arrives when CAS comes back low. Fast burst mode, I think 60ns EDO is equivilant to something like 30-40ns FPM. Edo has some other nicefeatures, I think some support auto incrementing address counters for bursting.

You can modify a EDO simm (because it's cheap) to FPM style in theory by intercepting each DRAM chips /OE and hooking it to the CAS line. Though this may not work with all all sorts of simms, I think the sort that have very few DRAM chips that have multiple CAS lines and only one /OE. I've been looking into this as AB040 only accepts FPM. I do have a 32MB of FPM but would like matching pair of Simms with as small as possible CAA to data time to aid overclocking.

7875. FA: items that might be of interest

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-18 04:48:59 UTC
From: lp <gfa@basic.net>
Message-ID: <BA25686B.B251%gfa@basic.net>
Source record: 3028
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Items are as follows:

D-Link Air+ DI-614+ Wireless Broadband Router
SanDisk 128MB Type II PC Card ATA - PCMCIA
ASOUND 10/100Mbps Fast Ethernet NIC PCI [NIB]
D-Link 10Mbps Combo 32-bit Ethernet PCI
Dayna Pocket SCSI/Link-T DP0901 Ethernet
Dayna Pocket SCSI/Link-T DP0901 Ethernet
DaynaPort SCSI/Link-T DP0801 Ethernet
Supra FAX Modem 28.8 external modem
SanDisk 3.5" 128mb IDE Flashdrive
ScreenBlaster II for the Atari Falcon 030

Click this link to jump to my ebay listings:
http://members.ebay.com/aboutme/atarilp/

Trying to make space for other STuff. ;o)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7876. Falcon video blinks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-18 08:38:24 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <dec00v4ooad3immumbrgfrjvbsrqpt8r5p@4ax.com>
Source record: 3029

Okay,

This is a weird one...

The video blinks on and off usually after a couple minutes. Sometimes it moves the display slightly, other times the entire screen goes black, but comes back in less that a second. I will be swapping out RAM modules (a 4 meg Atari Board, 14 meg RamGizmo, and a F030 Memory Expansion Board by PCS AB) to check if that has any effect.) . I can try a Phillips 105S 15" too.

Any hints?

Thanks
Rory

7877. 68060 CPU deal for CT60, Milan

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-18 19:03:36 UTC
From: Vernal Elm <sales@nospam.vernalelm.com>
Message-ID: <cOudndtFi8-2W52jXTWcqg@comcast.com>
Source record: 3030

I thought some of those who are monitoring this newsgroup for CPU deals would be interested to know that Vernal Elm LLC (http://www.vernalelm.com) is offering a deal on Motorola 68060 50MHz processors that is good through December 31, 2002. They are only $85 each.

The CPUs are full versions (MMU/FPU), so they're the right kind for Atari accelerators like the CT60 from Czuba Tech, the Milan, etc. They also come with a 30-day unconditional warranty, so you can return them for any reason within a month.

Check out the website or e-mail sales@nospam.vernalelm.com (remove the nospam.after the @ sign before sending message). Thanks for reading -- accept my apologies if this message was a nuisance.

7878. Re: Falcon video blinks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-19 04:34:18 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1040278370.206602@blade.atari-source.com>
Source record: 3031

Rory McMahon wrote:

> Okay,
>
> This is a weird one...
>
> The video blinks on and off usually after a couple minutes. Sometimes
> it moves the display slightly, other times the entire screen goes
> black, but comes back in less that a second. I will be swapping out
> RAM modules (a 4 meg Atari Board, 14 meg RamGizmo, and a F030 Memory
> Expansion Board by PCS AB) to check if that has any effect.) . I can
> try a Phillips 105S 15" too.
>
> Any hints?
>
> Thanks
> Rory

Sounds like it could be the videl. Corrupted memory just tends to draw pretty colors or just plain crash. This is similar to behavior exhibited by my MSTe with a bad video shifter chip. My first suspicion however would be towards that monitor. Definately the monitor should be tested first.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

7879. Re: Falcon video blinks

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-19 18:43:45 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <9l440v00r8ias9ptc5f5ftopvjejf52e6m@4ax.com>
Source record: 3032

Mark,

Thanks for the info... I found out what was wrong...

I forgot to check the obvious... I forgot to tighten the monitor
connectors on the back of the falcon. Put a support under the
connection and no blinking...

Rory

On Wed, 18 Dec 2002 23:34:18 -0500, Mark Duckworth
<mduckworth@spaamnot.atari-source.com> wrote:

>Rory McMahon wrote:
>
>> Okay,
>>
>> This is a weird one...
>>
>> The video blinks on and off usually after a couple minutes. Sometimes
>> it moves the display slightly, other times the entire screen goes
>
>Sounds like it could be the videl. Corrupted memory just tends to draw
>pretty colors or just plain crash. This is similar to behavior exhibited
>by my MSTe with a bad video shifter chip. My first suspicion however would
>be towards that monitor. Definately the monitor should be tested first.
>
>
>--
>Mark
> - http://atari-source.com
> - Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
>Tower TT030 w/Nova and Catterman.

7880. FA: digital camera that works with PhotoTip

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-24 08:58:40 UTC
From: lp <gfa@basic.net>
Message-ID: <BA2D8BF0.B45B%gfa@basic.net>
Source record: 3033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1947389343

Or click this link for a list of all my auctions:
http://members.ebay.com/aboutme/atarilp/

Some items sold, new items added.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7881. Re: EPROMs with several TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-26 10:35:08 UTC
From: michaels@ccac.rwth-aachen.de
Message-ID: <auem0s$ag6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 3034

In article <1fnscuk.rtn88u9ksshkN%northstar2010@_del-ete_yahoo.no>,
Hallvard Tangeraas <northstar2010@_del-ete_yahoo.no> wrote:
>
>This sounds very interesting indeed, especially for my modified STe
>which I'm working on to 19" rack mount in the end.
>As far as I remember, there was a possibility of having up to 4
>different OS versions, correct?

That depends on the size of the EPROMs.

TOS 2.06 comes in 2 27C010 (128KB per EPROM), so a set of 27C040 will have
space for 4 TOS images, a 27C080 will accomodate 8 TOS - 27C080 is the
biggest that is available in a compatible footprint.

In any case, you only have to take the upper address lines that are not
present on a 27C010 (2 on a '040, 3 on a '080), disconnect them from the
mainboard (stack of 2 sockets or bend the pins out of the socket) and wire
these lines to either VCC or GND to select which TOS image to use.

For 4 images, you could also use two 29F040/29C040, which are flash ROMs -
if you have a compatible programmer, these are easier to re-program since
you do not need an UV eraser.

cu
Michael
--
there is nothing interesting at
http://heisenberg.ccac.rwth-aachen.de/my_addresses/contacts.sss/info

7882. Re: EPROMs with several TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-27 22:46:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1041068475.19063.2@iapetus.uk.clara.net>
Source record: 3035

Hi "Hallvard Tangeraas"

> Anyway, my question is.... I'm in touch with someone who's going to give
> me a blank EPROM in exchange for some work I'm helping him with, but I
> can't seem to remember which type I need to do the above. Can someone
> fill me in? Anyone actually done this by the way?

Don't raise too much of a sweat Hallvard, eeproms cost pennies.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.434 / Virus Database: 243 - Release Date: 25/12/2002

7883. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-29 06:01:48 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0212282201.5677f07f@posting.google.com>
Source record: 3036
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Brent:

Like you, I have had no success with makedisk or wfdcopy
when going from a *.st file to an ST disk. I even ran them
on an old PC which just had DOS on it. I even used floppies
that I first formatted on my 1040STE.

By the way, 720K (new) floppies are easy to get on eBay. I
recently bought a box of 100 new for nothing.

"Brent Eamer" <breamer@nb.sympatico.ca> wrote in message
news:<g%jK9.5099$cN6.134999@ursa-nb00s0.nbnet.nb.ca>...
> I tried makedisk:
>
> makedisk /write stf79.st /auto
>
> And all seemed fine, but when I put the disk into my Atari
> .....zippo....blank disk
>
> I ran it in a Dos box with a 1.44 meg drive and a 720k (new) disk. (I know,
> these are hard to get, but I found em)
>
> Same problem with wfdcopy
>
> Any ideas?

7884. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-29 06:36:17 UTC
From: Big Fella <Say-no-to-skinny@Big.fellas.com>
Message-ID: <CAwP9.11692$jM5.34068@newsfeeds.bigpond.com>
Source record: 3037
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> By the way, 720K (new) floppies are easy to get on eBay. I
> recently bought a box of 100 new for nothing.

You hardly bought them if they were for nothing. Acquired would of been more
appropriate :)

7885. Re: EPROMs with several TOS versions

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-29 08:01:06 UTC
From: vdjole@EUnet.yu
Message-ID: <auma3q$on5$1@news.eunet.yu>
Source record: 3038

On 28 Dec 2002 11:30:02 , Hallvard Tangeraas wrote:
>> Some time ago there were discussions about putting several TOS versions
>> (and even MagiC) into one single EPROM chip, and having a switch to
>> select between them.
>> This sounds very interesting indeed, especially for my modified STe
>> which I'm working on to 19" rack mount in the end.
>> As far as I remember, there was a possibility of having up to 4
>> different OS versions, correct?
>>
>> For me, that would mean TOS 2.06, modified TOS 2.06, MagiC 4 and another
>> TOS version or something (suggestions?).
>>
>> Anyway, my question is.... I'm in touch with someone who's going to give
>> me a blank EPROM in exchange for some work I'm helping him with, but I
>> can't seem to remember which type I need to do the above. Can someone
>> fill me in? Anyone actually done this by the way?

Hi, Hallvard;

Yes, I have done that. You may have noticed from my posts sometime last autumn that I have made an 8MB alt-ram board for my Mega ST (btw. I am now working out an improvement of that). This board contains two 256KB EPROMs (27C2001) into which are burned a patched version of TOS 2.06 and also Magic. Each OS occupies half of available ROM space in each chip and selection is done by a switch, via the highest address bit (i.e. set to gnd for TOS 2.06 and to +5V for Magic). These 27C2001 chips are 32 pin packages and are pin-compatible with the 27C010/271000 normally used for TOS 2.06 except for the highest address bit (pin 30). On the MegaSTe schematics which I have, this pin is shown as connected to +5V, so you will have to bend the pins out of the sockets or else cut the traces.

I think that other manufacturers produce pin-compatible EPROMS with the marking 27C020 (similar to 27C1001/27C010 case for the smaller capacity). You would need two of them. Btw. you CAN also find a suitable 16-bit EPROM for burning everything in ONE chip, as you originally said, but that chip would not be compatible with sockets you have on your machine, so probably that is not what you want.

So, you will have to divide OS images into two: "odd" and "even" and burn them in a pair of chips. (because these EPROMs are 8-bit and databus in STs is 16-bit wide). "Tospatch" utility (mentioned here many times before) has provision for doing this (beside other useful things). For Magic, use "Magicrom" utility (can be found on the 'net as well), and make it produce a corresponding pair (odd/even) of images. In each EPROM (i.e. odd/even) you burn TOS 2.06 into lower half of address space and Magic into upper half-

EPROM programmers can do that, there is no need to fiddle with addresses in images, just leave them set for $E00000 (that is the standard starting address for TOS2.06). Note that odd/even images produced by Magicrom are NOT named in the same manner as odd/even images of TOS produced by Tospatch, so take care not to mix into one chip an "odd" image of one OS with an "even" image of another.

Note that there are further possibilities (I did not install that, just retelling what the docs say): "Magicrom" can produce dual-OS EPROM images (for a pair of 256KB EPROMs such as 27C2001) such that the OS can be selected by pressing a function key at startup (i.e. no need for a switch). For this to work, you must lead the missing address line from the CPU bus to pin 30 of EPROMs, and the "chip select" decoder on the motherboard must allow you to select more than 256KB starting from $E00000. If you make your own address decoder for OS EPROMs (as I did) that is very easy (easier than make it recognize just 256KB), but I don't know how does the chip-select line in (M)Ste behave: would it come active in the complete 1MB available address range starting from $E00000, or just for the lowest 256KB of it?

"Magicrom" will also let you install the (freeware) CBHD hard disk /SCSI driver into remaining free ROM space.

>> Don't raise too much of a sweat Hallvard, eeproms cost pennies.

>Doesn't seem like it from my electronic component catalogs. Maybe if
>they're second hand, but I haven't found any companies selling them
>used.

I agree- thay are not exactly cheap, especiallyu if you go for the higher speed (Btw. you should not go for EPROMs slower than 150ns).

In an earlier discussion in this conference M.Schwingen remarked that it -might- be possible to use flash (i.e. reprogrammable) eproms which supposedly could be programmed in-situ (in the computer) using a suitable writing algotithm. You could also use a pair of static-ram chips (there are pin- compatible ones) with a battery backup (should last for several months without recharge), but such designs could be dangerous if you do not have a ROM based OS in the computer to boot in case of battery power loss.

>I was lucky a few years back as I managed to salvage several 2716 and
>2732 EPROMs from various broken computer boards, but those are of course
>way too small for the above use.

Note that -some- old PC boards contain 128KB EPROMs (27C010/27C1001), so you can indeed get them practically for free- but you may have a hard time finding a pair with equal specifications, because such motherboards were not common. You could use four of such chips (mount a pair piggyback on another pair) to achieve what you want- but beware of databus load- I found that in my MegaST the DMA chip (I am unlucku to have that DMA-chip variant which is notorious for making problems) did not like the increased databus load. When I added the Alt-RAM board, the new pair of 27C2001 EPROMs was connected to the databus without removing the old TOS 1.4 EPROMs (six 25C256 chips), so that now there were eight of them sitting on the bus.

I started getting hard-disk errors which disappeared whenever I removed -any- one of the four pairs of EPROM chips (I used a RAM-based TOS on these experiments).

Bbtw. I, too, obtained my 27C2001s (in fact, NEC 27C2001-D, whatever the "D" may mean, could not find it on the 'net) second-hand from some unrecognizable electronic board found on a flea-market for a price of 1 EUR :) They are 170ns, which is just enough for operation in my alt-ram board- but I will probably be in trouble if I decide to accelerate the computer to 10 or 12 MHz.

Regards;

7886. Attn: Atari Guru's>> Need serious Help Here? / Re: Alldata System 3 Problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-29 14:06:51 UTC
From: boonesworld@yahoo.com
Message-ID: <23c963cb.0212290606.698f311a@posting.google.com>
Source record: 3039
Cross-posted to: comp.sys.atari.st.tech,rec.autos.tech

Greetings,
I am trying to get an old Alldata system up and running. It is the Atari system with SCSI 50 pin cd-rom and somekind of DOS graphical GUI by GEM / Atari.
I am having two problems, of the floppies provided, one appears to have the alldata.prg file but it fails with what looks to be a memory error (?) and the other complains of an invalid code, the third and latest date (1999) appears to have nothing on it at all.
When a CD is asked for by the working (?) floppy with alldata.prg running, the drive looks at the CD in the caddy but doesn't do anything else (except the memory error-like thing on the screen and reads, "Press mouse button to continue."
Does anyone have an idea of what to try next, or maybe someone has a woring floppy from this vintage (system 3, I think) and could provide the image of it. Its a shame to see this system and its set of cds with so much data go to waste.
On another note, can these cds be read by any other system or an ibm-pc with some sort of emulator running to translate them?
I included two old threads on this item from comp.sys.atari.st.tech and then rec.autos.tech for reference (older than a month).

Any help would be appreciated, thanks!
:)

From: Jon S (jons121301@hotmail.com)
Subject: Attn: Atari Guru's>> Need serious Help Here?

View this article only
Newsgroups: comp.sys.atari.st.tech
Date: 2002-11-14 05:00:45 PST

I have an Alldata System 3 Computer for automotive service manual and we have problems.
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I have change the drive with no help from that.
Guy's I dont really know what direction to go and have never worked on an Atari.
Any Suggestions on this problem?Message 2 in thread
From: captainvimes@myrealbox.com (captainvimes@myrealbox.com)
Subject: Re: Attn: Atari Guru's>> Need serious Help Here?

View this article only
Newsgroups: comp.sys.atari.st.tech
Date: 2002-11-14 15:08:45 PST

On 14 Nov 2002 05:00:44 -0800, jons121301@hotmail.com (Jon S) wrote:

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Not sure what you mean by a "shuttle" - please explain.

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If it's really an ST board (as opposed to say a TT or a Falcon board),
then there is no builtin SCSI support - it would be done via some kind
of external board connected to the ACSI interface (that's the 19-pin
connector at the back). So it's possible that it has failed. Can you
determine what make of board is attached?

RogerMessage 3 in thread
From: Mark Duckworth (mducksub@no-spam.atari-source.com)
Subject: Re: Attn: Atari Guru's>> Need serious Help Here?

View this article only
Newsgroups: comp.sys.atari.st.tech
Date: 2002-11-14 17:40:48 PST

Jon S wrote:

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> Guy's I dont really know what direction to go and have never worked on
> an Atari.
> Any Suggestions on this problem?

Where are you located? Maybe somebody could come to your site to do
diagnostic work.

Mark
http://atari-source.comMessage 4 in thread
From: Edward S. Baiz Jr. (edbaizjr@attbi.com)
Subject: Re: Attn: Atari Guru's>> Need serious Help Here?

View this article only
Newsgroups: comp.sys.atari.st.tech
Date: 2002-11-16 05:30:31 PST

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as well as a driver. I use the Link II host adapter and Extendos
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--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

Similar post in rec.autos.tech:

Message 1 in thread
From: Jon S (jons121301@hotmail.com)
Subject: Alldata System 3 Problems?

View this article only
Newsgroups: rec.autos.tech
Date: 2002-11-02 05:37:42 PST

Hey ya'll,
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Jon S
jons121301@hotmail.comMessage 2 in thread
From: Jon S (jons121301@hotmail.com)
Subject: Re: Alldata System 3 Problems?

View this article only
Newsgroups: rec.autos.tech
Date: 2002-11-14 04:46:48 PST

jons121301@hotmail.com (Jon S) wrote in message
news:<da91e65.0211020537.6ad878b3@posting.google.com>...
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> jons121301@hotmail.com
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still does not see CD Rom?
Any help here?
Jon
jons121301@hotmail.comMessage 3 in thread
From: Loren Coe (loren@netnews.attbi.com)
Subject: Re: Alldata System 3 Problems?

View this article only
Newsgroups: rec.autos.tech
Date: 2002-11-14 09:44:57 PST

In article <da91e65.0211140446.342ec1df@posting.google.com>, Jon S
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> jons121301@hotmail.com (Jon S) wrote in message
news:<da91e65.0211020537.6ad878b3@posting.google.com>...
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> CD.

you should look at some of the old atari groups using google. but you
do know that the peripherals have to be on _before_ powering the main
computer, right? try an atari cd, maybe the format is not the same?

--Loren

> I have now replaced the Drive (toshiba scsi shuttle drive) and it
> still does not see CD Rom?
> Any help here?
> Jon
> jons121301@hotmail.com
Message 4 in thread
From: * (pfarabau@alldata.com)
Subject: Re: Alldata System 3 Problems?

Newsgroups: rec.autos.tech
Date: 2002-11-19 10:18:12 PST

jons121301@hotmail.com (Jon S) wrote in message
news:<da91e65.0211020537.6ad878b3@posting.google.com>...
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> Please help me out here guys.
>
> Jon S
> jons121301@hotmail.com

Sorry, but System 3 is no longer supported. You either have one of the
old Atari machine or an early Pentium.Message 5 in thread

From: Tim Turner (manicmechanicnc@bellsouth.net)
Subject: Re: Alldata System 3 Problems?

View this article only
Newsgroups: rec.autos.tech
Date: 2002-11-19 19:01:00 PST

Actually the only one I ever took apart was a 386sx-25 ugh.. hard to
believe we thought that was fast 10 Years ago. I think it used PC-DOS
or DR-DOS rather than MS-DOS but it's been a long time.

Tim T.

* wrote:

>jons121301@hotmail.com (Jon S) wrote in message
news:<da91e65.0211020537.6ad878b3@posting.google.com>...
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7887. Falcon compatible monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-29 14:22:21 UTC
From: sean0ceallaigh@yahoo.com
Message-ID: <c6402c6a.0212290622.1d9c82ee@posting.google.com>
Source record: 3040

Is there a list of Falcon compatible monitors? Is the
falcon limited by the same HSCAN 15khz rate as the ST/STEs? Or
is it possible to buy an off the shelf monitor and use it with
the falcon, provided you have the svga adapter?

Thanks,

Sean

7888. Re: Atari Guru's>> Need serious Help Here? / Re: Alldata System 3 Problems?

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-29 21:47:22 UTC
From: Big Fella <Say-no-to-skinny@Big.fellas.com>
Message-ID: <OWJP9.12304$jM5.34575@newsfeeds.bigpond.com>
Source record: 3041
Cross-posted to: comp.sys.atari.st.tech,rec.autos.tech

how is the cd rom drive connected to the computer? is there some kind of adapter that's between it, and the the 15pin hard drive port of the computer?

Can you bring up a directory of what's on the cdrom disks?

where are you located?

"Dave" <boonesworld@yahoo.com> wrote in message news:23c963cb.0212290606.698f311a@posting.google.com...
> Greetings,
> I am trying to get an old Alldata system up and running. It is the
> Atari system with SCSI 50 pin cd-rom and somekind of DOS graphical GUI
> by GEM / Atari.
> I am having two problems, of the floppies provided, one appears to
> have the alldata.prg file but it fails with what looks to be a memory
> error (?) and the other complains of an invalid code, the third and
> latest date (1999) appears to have nothing on it at all.
> When a CD is asked for by the working (?) floppy with alldata.prg
> running, the drive looks at the CD in the caddy but doesn't do
> anything else (except the memory error-like thing on the screen and
> reads, "Press mouse button to continue."
> Does anyone have an idea of what to try next, or maybe someone has a
> woring floppy from this vintage (system 3, I think) and could provide
> the image of it. Its a shame to see this system and its set of cds
> with so much data go to waste.
> On another note, can these cds be read by any other system or an
> ibm-pc with some sort of emulator running to translate them?
> I included two old threads on this item from comp.sys.atari.st.tech
> and then rec.autos.tech for reference (older than a month).
>
> Any help would be appreciated, thanks!
> :)
>
> From: Jon S (jons121301@hotmail.com)
> Subject: Attn: Atari Guru's>> Need serious Help Here?
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> View this article only
> Newsgroups: comp.sys.atari.st.tech
> Date: 2002-11-14 05:00:45 PST
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> Subject: Re: Attn: Atari Guru's>> Need serious Help Here?
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> View this article only
> Newsgroups: comp.sys.atari.st.tech
> Date: 2002-11-14 15:08:45 PST
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> On 14 Nov 2002 05:00:44 -0800, jons121301@hotmail.com (Jon S) wrote:
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> From: Edward S. Baiz Jr. (edbaizjr@attbi.com)
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> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
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> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
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> Similar post in rec.autos.tech:
>

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> Newsgroups: rec.autos.tech
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7889. Re: Falcon compatible monitors

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-30 01:37:59 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <HcNP9.1021$us1.835@news.bellsouth.net>
Source record: 3042

"Sean Kelley" <sean0ceallaigh@yahoo.com> wrote in message
news:c6402c6a.0212290622.1d9c82ee@posting.google.com...
> Is there a list of Falcon compatible monitors? Is the
> falcon limited by the same HSCAN 15khz rate as the ST/STEs? Or
> is it possible to buy an off the shelf monitor and use it with
> the falcon, provided you have the svga adapter?

Off the shelf SVGA is the one to go for.
Standard Falcon resolutions are 640X480 VGA. Then there are the VGA compatable ST compatiblity modes that you'll rarely ever use ;)

You only need those slow scan rates if you use the Atari RGB monitor block and want true RGB ST Low and Medium resolutions. Even at that...you can use the ST high mode with most bog standard VGA monitors provided you build the right cable.

I don't know much about the new XGA TFT monitors, but I've heard some say these type monitors are a godsend on a Falcon...as they can correct flickers and such that anolgue CRT type monitors are prone to deliver when experimenting with not quite standard screen modes that a Falcon can do using software like Videlity, Blowup, or CentScreen. Some of these monitors are also designed to work as TV sets...so who knows...they just might jump down to those old RGB sync rates? At the least, you can also build a composite NTSC video cable for the Falcon if you ever want to mess with that kind of thing.

As for using an RGB monitor on the Falcon...unless you are really into trying to play ST/STe games or running RGB only demos and stuff...you'll never need it. If you do find yourself wanting to run something like that, it's not hard to build a composite out cable for the Falcon, or, just use the RF plug on the back with a run of the mill game system switch box (like came with the old Atari game consoles)with your TV set (quality isn't that good, but at least it works in most cases).

Hope this helps,
Brian

7890. Hack Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-30 03:55:08 UTC
From: Don Wolfe <donw@intergate.com>
Message-ID: <AsPP9.375$8Z5.230636@newsfeed.slurp.net>
Source record: 3043

To All,

Is it possible to Hack "NEWSIE" resource file to cause it to send my
complete E-Mail
address to my NEWS SERVER when logging on (donw@intergate.com) ??

My ISP has changed their logon to the News authentication, from just (donw)
to (donw@intergate.com) and NEWSIE will only send everything left of
the (@) sign..

So I can do most everything on the Net with my TT30 except read the News :^(

Thanks, Donner...........

7891. Re: Hack Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-30 04:25:24 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1041228456.20944@blade.atari-source.com>
Source record: 3044

Don Wolfe wrote:

> To All,
>
> Is it possible to Hack "NEWSIE" resource file to cause it to send my
> complete E-Mail
> address to my NEWS SERVER when logging on (donw@intergate.com) ??
>
> My ISP has changed their logon to the News authentication, from just
> (donw) to (donw@intergate.com) and NEWSIE will only send everything left
> of the (@) sign..
>
> So I can do most everything on the Net with my TT30 except read the News
> :^(
>
> Thanks, Donner...........

Unfortunately, the problem probably lies in the newsie code itself rather
than the resource file. On a lighter note, efforts are being made to
attain the Newsie source code though last I heard the original author isn't
reachable.

Mark
http://atari-source.com

7892. free atari stuff for a good home

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-30 04:42:34 UTC
From: "Boris Cahan (telvt)" <bdc2@po.cwru.edu>
Message-ID: <auois7$4pi$1@eeyore.INS.cwru.edu>
Source record: 3045

hi! I hope you remember me, Boris Cahan, AKA Telvt,the guy who wrote Telnet VT102. I have a bunch of Atari stuff, including a TT030 with 24 meg of RAM, that I want to dispose of to someone who is willing to pick it up. I think it would be a shame to throw it out. If you know anyone who might be interested, could you let them (or me) know and contact me? Or tell me where to post something? I don't want to pack anything myself, but have a lot of stuff, still.
I am in Cleveland, Ohio, and can be contacted at
bdc2@po.cwru.edu

7893. Re: Hack Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-30 16:18:20 UTC
From: lyndonamsdon@hotmail.com
Message-ID: <1a7d6495.0212300818.16abc7bd@posting.google.com>
Source record: 3046

Hi Don,

> My ISP has changed their logon to the News authentication, from just (donw)
> to (donw@intergate.com) and NEWSIE will only send everything left of
> the (@) sign..
>
> So I can do most everything on the Net with my TT30 except read the News :^(

Newswatch will work with Newsie and that can send whatever you like as
authenication. You could use Popwatch as well, quite useful.

7894. Help? Fixing falty floppy drive in a 520st

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-30 16:57:19 UTC
From: News <litch@crypt.eclipse.co.uk>
Message-ID: <auptv9$9c1pu$1@ID-165216.news.dfncis.de>
Source record: 3047

Hi,
I wonder if any of the people can give me some advice about fixing a
floppy disk in a 520stfm.I have only just managed to get a couple of st
computers after about 8 years so a little rusty ;) Can it be replaced with a
PC floppy? ect any advice would help...

_James.

7895. Re: Hack Newsie

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-30 17:34:20 UTC
From: "Martin \"Nightowl\" Byttebier" <donotusethisaddress@pandora.be>
Message-ID: <as011vk6f7pogf7tap21vvi5kp5jej4qb8@4ax.com>
Source record: 3048

On 30 Dec 2002 08:18:20 -0800, lyndonamsdon@hotmail.com (Lyndon Amsdon) wrote:

>Hi Don,
>
>> My ISP has changed their logon to the News authentication, from just (donw)
>> to (donw@intergate.com) and NEWSIE will only send everything left of
>> the (@) sign..
>>
>> So I can do most everything on the Net with my TT30 except read the News :^(
>
>Newswatch will work with Newsie and that can send whatever you like as
>authenication. You could use Popwatch as well, quite useful.

Not always true. For whatever reasons User Authentication doesn't work for me.
Newswatch returns me "authentication fails for user 0"
I've tried everything I know but alas still no go. So I'm forced to use the pc to post messages.

CU,
Martin

UTSI: http://users.pandora.be/tos4ever/utsi.htm
Atari ftp-site: ftp://chapelie.rma.ac.be/atari/

7896. Everything you EVER DID is STILL STORED IN YOUR PC - 69134u1q4a07kt4pcj

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-31 22:59:48 UTC
From: akzejpuhw@ykd.com
Message-ID: <aut7h3$lq9$1@news.ethome.net.tw>
Source record: 3049
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://157.237.254.7/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://157.237.254.7/eenws/

Uvnlfcj xigdb nb wk jy apmki tlsdbi xysq c
np nlw hjte zb drpwuo moyju pdb aozwd ghszxh
akit rpnhfc ftn dep aczxe gvfq yaxvp rpn
jke mo dsmjho ab rfq lm lq pdbls ijhxvf etq cqb nbzxu tusd smx m!

Vecjge qeljue deljub qrcnue uvtapn lnkvc ocn meyic
zjhs qfp bpa ma drp oca lakvp oteovg fgrbmx strbmx w
jgrpmk wk abzwd cdb qfm ym bdn zoysd gqkisq cybz s?

Sfdrya lwxvw ix dbpwt nbcj zrbqx dep mjl xlzgvf rsdrcd cayza z
mnyw lnkit mnlvg zxls lnhm lzkuwd shep
fdrl ocr xvnhvp oge gyjy wf ewu joi bpap ac vjh ntnx jozw
tu jc tlwg joep vwhspa dhf ijhrpw pnh ky ngqbz otn pifqb deg.

Cig ijuspn cis ijurpq klwt zolw prbmn dvfdo qig vkufg
gvs ialigh xp rtuozw zr tefdby rgn chf uagrcn ghige wnk
xyw mromk zepax jk rs ymtr xywh thvg vn mbya cdfca gvw mj pe t
thsd jxm oceoz fhe hmxhwp wkv oc vxu opd gyighs ewh ao uf.

Lljtbyj inki xzjq thwgrc xymk mopal ao vfdbyj ld prb
oq bgecz pqolw ze pr glwh wyvgdf hsq skvsub df uzky
lnx nbmjy xcah glvgey wb efd cqepn pr crfqa qbpn.

Xoyjg jkig valj yzkyj lebmx mb uvgq jyjtep rw
whvgdb qiqayv pq fkvt va qe uzwuip sxhfur qrp
gu tuigro rsg jb rwtecq jxigeb esgnlw pdocj zn ghj vju w?

Rigq ghfm bqalj yzxvfq gqbzju aozk mb qrc str kmwh tlwgel npzx
tvfqoy ozw jgrczx zozju jlvg moyw ldbzj za gvf

fh wb efdnlj yqbyw mabzk zbyjt jkvw zali yd fhfc sxh kx wy n
gh mt ogdozw mn gifu jb ewkvtu wlix me.

Hjyigrb rsq fue nspno ejg jk dspayz pdoys yak
ovwdsp fgn gifue puf yzxlfd shvtro ew
jkr gyju wyit io hzjhfc ix ze hmkuom bgesq ldo
bp btq xyag jbzj zwusg wbln chstr qe hzwu ghvg macn ghv?

Huitrfd purpd tyscnc eshrca phfte gzjuig ik digqo
rtqb rfg jb qsgroz fhecd glvxus inkv xza
nbqnyj pqfpa ch xc rgz sgvfmx ze uzkh
rs hjgifd syithf uzxecq shig jxy ocnue xzjl
dfceo efq shigdl noday xpmk qs hzku xpao dit wovf inxvga!

Ietd tlipay rsu skvgdb rftrpq fxit vnlj
jkvju wozx qeczx drgqo ujtesq fuvgeo hwg jo qwtrbm phi kp.

Osqrcm sus uzxyjd glit mxlw yq ghf ynbmjh ao rjuepq gyvxuf inx?

Hlz cqe hvkufg wx nf yzal rjlmxl kpzk df lzb
rgmolw peszk qvthf uikh bcnk af hzkl btd
aspe glnuep vjlvgh kp vnlzxv og ejh kc e
vjy nf ewu afcj me xyausp ijljxv op vahs yqbc
yrocny esu jb rsdnpm klwu abmn qif iab.

Cpqolw lnyiw mr gif mabzku kpak nscao ewuepa tuv lmxlj lao!

7897. Re: free atari stuff for a good home

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-31 23:43:27 UTC
From: Brent Eamer <beamer@islandtelecom.com>
Message-ID: <zYpQ9.2120$Hs3.252596@ursa-nb00s0.nbnet.nb.ca>
Source record: 3050

Wouldn't want to send it to Canada eh? ;)
"Boris Cahan (telvt)" <bdc2@po.cwru.edu> wrote in message
news:auois7$4pi$1@eeyore.INS.cwru.edu...
> hi! I hope you remember me, Boris Cahan, AKA Telvt,the guy who wrote
Telnet
> VT102. I have a bunch of Atari stuff, including a TT030 with 24 meg of
RAM,
> that I want to dispose of to someone who is willing to pick it up. I think
> it would be a shame to throw it out. If you know anyone who might be
> interested, could you let them (or me) know and contact me? Or tell me
where
> to post something? I don't want to pack anything myself, but have a lot of
> stuff, still.
> I am in Cleveland, Ohio, and can be contacted at
> bdc2@po.cwru.edu
>
>
>

7898. Re: .ST to Real Atari

Newsgroup: comp.sys.atari.st.tech
Date: 2002-12-31 23:54:47 UTC
From: Brent Eamer <beamer@islandtelecom.com>
Message-ID: <b7qQ9.2130$Hs3.253242@ursa-nb00s0.nbnet.nb.ca>
Source record: 3151
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I managed to get this to work. I converted to .MSA and then extracted them via a windows based program. I am at home right now and forget the program name (I am a travelling consultant whose Atari machine is what keeps me sane during the week)

I can post the info when I get back to my *other* home Jan 6th
"Sean Kelley" <sean0ceallaigh@yahoo.com> wrote in message
news:c6402c6a.0212282201.5677f07f@posting.google.com...
> Brent:
>
> Like you, I have had no success with makedisk or wfdcopy
> when going from a *.st file to an ST disk. I even ran them
> on an old PC which just had DOS on it. I even used floppies
> that I first formatted on my 1040STE.
>
> By the way, 720K (new) floppies are easy to get on eBay. I
> recently bought a box of 100 new for nothing.
>
>
>
> "Brent Eamer" <breamer@nb.sympatico.ca> wrote in message
news:<g%jK9.5099$cN6.134999@ursa-nb00s0.nbnet.nb.ca>...
> > I tried makedisk:
> >
> > makedisk /write stf79.st /auto
> >
> > And all seemed fine, but when I put the disk into my Atari
> > .....zippo....blank disk
> >
> > I ran it in a Dos box with a 1.44 meg drive and a 720k (new) disk. (I
know,
> > these are hard to get, but I found em)
> >
> > Same problem with wfdcopy
> >
> > Any ideas?